

# **Rivenroar Crypt Entrance**

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## Rivenroar Crypt Entrance

### Events

Before they set out, Eoffram brought them a part time member of the city watch - Quinn who wanted to join their quest. Quinn's had heard of Castle Rivenroar and remembered an old camp song that contained some of the details for the route. Shamash demonstrated his phenomenal eyesight, identifying landmarks from the poorly drawn map, before other people could even see them. With Hazel's knowledge of the wild, they managed to avoid problems on the journey to the ruined keep.

The group spent a night roughing it in the great outdoors, then spent the morning searching for the entrance to the crypt. On descending into the crypt they were faced with a couple of Hobgoblin and Goblin guards and a rather odd pyrotechnics display.

Quinn showed his mettle by charging the Goblin archers at the rear. Hazel traded blows with one of the Hobgoblin's supported by Shamash and Jonn. Chant spent his time bounded back and forwards between the two groups, dodging the brazier's flame burst each time.

Spending some time to jam the door latches, the group then descended the stairs behind the eastern door. They came to a room with glowing runes scribed on the floor. Whilst they were translating the runes, they heard the scurry of claws on stone, and prepared to defend themselves...

### Technical Notes

Per Tim's comment, need to check the rules for firing into Melee.

Matt commented that all his powers seemed to do the same thing. Looked up some alternatives for him, discuss any changes at next game.

Mike's ongoing concern that all the characters are very samey is much harder to address. (System too balanced).