

Dragon's Rage

A Two Round D&D Living City Adventure

Round 1

by Jason Nichols and Troy Daniels

Original Cycle of Dragon's Concept by Troy Daniels

Dedicated to Christy Nichols - Who proves that there is a dragon's spirit in each and every one of us. She also is a world champion hugger who knows JUST when they are needed. Thank you.

You have heard that the famed sage Elminster resides in the small village known as Shadowdale. You head there to find the next clue in the Prophecy of the Dragon Sage. You would never have guessed that your foes have the same writings that you do, until you get there.. This is a 5 Day Unit event. Part 5 in the Cycle of Dragons Series. For characters levels 1-10.

DUNGEONS & DRAGONS, D&D, FORGOTTEN REALMS, and RPGA are registered trademarks of Wizards of the Coast, Inc. RAVENS BLUFF and LIVING CITY are trademarks of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	4 players	5 players	6 players	7 players	Lvl Cap
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th
T5:	43-52	47-57	51-62	55-67	12 th
T6:	53-64	58-70	63-77	68-83	14 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Adventure Summary and Background

What has come before

In the adventure *Dragon's Spirit* (by Cindy Mullins and myself) adventurers from the City of Ravens were dispatched to find out about a dragon fight that was taking place in the mountains to the north. When they arrived they found several metallic dragons dead and one that was clinging to life. Agreeing to help it they took portions of the dragon's "self" into themselves and went off in search of the Temple of Dragons.

Once there, they passed through a series of tests and finally made it to the altar where the good dragon could be put to rest. Combat ensued with a White Dragon Noble called Frostrage and a message was given to the adventurers: "The Dark Lady is awake." They were told to find the creature called the Dragon Sage, who would be able to tell them what to do from there.

After that came *Dragon's Knowledge* where the adventurers were sent on a mission to find this "dragon sage" that the message spoke of. Traveling to the Moonshae Isles the found that the citizens of this fair land were in peril as their very children were being stolen from them.

Delving deep into the mystery they finally discover that the dragon prince of the desert is in search of the dragon sage too. The Sage was in the form of a child. After a

fierce battle the sage revealed a mysterious prophecy to the heroes.. and told them that the next step of their journey was in the fabled City of Splendors, Waterdeep.

In *Dragon's Deep*, our heroes find themselves embroiled in plots in the City of Splendors. After ferreting out a thieves gang they discover that the leader of this group is on other than the shadow dragon prince. A stunning rooftop chase ends in combat in the infamous Undermountain. Rumors afterward lead you to believe there could be MORE draconic activity in the city of Westgate.

Dragon's Honor (by Jason Nichols and myself) lands the PCs in Westgate where the twists and turns of the city are nothing compared to the plots of the Cult of the Dragon and the Cult of Tiamat. Within hours of being there they are embroiled in a plot to save not only a half dragon paladin, but the city as well.

Teaming up with the famed Alias of the Azure Bonds they manage to thwart the evil half dragon and rescue a new friend and companion. Their half dragon friend tells them that he was heading to Shadowdale to speak with an old sage there...

And... the journey continues...

AUTHORS NOTE - For those adventurers who have NOT played *Dragon's Spirit, Knowledge, Deep, or Honor*, it is not necessary to bring them up to speed on what has happened before this. The information above was for YOUR benefit. I am sure they will find out later how much trouble they have really gotten themselves into.

Before We Begin...

Several things that you as the game master are going to want to make note of BEFORE the adventure begins. Some of these things are to be shared with the players and some of them are just for YOUR information.

- Players who have played any of *Cycle of Dragons* series should be encouraged to play the same character. I am trying to build the sense of a continuing plot line with this series and this will help a lot.
- GROUPS that played *Dragon's Spirit* or any of the Cycle of Dragon's scenarios should be encouraged to play together. It has NOTHING to do with the storyline and will not affect it one way or another, but it will help them form the bonds of an Adventuring Company, which will be important down the way...

- As you are reviewing the characters that are going to be used, be sure to note if the players have any "Dragon Items." These include items like Dragon Scale shields, Dragon slaying swords, Dragon Stones, Dragon Armor, Amulets of the Silver Dragon and such. Why? This will play an important role during combats and interactions with NPCs that serve the dragon princes. For some reason they do not like evil dragon hides being used for decoration or purpose. That generally means that someone had to KILL an evil dragon to get the hide to make whatever. That, to quote Martha Stewart, Whisper and a whole host of evil dragons, "Is a Bad thing."
- There are players out there who are playing half dragons. These are officially sanctioned, certed characters within the campaign. All of the half dragons are metallic in type and should have some "good" alignment. Evil dragons and their minions will take special pleasure in destroying these creatures as they are considered abominations. However (and I do not believe I am saying this) I would like you to try and keep them alive if it is possible. They will be making critical decisions later on in the plot line and I need at least a few of them alive to do it. ☺ If the player is playing the half dragon stupidly, kill it. If the player is playing smart and just gets in the wrong place at the wrong time, do what you can to spare it.

Scenario Summary

As is usual for a Cycle of Dragon's scenario there are two possible entries into the event. Entry One is for those PCs that are coming into Rage/Rescue directly after playing *Dragon's Honor*. Entry Two is for those that are coming into this two rounder after playing ANY other event.

Entry One -

After picking up a friend in *Dragon's Honor* they learned that there are strange dealings going on in the small community of Shadowdale. Everyone has heard of Shadowdale, the home of the famous Elminster and Storm Silverhand. Their half dragon friend in the lead, the party heads to Shadowdale

Entry Two -

Charles O'Kane is becoming used to being the mayor of Ravens Bluff again and he calls the adventurers to him for a mission of some importance. Their half dragon friend has mentioned that they should head to Shadowdale to check out rumors of draconic activity and Charles reinforces that. He will commission the group to go to Shadowdale and consult with Elminster

and Storm regarding the Prophecy of Dragons and other matters. If they are nice.. he might actually pay them.

No matter which entry the PCs will find themselves south of Shadowdale after a ride.

Refugees -

The PCs will come across citizens of Shadowdale leaving the area and heading south to Daggerdale. When questioned they will find that "the lady witch" or "the lady Sylune" told them all to depart. Elminster and Storm have disappeared and there is danger in the dale. When told of this we have to hope that the PCs will want to investigate. The citizens are accompanied by troops from the local lords castle.

Abandoned -

Shadowdale lays abandoned. The local inn's doors are barred shut and the homes have doors hanging half open. The PCs can move around Shadowdale for a bit if they like or go directly to Sylune's Hut.

Sylune' -

The Lady of Shadowdale has a report. Apparently there are strange happenings in the dale and she would like you to look into them.

Elminster -

Elminster is gone. Checking his tower you find clues as to where he may be.. and what the problem could be.

Known -

When she feels comfortable that the PCs are not looters the ghostly Sylune will reveal herself to them. She will explain why she told everyone to leave and ask for the heroes help. If they stole anything or attempt to harm her, incredibly bad things can happen here.

Armed -

Armed with the knowledge that the lovely Sylune has given them the PCs can move toward Elminster's Tower. Arriving is no problem and neither is getting in. It is empty as the old sage is out saving the world (literally). Here on a table they will find a poem and some scribbling of notes that could be clues as to what the notes mean.

Seer –

A mysterious seer may hold clues to the riddle in Elminster's tower. But there may be a cost.

Stair -

As the party moves toward the place where the celestial stairway once was they note that instead of a stair of light going up, a stair of darkness descends into the

earth. As they approach they are attacked by Kobolds and must defend themselves.

Decent into darkness -

Slipping into the depths they will find a weary Elminster and Storm at the bottom of the stairs leaning against a stone slab with a rippling surface. Drawn into the mesmerizing magic of the portal, they are trapped and must wait for rescue. Somehow...

Author's Commentary

Hello there!

This installment in the Cycle of Dragon's series is a TAD different than any of the others before it. There are several reasons for this.

1. It is a two rounder. This means that the event stops after four hours of play.. and then restarts in the second round.
2. This scenario is a combination of Campaign Event and Classic Event. In round one the players are playing their PCs. In round two they will be playing some of the most important and famous people in the City of Ravens, off to rescue THEIR PCs! ☺ Like I said, a Campaign And a Classic. Two great tastes in one scenario package. ☺

Something that you will note as you read the text for the game master is that Jason and will be occasionally be writing it in first person. Too many times have I really wished as a judge for input from the author in a personal level so that I really could know what he was thinking when he or she wrote this or that. Hopefully writing the judge text in this manner might help. Oh, and we will try not to ramble.

Jason and I hope you have fun running this and if you have ANY questions about the event please feel free to email me at troy@rpga.net or jason@rpga.net and we will do what I can to answer them.

Introduction

As is usual for a Cycle of Dragon's scenario there are two possible entries into the event. Entry One is for those PCs that are coming into Rage/Rescue directly after playing Dragon's Honor. Entry Two is for those that are coming into this two rounder after playing ANY other event.

Entry One -

Terranock moves into the camp with two small rabbits slung over his shoulder. You can tell that your half dragon paladin friend is feeling good after having hunted for a bit. Slipping by the fire he kneels and begins cleaning the beasts while someone else is chopping carrots for the stew that you will be eating this evening. Stretching his back, his wings unfurl and you can see the fire through the gold tinged skin that stretches across them.

Your entire group has slipped into a comfortable routine over the past few days after leaving Westgate. Your newfound friend Terranock has lead the way smiling and talking about his god and his mission. It seems that he is following the Cycle of Dragons, an ancient prophecy that foretells the coming of "The Dark Queen" to the world of Toril.

Now you and your boon companions move to Shadowdale, home of the famous sage Elminster. Terranock told you that he overheard Emerelda, the Green Dragon Princess saying that the next fight will be there.

And if Emerelda is heading to Shadowdale, then perhaps the Sage of Shadowdale might need your help...

Setting -

The PCs are resting in the forest south of Shadowdale, just a days ride from the small dale. After resting this evening they should arrive at the dale in the late morning according to their friend Terranock.

NPCs -

Just Terranock, who is detailed in DM's Aid 3.

Interactions/Conflict -

This is a chance for the PCs to reflect with each other, chat with Terranock and otherwise learn a bit more about each other. Hopefully they have NO idea what is about to befall them. Planning for dragon combat probably will be on a few of their minds. Surprise for them when they find out what is REALLY going on.

When you feel as though they have had enough "acquainting time" let them sleep and get started in the morning. No encounters this evening..

Divinations -

Divining Shadowdale has always been tricky however sometimes things can get through. Generally speaking though Elminster does not like people snooping on his

home. Generally speaking if divinations are cast they will portray a sense of foreboding, impending doom and anxiety. Play it up so that you get these feelings going into the event. You want them on the edge of their seats... waiting for wings of doom to come swooping down from the skies.

And... we plan on not disappointing them. ☺

Treasure

None except the companionship of good friends around a table playing a game.

Entry Two -

For those coming from anywhere else:

You were somewhat surprised to receive the summons from Charles O'Kane, asking you to meet him at his office downtown. With the discovery of the Orb of Protection, and the Unmasking of Myrkessa Jelan/Amber Lynn Theoden, many had hoped that the return of O'Kane to the Lord Mayor's office would bring a time of peace and rest. But it seems that things are never calm in the City of Ravens Bluff, as the summons asked that you report on a matter "of utmost importance."

So now, you have arrived at the Lord Mayor's office, to meet with Lord Mayor O'Kane for an important mission. It almost seems nostalgic, something that you remember from the past, but haven't experienced in some time (if ever).

As you are shown into the mayor's office, he rises to greet you.

"Thank you all for coming. I know that with the chaos and confusion of the past few months, many of you have been busy attending many tasks, both for the city, and for yourselves. I wish I could say that the reason I have called you here was social. Unfortunately, it is not.

There have been many strange happenings in town since Amber's treachery was discovered. The collusion of the Merchants Council was apparent during the uprisings and although there were a few good beans in that pod, one of my first official acts was to disband that group of mercantile thieves. They managed to make off with some of the cities treasure during the chaos. One of the more unusual disappearances is that of a stone archway. I am certain that that surprises you, as not many go to the trouble of

stealing stonework, certainly not of the size of this piece, at least.

You see, the archway was located in the city of Sarbreen, beneath Ravens Bluff. You may be aware that Sarbreen hold many strange portals, which have been shown in some cases to lead to other realms, other planes if you will. It seems the dwarves knew some of the portals, and they feared others. They had many ways of marking the ones they knew of, and one of those ways was to build an arch. The ones they feared, they could thus block with doors and other barriers to keep horrors from wandering through the portals. It is one of these archways that is missing.

We don't know for sure if the archway contains a portal, or if the portal remains here, as none of these portals are open all the time. We do know that this archway was the largest of the arches the dwarves built, and that a huge stone doorway barred it, with many magical runes carved into it to strengthen it and keep anything from coming through the portal.

How large, you ask? The arch stood 75 ft. tall and was 50 ft. wide at the base. We have no idea when it disappeared, as some of our former Lady Mayor's minions were studying it. She thought it might have something to do with the mythal. We have no idea how such a large stone structure was moved. Yes, I did say moved, because we also know that the arch is still intact. And we know the general area that it is in – Shadowdale.

Terranock, your half gold dragon companion blurts out, "Tis where Emerelda lairs last I have heard. Yet she lairs in secret for if she made her presence known then she would have to deal with the Sage of Shadowdale."

Charles nods, "I agree young half dragon. Elminster would indeed do something if he were able to pinpoint her location. Yet since we have heard nothing about that titanic battle we must assume that the old sage has not yet encountered her."

"What we have not been able to tell is whom now has it, and what they are doing with it. As you have probably guessed by now, that is where you come in. I have an old friend in Shadowdale, Storm Silverhand. She is very familiar with the area, and may be able to give you some leads when you arrive there, as she knows the area fairly well.

Lady Penelope of the Ministry of Art is more versed in the gates and what they can and cannot do and she

has been informed to expect your arrival shortly. I am certain that I can count on stalwarts such as you to come to the cities need once more. I am prepared to pay each of you 500 gold for your efforts in this matter. Now, if you will come with me, we'll head over to the Ministry of Arts and get you on your way. If you have any questions, I will answer them as we go."

With that, Charles opens the door to his office and heads out and toward the Ministry of Arts.

Charles is supremely confident that the group will accept his offer, either because they are members of some civic organization, because they are goodie-goodies, or because he is paying them. If the party, for whatever reason balks at the mission, Charles will make inquiries if they are sure they are in the right profession, since this is a classic situation for heroes to leap into. Also, he will reassure lower level parties that "no one will suspect you, as you have no reputation that will alert those who have stolen the arch." If they need it, he'll give them a bit of a pep talk.

If the party wants more money, he'll laugh, give anyone who made the request a hearty pat on the back, commend them on their spirit, but then inform the person that the city is a bit low on funds, what with Amber and her cronies raiding the treasury and all, and that, while this is all the he can offer, such an enterprising young fellow can probably come up with plenty of coin on the adventure. If it is an attractive female adventurer who inquires about more payment, Charles will offer to discuss further compensation with the lady over dinner upon the party's return. O'Kane is a bit of a ladies man, and is always willing to do a bit of flirting, even in trying times.

As far as any other questions the party has, well, he doesn't know much. No one is sure where the archway led to, and the runes seemed to protect against all sorts of possible harm. All the elements, physical damage, magic of all sorts, thus making it a fairly formidable barrier. He has no idea as to who stole it, or who would want it.

The divinations that have been done have been done by the temples of Mystra, Waukeen, Selune, Lathander, and Tymora, as well as the Ministry of Arts and the Wizards Guild.

Also note that, as the group travels, on several occasion, people in the street stop and applaud Charles as he passes. It seems the population is glad to have him back, and he and the group will be treated as heroes

traveling over to the Ministry – it almost becomes a small parade through town.

When the party arrives at the Ministry of Arts, they are taken directly to one of the workrooms with a teleportation circle scribed in the middle of it. Present are several members of the Ministry, including its head, Lady Penelope Norwood. Lady Norwood calls the Mayor aside and they have a brief, but apparently somewhat heated, conversation.

Anyone succeeding at a Listen (DC 25) check will overhear Lady Penelope express some concern with using a large scale teleport with the magical anomalies that have been going on of late. O’Kane asks her if she thinks that the party’s life will be in danger, and she responds that she thinks that is unlikely, but that the group might wind up off target. O’Kane responds that it is a matter of significant importance, and that a few miles won’t be that big a problem for this group.

If the group overhears this, and elects to ask about it, Penelope will explain that there have been some anomalies in the weave recently, and that a few spells have been, while not wrong, a bit askance. Things that would normally require use of other spells to have happen – larger area effects, different colors out of spells than usual – that sort of thing. These incidents have been rare, so there shouldn’t be much of an issue. Charles will again explain that time is of the essence, and that the group must hurry.

As their conversation wraps up, Lady Penelope comes over and directs the party into the circle.

"As these portals occur here, it is our duty to police them" she begins while she is sprinkling silver dust around the circle that you stand in ", and make sure no mischief comes about from their existence. And, since we aren't sure that the archway took the portal with it, it would be good to know what exactly is going on. Was the arch moved to allow something to come through here? Or are those that have it trying to bring something through there? That is what we want you to discover. I have arranged for you to be teleported near to Storm's home, you should be arriving about 3 miles due west of her home – she takes unkindly to people appearing in her home without prior permission. I also have this letter of introduction, so she doesn't do anything too rash, she does have a bit of a temper sometimes ... but she really is a lovely woman.

"I wish you all good luck in your mission. With any luck at all, you will be able to get to the bottom of this

in no time. And, don't worry, I have done this before..."

And with that, she begins chanting an incantation, and the world vanishes. But only for an instant and you find yourself...

The party appears south of Shadowdale and can move to Encounter One, Retreat.

Encounter One Refugee's

The twisting in your stomach subsides and you take in your surroundings. The first thing that you note is that your young half dragon friend is on the ground to the side expelling what used to be a hearty lunch. When you look over he pushes himself to his feet and smiles weakly. "Nere did I like teleportive magic. Give me a good steed or a steady breeze any day." He says as he hauls his gear to his back.

You stand in the middle of a well-worn road-traveling north. In the distance you spy wagons approaching from the north surrounded by soldiers who appear to be driving the group onward and guarding them as well.

When the party investigates they will find that it is a pack train headed to a dale south of Shadowdale. The troops are part of Lord Mourngym's (The current lord of Shadowdale) forces and will approach the party before they get to the pack train.

Stepping forward to speak on behalf of the town will be Munroe Cassimar, the High Priest of the Temple of Lathander in Shadowdale. The Lady Sylune' wished for him to lead this group. If the party is friendly he will answer what questions he can for a few minutes, then must rush to catch up with the quickly moving group of caravaneers.

Munroe Cassimar, (human male Clr10 of Lathander, High Priest of Shadowdale)

- Lady Sylune' bade us leave when she could not find Elminster or Lady Storm.
- Elminster and Lady Storm left some time ago (Storm before Elminster by a few days) in search of something. Then when she did not come back Elminster was seen grumbling about his tower and now he is gone too.

- Lord Mourngym's wife and son are here with us however he has stayed back in the 'dale to defend it.
- Lady Sylune' did not say WHY we should leave. However when the Lady says that something is coming that cannot be taken care of... then the town of Shadowdale listens.
- If you wish to go back into town then do so with caution. The lady watches our town and would not take kindly to theft or other intrusions while we are gone.
- Seek the Lady at her hut. You will know it by the burnt foundation where it was destroyed many years ago.
- Burnt foundation? Ah... you see, our Lady Sylune' is dead. (with this bit of information he will note that the caravan has traveled ahead and will make his departure)

Encounter Two Abandoned

Abandoned -
Shadowdale lays abandoned. The local inn's doors are barred shut and the homes have doors hanging half open. The PCs can approach and review the houses. This is a rather free form encounter in that you take the PCs into houses as they look around trying to find out what is going on, and also trying to find Lady Sylune. During all of this the spectral Harper known as Sylune is watching the PCs. If they do bad things such as steal then they will be punished, and ONE persons mistake can mean the end of the scenario (both rounds) for that person.

You enter a town abandoned. There is no sounds other than wind whistling through the trees as you walk cautiously into the famous town of Shadowdale. You have passed several farms that have had doors to the homes upon them left half open, with livestock grazing contentedly but with no one to look after them.

Terranock sniffs the air. Bending down he looks at the dirt that you are walking on and takes a handful of it to his nose. After taking a deep breath he shakes his head and looks at you. "Nothing. I smell no one in this area. I do however sense... a presence. Yet I cannot determine who or what it is. I just feel as though eyes are upon me." His golden eyes shift from you and begin looking around as if to find his unknown viewer.

Ahead you see the Village of Shadowdale. To the north you spy a tower that looks fairly run down. Before the tower to the north you is what looks like a sign post with various notes on it.

Signs on the post include -

- Farm Hands wanted for cropping after Falltide. Inquire at the Old Skull and seek out Bergeon.
- By order of the Lord of Shadowdale all persons are to meet at Highsun on the 13th day of Flamerule at the town center for an announcement (note that that was yesterday)

Note that the PCs may poke around Shadowdale. Lady Sylune's hut is located in the middle of the map along the edge (under the legend I am afraid. ☹).

While they are poking around here and there they may be tempted to poke around in someone's house. That is fine as long as they do not take anything. Feel free to describe the houses in as much detail as you like. All of them have a ransacked look as if they have been quickly gone through for essentials and then abandoned. There may be something valuable left behind (Search Check DC of 20). If the PCs decide to take anything they find (be it silverware or a small ruby (no more than 50gp value) then Lady Sylune' will be aware of the theft and will deal with them when they are before her.

All the while that the PCs are poking around the town, they will have a feeling that they are being watched. A successful Spot Check (DC25) will allow them to catch a fleeting glimpse of a lovely young woman who vanishes the moment that their eyes focus on her.

There are several places of interest in the town. They are detailed in their own areas. If they are not detailed in this scenario then feel free to expound. The area not mentioned is not important to the story and should be glossed over if possible in the interest of time.

- 1 - Sylune's Hut (See Encounter Three)
- 2 - Elminster's Tower (See Encounter Four)
- 3 - The Seer (See Encounter Five)
- 4 - Celestial Stairway (not on the map, cannot be found without visiting Elminster's Tower)

Encounter Three

Sylune's Hut

The old cleric was right. There really IS a burnt out hut here! It appears as though the damage was done some time ago as there is no smoke and the soot appears to be washed by the rain.

As you look at the hut you hear a soft voice from the north calling.... 'over here'...

PCs that follow the voice will be led to a small clearing in the forest (the one under the legend on the map). Standing in the clearing they will see...

Standing before you in this small clearing is a smallish, longhaired woman in a light gown. Bluish gray eyes shine at you as she smiles and motions you forward. A whispery voice issues from her and you hear, "Welcome to Shadowdale."

Normally this would not seem unusual to an adventurer like yourself. However you seem to be able to see through this woman... as if she was a ghost.

"I would like to thank you all for coming. While it may have been a bit much for me to simply appear to you, what I was able to gather from the Lady of Mysteries is that you were intending to come and visit my sister, Storm. And now, it seems she may need your help as well."

With that introduction, she will pause and wait for the group's response. Note, that while within her home, she is not able to be turned, and she will not engage in combat with the party. If they take hostile action, she will descend through the floor, and speak to the party from below until they calm down and promise to behave as guests in her home, rather than as thugs.

"As I said, thank you for coming. My name is Sylune'. I know that you came to call upon my sister, Storm, or to seek Elminster's advice. Unfortunately, they are not here, even though they should be. Perhaps I should start at the beginning?"

"Storm left two and a half rides ago. She had come across a page from some tome that she believed was a prophecy of some sort. It seems to bother her terribly, but she didn't discuss it with me. I know it was something about a gateway or some sort opening and great evil coming into the world, but she wasn't very generous with sharing details with me. She seemed intent on investigating the matter, and said she needed

to consult with some individuals in Shadowdale. I believe she may have gone to speak with Elminster about the matter, but she didn't tell me whom she was planning on speaking with. I believe that is most of what I know. I am hoping that since you were coming to talk with her, you will be willing to investigate and see what may have happened to her?"

At this point, the party is free to ask questions or make whatever plans they wish. If they think to ask, Sylune' also knows a bit more that she just hasn't realized might be important.

Q & A:

Where did the book come from? *"Storm said it was sent to her by a fellow musician, who discovered it up around Zhent Keep. She said it was from a friend who thought she might take interest in the book, although she didn't say whom the person who sent it was."*

Does Storm go off like this often? *"Storm does wander off on occasion, but she usually sends word back if she is going to be gone for any length of time. Also, I just have a sense that something is very wrong. I really can't explain it more than that, but I feel like Storm may be in serious danger."*

Can you offer us any reward? *"Perhaps I misjudged you. It had seemed to me that you were heroes, and that you were seeking Storm out. She is in trouble. If you help her, I am sure she will do what she can to help you as well. If that is not enough reward, then I will have to wait for others to come to help us."*

Do you wish to be put to rest/how did you get to be a ghost? *"My condition is not important right now. I serve the Lady of Mysteries, and as she sees fit to have me remain, I shall do so. Please, it is my sister that needs your help."*

What happened to Elminster? *"Elminster left in a huff several days ago to see if he could find her. He mentioned that she had 'gone off on something that may be more than she could handle' and then teleported off before I could learn more."*

Any other question specific to either the group's mission, or other matters, the judge is free to answer as seems appropriate. Sylune' doesn't know more than is included above. No stats are given for her because she will not fight the group. She can not be turned while in the ruin, but if the group seems greatly troubled by her appearance, she will become invisible and explain her problem. If the party attacks her, she will simply

disappear into the floor, and the group will have to figure out what to do on their own. This could mean the end of the scenario for some groups, use your own judgment, but try to allow groups that make an honest mistake the chance to go on.

Once the party is done with questions, go on with the following.

“I urge you to hurry in tracking down Storm. The sense of danger I have has been growing, and I fear that every moment may be important. I suggest looking at Elminster's tower as well for clues. I will let you in so that you may look inside. His home is just a few miles away down the road...”

Encounter Four Elminster's

Following the directions you were given by Sylune, you have arrived at a small tower that you believe is the residence of the famed Elminster of Shadowdale. Sylune is there waiting for you. When you approach she touches the door with a wispy hand and it creaks open. She then vanishes.

As is befitting one of the most powerful mages in the Realms, this is a smallish tower with little adornment. There is a staircase going up and scattered across the table in the center of the room are several papers with notes.

If the party looks at the notes, give them player handout's one and two. This is the only clues they have to the problem at hand.

There are also notes on the table about Rastana, a priestess of Savras. If Sylune is asked she will tell them that it is likely that Elminster went to her for information. She will give the party directions.

Sylune will tell them the following as they leave.

Rastana. She is said to be somewhat touched, as well as gifted by Savras. I know quite a few folks that decided it was better not to know the future than to wind up like Rastana. And I am guessing they might be right. Of course, when dealing with a prophecy, I do suppose she would be the person to go to. Here let me give you directions to her cave..

Only the first floor of the tower is accessible to the PC's. They are unable by ANY means of going upstairs.

Encounter Five Seer

Following Sylune's directions you head out to cover the seven to eight miles that should be the to the cave of Rastana.

Allow the party to make Scry DC 25 checks. Anyone who makes the check will know that magic is being used to watch the group as they approach but will detect more than 30 different free moving divination points scrying the party. Even if the party attempts to take precautions against the scrying, they will still detect a large number of scrying points moving around the area of the party with successful checks. ***The trip through the trees around her cave is uneventful, except for the sense that something is watching you...***

Then, there is the cave. It really wasn't that hard to find, as Sylune' said, “A hole in a hill in the center of the trees... always gives the impression of an empty eye socket staring at you.” And, that is indeed the impression it gives. From somewhere within the cave, you can hear what is either an old crone laughing, or a cat being tortured to death.

Then, a voice like nails on a blackboard calls out of the cave, “Into the eye that can not see, you look, you look, what can it be. A voice, a sound, a noise the know. Now heroes, need to know where to go!” More cackling comes out of the cave, sending a shudder up your spines.

“Say what you seek!” commands the voice from the cave.

The party has several options open to them at this point.

Anyone looking into the cave can see nothing but darkness because of the enchantments on the cave. The cave allows anyone who is blind to see normally within the cave. In exchange, anyone who can see normally, can see nothing within the cave.

If the PCs approach the cave, the voice will call out ***“To see me, you must give up what can be seen, for what can only be seen with out sight. We should talk from here, unless you seek to become a seer. I can hear your words, and you can hear mine. You can not see my sight, so why wander into the night?”***

If someone who can see enters the cave, they will hear a voice in their head say “Will you give up your sight to have the vision of thoughts?” Anyone who answers “**yes**” will become blind permanently (by agreeing they forgo a saving throw) and it will require a divine favor to restore the eyesight, but the pc will be able to see the interior of the cave. The blinded pc can still use scrying magics to see through, and as long as the blindness remains, the PC can cast divinations spells at +1 caster level. The inside appears to be a Spartan cave about 30 feet deep and 25 feet wide, with a withered old woman sitting on a simple mat, who looks up and you and motions for you to sit with her. ***“You seek to study the ways of Savras? To become one of his chosen? To serve the world as one who sees what was not to be seen and tells to us to not disturb what must be?”*** If anyone says yes to this, collect their character, put it in an envelope, and mail it to Troy Daniels at this address. Make sure to get an e-mail address and/or a phone number from the player so Troy can get in touch with them. If a player refuses to give up her/his character, or answers no to the question, the old points to the door, ***“This is home only to his most faithful, if you are not willing to see, then leave that we might speak.”***

Anyone who answers “**no**” upon hearing the entering question asked will keep their eyesight, but not be able to see anything within the cave, and the darkness will feel something like cold jello resisting their movement into the cave. Inside the darkness jello, the pc will also notice that sound seems to be coming to them as if they were under water – distorted and seemingly from all around in the darkness. PC’s can make an intelligence check with a DC of (5 times the number of rounds they have been in the cave) to be able to find their way back out. Anyone who fails becomes lost in the cave, and won’t be able to find their way out unless they ask to be shown out, or unless someone outside the cave asks for them back. If a request is made, the lost PC will find the exit on their next action. PC’s lost in the jello will not even be certain if they have run into a wall, as their sense of touch will be numb to everything but the cold feel of the darkness.

Anyone who decides to talk with the voice from the cave can attempt to explain what they are looking for and why they have come here. Whenever a pc completes a statement “saying what they seek”. The voice will come out of the cave with which ever of the following questions the judge feels more like using.

“You are sure THAT is what you seek?”

“Why do you seek such a thing?”

“How do you know you were meant to find what you look for?”

Once you, or the players, grow tired of these questions, or once you get to the point where only an hour and fifteen minutes remain in the round, move on with the following.

“The place you seek is where others have gone and is not a place for mortals. Plans are formed, as all the gods have been drawn together there. There is a decision to be made. An evil to be found, and a world to change. The dragons quest, their song and poem, is not an easy story. The many headed queen has sought many friends, and seeks to open a portal. To bring her brood, into this world, and claim it as her own. An alliance and pact, with many dark powers, is making a doorway to open. Only the good now hold it closed, but forever, forever, it can not hold. Now, you must go North, true to North. To the stairs to the gods, to the door to the queen, and decide if it will open... or close. Both choices have a price. Both have a cost. One may be your life, one may be your soul, one may be your heart. But yes... it is true, you are the ones... now you must go. Remember, remember, words, thoughts, and ... names.”

The pc’s see in their mind an image of a large stone door standing in the middle of a field. On one side of the doorway, a stairway leads up, and the pcs get the feeling that the stairs lead to something more, to the realms of the gods. The pc’s see five draconic heads look their way, as what they can only imagine is Tiamat comes down the stairs. Walking next to her, and talking, you see the dark scaled skin and glowing green eyes of Iyachtu Xvim, and they appear to be talking and look your way and laugh. They seem to continue a conversation they were having, as Xvim speaks to the Evil Queen of Dragons...

“They are coming. I have told you, they all agree that the time to return to the world is now, this time, with our full powers. Malar, Lovitar, Talona, and Mask will lend their powers to open the gate. What do you bring for your part?”

The five heads speak in horrible, hissing unison, “I? I bring thhhe gatesss to thhhe ssstairway. I bring thhhe planss togethhher. And I bring thhhe mad one’sss ssecret. The doorsss sshall open, and we shhall rule sssupreme over thiss world!”

As the vision fades you see the strange glyphs on the door, seem to move and twist... you see the shapes from the glyphs and see the dragon-glyphs begin

circling in the frame of the door. And you see other glyphs beginning to take shape... the symbol of Tiamat, the symbol of Xvim. All the evil gods seem to have their own stone, with their own symbol, and the stones around the archway darken as the symbols of the evil gods and the evil dragon-glyphs grow bright. "You must hurry!" calls the voice from the cave. "The time for the opening grows near!"

Encounter Six

Dark Portal

Evening seems to finally be coming as you rush to the north to face the dark portal. Some how, you know it will be after nightfall before you reach the place, and that thought lends to comfort to the idea of facing a group of evil gods. As you hurry along you notice that there is almost a glowing path leading you along your way, as though a path of moonlight were trying to help you find your way in the darkness. You take some small amount of comfort in that, since the light is disappearing fast, and you are still traveling amongst good sized trees. The lighted path almost seems a comfort... until a sound goes up around you like a hoard of small barking dogs as the kobolds move in to attack.

Emeradala knows the party is coming to try to stop her, and she just needs to buy herself until after dark to be fully ready for the party, so she has sent a group of kobolds to delay the party. The party should be rushing along the moonlight path, so shouldn't have a chance of surprising the kobolds. The PC's should get a spot check (DC 25) to notice the Kobolds as they attack. The first round will be a surprise round with partial actions only, unless the entire party makes the spot check, in which case it is normal initiative. There is one kobold per level in the party (so a party with 5 pc's level 2,3,4,2, and 6 faces 17 kobolds). To counter flying, the kobolds have picked a location with a thick canopy of branches at the 20 ft. level to keep flyers within missile range and have strung several nets at the areas they thing flyers may try to go through. A Spot check DC (20) will let a PC see the net in time to avoid flying into in and tangling himself up.

For parties with fewer than 30 levels (don't forget to count Terranock's levels into the party), all the kobolds should be on the ground encircling the party, using trees for cover and using their missile weapons as long as possible. At this level, only half the kobolds have crossbows. The judge should put a few kobolds in trees if PCs are flying.

For parties with more than 30 levels, the judge should feel to distribute the kobolds as needed to force the PC's to go through at least a round or two of combat before moving on. The idea here is to let the PC's have fun getting used to 3E combat with their characters. Remember though, that they are in a forest for purposes of area spells, and anyone who whips off a fireball or lightning bolt without careful consideration should have the old forest fire problem. Remember, the kobolds specifically picked a place with a low canopy and lots of trees for them to get cover. All the kobolds have crossbows, and any of them directly attacked will fight defensively and hope for help from his friends. Remember to use flanking bonuses to get a shot at hitting pc's.

Remember that the idea is to let the PCs have fun stomping on the evil little kobolds. Try to make the kobolds annoying so the pc's enjoy stomping the buggers out of existence. The kobolds should not win this fight. If they do, either the party is really dumb, or you did something really wrong. Kobolds swinging on vines to get away from PCs/throwing a cloud of leaves in the pc's face/ pulling up a trip wire to trip PC's charging their friends are all good ideas. Kobolds dropping whole trees on 1st level pc's is a no-no. Have fun with the little buggers. ☺

Kobolds (one per level in the party): CR 1/6; Small Humanoid (2 ft.8 in.); HD 1/2 d8; hp 2 ea.; Init +1 (Dex); Spd 30 ft., AC 15 (+1 size, +1 Dex, +1 natural, +2 leather); Atks Halfspear -1 melee; or light crossbow +2 ranged (Halfspear 1d6-2; or light crossbow 1d8); SA None; SQ Darkvision 60 ft., light sensitivity; SR Nil; AL usually lawful evil; SV Fort +0, Ref +1, Will +2.

Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2. *Feats:* Alertness SA: Note that kobolds rarely fight single combat. They normally use swarm (grapple) attacks to great effect. For every five kobolds attacking the party, one of them has a flask of acid that will be thrown before they enter melee combat.

SQ: Light Sensitivity (Ex)—Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell

Equipment: Halfspear, light crossbow, 10 bolts

Once the party trashes the kobolds go on to the next scene.

Encounter Eight Mesmerized

As you proceed past the ambush, it doesn't take long for you to reach the area you saw in your vision. A hill with a large stone archway, bared closed by a door, stands on top of a fairly sizable hill. A hissing voice seems to call out from the doorway.

"You are too late! Nothhng you can do can ssstop the gateway from opening and the queen from coming through."

"NEVER! We shall stop you, Emeradala! Show yourself.", you hear Terranock shout as he rushes forward toward the gate.

PC's can make a Spot check DC 15 to notice the two figures who seem to be braced holding the door closed. Those who score a 20 or better will notice that the figures appear to be Elminster and Storm Silverhand. Quick reminder, the arch is 75 ft. tall and 50 ft. wide at the base.

Get intentions. From the edge of the clearing (where the PC's gain sight of the gate) to the gate is 250 ft. Emeradala is on the opposite side of the hill (big hill, gate on top, party can't see her until she moves), and once each party member has taken an action, she will use her movement to get to the top of the hill and activate the fascination/domination/control power of the gate, a power akin to the power of the Cyrinshad that bewitched the god Cyric. The artifact will cause any non-dragons who look upon it to become fascinated with gate-artifact draws them in to power itself. In addition, it will call the attention of the divine patron of anyone who looks at it, fixing their attention on the gate and tapping into their power to attempt to allow itself to open. There is no save verses this power for mortals.

You feel a wave of energy, unlike anything you have ever felt before ripple across the hill top and out into the forest. All movement seems to stop and you feel your attention drawn to the gate... you must go to it ... your body is drawn toward it without you even trying to move... it is fascinating. It is amazing. It is the power to hold gods... as you get closer to the gate, you see your party members seem to have been drawn here with you. And you notice two other figures here. One seems to be the famous bard Storm Silverhand frozen just as you are fixing her stare upon the gate. Also there is the legendary sage, Elminster, staring at the archway in utter fascination. As you look at them, you can almost make out other forms looking with

them... or perhaps through them would be a better word. You can almost feel the presence of the gods, fixated upon the gate. You feel your own god's attention being drawn to the gate through you, and you get the sensation of your god being present in you... sharing your fascination with the gate, being enraptured by its amazing beauty and power.... Splendid...Impossible...

And then a roar of anger and pain almost brings you back to the moment, as you see Terranock throwing back his head, for a brief moment looking almost totally draconic and roaring is rage and frustration to whatever powers he follows. It brings you almost back to the moment. And in that time, you think you catch a glimpse of the sage of Shadowdale, you think he looks at you, and winks... and then, again, there is nothing but the gate....

Conclusion

Take a break. Round two begins soon...

The End

Experience Point Summary

The Experience for this round is at the end of the second round, and should be awarded after the second round is over. Not now.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

There is NO treasure for round one of this event.

The End

DM Aid 1 - The Cycle of Dragons

*In a time of shadow,
The dark queen shall return
To rage the fires of vengeance
To set the world to burn.*

*First will come the frost,
in a land of snowy night.
For his deeds there will be a cost,
Swamp and thunder leave the fight.*

*Then from deserts far away,
Another prince will come.
To steal the light of knowledge
his plans must be undone.*

*Like darkest night in splendid city,
the next prince will take to fray.
His darkest deeds will take their toll.
He too must loose the day.*

*Allies greet the heroes
in a city gated bold.
The forest comes to a Dark Ladies call
and a new legend is foretold.*

*In a time of sorrow the heroes fall
to a carefully laid scheme.
Yet with faith and friends to call
There is hope yet to dream.*

*In a land where roofs are colored
her forces prepare to fight.
Allies fall to take the stroke
and set the weave to right.*

*At last at home the war grows close
with new weapons laid to bear.
Found deepest lairs of darkest fears
And a doorway there.*

*The final strike is made to take
a heart and make it fear.
For in the end the Dark Queen comes
and always has been near.*

*Through the sky the heroes fly
on wing and hope and prayer.*

*The dark queen waits for them to come
within her very lair.*

*The stones are gone, the magic broken,
the legend is foretold.
For if they stand on yonder side,
then return to days of old.*

DM Aid 3 - Terranock

(No, there is no DM Aid #2)

Terranock Half Gold Elf/Half Gold Dragon 6th level Paladin of Bahamut

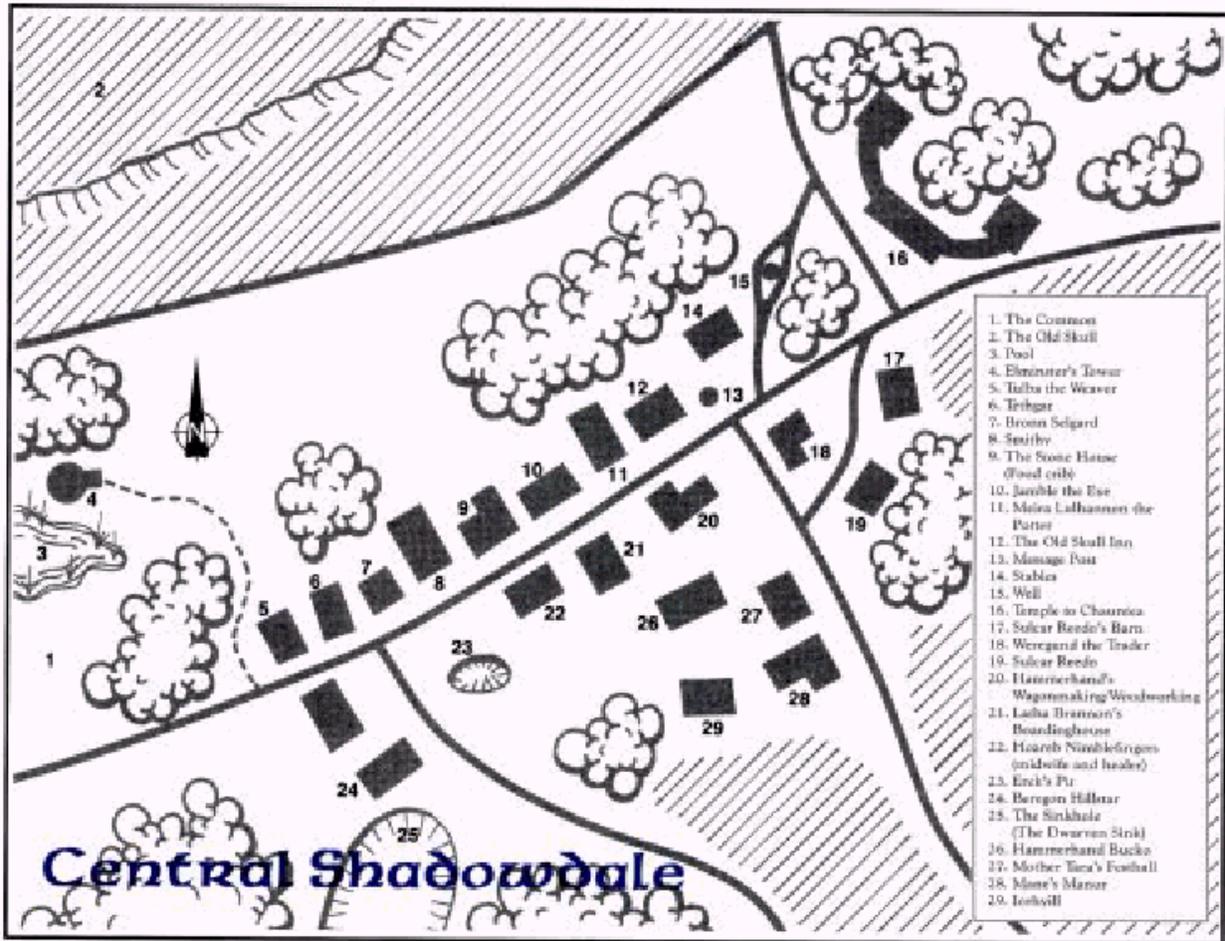
<p>Str: 20 Dex: 14 Con: 14 Int: 16 Wis: 14 Cha: 20</p> <p>Hp: 72 AC: 21 (+4 nat, +2 dex, +5 elven chain)</p> <p>Attacks: Bite +11, 2 claws +6, weapon +11/+6 Damage: Bite 1d6+5, claws 1d4+2, weapon</p> <p>Saves: Fort +12, Ref +9, Wil +9</p>	<p>Skills</p> <p>Concentration +9 Craft(Armorer) +6 Craft(Weaponsmith) +6 Diplomacy +10 Handle Animal +10 Heal +10 Knowledge(Religion) +8 Knowledge(Draconic Lore) +7</p>
<p>Terranock of Bahamut, male half-gold dragon, Paladin 6: CR 10; Medium half-dragon elf (6 ft.6 in. tall); HD Class 6d12+2, hp 72; Init # (IN modifiers); Spd # ft.; AC # (AC modifiers); Atks +# melee (damage [crit info if not 20/x2] [qty if >1], attack type), +# ranged (damage, attack type); Face/Reach list if other than 5 ft. x 5 ft./5 ft.; SA short descriptions of special attacks, complex attacks go below; SQ Short descriptions of special defenses, complex Qualities go below; SR spell resistance value; AL alignment; SV Fort +#, Ref +#, Will +#.</p> <p>Str #, Dex #, Con #, Int #, Wis #, Cha #.</p> <p><i>Skills:</i> list skills and values; <i>Feats:</i> list feats.</p> <p>SA: <i>Type</i>—Type explained. <i>Type</i>—Type explained.</p> <p>SQ: <i>Type</i>—Type explained. <i>Type</i>—Type explained.</p> <p>Equipment: Stuff, more stuff, items, more items.</p>	

Terranock has always had a noble calling to his life, even though he never knew his father, who was a gold dragon. His mother raised him amongst the elves, and he was well respected for his noble (if very unusual) lineage. Terranock felt his calling to serve Bahamut early in life, and his god came to him in dreams, teaching him what he needed to be a paladin. He set about traveling early, learning how to best serve his god, since he lacked the power to openly oppose the evil dragons that were about.

Terranock spent many years traveling and learning, trying to find a way he could oppose the evil dragons, and their queen, Tiamat. He had begun to think it would be years before he was ready to be of use in the great battle. Then, he was proved wrong. The evil half dragon Spalithar kidnapped him and attempted to bring a draco-lich back to life using Terranock's body. The heroes from Dragon's Honor rescued Terranock from that horrible fate, and he has vowed to travel with them to help solve the Dragon's prophecy and repay them what he can of the debt he feels for saving his life and his soul.

Unfortunately, Terranock doesn't know much more about the prophecy than the party does. He has read it over and over and over again and can (and often does) recite parts of it as swear words. Instead of saying "damn" he might mutter "In the dark of night..." as he drew his sword and prepared for battle. As the party tells of their deeds and any evil dragons they have faced, he will be awed and impressed. Terranock also hopes to learn from the heroes so that he too may someday face evil dragons in battle and do more than get captured. (He is still quite embarrassed about being a prisoner of an evil half dragon, and isn't much for talking about how that happened). Terranock will be loyal and honorable with the party, and any that played Dragon's Honor and rescued him, he would willingly lay down his life for. They are heroes to him, and he will do anything honorable he can to live up to his image of his heroes.

DM Aid 4 - Map of Shadowdale



Player Handout #1

The strange prophecy found by Storm Silverhand appears on parchment withered with age and with use. Stains from a chemical unknown by you are in the upper right hand corner.

A Doorway.
A Portal.
A Pathway to Doom.

A Riddle.
An Answer.
And Knowledge of Gloom.

It Happens
Must Happen
In Wild Magic's Year.

A Battle
A War
That brings all to the Fear.

Court Gathers
Dark Matters
Pack of Horror is made.

Good Here
Evil there
All the Gods being bade.

Queen Comes
Fear Runs
As her Court travels to.

Gods Stutter.
Worlds Shudder.
Unless barred by the Few.

A Queen.
A King.
Their Union means Blood.

Lost Love.
Of Above.
Closed/Bars the Flood.

A Lie.
A Truth.
New Gods do not Rise.

True Evil
And Good,
Both get their Surprise.

Player Handout #2

The following is a collection of notes found in Elminster's study. Apparently before he left he was examining the parchment with the poem on it.

Translation:

Some sort of gateway is being talked about, that doesn't seem to lead to a very nice place. [Abyss? Nine Hells? Not enough information to determine in the first lines]

Then next triplet seems to reference this prophecy, and notes that what is foretells is not a good thing.

Wild Magic's Year – this year.

It causes a war ... major power is a bringer of fear. A faithful of – Shar, Cyric, Lolth, Talos? Many possible.

“Court Gathers” – a legal court, or a court of the King or Queen mentioned later?

It seems that there is some type of deal being made by someone that will bring these events to happen.

Good Here / Evil There – sides of the Gate? Or sides for a battle?

Gods being bade – Priests in the battle? Divine power needed to open/close the gate?

Queen Comes – Queen of what? Lich queen? Likely goddesses – Lolth, Shar, Umberlee.

Her Court travels to. – Is this the same court as above? Perhaps a demon/devil instead of a goddess? To what???

Unless barred by the Few – it is possible to seal the gateway?

King and Queen working together – Lolth & ???, Shar & Cyric? Xvim? Talos? Tempus? Kossuth?

Umberlee – same as Shar (minus Kossuth) for possible others.

Lost Love – Another god/goddess?

Of Above – strange wording – love of something above? A lesser power in love with a greater power?

I am uncertain about the meaning of these lines. Best guess is that somehow a lesser power will work against their scorned love to seal the gate.

New Gods – Perhaps this King and Queen are planning on uniting their powers to make a new god? Perhaps the lost love must be one of theirs – coming up with a way of pitting them against each other, thus breaking one of their hearts?

And, in spite of the prophecy, the answer is still not known.

Shadowdale -

The Dale of Shadowdale is a broad tract of rolling hills and small, thick young woods pressed hard under the shade of the older parts of Cormanthor, the elven woods, to its east. It is populated by isolated farms and hamlets, but its only metropolitan area is the unwalled community of Shadowdale itself. Shadowdale is much larger than the area shown on the Shadowdale and Vicinity Map, its farms extending to the north and west. To the west the woods open out into more open terrain. The small family freeholds in this area swear their fealty to the lord of Shadowdale, though, in the tradition of the Dales, they retain their own personal freedom, coming to the aid of the community only when a greater threat menaces them all. Shadowdale straddles the North Ride, part of a road and trail system running from Cormyr to the Moonsea, and a north-south road. Shadowdale's central community is located where the road crosses the River Ashaba. Most of traffic is along the North Ride, with occasional boats drifting down to Mistedale in the south. The road south soon becomes little more than a trail, but leads to Mistedale. The road north also evaporates when it reaches open country, but it has been used regularly enough by invading Zhentarim forces that a permanent rampart has been erected on the Tower Farm.

Castle Grimstead

Castle Grimstead was built in the 800s Dalreckoning (about 500 years ago) as an outpost against the marauding drow of the Twisted Tower and within a catapult's throw of that imposing edifice. The castle was built by the Glittering Band, an adventuring company given the charter to domesticate the land and drive back the dark hordes. The outpost lasted for 30 years, a testament to the strong will and strong magics of the Glittering Band. Its original name was Greatstead, but gained its present name over the next 30 years, when continual raids and attacks brought it low. At length the castle could not withstand the combined assaults of the aboveground drow forces and infiltration from below, and the Glittering Band fell in combat, their treasures and powerful magics spirited away by the drow to their underground homelands. The castle was partially destroyed by explosions during this final battle, and with the passage of time whole sections have decayed. North of the castle ruins is Cavenauth, a cavern entry to the Underdark beneath Shadowdale. Original maps (made at the time of the Glittering Band) listed this as a *iscave mouth*, but later editions corrupted the name and gave it its present form. With the taking of the Twisted Tower in 906 DR, portions of the Cavenauth

cave complex were sealed off from the rest of the Underdark, and the area secured against further drow incursions. It is unknown whether the complex remains sealed or if new entrances have been breached into the drow territories. Cavenauth is often used as a lair by wandering beasts of the forests, and wyverns have been reported to live in the area. As for Castle Grimstead, its walls pitch at perilous angles and most of the original wooden beams and roof timbers have rotted away. It has no inhabitants and no heirs to the Glittering Band have laid claim to it, though the townspeople would welcome someone rich enough to effect repairs (and foolish enough to encamp directly above a suspected Underdark entrance).

Castle Krag

Perched on a low rise beneath Watcher's Knoll, Castle Krag was originally a drow outpost in the dark days before the founding of the Dale. Little more than the foundation remained when Jyordhan came to power and took the area for his own. On these rums Jyordhan raised Castle Krag, his own seat of power, when he abandoned the Twisted Tower. The original intent of Jyordhan was to raise Castle Krag into an imposing edifice on a par with Darkhold, west of Cormyr. Reality in the form of the limited resources of his Zhentish masters and the rebellion led by Sylune and Mane's Band altered his goal to simply one of maintaining control, and the castle was much smaller than originally intended. The strongest protection of Castle Krag was Jyordhan himself, and with his disappearance and eventually reported death, the castle lost its greatest support. Jyordhan's minions sought to maintain control, but without Jyordhan himself, the populace rose in open rebellion. Under the command of Mane's Band and Sylune, the castle was stormed and set fire, Jyordhan's minions having abandoned it for more pleasant territories. Since that time, Castle Krag has been an abandoned ruin. A single tower remains upright, and with massive renovations the building could be habitable again. The area around Castle Krag has returned to briar and tangled undergrowth, and the path leading south to the North Ride is mostly overgrown. The Castle Krag of Shadowdale should not be confused with the similarly named Castle Crag, located south of Gnoll Pass and within the new lands claimed by Cormyr.

Druid's Grove

Nestled in the forest just north of Storm Silverhand's farm, the Druid's Grove is a clearing dotted with large

menhirs (standing stones) in a roughly circular fashion. The surrounding oaks of the woods are extremely thick with mistletoe, but whether this is the byproduct of the long druidic presence or the region was chosen for its richness of mistletoe is unknown. The menhirs of the Druid's Grove were standing long before Shadowdale was founded, and, it is believed, long before the drow themselves took command of this region. They were said to be completely covered in runes and sigils, but now they are worn almost smooth. The druids of Shadowdale and the surrounding forest in the past have used the grove as a place of both meeting and worship. A group known as the Circle has in the years past been responsible for the grove, the clearing, and the menhirs. A group of neutrals and good-aligned humans, they have lived apart from the community of Shadowdale and interfered only when the forest itself or the existence of the community was threatened. During the fall of Castle Krag, for example, members of the Circle were present not to aid either side, but rather to contain the blaze and keep it from needlessly spreading to the surrounding woods.

The Dwarven Sinkhole

Originally a small quarry on the property of Beregon Hill star, this area was the source of much of the stonework in the area. Beregon retained the services of a dwarven family of miners, who lived in the quarry in return for their work. However, unknown forces (and theories vary—some say drow, Zhentarim, or Cult of the Dragon) burrowed up into the quarry and slew the dwarves. Only quick action by a band of adventurers who were spending the evening at the Old Skull inn prevented an invasion of the city (or so say they). Their actions, however, included free use of fireballs and lightning bolts, such that the entire quarry complex and its attendant mines collapsed in on the supposed invaders. The sinkhole spread, taking with it most of Beregon's farm. Since that time, the community has used the sinkhole first as a dump and later as just a dumping ground for excavated earth, particularly that moved for the new temples. It is a regular stop on nightly patrols through the settlement, but to date nothing has come out of the pit to challenge the worthies of Shadowdale.

Elf Leap

A rise of ground to the north and west of Toad Knoll and Castle Grimstead, this hillock has steep cliffs to the south and east. It is here that, according to local legend, the last of the Glittering Band met their end. A pair of elven rangers, newly married just hours before by the Band's priest, fled the wreckage of the burning castle to this site, where they were surrounded by drow forces.

They were called upon by the drow commander to surrender. The pair kissed, drew their weapons, and leapt to their deaths onto the spears of the drow attackers. So goes the legend, which was one of the epic tales popularized some 300 years ago (and remains popular to this day). That there are no witnesses who have spoken about this matter is cheerfully ignored in favor of the romance of the tale. However, there are recurring reports of hauntings on elf leap, and banshees are the listed cause, either being the spirits of the lovers or the drow they killed before falling to the spears of their enemies. The truth of this matter is left to the DM to determine.

Fox Ridge

This low ridge to the north and east of the community is named for its plentiful foxes, a common pest to the farmers of Shadowdale. The northern face is a cliff face the height of an average human male, and is pock-marked with a series of cavern entrances, ranging from burrows to man-sized caverns. It is said that the largest entrance leads to an old tomb which dates to before the drow times and has been used by adventurers and others as a hiding place for arms, gold, food, and former comrades. Beyond this region is a great cavern known as the Grinding Gulf, where flying boulders cascade in magical (and destructive) dances. Elminster and Florin Falconhand examined this part of the cave a decade ago, but merely determined that it did not present an immediate threat, and as such did not press past the Grinding Gulf.

Hangman's Knoll

A low rise where the road to Mirrorman's Mill joins the main road, Hangman's Knoll gains its name from the days of Joadath, who had erected a gallows there to execute thieves, highwaymen, and petty followers of all gods. Joadath is long gone, but the name remains. Lord Mourngrym claims this land, and reserves the right to rebuild the gallows should the need arise.

Harpers' Hill

Situated to the east of the community within the shelter of the elven woods, the hill was a historic and regular meeting place between members of the Harpers and the elves of the Elven Court, and the site of a number of revels before the Retreat of the elves. In the time since the Retreat, the Hill has taken on an abandoned, eerie beauty. It is still used by Harpers such as Storm Silverhand for practice and meditation. Most of the townsfolk avoid the area, a tendency stretching back to the days when the elves took ill liking to trespassers.

Krag Pool

Ride, the pool was a major defense during the Battle of Shadowdale that took place during the Time of Troubles. It was here that the Zhentilar (Zhentil Keep forces) were decimated by invisible deadfall trees which fell on them once they had moved past the initial defenses. Situated where the trail from Castle Krag joins the North The area around the pool remains cleared, as the woods have yet to fully reclaim this area. The area around the pool is also littered with rocks and stones pulled from Castle Krag and used to build temporary battlements.

Shadow Ridge

Located on the far side of the River Ashaba across from the farms north of Shadowdale, Shadow Ridge is covered in dense brambles and overgrown with yew, grape, and raspberry bushes. Save for children who sometimes swim or punt across the river to pick berries, it is little visited by the people of the Dale. Should the DM wish to position a dungeon or underground area of his or her own devising, the Shadow Ridge area is perfect for this task. The underground area could potentially connect with the drow warrens beneath the community or tie in via teleportation devices or gates with destinations far removed from the quiet nature of Shadowdale.

Millpond and Mirrorman's Mill

Located to the south of Shadowdale, this small mill operates under the flow of the Duck Race, a swift stream that flows into the River Ashaba to form the Millpond, a natural lake formed by the widening of the Ashaba. The mill was built by the original Mirrorman, a hearty, boisterous man who founded it during the time of Aumry and Sylune at the request of the Witch of Shadowdale. Upon his death he was succeeded by his son, who was an evil young man who served as a spy for Jyordhan and the Zhentarim. With Jyordhan's fall, young Mirrorman disappeared, though he was said to have died at the hands of the Knights of Myth Drannor. The mill is currently unoccupied, and the community lacks a regular miller. When the mill is needed, Mournngrym assigns troops to guard and mill the corn and wheat raised in the Dale. This he does for free as a service to the people, which is one reason that there has been no rush to replace the Mirrorman monopoly. Old millstones dot the banks along the side of the Millpond.

Mistledale Mount

Mistledale Mount takes its name from the local legend that on a clear day, one can see the smoke rising from the hearth fires in distant Ashabenford, the seat of

Mistledale, from it. This region has seen a number of small fires and sporadic clearings and lumbering. It provides an excellent view of the crossroads of Shadowdale as well. The burned area at the base of the mount marks the death of Sylune six winters ago at the hands of a red dragon. The beast was slain in the battle, but Sylune iydied Aencar's

The Old Skull

The Old Skull is a granite promontory that crouches overlooking the community from the north, nestled between the town proper and the River Ashaba. Compared with the fertile region around it, the Old Skull is a spur of gnarled volcanic rock covered with lichen and thick tufts of grass that find purchase in the many cracks and fissures along its surface. The hill's whitish rock (visible in most locations), sparsely covered nature, and dome-like quality account for its name. The Old Skull is used as a sheep pasture, a laundry drying area, and an occasional trysting ground; it has little use as anything else. Its most notable contributions are in giving its name to the local inn in town and being blessed with the presence of Elminster the Sage, who moved into an abandoned windmill on its south flank. The only other building on the Old Skull was a hut on the north side used as shelter by the shepherds. This hut has since caved in. Also located atop t he Old Skull is the tomb of Joadath, the stiff-necked ruler of the land from a century ago. The tomb is said to be solid rock worked by magic to encase his body, and is located somewhere in the southwest quadrant of the area. Joadath was entombed unmourned with nothing of value to tempt tomb-robbers using Aumry's magic, and as such has been undisturbed since that time. Most natives of Shadowdale would be hard pressed to point out the exact location of the tomb, save for a shallow depression at its location and a lichen-cover inscription listing (as briefly as possible) the major happenings of the community during his reign.

Sylune's Hut

Sylune, wife of the late Lord Aumry and sister to Storm Silverhand. The hut and the surrounding forest were considered Sylune's territory, and later lords such as Doust and Mournngrym gave her a broad leeway since to their minds she could have reclaimed the title of lord for herself. This empty, roofless hut is not much to look at now, but once was the home of the Witch of Shadowdale, Such was the nature of Sylune that she was not interested in such earthly matters, being concerned with the nature of magic itself. It has been assumed that her modest hut had a number of interdimensional gates that allowed her to come and go as she pleased within it. Sylune perished the year before the Time of Troubles,

killing an ancient red dragon and in turn being killed by it. Her (presumed) ashes were laid to rest on Watcher's Knoll with those of her husband, Lord Aumry. Ownership of the land of Sylune's hut, like that of Mirrorman's Mill, has passed to Lord Mourngrym. His lordship has refused numerous attempts to claim, build, or farm on the land, which remains in the blasted condition it was after the dragon's attack. Mourngrym gives no reason for this other than that when the owner of the land returns, he will return it to her. Beyond that he says nothing more.

Toad Knoll

Located a half mile to the west of the bridge over the Ashaba, Toad Knoll takes its name from an upwelling of an intermittent natural spring that makes the ground marshy at its base and accounts for a bumper crop of toads and frogs in the spring months. At one time most of the trees were cleared from this area when the region was inhabited.

Watcher's Knoll

Watcher's Knoll is a good-sized hill with a open clearing at the top. The clearing is dominated by a large pillar or plinth that has settled severely, so much so that it leans dramatically to the north. This plinth is easily scaled, and as such has served as a watchtower since the times of Aencar the Mantled King. Seventy years ago Watcher's Knoll was the site of a religious massacre of a scope not seen in the Dale since. This was during the reign of Joadath, who was a stiff-necked and inflexible agnostic. During his reign all public forms of religion were outlawed, and his edicts were enforced by like-minded men and women in his guards. The followers of Tyr would meet and hold services on Watcher's Knoll in secret until they were found out by Joadath's spies. At least 20 and perhaps 40 individuals died on the snowy drifts of the Knoll that winter morning. For Joadath, it was the beginning of the end, in that his actions eventually led to his own destruction. Watcher's Knoll is also the burial site of Lord Aumry, Joadath's successor, and his wife Lady Sylune. When Aumry was slain (by Jyordhan), so great was the respect for Lord Aumry that his tomb was carved out of the solid rock by a combined force of elves, dwarves, and humans. His body was burned, as was his wish, and the ashes were placed in a stone coffin, over which were laid his magical staff and cloak. During the reign of Jyordhan, the tomb was broken into, and the staff removed. However, if the rumors of a powerful curse placed upon the tomb against robbers were true, the staff could not have traveled far before coming into the hands of a new owner. With the death of Sylune seven years ago at the claws of a flaming red dragon, her ashes were interred

alongside her beloved. Watcher's Knoll is today a quiet curiosity visited by elves, members of Tyr's faith (who leave flowers) and young lovers looking for a quiet meeting spot. Only in times of great danger (such as an invasion from the North) is it used for its earlier purpose.

The Farms

The area around the Old Skull is blessed with rich farmland. In far distant times the flow of the river may have been different, or a blockage may have flooded the area with a shallow lake or swamp, but the thick soil of the region is now perfect for a wide variety of crops—corn, wheat, and oats, as well as vegetables, including pumpkins, gourds, beans, berries, and grapes. Apples and other orchards are rare in this part of the Dalelands. The farmers of Shadowdale come in two varieties—Dalesmen and retirees. The Dalesmen are the descendants of the first Dalesmen who crossed the Dragon Reach and made their agreement with the elves of Myth Drannor. They are self-reliant, strong-willed, and independent by nature, but also have a strong sense of community and the need to pitch in to help their compatriots. They are taciturn around strangers, if polite, and know enough to clear out should adventurers start swinging swords madly in the area. Given the nature of Shadowdale and its recent turbulent past, all the farmers are proficient with both sword and spear, and can be considered to have 2-12 hit points. The retirees are former adventurers who have decided to settle in the area and take up a quiet life. Unfortunately for player characters who bully around townspeople, they are often indistinguishable from other farmers, save for perhaps a unique feature such as unusual hair or eye color, or a favorite memento of the past kept on hand. Most of the retirees choose to stay that way unless Shadowdale itself is threatened. A mere lure of gold would not be enough to pull these worthies from their beds. While they might (and the word is might) be willing to part with the knowledge and experience of their lifetime, it would be in exchange for service, as opposed to gold (that service being helping to repair the roof or bring in the harvest as opposed to any monetary award). Visitors to Shadowdale are advised to be polite to the natives. This is because a good relationship with the area is instrumental to success in trading or adventuring, and because the dirt-splotched farmer one shoulders aside in the bar may have been 20 years ago a dragon-slaying wizard who has lost none of his former power.

The farms in the immediate vicinity of Shadowdale and the Twisted Tower are:

Buldar Ulphar's Farm

An influential farmer in the area, Buldar manages his farm with his wife Neena, son Marest, and daughter April. He has an ongoing competition with his brother Ruldor.

Elma Bestil's Farm

Borst Bestil, Elma's husband, died in the Second Battle of Shadowdale, leaving her alone in the world. Refusing the offer of her brother-in-law Hyne to move in with her, she manages the farm on her own. Self-reliant and capable, she has made the farm much more profitable than Borst ever did on his own. She is helped by three full-time hired hands—Moran, Guentar, and Breegar—but also hires on additional women and men for the harvest.

Hamlin Zhul's Farm

The young Hamlin Zhul, with the help of a hired man, Thurl, raises wheat and a thriving vegetable garden on his field. He has a wife, Blena, and two boys, Casron and Polimar.

Hyne Bestil's Farm

Hyne Bestil was once an angry, whining man, an irritant to his neighbors and family. However, the Time of Troubles seems to have wrought a change in him, such that now he is open-handed, friendly, and willing to help out people he knows who have trouble. He is one of the best-liked people in the community and frequently serves as a father-confessor for all the small gossip in the town chiefly because he does not pass any of it on. Hyne lives with his wife, Merna, and his three sons, Britaria, Huld, and Krayan. Hyne's sister-in-law Elma Bestil once said, I know that the gods coming down to earth caused a lot of problems, but if they were responsible for Hyne acting like a human being, so much the better.

Ilcurt Elventree's Farm

Ilcurt is Neldock's brother, and cut of the same cloth. He is married to a Tenthian woman named Lasha. They have one living son, Brennan, and two daughters, Demeira and Illistyl. Illistyl Elventree has proved to have magical aptitude, and after some tutoring (by a traveling mage seeking a favor from Elminster), has proved to possess some capable abilities (LG hf W2).

Jhaele Silvermane's Farm

Jhaele operates the Old Skull inn; her farm is run by her eldest son, Durgo. The rest of the Silvermane brood have scattered to the four winds as adventurers and merchants, including daughters Belestar and Raith and sons Purn and Braun (her youngest). For more information on Jhaele herself, check the entry on the

Old Skull inn in the *Places of Interest in Shadowdale* chapter.

Korhun Lherar's Farm

Korhun Lherar was a sour, cynical man who fought well and died in the First Battle of Shadowdale. His land was taken as property of the Dale and awarded to Turst Rhellogar, one of Korhun's hired hands. Turst was killed in the Second Battle of Shadowdale. The land is currently being managed by Vernon Hillstar, Korhun's southern neighbor. Vernon is looking for someone to buy the land and reoccupy the old farmhouse.

Kulnar Ohane's Farm

Kulnar is a Dalesman's Dalesman—staciturn, intelligent, smart enough to know when trouble is coming, and wise enough to get out of the way. He is second only to Beregon Hillstar in the respect of his fellows. He has a wife (Lest), one daughter (Riita) and two living sons (Chruce and Arnblas). Kulnar is aided in his farming by Blaesgard, a powerful, blond-haired fighter (LG hm F6). Blaesgard looks like an everyday farmer as well, which indicates the danger of assuming all such farmers are weak.

Luth Mlennon's Farm

A semiretired farmer who spends much of his time in town trading stories and visiting the Old Skull inn, Luth grows herbs, cabbages, melons, and potatoes, but otherwise leaves his fields fallow. He is known, to be a championship tale-spinner (if not an outright liar), and is more than willing to trade his knowledge for a few drinks. The large, muddy patch of Elma Bestil's land known as Luth's Mud gains its name from one particular evening of drinking and tale telling that resulted in Luth awakening in the mud without any idea how he came there. Luth is also an excellent glazier and glass-blower.

Neldock Elventree's Farm

The Elventree brothers are recent arrivals, which for Dalesmen means they showed up about 30 years ago. They were originally from the city of the same name and cleared the land south of Shadowdale village where Neldock and Ilcurt's farms now are. Both men are considered to be straight-talking, honest, and valiant individuals. Neldock's wife passed on over 20 years ago, but he has two grown sons, Meltan and Neld, who manage the farm. Neldock has a daughter, Imura, who has since the Time of Troubles sought out her own fortune as a warrior in the south. (Imura, if encountered, would be a LG hf Pal2.)

Riist Huldane's Farm

Riist is a happy, good-natured Dalesman cursed with the reactions of a stone golem—there are always tales circulating of this mishap or that accident befalling Riist and those around him. These incidents are rarely fatal or even damaging, but it seems that Riist just summons bad luck from every quarter—windows shatter, roofs cave in, animals get loose, and mud puddles appear whenever he is around. Fortunately, Riist's wife Liliphar seems immune.

Ruldor Ulphor's Farm

One of the influential farmers in the Shadowdale community, Ruldor is in constant disagreement with his brother Buldar (even to the way they spell their last names). Ruldor is pushy and loud, a trait shared by his family—wife Lana, and sons Ulman, Jalnar, and Bertil.

Silas Standard's Farm

This farm was formerly the farm of one Belomuth, who departed (with his family) in the advance of the Zhentarim armies during the Time of Troubles. Soon afterwards, Silas Standard, a refugee from Archendale, took claim on the property and swore allegiance to Lord Mourngrym. A newcomer to the area, Silas is more than a little amazed by the high number of powerful adventurers in the area, and the bizarre and wondrous things which occur when they are around. Silas has a wife, Marga, and two teen-aged sons, Golta and Drenn.

Storm Silverhand's Farm

Storm Silverhand (NG hf B22) is the most powerful of the retired adventurers who have chosen Shadowdale as their home, with the possible exception of Elminster (possible only if you can say that Elminster has truly retired). As a powerful force in the secret organization known as the Harpers, she is often away from her farm, but always returns to its relative peace and quiet. Her chief overseer, Lular, takes care of the place in her absence, which includes the care and feeding of a small pack of wolfhounds she has been raising. These wolfhounds tend to guarantee Storm's privacy when she is home. Storm's complete statistics and abilities may be found in *Running the Realms*.

Sulcar Reedo's Farm

Sulcar is described with his family below in the *Village of Shadowdale* chapter, since his farm is adjacent to Shadowdale proper.

The Tower Farm

The Tower farm is traditionally the estate of the occupant of the Twisted Tower, and used as a retreat from the pressures of court life. Beregon Hillstar oversees the crops on the Tower Farm for the lord of

Shadowdale. The southern portion of the Tower Farm's land has been uprooted and formed into a ditch-and-rampart redoubt. This redoubt was used by the Dalesmen as a defensive position in the Second Battle of Shadowdale.

Vernon Hillstar's Farm

Vernon is Beregon Hillstar's younger brother. He seems to have avoided the misfortune that has plagued his elder brother for the most part. His family farms the land immediately north of the Old Skull, and he offers the land of the Old Skull to shepherds to raise their flocks. Vernon's wife is Adlma, and he has two daughters, Selence, and Mara. Mara established her heroism in both Battles of Shadowdale (LG hf F2). Vernon has one son, a black sheep named Helmark (CN hm T3), who left the Dale for the north after his thieving activities were discovered and made public.

Dragon's Rage

A Two-Round D&D Living City Adventure

Round 2

by Jason Nichols and Troy Daniels

Original Cycle concept by Troy Daniels

DUNGEONS & DRAGONS, D&D, FORGOTTEN REALMS, and RPGA are registered trademarks of Wizards of the Coast, Inc. RAVENS BLUFF and LIVING CITY are trademarks of Wizards of the Coast, Inc. Scenario detail copyright 2000 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING CITY Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th
T5:	43-52	47-57	51-62	55-67	12 th
T6:	53-64	58-70	63-77	68-83	14 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Adventure Summary and Background

This adventure is different than any other Living City adventure before. For many years the PCs of the City of Ravens Bluff have gone out and saved the famous citizens of our fair city time and time again. Well now... it is time for them to save the adventurers!

Introduction

This scenario should be played after playing Dragons Rage. It is very important to have information from that scenario to complete this scenario. This scenario will be very unsatisfying and meaningless if the players haven't played round one before hand. Don't say we didn't warn you...

Judge: Read the introduction, then hand out one of the famous figures included with this scenario to each player.

You each wake with a start from you troubled sleep. You know there is a danger to the world... Tiamat is trying to enter the world, and it seems she is getting a great deal of help in opening a doorway at the beginning of the celestial stairway. You don't know who else has realized the danger the world is in, but you have a sense that going to the Mayor's Office (a place where so many adventures in Ravens Bluff begin) may be the best place to go to gather forces to oppose the multi-headed queen.

So, you have risen, made your preparations to battle dark gods, and set off to the office of the Mayor of Ravens Bluff for one more adventure at saving the world. After all, that is what heroes are for...

The judge should hand out the famous figures now, trying to give PC's a famous figure as close to their original character as possible, we leave it to you to decide how to best fit the characters to the players. Chaney should be left out if you have a table of 6, and Collin O'Lyre should be left out if there is only a table of 5. This event is not recommended for a table of just 4 players, but if you have no choice the PC's lose Penelope (she teleports them out but doesn't go with them), Charles (gets them together and sends them off but doesn't go with), or Lauren (weakening the group significantly in putting itself back together). Allow the players 5 to 10 minutes to look over their alter egos, and to look up abilities, then move on.

You have arrived at the Mayor's office, and discover to your surprise (or not) that other individuals you are familiar with have arrived they wear as well, and similar concerned expressions on their faces. There are quick greetings exchanged...

Have the players introduce the famous figures they are playing and put out name cards or something similar in front of them so people know who is whom. If some of these NPCs are not being played by the players, the judge should read their text here, as it may contain some bit of useful information to the players.

After the introductions, allow the players a chance to talk with the other famous figures a few minutes, to discuss abilities and do some role playing, then suggest the party heads off.

And you settle down to discuss what has brought you all together. All eyes turn to the Lord Mayor, Charles O'Kane.

To be read by the player of Charles O'Kane in the Introduction. <Handout #1>

I see you have all had a dream similar to mine. It seems that adventurers from our city have stumbled upon an invasion about to take place. An invasion of our world. I am glad you have all come together in my office today. It gives me hope that this city of adventurers has heroes for leaders. I believe it is up to us to stop this threat. This is of a magnitude that demands action by those who have faced the impossible before. Looking around this room, I see

some of the greatest and most powerful individuals in our fair city, indeed some of the greatest in the world, gathered together knowing that there is danger, and knowing that something must be done.

For my part, I had asked the adventurers to go to Shadowdale and see what could be done. I am responsible for them being in the heart of this matter, and I am determined to see both them, and our world, saved from the horror that Tiamat and her allies would bring. Though we have survived the treachery of Amber, now we must stop the danger that has been allowed to escape from under our very noses. We must seal this archway against the invasion it threatens to unleash upon the world.

Judge: Lady Lauren Divillars next stands to address the group. <Handout #2>

I too am pleased that our leaders have gathered to face this threat. Looking at the recent events in our city, perhaps it has been too long since we have been directly involved in the common lives of the people. We have allowed things to happen unopposed. We have grown complacent in many ways. We have in some cases, made the same mistakes the gods did before Ao cast them out. Now, we must take action to solve the problems that have resulted from it. The world is changing, my friends. The way the gods treat us, the way the gods interact with the world, all hangs in the balance. I only hope we each have it within ourselves to do what is needed to protect the world.

Judge: Lady Penelope Norwood, High Magistrate of the Ministry of Arts, rises to speak. <Handout #3>

Things are changing. Magic itself is changing. I believe that this portal and the powers trying to force it are causing the change in magic. If these events are not stopped, I fear the world may be in for a magical catastrophe beyond the Time of Troubles. The citizens of Ravens Bluff are experiencing magic in a different way that what is found elsewhere in the world. If we are able to close this gate, perhaps the disruption will stop. Perhaps this change will be reversed. I don't know if that is possible. But perhaps the change will at least be manageable.

And, barring that, it should at least be interesting seeing what we can do.

Judge: Collin O'Lyre, Head of the Bards Guild, rises with a flourish be heard. <Handout #4>

Noble companions, I too have noticed the changes taking place. I have done some looking, and I believe that all this may be part of a prophecy of regarding the Year of Wild Magic. It seems there is an ancient tale of the world changing in this year. "The gods are riled, the magic wild. The future eyed for Faerun... alive? Seasons shift, and time does sift. If the world does well, the heroes will tell."

Now, I am as much of one as any for a good story, riddle, or poem. And this seems to have all of them included. I will go, just to see what happens. And who knows, maybe I can us all famous.

Judge: Chaney, the former chief spy of Ravens Bluff, stands quietly to speak. <Handout #5>

This was one of our city's secrets. A gateway to Tiamat's domain. If I had remained at my post, this may not have happened. I apologize to you all, and I come to fix this wrong. Perhaps I can earn back the respect you all once had for me, and we can put aside past fears.

There are many who do not wish this gate opened. I believe, if we keep our eyes and ears open, one we might think is an enemy will help us learn how to close the gate.

<Chaney pulls out a book>

This diary was taken from the one of those who stole the gate. So far, it has proved untranslatable. It is believed that it may have been written by Tiamat herself. Perhaps we will find a way to translate it on our journey. Perhaps it will help.

Judge: The Harper, Sheenra Duth, seems to emerge from a shadow as she speaks. <Handout #6>

While I am not a native of the City of Ravens, I have found myself drawn here, to this Living City. There is something about this place that make things happen, that gives heroes a chance to grow and become, well, heroes. While there are many bad things that seem to happen around this area, there are also the good folks who allow the city, and sometimes the world, to continue on.

Some of the greatest heroes the world has known are already involved in this battle, and while some may not like it, we definitely live in interesting times. Hopefully, we will have a good chance at bringing a stop to this, and I think I can get a bit more information at Elminster's tower – I have a key that

might let me find a few more of his notes. Plus, I am always one for getting a first hand look at saving the world, so when can we get started?

Judge: Lord Magistrate Tordon Sureblade, stands to address the group. <Handout #7>

Fellow heroes. The Torm has seen fit to bestow upon me a great honor and duty. But, hearing what has been said here today. I see that I have another duty that I must uphold. I pledge to add all that I am, and all that I can do to assist in this mission and in stopping Tiamat from entering the world. Torm did not end the reign of one tyrant to see another tyrant rise in his place. And stopping the work of the son of the Black Hand is as great an honor as stopping Bane himself.

<Pat the bag you will be using to represent the pouch containing the remains of the Heart of Bane>

As we were successful in ending the threat of the Heart of Bane, so to will we be successful in ending this threat! On this, I pledge.

The party should be given 10 to 15 minutes to discuss abilities/tactics (if they so desire) and then the party should be nudged toward heading off to Shadowdale.

Given what is available, it is most likely that the group will use Penelope's teleportation circle to get to Shadowdale. Other means of transportation are available, but not likely to get the party their quickly. Because of the magical flux around the gate right now, teleporting directly to Elminster's tower or to the stairway doesn't quite work. Fortunately for the party, Rastana of Savras, saw the problems coming, and set up a magical shunt that will allow the Ravens Bluff heroes to arrive at her cave. Unfortunately, there were a few devils who were planning to teleport in and "help out" with the gate, and they also got shunted to Rastana's cave. Fortunately, the heroes will arrive just in time....

Scene 1

As time is of the essence, you step into the teleportation circle and feel yourself vanish and head off toward Shadowdale. But, just when you expect to arrive, you get the sensation of running into a brick wall. You are guessing that this is what it feels like to teleport into a solid object... not at all pleasant. If that were the case, though, why do you hurt all over? And why does it suddenly feel like you are caught in a

giant whirlpool, spinning you round and round, and sucking you down...

As you regain your senses you recognize the grove around the cave of Rastana, the priestess of Savras. There has been a bit of a change since you saw it in your dream, though, as there is a light snow on the ground, and, hmm, 12 feet tall, clawed hands and feet, head like a giant beetle, tale with really nasty looking spikes, those look distinctly like Gelugon headed toward you.

If players don't know, explain to any PC who makes an appropriate roll (judges call) at DC 20 that Gelugon are relatively powerful devils (thus immune to fire and poison, and resistant to cold and acid) that are typically sent out as elite spies or assassins.

The eight Gelugon outside the cave have decided that the Famous Figures are a threat to their mission (to kill off the seer of Savras) and are moving to take out the party. Roll initiative normally, as neither side has a chance at surprise.

Gelugon (Baatezu) (8): CR 13; Large Outsider (13 ft.); HD 12d8+60; hp 114; Init +1 (Dex); Spd 40 ft., AC 28 (-1 size, +1 Dex, +18 natural); Atks +17/+12/+7 (1d8+9 [x3] and cold, Longspear) or +17 melee (1d8+6, 2 claws), +12 melee (2d4+3, bite), +12 melee (3d4+3 and cold, tail); Face/Reach 10 ft by 10 ft / 15 ft; SA Spell-like abilities, fear aura, cold, summon baatezu; SQ Damage reduction 20/+2, baatezu qualities, regeneration 5; SR 25; AL always lawful evil; SV Fort +13, Ref +9, Will +14.

Str 23, Dex 13, Con 21, Int 22, Wis 22, Cha 16.

Skills: Bluff +16, Climb +20, Concentration +20, Disguise +17, Jump +19, Knowledge (arcana) +20, Listen +22, Move Silently +16, Search +20, Sense Motive +20, Spellcraft +20, Spot +22. **Feats:** Alertness, Cleave, Dodge, Power Attack

SA: Spell-Like Abilities—At will- animate dead, charm monster, cone of cold, desecrate, detect good, detect magic, fly, magic circle against good, major image, polymorph self, suggestion, teleport without error (self plus 50 pounds of objects only), unholy aura and wall of ice. These abilities are as the spells cast by a 13th-level sorcerer (save DC 13 + spell level). **Fear Aura (Su)**—As a free action, a gelugon can create an aura of fear in a 10-foot radius. It is otherwise identical with fear cast by a 13th-level sorcerer (save DC 19). If the save is successful, that creature cannot be affected again by that gelugon's fear aura for one day. Other baatezu are immune to the area. **Cold (Su)**—A hit from a gelugon's tail or spear attack induces a numbing cold. The opponent must succeed at a Fortitude save (DC 21)

or be affected as though by a slow spell for 1d6 rounds. **Summon Baatezu (Sp)**—Once per day a gelugon can attempt to summon 2d10 lemures or 1d6 barbazu with a 50% chance of success, or another gelugon with a 20% chance of success. **Regeneration (Ex)**—Gelugon's take normal damage from holy and blessed weapons of at least +2 enchantment.

SQ: Immunities (Ex)—immune to fire and poison. **Resistances (Ex)**—cold and acid resistance 20. **See in Darkness (Su)**—All devils can see perfectly in darkness of any kind, even that created by deeper darkness spells. **Telepathy (Su)**—Baatezu can communicate telepathically with any creature within 100 feet that has a language

The purpose of this fight isn't to wipe out the party. In fact, the party should be able to deal with this fight rather quickly, assuming they work together. If the party seems well coordinated, allow the gelugon to use good tactics, working together to flank an opponent and try to drop them quickly. Make use of the gelugon's 10 ft. reach – attack and move away from a character, forcing them to grant and attack of opportunity as they close again. Don't make this fight take too long. At most, this should take 30 minutes of game time. If it is going to take longer, the gelugon get tired of being beaten on and leave via their teleports (the seer's cave is far enough out to allow teleporting away from Shadowdale)

Scene 2

A shrill voice calls out from the cave. "Ah, yes. Here you are. To hear you are. Come to stop the will of gods. Come to break the door's power. Come to free the gods, and bar the gods. Tis a power like that which the Dark Sun made, that holds your friends, and gods unmade. The magic will trap the will of them, whose power it steals to open again. Through the mortal, it calls the god. Through the god, it draws the power. Through the power it forges a path. The path that leads to the worlds end. But, there is a way... there is a way ... that some that oppose the evil ones, may break the chains, and be free from these bonds. It requires faith from those gathered hear, to approach the gate with courage, not fear. If this is done, the path may be barred. If not, tis over, the world shall be charred."

The judge should feel free to chat with the group in a fashion similar to Rage, although many groups will have gotten their fill of the seer in round one. Once the party seems to be fed up to the point of leaving, the seer will call out again.

“There is an enemy ahead, or perhaps he’s a friend. Your goal and his have a similar end. The way to collapse the door he can tell, and end the pathway that is leading to hell. With him you may chat, and knowledge you’ll find, but all truth he won’t tell, and this you must mind. Good luck on this day, may the powers see you through.” And you hear her trail off, “As if you did not have enough now to rue....”

Scene 3

You have traveled quickly toward Shadowdale, eager to try your hand at closing the gateway Tiamat is attempting to open. The weather has gone from snow at the seer’s cave to a dark gray drizzle as the air closer to Shadowdale seems to be warmer. The rain grows more intense as you grow closer to the village. You are certain the village is just ahead, when suddenly a large figure appears before you. Standing nearly 8 feet tall, with glistening green scales, draconic features and a flag of truce, you greet the figure of a green-half dragon.

If the party is traveling by land or by air, Spalithar will send his *project image* to meet them. He hopes that heroes with the Heart of Bane are coming, and he wants to make certain that Tiamat is stopped, so he is watching what he considers the most likely approach with a good number of divinations to make certain he is able to find them to offer them “help”. There is more going on than Spalithar will admit to, and characters can make a Sense Motive check against his Bluff +17 to realize this. Even if confronted, Spalithar will reveal no more than is here, and he is using a project image to talk with the party to assure his own safety. If the party works at tracking him down, he will teleport away. If the party locates him and launches an attack at him, his contingency teleport will go off (taking him to the seer’s grove because of the wards that are up) and from there he will teleport away.

“Greetings, to you, heroes”, says the half-dragon, “I am Spalithar. While you may or may not have heard of me, I know of some of you by reputation. I have come to discuss a matter of importance to all the world, and I am hoping we may speak peacefully so that you may be successful in stopping Tiamat from entering our world.”

The party will probably be suspicious of an evil half dragon working against Tiamat. But if they are willing to listen, he will explain his position. This is a projected image, so it does not have an alignment to be detected, although the image itself will show up as magical if

detect magic is used. Spalithar will be most polite, and will ask to be introduced to all the members of the party by name, after all, he has paid them that courtesy.

“I am certain you are wondering why a half-dragon, born of an evil dragon, would be working against bringing Tiamat into the world. Well, first off, let me assure you, that I am not some tragic heroic figure, struggling against his birth and the bigotry of the world to try to redeem himself for the evil half of himself. No, I am quite certain that all of you would consider me evil, and would likely work against many of my goals and plans. But, I have a reason to help you that goes beyond good and evil. I have one of the greatest motivations, perhaps the greatest motivation, in the world for wanting to see this plan fail. You see, the Dragoness that is attempting to orchestrate this little cross-world invasion by all my other-worldly cousins, The Great and Glorious Emeraldala, Princess of Green Dragons. She happens to be my mother. And she has been trying to remove me from this world almost since the day I was born. I will admit that it is a miracle that I am alive here today, but I believe I know why I am here.

REVENGE.

It is a wondrous motivator, revenge. You see, I help you to stop my mother, and she suffers a thousand fold embarrassment before her queen. And yes, I did say her queen. I do not follow Tiamat, and have no desire to have her rampaging about this world. She wishes dragons to rule, and since I am not a full blooded one, that would place me lower on the leadership chart than I aspire to. So, it is in my best interest that she be kept out of the world right now. And, of course, I also get to enjoy the sweet taste of revenge against my mother.

While you may not consider it to be the most noble of reasons, I happen to enjoy it. So, are you willing to chat and find out what you don’t know?

The judge should feel free to chat with the players and let them ask questions, answering them based on the information that is here. Spalithar is reveling in the fact that the “heroes” need his help, and he is getting revenge on his mother, both at the same time, so he will savor the moment, chatting about how good it is to be working with the party and how kind it is of them to assist him with revenge against his mother. Spalithar will try to walk that fine line between gloatingly irritating and driving the heroes off until he is sufficiently amused.

What Spalithar Knows:

The Poem/prophecy: *“The poem that Silverhand (she is quite a lovely woman, you know) was investigating? Written by one of the mad prophets of the Zhentarim a long time ago. No one really took his writing seriously until recently. Then, some monk dug up the writings in a library and decided that the mad prophet had predicted the Time of Troubles, and suddenly, everyone up there was wondering what other secrets might be in his writing. I am guessing that the tasty Ms. Silverhand found a copy of one of those manuscripts being moved around and decided to see what all the fuss was about.”*

What do you know about Chaney’s Book? *On that book, I know nothing. I have no idea what it is about. If I had to guess, I would say it was designed to make you think that it was important, while really being a distraction.*

What do you know about the poem’s meaning? *“Ah, an interesting question. I know that it is supposed to talk about what is going on right now. I know, that is obvious, but I also know that there is supposed to be more to these prophecies than meets the eye. There are both very old and very new powers that are involved in this battle, as well as the powers of good and evil. The core of the world is being changed by the powers being brought to bear. I don’t believe that the changes that are coming can be stopped. But bursting that door open will do more than cause change. ‘Gods stutter, worlds shudder’, while it might make for a fun time, I am not one who enjoys that much chaos. And, I believe that one of the scholars who was working on the meaning of the poem may have discovered the key to barring the gate.*

And yes, it is in the lines ‘Lost Love. Of Above. Closed/Bars the Flood.’”

Spalithar will try to get the group to interpret the poem. While they are working on this line, he will ask questions to steer them onto the right path.

“What happens to a person when they lose their love?” Answer – their heart breaks.

“What beings are most ‘of above?’” Answer – the gods.

“Put together, what does that mean?” Answer – the broken heart of a god can bar the door.

“I don’t suppose any of you know where to find a god’s broken heart?” He sneers and looks around the party.

“I believe the glyphs on the door can be moved by one of strong enough will. I believe they can be brought to the person touching the door, by concentrating on the symbol desired. And, I believe that the god’s heart will force whomever’s glyph it is applied to out of their effort to close or open the door. I do not know if it will force the dragon queen out, as she has the strongest tie to the plane the door is being opened to, but any of the others helping her may be able to be forced out.

That is what I know. So now, I will let you be on your way. Good Luck!” And with that, the half-dragon fades into nothingness.

Scene 4

As you come to the edge of Shadowdale, you discover that even though it should be roughly noon out, it is as dark as night here. The rain makes seeing difficult, and even though the temperature of the air feels to be about 80 degrees, there rain feels almost like ice. In the distance, toward where you know Elminster’s tower and the stairway to the gods to be, there seems to be a bluish glow as the only light to be seen.

Eventually, the party will head to the light, since there isn’t much else in town of interest. Everything is closed and battened down, and the townsfolk won’t open up for anyone.

As the party makes their way through Shadowdale toward Elminster’s, the belkers will attack, trying to drive the party away from their goal – attacking from behind the party and trying to get the party to chase them, what ever seems likely to distract the party. This fight can be skipped if the party is running short on time, or a second wave can be added if the party is just breezing through the scenario and the judge feels that they have time for it. The shades will drop into the party’s vision, attack, and drift away from the party to try to separate the group and get a chance for a group of shades to attack a single party member in melee. The shades will harass the party until they get within 250 ft. of the stairway/gate.

There are a LOT of these. Swarm the characters, but don’t go overboard here.

Belker (128): Large Elemental (Air); HD 7d8+7; hp 38; Init +5 (Dex); Spd 30 ft., fly 50 ft. (perfect); AC 22 (–1 size, +5 Dex, +8 natural); Atks +9 melee (2 wings,

1d6+2), +4 melee (1d4+1, bite), +4 melee (1d3+1 [x2], claws); SA smoke claws; SQ Smoke form; AL NE; SV Fort +3, Ref +10, Will +2.

Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11.

Skills: Listen +9, Spot +9. *Feats:* Multiattack, Weapon Finesse (wing).

SA: *Smoke Claws*—A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium-size or smaller opponent without provoking an attack of opportunity. The target must succeed at a Fortitude save (DC 14) or inhale part of the creature. Smoke inside the victim solidifies into a claw or talon and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. The affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

SQ: *Smoke Form*—Most of the time a belker is more or less solid, but at will it can assume a smoke form. It can switch forms once a round as a free action and can spend up to 20 rounds each day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect maneuverability). The ability is otherwise similar to a *gaseous form* spell cast by a 7th-level sorcerer.

Scene 5

Finally, you come clear of the rain and can clearly see the source of the blue light. There is the archway outlined in blue fire. You can see just at a slight angle to it, and you can see the battle going on. On one side of the archway, you can see the divine staircase, leading down into the world and beyond. Somehow, gathered upon the stairs, you can see the gods of evil forcing at the door. Tiamat is clearly visible, and working with her you can see the Storm Lord, Talos; the Lady of Poison, Talona; the Mistress of Misfortune, Besheba; the Godson, Iyachtu Xvim, The Lady of Pain, Loviatar; the Beast Lord, Malar; and the Master of All Thieves, Mask. All of them working at pushing, prying, or peeling the gate open. On the near side of the gate, you can see Elminster, Storm Silverhand, and several adventurers from Ravens Bluff, resting their hands on the door. Above and over them you see Mystra, Deneir, Tymora, Lliira, Mieliki, (any gods followed by the at the PC's at the table trapped here from Rage). The sight is terrifying and awing... and fascinating. There is the huge green dragon off to the side, which seems to look at you and laugh.

“Welcome, mortalsss. Welcome to the end of your reign in thisss world. Isssn’t the gateway beautiful? Don’t you jussst wisssh to come and touch it?”

And your attention is drawn back to the gate. As you start forward, you feel the attention of the divine pass through you, as your gods attention is drawn to the very thing that now fascinates you....

The judge should now collect the Famous Folks character sheets back from the players. What is happening is that the extra power of the Famous Folks and their gods has overloaded the gate. The gate has mesmerized the Famous Folks, and they will begin walking toward the gate. But, in order to keep the gate from exploding, the PC's were released. They need to get to the remnants of the Heart of Bane, get to the gate, and apply the powder to the seal of Iyachtu Xvim. Any other symbol it is applied to will glow faintly with a black light effect, but nothing will seem to happen. There should be at least 45 minutes left in the slot at this point. If not, you will wind up having to rush some of the last fight to get through the scenario.

You hear a roar from the green dragon as the additional gods focus their attention on the gate.

“NO! It isss too much! The Gateway must open!” There is a ripping sound and you see a portion of the green dragon’s spirit speed to the gate working to pull it open from this side. As the dragon’s soul leaves the body the body grows smaller.

And now, you realize that you are back in control of your body. You are fully healed, and have all the spells you started the day with back in memory. In your minds, you hear a voice that you know is Mystra rasp “Quickly, you must seal the gate...”

And now, the dragon begins to move toward you...

While this fight is tiered, the party is not meant to kill Emeraldala's weakened form, as it should still be more than a match for the party. The goal here is to use the information they have gathered, and to close the gate using the remains of the heart of Bane on Xvim's glyph.

Party average level 1-3

At this tier, Emeraldala will not use her breath weapon unless brought below 30 hp. She will prefer to only use one or two attacks a round (usually wing buffets or a magic missile) as she plays with her food, like a cat would play with a mouse (i.e. no power attacks). She will focus on whoever angers her most, and will be

easily distracted from someone moving cautiously. She will use more powerful attacks against anything that does her significant damage, and if the judge feels that she is in danger of being killed by the party, she will go all out. Note that at this tier, she cannot fly.

Emeraldala (The Green Dragon Princess) (1): CR 7; Large Dragon (Air) (27 ft tall); HD 14d12+42; hp 133; Init +0; Spd 40 ft, fly 150 ft (poor), swim 40 ft., AC 22 (-1 size, +13 natural); Atks bite +17 melee (2d6+4), 2 claws +13 melee (1d8+2), 2 wings +12 melee (1d6+2), tail slap +12 melee (1d8+6); Face/Reach: 5 ft.x10 ft./10 ft.; SA Breath Weapon, Spells; SQ Immunities, Dragon Powers; SR Nil; AL lawful evil; SV Fort +12, Ref +9, Will +11.

Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.

Skills: Concentration +15, Listen +20, Search +19, Spellcraft +20, Spot +20. *Feats:* Alertness, Power Attack, Improved Critical (claws), Weapon Focus (claws)

Spells (5/3) 0-level - *resistance, ray of frost, arcane mark, detect magic*; 1st level *magic missile, endure elements*

SA: *Breath Weapon (Su)*—Emeraldala can breath a cloud of corrosive gas for 8d6 points of damage (DC 20 for half damage).

SQ: *Immunities (Ex)*—sleep, paralysis, acid. *Blindsight (Ex)*—dragons can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with 120 ft. *Keen Senses (Ex)*—a dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 400 ft.

Party average level 4-6

At this tier, Emeraldala will not use her breath weapon unless brought below 50 hp. She will prefer to only use two attacks a round (usually wing buffets or magic missiles) as she plays with her food, like a cat would play with a mouse (i.e. no power attacks). She will focus on whomever angers her the most, and will be easily distracted from someone moving cautiously. She will use more powerful attacks against anything that does her significant damage, and if the judge feels that she is in danger of being killed by the party, she will go all out. Note that at this tier, she can not fly.

Emeraldala (The Green Dragon Princess) (1): CR 10; Large Dragon (Air) (27 ft tall); HD 17d12+68; hp 200; Init +0; Spd 40 ft, fly 150 ft (poor), swim 40 ft., AC 25 (-1 size, +16 natural); Atks bite +22 melee (2d6+6), 2 claws +18 melee (1d8+3), 2 wings +17 melee (1d6+3), tail slap +17 melee (1d8+9);

Face/Reach: 5 ft.x10 ft./10 ft.; SA Breath Weapon, Frightful Presence, Spells; SQ Immunities, Dragon Powers; SR 19; AL lawful evil; SV Fort +14, Ref +10, Will +12.

Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

Skills: Concentration +18, Listen +22, Search +21, Spellcraft +22, Spot +22. *Feats:* Alertness, Power Attack, Improved Critical (claws), Weapon Focus (claws), Cleave (claws or tail slap only)

Spells - as a 3rd-level sorcerer. (6/5) 0-level - *resistance, ray of frost, arcane mark, detect magic, flare*. 1st level - *magic missile, endure elements, expeditious retreat*

SA: *Breath Weapon (Su)*—Emeraldala can breath a cloud of corrosive gas for 10d6 points of damage (DC 22 for half damage). *Frightful Presence (Su)*—Will save DC 20 (negates) to anyone within 150 ft. 4th-level or less are panicked for 4d6 rounds.

SQ: *Immunities (Ex)*—sleep, paralysis, acid. *Blindsight (Ex)*—dragons can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with 150 ft. *Keen Senses (Ex)*—a dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 500 ft.

Party average level 7-9

At this tier, Emeraldala will not use her breath weapon unless brought below 100 hp. She will prefer to only use two or three attacks a round (usually claws and tail slap) as she plays with her food, like a cat would play with a mouse (i.e. no power attacks). She will focus on whomever angers her the most, but will be trying to keep the pc's from getting to the gate as well. She will use more powerful attacks against anything that does her significant damage, and if the judge feels that she is in danger of being killed by the party, she will go all out.

Emeraldala (The Green Dragon Princess) (1): CR 10; Huge Dragon (Air)(38 ft tall); HD 23d12+115; hp 322; Init +4; Spd 40 ft, fly 150 ft (poor), swim 40 ft., AC 30 (-2 size, +22 natural); Atks bite +30 melee (2d8+9), 2 claws +26 melee (2d6+4), 2 wings +25 melee (1d8+4), tail slap +25 melee (2d6+13); Face/Reach: 10 ft.x20 ft./10 ft.; SA Breath Weapon, Crush, Frightful Presence, Spells; SQ Damage Reduction 10/+1, Immunities, Dragon Powers; SR 22; AL lawful evil; SV Fort +18, Ref +13, Will +16.

Str 29, Dex 10, Con 21, Int 16, Wis 17, Cha 16.

Skills: Concentration +23, Listen +27, Search +24, Spellcraft +25, Spot +27. *Feats:* Alertness, Power Attack, Improved Critical (claws), Weapon Focus

(claws), Cleave (claws or tail slap only), Improved Initiative

Spells - as a 7th-level sorcerer. (6/6/6/4) 0-level - *resistance*, *ray of frost*, *arcane mark*, *detect magic*, *flare*, *read magic*, *mending*. 1st level *magic missile*, *endure elements*, *expeditious retreat*, *true strike*, *unseen servant*; 2nd level - *summon swarm*, *blindness/deafness*, *blur*; 3rd level *cure serious wounds*, *dispel magic*.

SA: *Breath Weapon (Su)*—Emeraldala can breath a cloud of corrosive gas for 14d6 points of damage (DC 26 for half damage). *Crush (Ex)*—If flying, the dragon can attempt to land on opponents of up to size small (as many will fit underneath her). Creatures in the affected area must make a Reflex save DC 26 or be pinned, automatically taking crush damage the next round unless the dragon moves off of them. The Dragon then makes normal grapple checks to continue to do crush damage each round. *Frightful Presence (Su)*—Will save DC 24 (negates) to anyone within 210 ft. 4th-level or less are panicked for 4d6 rounds. 5th-level or higher are shaken for 4d6 rounds. *Spell Like Abilities (Su)*—cast as a 7th-level sorcerer 3/day - *suggestion* (save DC 16)

SQ: *Immunities (Ex)*—sleep, paralysis, acid. *Blindsight (Ex)*—dragons can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with 150 ft. *Keen Senses (Ex)*—a dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 500 ft.

Party average level 10-12

At this tier, Emeraldala will not use her breath weapon unless brought below 125 hp. She will prefer to only use two or three attacks a round (usually claws and tail slap) as she plays with her food, like a cat would play with a mouse (i.e. no power attacks), but she will use as many attacks as have been directed at her in the round – so if a party decides to slug it out with her, she will slug back. She will focus on whomever angers her the most, but will be trying to keep the pc's from getting to the gate. She will use more powerful attacks against anything that does her significant damage – even going to the point of throwing bite/claw/claw/wing/wing/tail slap at the same target using her power attack if she feels it will make the point that she is in control. If the judge feels that she is in danger of being killed by the party, she will go all out, taking to the air to minimize her danger and throwing spell or using her crush attack and/or flyby attacks.

Emeraldala (The Green Dragon Princess) (1): CR 17; Huge Dragon (Air) (42 ft tall); HD 26d12+156; hp 390; Init +4; Spd 40 ft, fly 150 ft (poor), swim 40 ft.,

AC 33 (-2 size, +25 natural); Atks bite +30 melee (2d8+10), 2 claws +29 melee (2d6+5), 2 wings +29 melee (1d8+5), tail slap +29 melee (2d6+15); Face/Reach: 10 ft.x20 ft./10 ft.; SA Breath Weapon, Crush, Frightful Presence, Spells; SQ Damage Reduction 10/+1, Immunities, Dragon Powers; SR 24; AL lawful evil; SV Fort +21, Ref +15, Will +19.

Str 31, Dex 10, Con 23, Int 18, Wis 19, Cha 18.

Skills: Concentration +26, Listen +30, Search +27, Spellcraft +28, Spot +30. *Feats:* Alertness, Power Attack, Improved Critical (claws), Weapon Focus (claws), Cleave (claws or tail slap only), Improved Initiative, Flyby Attack

Spells - as a 9th-level sorcerer. (6/6/6/6/4) 0-level - *resistance*, *ray of frost*, *arcane mark*, *detect magic*, *flare*, *read magic*, *mending*, *prestidigitation*. 1st level *magic missile* x 2, *endure elements*, *expeditious retreat*, *true strike*, *unseen servant*. 2nd level *summon swarm*, *blindness/deafness*, *blur*, *Melf's acid arrow* x 3. 3rd level *cure serious wounds* x 3, *dispel magic*, *hold person*. 4th-level *charm monster*, *ice storm* x 3.

SA: *Breath Weapon (Su)*—Emeraldala can breath a cloud of corrosive gas for 6d6 points of damage (DC 29 for half damage). *Crush (Ex)*—If flying, the dragon can attempt to land on opponents of up to size small (as many will fit underneath her). Creatures in the affected area must make a Reflex save DC 29 or be pinned, automatically taking crush damage the next round unless the dragon moves off of them. The Dragon then makes normal grapple checks to continue to do crush damage each round. *Frightful Presence (Su)*—Will save DC 27 (negates) to anyone within 240 ft. 4th-level or less are panicked for 4d6 rounds. 5th-level or higher are shaken for 4d6 rounds. *Spell Like Abilities (Su)*—cast as a 9th-level sorcerer 3/day - *suggestion* (DC 17), 1/day - *plant growth*.

SQ: *Immunities (Ex)*—sleep, paralysis, acid. *Blindsight (Ex)*—dragons can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with 240 ft. *Keen Senses (Ex)*—a dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 800 ft.

Party average level 13+

At this tier, Emeraldala will not use her breath weapon unless brought below 200 hp. She will prefer to only use as many attacks as are directed at her (up to her maximum, of course) as she plays with her food, like a cat would play with a mouse. She will focus on whomever angers her the most, but will be trying to keep the pc's from getting to the gate. She will use more powerful attacks against anything that does her

significant damage – even going to the point of throwing bite/claw/claw/wing/wing/tail slap at the same target using her power attack if she feels it will make the point that she is in control. If the judge feels that she is in danger of being killed by the party, she will go all out, taking to the air to minimize her danger and throwing spell or using her crush attack and/or flyby attacks.

Emeraldala (The Green Dragon Princess) (1): CR 20; Gargantuan Dragon (Air) (61 ft tall); HD 32d12+224; hp 512; Init +4; Spd 40 ft, fly 150 ft (poor), swim 40 ft., AC 37 (-4 size, +31 natural); Atks bite +40 melee (4d6+12), 2 claws +36 melee (2d8+6), 2 wings +35 melee (2d6+6), tail slap +35 melee (2d6+18); Face/Reach: 20 ft.x40 ft./15 ft.; SA Breath Weapon, Crush, Frightful Presence, Spells, Tail Sweep; SQ Damage Reduction 15/+2, Immunities, Dragon Powers; SR 27; AL lawful evil; SV Fort +25, Ref +18, Will +23.

Str 35, Dex 10, Con 25, Int 20, Wis 21, Cha 20.

Skills: Concentration +32, Listen +36, Search +33, Spellcraft +34, Spot +36. *Feats:* Alertness, Power Attack, Improved Critical (claws), Weapon Focus (claws), Cleave (claws or tail slap only), Improved Initiative, Flyby Attack, Quicken Spell-like Ability, Wingover

Spells - as a 13th-level sorcerer. (6/6/6/6/6/6/4) 0 level - *resistance, ray of frost, arcane mark, detect magic, flare, read magic, mending, prestidigitation, open/close*. 1st level - *magic missile x2, endure elements, expeditious retreat, true strike, unseen servant*. 2nd level - *summon swarm, blindness/deafness, blur, Melf's acid arrow x 2, invisibility*. 3rd level - *cure serious wounds x 2, dispel magic, hold person, slow*. 4th level - *charm monster, ice storm x 3, fire shield, solid fog*. 5th level - *feeblemind, cone of cold x 4, shadow evocation*. 6th level - *disintegrate x3, acid fog*

SA: *Breath Weapon (Su)*—Emeraldala can breath a cloud of corrosive gas for 20d6 points of damage (DC 33 for half damage). *Crush (Ex)*—If flying, the dragon can attempt to land on opponents of up to size small (as many will fit underneath her). Creatures in the affected area must make a Reflex save DC 33 or be pinned, automatically taking crush damage the next round unless the dragon moves off of them. The Dragon then makes normal grapple checks to continue to do crush damage each round. *Frightful Presence (Su)*—Will save DC 31 (negates) to anyone within 300 ft. 4th-level or less are panicked for 4d6 rounds. 5th-level or higher are shaken for 4d6 rounds. *Spell Like Abilities (Su)*—cast as a 13th-level sorcerer 3/day - *suggestion* (DC 18) *dominate person* (DC 20), 1/day - *plant growth*. *Tail Sweep (Ex)*—As a standard action, the dragon may sweep with her tail affecting a half circle with a

diameter of 30 centered on the rear of the dragon, doing listed damage. Creatures within the swept area of size small or smaller may make a Reflex Save DC 33 for half damage.

SQ: *Immunities (Ex)*—sleep, paralysis, acid. *Blindsight (Ex)*—dragons can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with 300 ft. *Keen Senses (Ex)*—a dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 1,000 ft.

Once a PC makes it to the gate, it takes a concentration check with a DC (10+ ½ PC's level) to get one of the god's symbols to move to the PC. The pc must touch the gate to cause the symbols to move, and they will have a sensation like electric-fire running through them as the touch the gate. Only applying the dust of the heart of Bane to Xvim's symbol will have any effect. When this is done, read the following.

With a loud crack, you see the dust that was the Heart of Bane sucked through the door. The door becomes transparent for a moment as you watch the dust swirl around Xvim for what seems like an eternity, clouding him from view and driving him away from the door. Then there is a yell from Xvim that tears at your soul. It sounds like a cry of utter anguish and also utter pleasure. Then, in an instant, the cloud collapses in on itself and there is nothing left, but the faint sound of evil laughter. The gods who were aiding Tiamat suddenly stop, shake their heads at her, and disappear. You hear a howl of anger from Tiamat as the door solidifies, and then the archway crumbles to dust, leaving nothing, and no sign of the stairs that were beyond or the gods that were on them.

Emeraldala howls in pain, and as you watch, the soul portion of her that was trying to open the gate simply shreds with the disintegrating gate. You turn in time to see her body shatter like a gem struck to hard by a hammer. And all the pieces but one crumble to nothingness. All that is left of the mighty dragon princess is an emerald... the green dragon stone.

And then figures around you begin to move.

"Well done, well done!", calls Elminster. "I wasn't sure that anything could break the hold that gate had. But it seems that it wasn't quite built for the number of powers we had working on it. And it seems it had its own purpose. Dark tidings, the Godson's reaction to that powder. What was it, by the way?"

Elminster will wait for an answer, and when he is told that it was the Heart of Bane, he will look a bit irritated.

“Hmmm, that is not good. Although I am guessing that will be better than the alternative.”

Elminster will let that thought hang in the minds of the pc’s for a brief second, and then push on.

“In any case, I am sure that will be a tale for another day. Today’s story is the barring of the gate Tiamat was going to open to invade the world. And we have some heroes to thank. I believe this calls for a celebration! Oh, and don’t forget your stone over there”, and he points to the emerald that holds the shen of Emeraldala. “I do so hate having to clean up after another’s party.”

It is actually several days before a proper celebration can be held, as Shadowdale is still somewhat abandoned. During the time, Elminster explains that,

“The gate seems to have had a power similar to the Cyrinshard, that enthralled Cyric into madness. From the collected minds can figure, the gate was using the focused powers of the gods to try to set up a permanent portal to Tiamat’s realm, and thus allowing her free access to the prime material. The magics of the gate seem to have been of a type it was thought Mystra had blocked, but there was a magic there that wasn’t normal magic. And with the amount of raw divine power that was passed through such a strange contraption... things in the world have changed. It seems the gate may have affected the gods themselves. Reports abound that those who were once most favored by their gods have had those relations changed. Even magic seems and feels different. It is a different world now, friends. But, thanks to you, it is still our world.”

The End

Experience Point Summary

To award experience for this adventure, consult the column for the tier at which the players played the adventure. Add up the values for the objectives accomplished. Divide the total by 6, and award that to each PC for objectives.

Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Note that the maximum any PC can get for objectives cannot exceed the value shown for each tier,

which is calculated for a table of six PCs. Thus, if you have four PCs, you divide by four on the values for what the PCs earned, but the maximum cannot go above the value shown per PC in the column.

Round One: Experience

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Encounter 3: Get information from Sylune	100	100	100	100	100
Encounter 7: Defeat Kobolds	300	600	900	1,200	1,500
Total possible experience	400	700	1,000	1,300	1,600
Divide the above by number of PCs and round down					
Total possible experience per PC	66	116	166	216	266
Discretionary roleplaying award	0-100	0-100	0-100	0-100	0-100

Round Two: Experience

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Encounter 7: Defeat green dragon	1,350	3,200	14,400	19,200	36,000
Total possible experience	1,350	3,200	14,400	19,200	36,000
Divide the above by number of PCs and round down					
Total possible experience per PC	225	533	2,400	3,200	6,000
Discretionary roleplaying award	0-200	0-200	0-200	0-200	0-200

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor or foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for

the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

- Harper Recognition: Each Harper fame point provides +2 circumstance bonus to Charisma-related skill checks (Bluff, Diplomacy, Perform) when dealing with the Harper Organization. Two Harper recognition certs can be used to negate a Harper Infamy cert. (in this case, all certs should be marked "void" by the DM.) After collecting 4 Harper recognition certs for a PC, the player should mail the original certs with an extra blank, stamped envelope to: Harper Coordinator, c/o RPGA Network, PO Box 707, Renton, WA. 98057-0707. Please include your name, address, and email address and your PC's race, class, level, and alignment. If possible, send as email to LCharper@rpga.net confirming this mailing. This cannot be transferred to anyone else, of course.
- Favor of Sylune (1 per PC): You have helped the Witch of Shadowdale and have gained her notice. She has given you a stone from her dwelling that will allow you to call on her once, and only once for aid. In time of need the stone can be used to call her and she will cast a Teleport without Error for you and up to 5 of your companions to the place of your choosing. Once used she will thank you and her debt will be repaid.
- *Green Dragon Stone: Emerald* (Value 50,000 gp, rare): Containing the soul and "shen" of a

legendary green dragon, this is one of the thirteen Dragon stones of legend. The area around the bearer of the emerald is always flickering green aura and their breath always has a whiff of chlorine about it. The Emerald bears the power of a major ring of elemental resistance (acid) at all times and has the following powers which it can call forth once per day: suggestion, plant growth, and dominate person. These powers are all "cast" as a 14th level sorcerers. All chromatic (evil) dragons will attack the bearer of the Emerald Dragon Stone on sight unless other forces prevent them from doing so. Only two Dragon Stones can be possessed by any one character, and only one of a given type (so one Emerald stone per PC). Dragon Stones that cancel out the "area" affect cause all powers of both Dragon Stones to stop functioning. This happens if they are within 10 feet of one another.

- *Red Ruby of the Ancient Paladins* (Value 6,000 gp, Unusual): The ruby will allow a paladin to cast dispel magic in a 5 ft. radius (only the area dispel is possible, not targeted or counterspell uses of dispel magic) centered on himself at his class level once per day if this gem is fixed into the hilt of the sword Pax (and this cert attached to the sword). This is not tradeable once it is affixed to Pax.
- Arcane Spellbook (Value 100 gp per spell level): This spellbook was scribed by the Wizards Guild and contains 1 spell from each level that the PC originally owning it can cast. It cannot be traded, transferred or loaned. List spells below. The spells must be listed on the cert, along with the level of the original character owning it when the spells are chosen.
- *Bastard sword +2* (Value 8,325 gp)
- *Potion of cure serious wounds* (Value 750 gp)

Charles O’Kane, Lord Mayor of Ravens Bluff

Race: Human Size: Medium Gender: Male
 Class: Fighter Level: 18 Align: LN
 Height: 5 ft. 10 in. Weight: 220 lb. Age: 46
 Hair: Brown Eyes: Brown

Weapon Specialization (Bastard Sword)
Improved Critical (Bastard Sword)
Expertise
Mobility
Quick Draw
Cleave
Great Cleave
Power Attack
Alertness
Dodge
Leadership
Iron Will
Luck of Heroes
Combat Reflexes
Skill Focus (Diplomacy)

Ability	Score	Mod	Saving Throws		Ability	Misc
Strength	20	+5	Type	Total =	Base	Mod
Dexterity	15	+2	Fortitude	+19	+11	+3
Constitution	16	+3	Reflex	+13	+6	+2
Intelligence	14	+2	Will	+16	+6	+3
Wisdom	16	+3				+7
Charisma	16	+3				

Armor Class	Base	Mod	Shield Mod	Dex Mod	Size Mod	Misc. Mod
29 =	10	+8	+5	+2	+0	+4

Hit Points: 173

Armor Worn: +4 chain shirt, +4 buckler
 Check Penalty: -1 Movement: 30 ft.
Initiative: +6 = +2 Dex, +4 Improved Initiative

Melee Attack	Base	+ Str	+ Size	Ranged Attack	Base	+ Dex	+ Size
+23 / +18	+18 /	+5	+0	+20 / +15	+18 /	+2	+0
/ +13 / +8	+13 / +8			/ +10 / +5	+13 /		
	/ +3				+8 / +3		

Weapon	Attack	Damage	Crit	Range	Wt.	Type
+3 dagger	+26/+21 / +16/+11	1d4+6	x2	-	1 lb.	P
+5 keen bastard sword (one-handed)	+28/+23 / +18/+13	1d10+10	15-20	-	10 lbs.	S
+3 dagger (thrown)	+23 / +18 / +13 +8	1d4+2	x2	10 ft.	1 lb.	P

Skill	Total	=	Ranks	+ Ability Mod	+ Misc Mod
Climb (Str)	+13	=	10	+3	
Jump (Str)	+13	=	10	+3	
Ride (Dex)	+12	=	10	+2	
Swim (Str)	+13	=	10	+3	
Diplomacy (Cha)	+14	=	9	+3	+2
Innuendo (Cha)	+8	=	5	+3	
Knowledge (Local History of Ravens Bluff) (Int)	+5	=	3	+2	

Languages: Common, Giant, Dwarven

Feats:

Improved Initiative
Exotic Weapon Proficiency (Bastard Sword)
Weapon Focus (Bastard Sword)

Magic Items

+5 keen bastard sword, +4 chain shirt, +4 buckler, +4 ring of protection, +4 cloak of resistance, boots of speed, Heward’s handy haversack, 5 potions of cure serious wounds, 3 potions of bull’s strength, 2 potions of endurance, 2 potions of fly

Roleplaying Information/Background:

Personality and Motivation

The city government is now rebuilding, and much needs to be done. The Mayor is keenly aware that his government must work hard to restore the faith of the people in the leadership of Ravens Bluff. In this regard, the Lord Mayor is tireless. Both in council and on the battlefield, the Lord Mayor is smart and tenacious, seeking out hidden weaknesses in his opponents. He takes every advantage that is consistent with his sense of honor, which can be flexible if necessary. These traits make him an ideal mediator between the city’s contending factions (city nobles, independent nobles, merchants council, guilds, workers, the military, et al.), which might tear the city apart in the absence of such a mediator.

The Mayor seeks to reach a compromise. He takes an active role in all aspects of government, often personally investigating problems within the city. He used to keep himself informed through an extensive network of spies and agents managed by the former Deputy Mayor, Howard Holiday. O’Kane is seeking to rebuild that information network, and has been trying to recruit former chief spy Chaney, the Doppelganger to head the city’s information network.

Manner and Style

His importance to the city’s survival reinforces the Lord Mayor’s considerable ego. The Mayor’s record includes more than a decade of solid achievement, and he is justifiably proud of it. The Mayor’s anger can be awesome when he believes that his opponents are acting from corrupt or unreasonably stubborn motives, although he usually controls his choleric temper. Sloppiness and incompetence among his subordinates also provokes a volcanic response.

The Mayor is keenly aware that the strength of the city’s government rests on the confidence of its citizens. He deliberately cultivates a jovial, approachable style. As a result, most citizens feel that the Mayor O’Kane personally represents them. When he has time to relax, he can be found in public places listening to the complaints of the common people; his favorite places to do this are the city’s inns and taverns, where he gains weight as well as knowledge.

Torden Sureblade, Lord Magistrate of Ravens Bluff

Race: Human Size: Medium Gender: Male
 Class: Paladin Level: 17 Align: LG
 Height: 6 ft. 2 in. Weight: 200 lbs. Age: 48
 Hair: Brown Eyes: Brown

boots, 2 potions of heroism, 3 potions of cure serious wounds, 2 potions of darkvision

Spells:

1st Level – *divine favor, magic weapon, endure elements*
 2nd Level – *shield other, resist elements*
 3rd Level – *magic circle against evil, prayer*
 4th Level – *dispel evil*

Roleplaying Information/Background:

He pays particular attention to his appearance, taking care to dress neatly and conservatively at all times. Tordon favors somber colors, especially gray and brown.

Position and Duties: As Lord Magistrate of Ravens Bluff, Tordon is the head of the city's legal system. His responsibilities are threefold: to manage the operations of lower courts and judges, to preside as judge of the city's highest court, and to supervise the codification of the city's customary laws thus ensuring more consistent justice. Tordon's decisions and official acts must be submitted to the Mayor and the Council of Lords for final approval, but so far this always has been granted. As magistrate of Ravens Bluff, Tordon is also a member of the Council of Lords.

Personality and Motivation: Tordon's goal is to promote justice through the creation of a comprehensive system of laws. An unfortunate aspect of his task is the great amount of time it requires. As the best legal mind in the city, Tordon must handle most legal paperwork himself, aided only by a few clerks. This leaves him with little time for adventuring. Tordon sometimes worries that his official job is making him stale as a fighter against evil

Manner and Style: Tordon is a taciturn, solemn individual dedicated to his responsibilities. He rarely shows his feelings, and he despises aimless small talk. However, on occasion he displays a dry, witty humor. Though deeply religious and dedicated to Torm, Tordon has learned to tolerate differing non-evil faiths. He lives simply and donates 40 percent of his income to help the poor.

His official duties leave him little time to fight evil in battle, but on campaign he is fearless and well-known for making quick decisions in the field.

Tordon dearly loves his brother Thorm, and recommended Thorm as a guildmaster for one of the fighters' guilds, hoping to keep Thorm occupied and out of trouble. However, Thorm's wild and carefree nature leads him into brawls far too often. Tordon understands Thorm's need to relieve tensions. He just wishes Thorm would find a less damaging means to do so.

History: Tordon and Thorm share the same father, but Tordon's mother was a human woman named Eleamora. Tordon grew up in Ravens Bluff and saw much of the lawlessness and stagnation that is part of any large city. Tordon always wanted to be a part of the political structure of the city, but realized he must be educated first. He spent most of his early years in libraries, reading all he could about history, legends, politics, and religion, while at the same time learning the skills of a warrior

A few years ago Tordon was appointed chancellor in Ravens Bluff. He considered this a dream come true and spends most of his time working to improve city laws. However, he has not abandoned the service of Torm. He regularly aids the temple and sometimes helps train young paladins of the temple. He was recently entrusted with the remains (a gritty powder) of the Heart of Bane, and he never allows the bag out of his presence, for fear that somehow it might cause more

Ability	Score	Mod	Saving Throws		Ability	Misc
Strength	15	+2	Type	Total =	Base	Mod
Dexterity	12	+1	Fortitude	+19	+10	+2
Constitution	14	+2	Reflex	+13	+5	+1
Intelligence	14	+2	Will	+16	+5	+4
Wisdom	18	+4				
Charisma	18	+4				

Armor Class	Base	Mod	Shield Mod	Dex Mod	Size Mod	Misc Mod
32 =	10	+11	+7	+1	+0	+3

Hit Points: 138

Armor Worn: +3 *full plate* +5 *large shield*

Check Penalty: -6 Movement: 20 ft.

Initiative +1 = +1 Dex

Melee Attack	Base	+ Str	+ Size	Ranged Attack	Base	+ Dex	+ Size
+19/+14/	+17/+12/	+2	0	+18/+10/	+17/+12/	+1	0
+9/+4	+7/+2			+8/+3	+7/+2		

Weapon	Attack	Damage	Crit	Range	Wt.	Type
+5 Holy Avenger	+22/+17/+12	1d8+7	X2	-	-	S
+4 Lt. Mace	+20/+15/+10	1d6+6	X2	-	-	P

Skill	Total	=	Ranks	+ Ability Mod	+ Misc Mod
Concentration (Con)	+12	=	10	+2	
Diplomacy (Cha)	+18	=	14	+4	
Knowledge (Religion)	+10	=	8	+2	
Profession (Judge)	+18	=	14	+4	
Knowledge (Law)	+8	=	6	+2	
Knowledge (history of Vast)	+14	=	12	+2	
Ride (Dex)	+5	=	4	+1	
Heal (Wis)	+6	=	2	+4	

Languages: Common, Dwarven, Draconic

Feats:

<i>Iron Will</i>	<i>Great Fortitude</i>
<i>Lightning Reflexes</i>	<i>Luck of Heroes</i>
<i>Power Attack</i>	<i>Weapon Focus (Long Sword)</i>
<i>Expertise</i>	<i>Leadership</i>

Magic Items:

+5 *holy avenger*, +3 *full plate*, +5 *large steel shield*, +3 *ring of protection*, +3 *cloak of resistance*, *phylactery of faithfulness*, *winged*

harm to the world. Ideally he would like to find a way to be certain of ridding the world of the remains of the foul artifact.

Lady Penelope Norwood, High Magistrate of the Ministry of Arts

Race: Human Size: Medium Gender: Female
 Class: Wizard Level: 19 Align: CN
 Height: 5 ft. 10 in. Weight: 130 lb. Age: 25??
 Hair: Brown Eyes: Blue

Magic Items:

bracers of armor +8, +5 *ring of protection*, +5 *cloak of resistance*, *headband of intellect* +4, *staff of power* (34 charges), *mantle of spell resistance* (SR 21)

Ability Score Mod Saving Throws

			Type	Total =	Base	Ability Mod	Misc Mod
Strength	15	+2	Fortitude	+16	+6	+3	+7
Dexterity	17	+3	Reflex	+16	+6	+3	+7
Constitution	16	+3	Will	+21	+11	+3	+7
Intelligence	24 (28)	+7 (+9)					
Wisdom	16	+3					
Charisma	17	+3					

Armor Class	Base	Armor Mod	Shield Mod	Dex Mod	Size Mod	Misc Mod
28 =	10	+8	+0	+3	+0	+7

Hit Points: 116

Armor Worn: *bracers of armor* +8

Check Penalty: 0

Movement: 30 ft.

Initiative +3 = +3 Dex

Melee Attack	Base	+ Str	+ Size	Ranged Attack	Base	+ Dex	+ Size
+11/+6	+9/+4	+2	+0	+9/+4	+12/+7	+3	+0

Weapon	Attack	Damage	Crit	Range	Wt.	Type
Staff of Power	+13/+8	1d6+4	x2	-	4 lb.	S
Ray	+12	By type	x2	By spell	-	-

Skill	Total	=	Ranks	+ Ability Mod	+ Misc Mod
Concentration (con)	+26	=	23	+3	
Spellcraft (int)	+32	=	23	+9	
Knowledge (arcana)	+32	=	23	+9	
Knowledge (the planes)	+32	=	15	+9	
Alchemy (int)	+32	=	23	+9	
Scry (int)	+32	=	23	+9	
Spot (wis)	+12	=	9.0	+3	

Languages: Common, Draconic, Elven, Abyssal, Celestial, Ignan

Feats:

Scribe Scroll
Spell Penetration
Spell Focus (Evocation)
Heighten Spell
Empower Spell
Still Spell
Silent Spell
Quickened Spell

Spells:

0 level – *detect magic* x3, *read magic* x2, *light* x2

1st level – *shield* x2, *magic missile*, *enlarge*, *true strike*, *expeditious retreat*

2nd level – *daylight*, *magic missile* (silent), *see invisibility*, *mirror image*, *endurance*, *darkvision*

3rd level – *protection from elements*, *fireball*, *lightning bolt*, *displacement*, *fly*, *haste*

4th level – *fire shield*, *ice storm*, *improved invisibility*, *shout*, *magic missile* (silent, still, empowered), *wall of ice*

5th level – *cone of cold*, *wall of force*, *Rary's telepathic bond*, *dismissal*, *fireball* (empowered, silent)

6th level – *magic missile* (quickened, empowered), *globe of invulnerability*, *chain lightning*, *mass haste*, *true seeing*

7th level – *Mordenkain's sword*, *delayed blast fireball*, *power word stun*, *Bigby's grasping hand*

8th level – *sunburst*, *prismatic wall*, *Bigby's clenched fist*, *cone of cold* (empowered, silent, still)

9th level – *meteor swarm*, *teleportation circle*, *Bigby's crushing hand*, *delayed blast fireball* (empowered, still)

Roleplaying Information/Background:

Matron of a grand old Ravenian noble house, Lady Penelope has long brown hair, deep black eyes, and a strikingly attractive face and figure. Always well dressed in tasteful and expensive robes and gowns with simple jewelry, Lady Penelope is the epitome of graceful manners, refined tastes, and self-control. Gifted by the gods with a fiery temper from birth, she understands better than most the need for perfect self-restraint and precise mastery of one's arcane powers. She is actress enough that most folk who anger, irritate, or disgust her never know it from her face, voice, and body language. Lady Penelope is always busy with Norwood family affairs (the daily running of the estate and overseeing family investments in particular) and has sometimes admitted to having "a very full platter" between her work as High Magistrate and her tasks as Lady Norwood.

Her husband, Lord Transtible Norwood, is a country gentleman with a heart of gold and a head nearly as dense; his passions are hunting, Lady Penelope, and his country estate (not necessarily in that order). They have three children—two sons who are the very image of their father (bluff, burly, and impatient) and a daughter who's inherited her mother's cleverness and has been gaining skill in the guild as an Enchantress. Despite her poise and family tree, Lady Penelope is not a snob and has a soft spot for adventurers dating back to her youth (there was a major scandal involving a Tantrian fighter named Talargeth Brimmon some twenty years back). Since she abhors merchants and their grasping ways, she is seeking to forge an alliance between the old noble families and the adventurers for which Ravens Bluff is justly famous; rumor has it that she's keeping an eye out for clever young women who might do nicely as wives for her sons Jethrar and Laeremar.

Lady Norwood is, at heart, a talented and capable woman who is far too busy juggling her responsibilities as magistrate, wife, estate manager, and mother. Nevertheless, she delegates well (her daughter

Stelma helps manage the family fortune; her more responsible fellow wizards handle various day-to-day ministry matters under her supervision) and has the respect and loyalty of her fellow wizards. She is also respected by the “Old Guard”—the city nobility—and is beginning to win a number of them over to her scheme of reviving their fortunes with an infusion of “new blood.” Penelope is devoted to her husband. She is deeply proud of having won the post of dean of the Wizards Guild (retired) and High Magistrate at the Ministry of Arts (as a personal accomplishment rather than something that came to her as a Norwood), but she now feels as though she owes something back to the city, since she received the posting as High Magistrate for the Ministry courtesy of Amber Thoden, the former mayor.

Lady Lauren DeVillers, High Priestess of Waukeen

Race: Human Size: Medium Gender: Female
 Class: Cleric Level: 20 Align: N
 Height: 5 ft. 7 in. Weight: 125 lb. Age: 60
 Hair: Black with Gray Eyes: Gray Deity: Waukeen

Class Abilities:

Turn Undead
 Trade Domain power: You may *detect thoughts* once per day as a spell-like ability, affecting one target and lasting a number of minutes equal to your Charisma modifier. Activating this power is a free action.
 Knowledge Domain power: All knowledge skills are class skills.

Ability	Score	Mod	Saving Throws	Ability	Misc
Strength	11	+0	Type	Total =	Base
Dexterity	14	+2	Fortitude	+13	+12
Constitution	12	+1	Reflex	+8	+6
Intelligence	16	+3	Will	+17	+12
				(+19)	+5 (+7)
Wisdom	20 (24)	+5 (+7)			
Charisma	17	+3			

Magic Items:

bracers of armor +6, *amulet of natural armor* +6, +5 *light mace*, +4 *ring of protection*, *pearl of wisdom* +4, *staff of curing* (26 charges), *figurines of wondrous power—golden lions*

Spells: 6/7+1/7+1/7+1/6+1/6+1/5+1/5+1/4+1/4+1

0 level – *detect magic, guidance, read magic, resistance, light, virtue*
 1st level – *detect secret doors, bane, divine favor, invisibility to undead, protection from evil, shield of faith, command, cause fear*
 2nd level – *detect thoughts, hold person, resist elements, sound burst, summon monster II, silence, calm emotions, lesser restoration*
 3rd level – *clairaudience/clairvoyance, dispel magic, magic vestment, speak with dead, stone shape, bestow curse, locate object, prayer*
 4th level – *divination, freedom of movement, imbue with spell ability, discern lies, poison, spell immunity, tongues*
 5th level – *true seeing, circle of doom, flame strike, raise dead, slay living, wall of stone, greater command*
 6th level – *find the path, banishment, blade barrier, antilife shell, forbiddance, greater dispelling*
 7th level – *legend lore, holy word, resurrection, repulsion, summon monster VII, summon monster VII*
 8th level – *discern location, fire storm, greater planar ally, summon monster VIII, mass heal*
 9th level – *foresight, storm of vengeance, summon monster IX, gate, implosion*

Armor Class	Base	Mod	Shield Mod	Dex Mod	Size Mod	Misc. Mod
28 =	10	+0	+0	+2	+0	+16

Hit Points: 144

Armor worn: *bracers of armor* +6, *amulet of natural armor* +6

Check Penalty: 0 Movement: 30 ft.

Initiative +2 = +2 Dex

Melee Attack	Base	+ Str	+ Mod	+ Size	+ Mod	Ranged Attack	Base	+ Dex	+ Size	+ Mod	+ Mod
=											
+15/+10/+5	+15/+10/+5	+0	+0	+0	+0	+17/+12/+7	+15/+10/+5	+2	+0	+0	+0

Weapon	Attack	Damage	Crit	Range	Wt.	Type
+5 Mace, light	+20/+15/+10	1d6	x2	-	6 lb.	B

Skill	Total	=	Ranks	+ Ability Mod	+ Misc Mod
Knowledge—Religion (Int)	+25	=	20	+3	+2
Knowledge—Business	+27	=	22	+3	+2
Spellcraft (Int)	+18	=	15	+3	
Concentration (Con)	+12	=	11	+1	
Heal (Wis)	+20	=	15	+5	
Diplomacy (Cha)	+24	=	22	+3	
Spot (Wis)	+11	=	6	+5	
Listen (Wis)	+11	=	6	+5	

Languages: Common, Celestial, Draconic, Elven, Dwarven

Feats:

Leadership
Luck of Heroes
Spell Penetration
Skill Focus (Knowledge—business)
Skill Focus (Knowledge—Religion)
Extra Turning
Dodge
Extend Spell

Roleplaying Information/Background:

The recent election of Lady Thoden to the post of mayor over Lady Lauren's chosen candidate, Charles Oliver O'Kane was seen by some as marking the end of the old DeVillers influence. It seems nothing could be further from the truth. As the events of Lady Thoden's reign come to light, many Ravenians are holding vigils outside House DeVillers and asking Lady DeVillers to help guide the city through this difficult time. No one argues that House DeVillers is the oldest, richest, and best of the noble families of Ravens Bluff. Lady Lauren is truly and deeply loved by the populace for her generosity and her many personal acts of kindness and caring. She's been known to hire priests to heal the sickly child of a beggar, or walk through the cold winter streets silently passing out splendid new fur cloaks to the poor, or rush down to Crow's End in bitter winter weather to bring hot meals—feasts as fine as she'd serve to noble guests, on silver platters—to hungry folk huddled in the streets. The people look up to her as a mother figure, "Lady Laur," and she in turn considers Ravens Bluff her charge and responsibility, somewhat as a mother regards her beloved but somewhat wayward children and grandchildren.

Lady Lauren wields the greatest economic clout of any single individual in Ravens Bluff (she was until recently a retired High Priestess of Waukeen and only just took up her old post again "for the duration"—i.e., until Waukeen's hierarchy sorts things out). She uses her prestige and wealth behind the scenes to change city laws and

policies she dislikes, constantly seeking to mold Ravens Bluff into the image of what she desires “her” city to be. The signs of DeVillars philanthropy are everywhere. Lady Lauren sponsored the original Champions Games that brought Charles Oliver O’Kane to the mayoralty. She erected most of the public buildings and sculptures in the city, paying for them out of her privy purse. To the surprise of many, she bought up blocks of buildings and cleared the land to make way for the temples of other faiths and was the key figure in establishing the Clerical Circle to encourage rival clergy to work together towards a common goal: the prosperity of the city. Before the war, it was DeVillars money that equipped most of the city’s army and naval units. Lady DeVillars likes to keep her finger on the pulse of her city, steering it as unobtrusively as possible, and often goes the Silent Network to learn every last thing going on in Ravens Bluff that her own trained and highly-skilled staff of informants can’t find out. She’s not above hiring dungdiggers, undertakers, beggars, thieves, and adventurers for this or that little task that will nudge a civic official to do this, or a merchant lord to do that, and so move the Bluff along on the path she’s chosen for it.

Lady Lauren always maintains a lofty, dignified manner, ignoring the wilder goings-on at those gatherings and revels she chooses to grace with her presence. A recent incident demonstrates her unflappable calm: at one revel several young lords and ladies started a game of snatch-torch that quickly got out of hand. Soon half a hundred nobles were running all over the grounds as they chased the torchbearer through fountains and topiary, ending up dripping, disheveled, and in some cases half-naked. One triumphant young woman (a Daradusk) snatched the torch and bounded past Lady DeVillars flourishing it, only to be swarmed over by a dozen young men. One of them emerged from the enthusiastically-wrestling pile and waved the torch almost under Lady Lauren’s nose. She looked the man up and down from head to toe with a calm, considering gaze, smiled, and said gently, “That’s a *very* nice torch, dear. I’m sure you’ve enjoyed all this vigorous exercise. Now, isn’t there something you could be reading, instead?”

Lady Lauren’s husband, Lord Daimler, is long dead; they were reportedly devoted to each other and she has firmly refused all offers of remarriage. Indeed, on one occasion when a smitten young blade pressed his suit too ardently she snatched up his ornamental sword and whacked him with the flat of the blade, repeatedly, until he fled—then sent the blade back with an apologetic note about her “unforgivable loss of temper; don’t know what came over me.” Her two daughters, Bethany and Chantel, are both priestesses of Waukeen who have official residences in Procampur. Having kept them at arm’s length for years so that they might develop some independence of spirit away from the overwhelming influence of her wealth, power, and personality, she has recently begun training them in the responsibilities of their heritage; the two now often visit her, together or apart, to discuss DeVillars investments, to plan the Waukeen revival, and to discuss long-term plans for the Bluff.

Relarn Dayspring, Chief Prelate of the Clerical Circle

Race: Human Size: Medium Gender: Male
 Class: Cleric Level: 18 Align: LG
 Height: 5 ft. 10 in. Weight: 265 lb. Age: 58
 Hair: Golden Blond Eyes: Green Deity: Lathander

Magic Items:

+5 *chain mail*, +5 *heavy mace*, *amulet of natural armor* +4, *cloak of resistance* +3, *staff of defense* (36 charges), *figurine of wondrous power—serpentine owl*

Ability	Score	Mod	Saving Throws		Ability	Misc
Strength	16	+3	Type	Total =	Base	Mod
Dexterity	14	+2	Fortitude	+7	+2	+2
Constitution	14	+2	Reflex	+10	+5	+2
Intelligence	17	+3	Will	+15	+6	+6
Wisdom	23	+6				
Charisma	17	+3				
Armor Class	Base	Mod	Shield Mod	Dex Mod	Size Mod	Misc. Mod
29 =	10	+5	+0	+2	+0	+9

Hit Points: 143

Armor Worn: *Chain mail* +5 Dex
 Check Penalty: -5 Movement: 20 ft. Total = Mod + Misc.
 Weight: 40 lb. **Initiative** +2 = +2

Melee Attack	Base Attack	+ Str Mod	+ Size Mod	Ranged Attack	Base Attack	+ Dex Mod	+ Size Mod
+16/+11/+6	+13/+8/+3	+3	+0	+15/+10/+5	+13/+8/+3	+2	+0

Weapon	Attack	Damage	Crit	Range	Wt.	Type
+5 heavy mace	+16/+11/+6	1d8+3	x2	-	-	B

Skill	Total	=	Ranks	+ Ability Mod	+ Misc Mod
Knowledge—Religion (Int)	+20	=	17	+3	
Concentration (Con)	+12	=	10	+2	
Spellcraft (Int)	+17	=	14	+3	
Knowledge—Planes (Int)	+16	=	13	+3	
Diplomacy (Cha)	+20	=	15	+3	+2
Heal (Wis)	+20	=	14	+6	
Scry (Int)	+14	=	11	+3	

Languages: Common, Celestial, Infernal, Draconic

Feats:

Combat Casting *Spell Penetration*
Extra Turning x3 *Combat Reflexes*
Lightning Reflexes *Skill Focus (diplomacy)*

Class Abilities:

Turn Undead
 Sun Domain Power: Greater turning 1/day, destroys undead rather than turning them
 Good Domain power: Cast good spells at +1 caster level

Spells 6/7+1/7+1/6+1/6+1/5+1/5+1/3+1/3+1/2+1

0 level – *detect magic, guidance, resistance, virtue, virtue, inflict minor wounds*
 1st level – *protection from evil, bless, command, doom, detect undead, random action, shield of faith, deathwatch*
 2nd level – *aid, bull's strength, find traps, hold person, hold person, remove paralysis, spiritual weapon, death knell*
 3rd level – *searing light, daylight, invisibility purge, negative energy protection, protection from elements, speak with dead, speak with plants*
 4th level – *holy smite, death ward, dismissal, freedom of movement, air walk, neutralize poison, repel vermin*
 5th level – *flame strike, raise dead, spell resistance, plane shift, true seeing, raise dead*
 6th level – *blade barrier, forbiddance, greater dispelling, word of recall, animate object, find the path*
 7th level – *sunbeam, destruction, control weather, holy word*
 8th level – *sunburst, holy aura, fire storm, antimagic field*
 9th level – *prismatic sphere, implosion, energy drain*

Roleplaying Information/Background:

Relarn was a popular choice to the Prelateship after the death of the widely-respected SIRRUS MELANDOR, a Holy Justice of Tyr (who had in turn replaced Sarastos Gilgalard as Chief Prelate years before, after the Circle argued, cajoled, and took vote after vote without resolution—until the aged Lion of Tymora, one of the two favored candidates at the time, suggested the most junior Circle representative as a compromise Chief Prelate).

Relarn lacks some of the grand authority of his famous predecessor but is widely (and correctly) viewed as kind and caring. Like SIRRUS, he's earned the sullen respect of those of evil faiths, whereas clergy of good and neutral alignments hold him in admiration.

Upon ascension, Relarn discovered the library of religious esoterica assembled by SIRRUS—and like SIRRUS he's become fascinated by the details of ritual and the aims and deeds of all faiths. The desire to study religious points from all sides often leads him to delay decisions until he can study relevant texts from the library. Relarn recognizes that his primary aims in office must be to maintain the influence held by the Circle over the government (a difficult task in the face of the upstart Merchant Council), and to hold the Circle together in the face of religious challenges from outside its ranks. Expansion of the Circle to new faiths may well be necessary—but pressure to do so cannot be allowed to tear the alliance asunder and plunge the Bluff into the sort of behind-the-scenes struggles for supremacy that plague all too many established cities of Faerûn.

Relarn is a nondescript middle-aged man with thinning brown hair; large, melting brown eyes; and long, delicate arms, hands, and fingers. He dresses in simple temple robes, loves good music, and avoids overly ornate ceremony. This has led some to dismiss him as “a backcountry hedge-priest,” but he ignores sneering; keeping his temper and clear wits in even the most tumultuous battles and heated arguments is his greatest strength. His second-best weapon is his shrewd ability to so often correctly judge the characters (and truthfulness) of others. Relarn's first innovation has been to invite

representatives from both the Council of Lords and the Merchants Council to meetings of the Clerical Circle; each group now regularly sends a (non-voting) observer.

Colin O'Lyre, Guildmaster of the Fellowship of Bards

Race: Human Size: Medium Gender: Male
 Class: Bard Level: 17 Align: CG
 Height: 6 ft. 3 in. Weight: 198 lb. Age: 47
 Hair: Reddish Blond Eyes: Green

Class Abilities:

Bardic Music
 Bardic Knowledge

Ability	Score	Mod	Saving Throws		Ability	Misc
Strength	12	+1	Type	Total =	Base	Mod
Dexterity	18	+4	Fortitude	+6	+5	+1
Constitution	12	+1	Reflex	+14	+10	+4
Intelligence	15	+2	Will	+12	+10	+2
Wisdom	14	+2				
Charisma	21	+5				

Magic Items:

+4 leather armor, +5 ring of protection, +5 rapier, 4 +4 daggers, vibrant purple ioun stones (currently empty), wand of lightning bolts (3rd level caster, 40 charges)

Spells 4/6/5/5/4/4/1

0 level – *dancing lights, detect magic, ghost sound, prestidigitation*
 1st level – *expeditious retreat, hypnotism, charm person, cure light wounds, ventriloquism, mage armor*
 2nd level – *cat's grace, see invisibility, silence, sound burst, tongues*
 3rd level – *bestow curse, slow, emotion, confusion, charm monster*
 4th level – *break enchantment, dimension door, rainbow pattern, dismissal*
 5th level – *greater dispelling, mind fog, healing circle, persistent image*
 6th level – *eyebite*

Armor Class	Base	Mod	Shield	Dex	Size	Misc.
25 =	10	+2	+0	+4	+0	+5

Hit Points: 78

Armor Worn: *Leather armor* +4 Dex
 Check Penalty: 0 Movement: 30 ft. Total = Mod + Misc.
 Weight: 15 Initiative +8 = +4 +4

Melee Attack	Base	+ Str	+ Mod	+ Size	Ranged Attack	Base	+ Dex	+ Size
+13/+8/+3	+12	+7	+2	+1	+0	+16	+11	+6
						+12	+7	+2
						+4		+0

Weapon	Attack	Damage	Crit	Range	Wt.	Type
+5 rapier	18/+13/+8	1d6+6	18-20	-	-	P
+4 dagger, thrown	+20/+15/+10	1d4+4	19-20	10 ft.		P

Skill	Total	=	Ranks	+ Ability Mod	+ Misc Mod
Perform (Cha)	+27	=	20	+5	+2
Bluff (Cha)	+19	=	14	+5	
Decipher Script (Int)	+15	=	13	+2	
Gather Information (Int)	+18	=	16	+2	
Knowledge (history) (Vast) (Int)	+17	=	15	+2	
Knowledge (music theory) (Int)	+13	=	11	+2	
Disguise (Cha)	+20	=	15	+5	
Pick Pocket (Dex)	+5	=	1	+4	
Sense Motive (Wis)	+17	=	15	+2	

Languages: Common, Elven, Dwarven, Gnomish, Draconic

Feats:

Combat Casting
Spell Penetration
Skill Focus (Perform)
Improved Initiative
Silent Spell
Scribe Scroll
Alertness

Roleplaying Information/Background:

Colin is hard at work on instilling in the wealthiest merchants and the nobility the idea of great status gained by sponsoring musicians, poets, writers, and thespians. Such sponsorship typically takes the form of commissions—e.g., “write me some love verses I can use tonight” or “I need grand promenade music when I step out to my gates to meet this important guest, then unobtrusive relaxing music later during the business negotiations.” The Guildmaster dreads the possibility that some outlander or non-guild citizen of the Bluff may become inspired to write or perform satirical verses that make fun of Ravenaar nobles or the civic government, creating a backlash of ill-feeling against bards. Therefore, guild members are forbidden to directly and obviously lampoon or ridicule local figures—and the guild will move swiftly (to the extremes of kidnapping, beating senseless, and exiling from the city—any visitors to the city who indulge in such dangerous practices.

For many years there have been problems and concerns with the way the Bards Guild has presented itself, and some of the rumors spread about the guild by the Wizards Guild. Colin is determined to build the Bard's Guild to a level of prestige and honor help by its rival the Wizards Guild. Colin is always looking for ways to build the guild's reputation amongst the adventurers of the city. Colin is always jovial and looking for ways to be of assistance to those around him, and looking to make contacts with the rich and powerful of Ravens Bluff.

Sheenra Duth, Harper

Race: Human Size: Medium Gender: Female
 Class: Rogue Level: 16 Align: CG
 Height: 5 ft. 6 in. Weight: 135 lb. Age: 38
 Hair: Blond Eyes: Blue

Languages: Common, Elven, Gnomish, Draconic

Feats:

Dodge
Weapon Finesse (Rapier)
Blind-fight
Expertise
Improved Disarm
Improved Critical (Rapier)
Skill Focus (Disguise)

Class Abilities:

Sneak Attack +8d6
 Evasion
 Uncanny Dodge (Dex bonus to AC, can't be flanked, +2 against traps)
 Defensive Roll
 Opportunist
 Slippery Mind

Magic Items:

Leather armor +5, *+4 rapier*, *+2 short bow*, 18 *+2 arrows*, *mantle of spell resistance SR 21*, *hat of disguise*

Roleplaying Information/Background:

Sheenra Duth is one of those rare individuals – an adventurer who becomes happier the more she gets out and gets into danger. Her joy in life is finding adventure and helping those she can, and she is taking a definitely liking to Ravens Bluff, as it is a city of adventures.

Sheenra looks to be a bright spot in a party when things get somber, and tries to apply her skills whenever possible to thwart evil. She is always happy to find an adventure and a problem in need of solving.

As a Harper, Sheenra is always looking for information that can unearth problems before they happen. Also, it is a good way to find things she can get involved in. Sheenra is still somewhat new to the area of Ravens Bluff, she travels through it frequently, but rarely has time to stay in one place, even if that place is as interesting as the Living City.

Ideally, Sheenra would like to build better ties with the leaders of Ravens Bluff, and is definitely interested in finding out what has happened to Elminster and Storm. And, well, it means an adventure going up against Tiamat, and what a tale that will be!

Ability	Score	Mod	Saving Throws		Ability	Misc
Strength	14	+2	Type	Total =	Base	Mod
Dexterity	24	+7	Fortitude	+5	+2	+2
Constitution	14	+2	Reflex	+6	+5	+7
Intelligence	16	+3	Will	+6	+6	+1
Wisdom	13	+1				
Charisma	16	+3				

Armor Class	Base	Mod	Shield Mod	Dex Mod	Size Mod	Misc. Mod
17 =	10	+0	+0	+7	+0	+0

Hit Points: 98

Armor Worn: *Leather armor* +5 Dex
 Check Penalty: 0 Movement: 30 ft. Total = Mod + Misc.
 Weight: 15 Initiative +7 = +7

Melee Attack	Base Attack	+ Str Mod	+ Size Mod	Ranged Attack	Base Attack	+ Dex Mod	+ Size Mod
+15/+10/+5	+12/+7/+2	+3	+0	+19/+14/+9	+12/+7/+2	+7	+0

Weapon	Attack	Damage	Crit	Range	Wt.	Type
<i>+4 rapier</i>	+19/+14/+9	1d6+6	16-20	-	-	P
Dagger, melee	+15/+10/+5	1d4+2	19-20	-	-	P
Dagger, thrown	+19/+14/+9	1d4	19-20	10 ft.		P
<i>+2 short bow</i>	+21/+16/+11	1d6+2	X3	60 ft.		P

Skill	Total	=	Ranks	+ Ability Mod	+ Misc Mod
Disguise (Cha)	+16	=	11	+3	+2
Move Silently (Dex)	+18	=	11	+7	
Hide (Dex)	+18	=	11	+7	
Open Lock (Dex)	+18	=	11	+7	
Use Magical Device (Cha)	+13	=	10	+3	
Balance (Dex)	+17	=	10	+7	
Decipher Script (Int)	+13	=	10	+3	
Escape Artist (Dex)	+17	=	10	+7	
Read Lips (Int)	+13	=	10	+3	
Sense Motive (Wis)	+11	=	10	+1	
Disable Device (Int)	+13	=	10	+3	
Innuendo (Wis)	+7	=	6	+1	
Listen (Wis)	+11	=	10	+1	
Spot (Wis)	+11	=	10	+1	
Search (Int)	+13	=	10	+3	
Knowledge (Harpers)	+8	=	5	+3	
Gather Information (Cha)	+13	=	10	+3	
Tumble (Dex)	+17	=	10	+7	