

## The Seven Who Are One

Meanwhile, back at Castle Rend.

The team are champing at the bit to get into the World Below. But! Some narrative bookkeeping first.

### Repairing Castle Rend

The people here are mostly working on fixing the Tower, that's the first piece of business.

It would typically cost 50,000gp and 400 days to *build* this place, but it's mostly built already it just needs some fixing up. 15,000 and 120 days.

### The Calendar

Fuck it, we need to start tracking time. [Here's the Calendar](#). It's currently Cetain, the 12<sup>th</sup> of Lyleth. The castle will be finished on Disadane, the 20<sup>th</sup> of Aniss

### The Folk of Castle Rend

Men from Gravesford, Callum, Chalk, and Dur Mennet now live in and around the keep.

**Bellado the smith.** He's the son of the smith of Dur Mennet. He's in his mid 20s, he's huge, but he's not too bright. He's here mostly to make the nails and pinnings for pulleys and block and tackle. He can do weapons and armor, but it's not his thing.

He can melt the keep's old weapons and armor into the stuff he needs. If they want anything else, he needs ore.

"You bring me ore, I can do the spalling and the vanning. Take a while."

**Gallmao the mason.** He's an old man, blind in one eye, from Chalk. He likes to be in charge.

"All fieldstones. Limestone, some sandstone. Travertine. Looks like they started with granite and gave up!" he wheezes laughing.

"Can do some work. Clean the place up. Fixing that tower though, gonna need a proper quarry. Means sending off to Malle near the high city. Take some time, won't be secret."

**Arannel the woodwright.** She's a woman of Gol decent, black hair, black eyes, broad-shouldered.

"Gonna take a lot of wood. I'll get a team, start cutting."

## Ruling

Sir Aarkizovar comes to Nekodemus and says "My Lord, there is a problem requiring your attention."

Uthur is a young worker from Callum. He's paid 5 silver a week, which is better than a living wage.

Bellado, Gallmao and Arannel set the pays.

He saw an older worker, Kenan, who wore a silver chain. Kenan took his chain off, set it down, and on an impulse, mostly because he doesn't like hard work, Kenan snatched it and ran.

Bellado saw the boy ran, grabbed him, and brought it to Sir Aarkizovar. "Caught him stealing. What is to be done with him?"

Aarkizovar bucks it up to Count Nekodemus.

Bellado: "There'll be more like this. Folks know the Lord has money."

## The Tower of Domination

They test the tower of domination. WOM WOM WOM. Townsfolk go glassy-eyed like the potions. Will DC of 5 to avoid, so it should be easy for the PCs but you never know. Only lasts 5 minutes. Low-power test.

It may not be immediately obvious what the effect is, but someone under the power of the spell will do literally whatever you tell them including violence, self-harm.

An Arcana check, DC15, reveals the connection between the effects they just experienced and the potions they've seen in use.

## The Arrival of the Ruby Knight

Mardun et al show up. "Ill tidings make ill guests, my father said, but there's nothing for it. Lady Sariel prepares a host of Deathless, first to siege and then to take this Castle Rend."

Orim Tarrentel – Halfling Warlock (Fey Pact)

Tessilfans – Drow Warlock (Blade Pact)

Duvamil Magag – Gnome Arcane Trickster

He and his team are going to the Pyramid. They've got bigger fish to fry, but Tesilfans is a good source of infos on the World Below. Sai joins them, just to keep the Sword of Stars out of Lady Sariel's hands.

But wouldn't the Oracle know that? Maybe they leave it to fate. Random chance foils the oracle?

## The Clock

Willoughby Twobuckle shows up in Kek's room. "Saxton's pissed. He's given the job of punishing you guys to Sir Anglim. They're raising an army of peasant levies to come down here and drag you back to Bedegar Keep."

"Also, I need that key back."

Twobuckle approaches Iyagushka. "Hey Moorward."

"Yeah."

"Saxton stole your staff."

"Yeah he did."

*"Let's steal it back."*

So they're going to go off together and try and get Iyagushka's staff back. Peldelton goes with them to join the Clock.

Both armies will show up here in about two months.

## The Chosen of Bolothamogg

Graves is the first to detect that the team has entered the World Below, because Bolothamogg contacts his mind.

Bolothamogg gifts Graves with images of Surgens, Incaendum, and Lady Ruth. Whichever one Graves concentrates on, he gets the rest of the vision.

Horace the Unwashed - Male Dwarf – Fighter - *Free*  
Duggan of Johnstone - Male Human - Cleric  
Surgens - Female Half-Elf - Wizard  
Incaendum - Male Human - Sorcerer  
Patti Shrillwhistle - Female Halfling – Thief – *Dead*

He has a vision of Incaendum, imprisoned in a liquid-filled tube. Tentacles grip his mouth and nose, breathing for him, feeding him. He twitches, clearly still alive.

Surgens is in a dark prison cell. Fish-men patrol outside. She is clearly under the power of the *domination*, staring glassy-eyed at nothing.

The Black Rose: Sir Anglim, Lady Ruth, Sir Pelliton, Sir Noth, Lady Morgant, Sir Barlow

Graves sees Lady Ruth using the *staff of the woodlands* to *awaken* trees and add them to the army they prepare for Castle Rend.

Of course, eventually they head off into the Underdark! At which point we switch to *The Gates of Firestorm Peak*.

## Random encounter

As per the Out of the Abyss book, depending on time.

## The Hlan

The Shield of Aendrim meet a patrol of Hlan, looking for the same escaped prisoners the Duergar are looking for.

The Hlan have Darkvision, advantages on Death Saves, and can use *misty step* once per long rest.

### MISTY STEP

*2nd-level conjuration*

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

While the Shield of Aendrim are fighting the Hlan, and the Revenant Vow are fighting the Duergar, an UMBER HULK destroys the wall separating the two corridors, and it's a battle of five armies! The heroes meet in battle! And probably all die! Muahaha...ahem. I mean, there's *definitely* a very slim chance they'll survive!