

Your travels and explorations lead you to encounter a small city, about which stands a thirty-feet high outer wall, constantly patrolled by well armed, mounted, figures in spotless armor.

Great rune-etched blocks of granite, each the size of a large cargo wagon, stack neatly together to form an extravagant archway, leading into this military-looking civilization. Guards patrol both the grounds in and out of the city, as well as in the skies. The streets of this place are meticulously laid with large slabs of thick red stone, which form a rather impressive road system.

The main street leads you in through the archway of rune-etched stones, into a city bustling with daily activity. After a few minutes of looking around, you stop before a rather impressive and large log-built inn that appears strong enough to withstand a dragon attack.

After checking in with the innkeeper, you purchase a room for the night. Well past the midnight hour, through the door of your room, you hear a muffled cry from outside your door. The cry sounds desperate. After a few moments, you hear another similar cry.

You secretly crack open the door to your room and listen. Soon, you hear the same muffled plea for help, though a little louder, now that your door is open. You decide to follow the repeated cry for help, and soon are led to the door of a room just down the hall. After knocking a few times, you surmise the room's occupants, or some of them, to be away, and so take the liberty of opening the door. To your surprise, the door is not locked. You open it slowly, silently, expecting some form of mischief in your behalf. Opening the door, you soon discover a person, gagged and tied to a chair:

%Roll: Royalty type:

01-05: King

06-15: Queen

16-25: Prince

26-00: Princess

As you make eye contact, the captive earnestly begins trying to talk to you. Entering into the room, you carefully remove the gag from the captive's mouth.

"Please, get me out of here. Untie me, please. I am taken prisoner by people who keep debating how much ransom money they can get for me. Please help me get back home, and I will reward you generously."