

Adventure Hook and Notes for the Twilight Fortress

Why are the Xterminators in Kulta? Why are they adventuring 'in' the Twilight Fortress?

Contracted: Another party of adventurers, locally based in the town of Daerlun (the Dungeon Delvers), went on a quest into the Twilight Fortress a month past. They were never seen again. Two human members of that ill-fated adventuring party were brother and sister, Tagart Hokkera (a fighter) and Sharlyn Hokkera (a wizard). They were part of an important merchant family based in the town of Kulta. Karalyn Hokkera, the matriarch of the family, offers salvage rights to you and your team, if you can find and return with the two lost members of her family—or at least return the gold signet rings worn by the missing brother and sister.

X knows Karalyn Hokkera (the matriarch of the Hokkera family (Merchants based in Kulta). He owes her some debt of gratitude and has agreed to send a team to investigate the incident.

Karalyn offers a reward of 4,000gp per signet ring recovered. If the PCs bring back the Hokkeras in good shape (of good mind and body), she offers to double the reward. The potential reward, if both Hokkeras are returned to the family home (in Kulta) is 16,000gp.

Why did the Dungeon Delvers go on this quest to begin with? Well, they were eager to make a name for themselves. The legend of the Twilight Fortress is well known locally (in the vicinity of Daerlun, and stories indicate it is a perfect site for heroes intent on discovery, glory, and treasure!