

# LuChinda's Quest

## The Lodestar Inn & Dwarven Mines of Sable Scoria

Tucked away in the rougher fringes of Doran, a coastal port and commerce center, lies the Lodestar Inn. With decent food and mostly pleasant serving wenches, it provides the occasional traveler a lower priced alternative to the three other, more refined, inns in town. It also maintains a large upper common area with bunkhouse style seating along the walls. In the center of that area stands a large heavy, solid table, which is securely anchored to the floor. Strangely, each of the shuttered windows has a rope ladder secured to its inside sill, as if waiting for a rapid escape. The Venturers' Eye symbol is boldly carved into the solid oak, interior entrance door. Obviously, entrance is not for the faint of heart.

This upper area is the local gathering place for The Venturers' Guild; an organization composed of those rare, unique individuals possessing special magical or physical abilities, each driven by an inner drive to explore the unknown. Most of Airth is populated by humans with scattered settlements and communities of the other humanoid species. Nearly all the population is mundane – that is – they merely possess whatever magic and abilities are normal for their species. Venturers are unique and special – in many ways.

Today the upper area has the normal mix of young and old of assorted species; human, elf, dwarf, gnome, halfling and even a meren. The clientele are mostly fighters with 2 wizards, a healer and a few very dark mysterious 'specialists' – most likely thieves or assassins. A group of new Venturers, young fighters from various species, have congregated in the western corner; apparently drawn together by their mutual youth and inexperience.

The room is full of excited continuous noise! Venturers are talking over one another as many stories are being told, and retold. Of course, every one of them is completely true! Much drinking and friendly arguing is coming from the center table as bragging and boasting abounds.

The time is early evening, and no one is paying attention to the entrance door, so, luckily her quiet entrance went unnoticed. LuChinda was terrified to be here! However, she could think of no other choice. She needed a band of venturers to help find her elderly father; Garrold, missing for the past three days somewhere in the rolling hills to the north of the town. He was senile and tended to wander. LuChinda was afraid that he had met up with robbers, ugs or worse, had fallen into one of the many abandoned dwarven mines in that area.

A small group of youthful fighters seemed to be the least terrifying, so she approached them and cautiously explained her plight. The young Venturers listened to her tale and then

whispered amongst themselves. They accepted their first job and it sounded simple; search the rolling hill area and find a helpless old man! No problem! Of course, they (YOU) accept the challenge – and the offer of 50 gold now and the promise of more when her father is returned home.

After many hours of careful searching, one of your party finds a small patch of cloth snagged on a thorn, clearly torn from its owner as he passed by. The cloth matches LuChinda's description of her father's cloak. Your first proof that Garrold passed this way!

Nearby, you discovered a few old and partially overgrown holes, which could be entrances to underground caves or mines, and many recently traveled paths close to where your clue was found. It looks like someone started to clear away the brush from one of the possible entrances.

In full agreement, your party crawls through the hole. You discover a very old circular stairway carved into the stone. Lighting your torches, you cautiously descend into the dark unknown.

Your quest is on! Select your Venturer from the set of Player Cards and explore The Mines of Sable Scoria.

(The story of your quest to find LuChinda's father is continued through expansion packs, which are available separately)

## THE STORY CONTINUES...

### **GAIA VENA PASS EXPANSION**

Searching the Mines of Sable Scoria was slightly profitable and provided proof that Garrold had been there and left. Leaving the abandoned mines and carefully searching their perimeter, you find boot prints leading south toward the Gaia Vena Pass.

At the edge of the Canyons entrance, your party comes upon a bright, cheery campsite with an ostentatious wagon at its center. A few of the many guards that encircle the camp escort you to Rosa, their employer. Rosa is a healer and is leading her senior apprentices on their final training journey toward Doran. She claims to have bid Garrold a safe journey through the canyons, only two days ago.

Rosa agrees to assist you with supplies for your quest and a few of her apprentices offer to join your party. Your party enters the tall canyons and continues their quest.

### **DEEP ROOT FOREST EXPANSION**

Exiting the maze of Gaia Vena Pass, you find a few drops of blood. The blood trail leads your party toward a deep green forest. As you approach, insects and strange animal sounds resonate continuously through the thick brush and high trees.

Nearing the forest, you come upon a logically and precisely laid out camp consisting of identical tents centered on a large campfire. Tadhg, a short brightly clothed gnome wizard, almost covered by his outrageous hat, is meticulously addressing a few

of his apprentices. Waiting for him to pause, you carefully address him and ask about Garrold.

With many, very many, words he describes a sprightly elderly man walking briskly through the woods towards the nearby mountains.

After a long discourse, Tadhg agrees to sell you some provisions and you continue on your way. As you leave, a few of the apprentices quietly offer to join your party.

## **DRAGONS' MAW CAVERNS EXPANSION**

Several obvious trail markings lead from the Deep Root forest directly to a natural entrance into the mountain. Is this a trap?

As your party cautiously, quietly approaches the entrance, you surprise a heavily armed dwarf exiting from it. Reginald Goldfinger, his beard braided with beads and his armor gilded and painted in bright red and black, introduces himself as a traveling merchant, just passing through the area. He offers to barter for supplies, trinkets and rare metals. A passing comment from Reginald reveals that he saw an old man traveling the caves and that the caves exit on the other side of the mountain.

Inside the cavern entrance, several specialists are lounging around and eye the newcomers with a calculating look. Maybe one of them would find your quest interesting

## **ISLE OF MISTS EXPANSION**

Upon exiting the Dragons' Maw caverns, you follow a marked trail to a secluded cove in the otherwise rocky coast. There you find a well-kept, sleek sailing vessel secretly anchored. Over a mug of ale with Captain Richard, you discover that he just returned from providing passage for Garrold. After some bartering, he agrees to transport you to the Isle of Mists.

As Richard casts off, you notice an oddly human looking, scaled head rising from the surface of the water. The meren waves and begins leading the way through the mist and reefs. Upon clearing the fog, you behold an island with a beautiful ancient forest alive with creatures and plants never imagined, no less seen, by most humanoids on Airth.

Richard offers to wait for you for only three days while you search for Garrold. He even offers to sell or trade a few provisions to help you in your quest. Explore the island and find Garrold and the meaning behind his journey!

**GAME ON!**