

FORGOTTEN REALMS®  
Fan Written Adventures

NORTHERN JOURNEY™

# Campaign Guide



Written by Stan Allard, Trevor Cooke, Bill Farge,  
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Illustrations by Joan I. Guardiet



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An unofficial Adventure in the Forgotten Realms®



# NORTHERN JOURNEY

## Campaign Guide

Version 8.1 - for Dungeons & Dragons® (3<sup>rd</sup> Edition)



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# NORTHERN JOURNEY

## Campaign Guide

Version 8.1

For *Dungeons & Dragons 3<sup>rd</sup> Edition*

A 3<sup>rd</sup> Edition adventure for the 2<sup>nd</sup> Edition Realms



Ssessibil



Gwath



Xarzh Kistan



Azimer



Harbet Gall



Castle Dragonblood

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## The Red Sigylls

An unofficial Adventure in the Forgotten Realms®



# NORTHERN JOURNEY

is dedicated to:

## **E. Gary Gygax and Dave Arneson**

Without them, no one would have found the magic of putting two Ds together, and our project group might have spent its free time playing poker, watching *Star Trek* or chasing pretty girls instead of writing adventures. Who knows? We might even have been a band of crooks!

and

## **Ed Greenwood**

Without Ed, there would be neither a Northern Journey nor a Forgotten Realms. Without his ideas, you'd have much less adventure in these tomes.

and

## **Eric L. Boyd & George Krashos**

Without their suggestions, there'd be a whole lot less power in Northern Journey's pantheons.



# Northern Journey Campaign Guide

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\*\* Contribution by Dr. Jeffrey David Bray

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Dendy, Gillian (Burgomaster of Heliogabalus)  
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\* Unofficial expanded definitions of official items listed by WotC

\*\* Contributed by Dr. Jeffrey David Bray

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- \* Unofficial expanded definitions of official items listed by WotC
- \*\* Based on the contributions of Dr. Jeffrey David Bray

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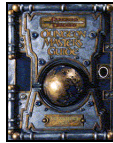
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# THE GAME MASTER'S GUIDE TO THE NORTHERN JOURNEY

## I. FAQ FOR GAME MASTERS

### 1. What WotC Products Do I Need?



You **always** need the *D&D Player's Handbook*, *Dungeon Master's Guide* and *Monster Manual*. For Parts 6 through 8, you also need the *Epic Level Handbook*. The more you have, the better off you are. Most of the other useful products can be downloaded either free from the *Wizards of the Coast* website or purchased as ESD downloads. The free material can be found at:

[ <http://www.wizards.com/dnd/article.asp?x=dnd/dx20020121x> ] \*

Wizards of the Coast offers many of the remaining products cited here as ESD downloads in PDF-format at a modest price. Most are available from RPG Now or SV Games at:

[ <http://www.rpgnow.com> ]

[ <http://www.svgames.com> ] \*

\* Internet addresses often change. These addresses were correct at the time this book was written.

### 2. What is NJ?

*Northern Journey* is an epic adventure in seven main parts with an optional sequel. The latter, *In the Land of the Lich Lords*, is suitable only for *D&D 3E* together with the *Epic Level Handbook*. *Northern Journey* takes place in the *Forgotten Realms* campaign world produced by *Wizards of the Coast* in the U.S.A. for the role-playing games *Dungeons & Dragons 3<sup>rd</sup> Edition* and *Advanced Dungeons & Dragons 2<sup>nd</sup> Edition*, also products of WotC. This version of the *Campaign Guide* is designed for *D&D 3rd Edition*.

*NJ* belongs to the group of adventures that one usually categorizes as a problem-solving campaign, a think campaign, etc. If your adventure group belongs to the majority of *D&D* players who run standard hack-and-slash campaigns - the kind where the PCs kill lots of monsters, wipe their swords, holy symbols and spellbooks clean, collect treasure and head for the next dungeon - *NJ* probably will not be your cup of tea.

One way to describe *NJ* is as an epic adventure that starts in Neverwinter and Silverymoon in the Savage Frontier of the North and gradually draws the PCs eastward through the Backlands of the Sword Coast, Sunset Vale, Cormyr and the Dalelands, across the Vast and into Impiltur and the Great Dale and at last into the Cold Lands of Damara and Vaasa. If you use the long version for epic *D&D 3E*, it also will pull them through the Abyss and back into the North again. The seven parts of *Northern Journey* and the sequel for epic *D&D 3E* are:

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1. *Silverymoon* - Silverymoon to Neverwinter
2. *Moonwood* - Silverymoon through the Moonwood to Beorunna's Well.
3. *Backlands* - Beorunna's Well, High Forest, Delimbyir Valley, Pelleor's Prairie, Sunset Vale, Cormyr, Daggerdale.
4. *Tale of 2 Liches* - Teshendale, Zhentil Keep, Myth Drannor, Cold Field, Scardale.
5. *Impiltur* - The Vast and Impiltur.
6. *The Great Dale* - the Great Dale and Ashanath.
7. *Bloodstone* - Damara, Vaasa and Narfell.
8. *In the Land of the Lich Lords* - (planned release 2005). Abyss, above the Greypeak Mountains and below them in the Halls of Ammarindar. *in the Land of the Lich Lords* will be available exclusively for use with the *D&D Epic Level Handbook*. (This *Campaign Guide* does not include information for this optional sequel!)

In Section 3 of this book, we provide you considerable information on conflicts between *NJ* material and official *Realms* definitions. *NJ* deviates substantially from official WotC *Realms* material developed after 1999. This deviation is of particular significance in relation to the current official descriptions of the Harpers, the Zhentarim, the Iron Throne and the deities Iyachtu Xvim and Bane as well as in the definitions of the lands of the *Silver Marches*, *Cormyr*, *the Great Dale* and *Thesk*.

As of this writing, the main conflicts come into play mostly with the *FR* 2nd edition product *Cloak and Dagger*, the 3rd Edition *Forgotten Realms Campaign Setting* and other 3<sup>rd</sup> Edition *FR* accessories. If you do not use these products, the conflicts should for the most part be trivial or insignificant.

With the respect to the plot complexity of *NJ*, one will find that in some cases "good" governments have to come to terms with the way they'll deal with the Iron Throne, because they have no way to not deal with the Throne. Others are trying to avoid dealing with the Zhentarim.

The Zhentarim are trying to manipulate the Iron Throne, and its own Fzoul Chembryl is manipulating the Zhentarim to serve the needs of his church of Iyachtu Xvim, which is trying to help Xvim steal the portfolio of murder from Cyric.

In self-defense, Cyric and to some extent his church have subverted a schismatic faction of the church of Ilmater, inventing mercy killing, and Cyric also is trying bring the godless goat's head clerics of Orcus into his fold, while the drow clerics of Kiaransalee are trying to liquidate the goat's head clerics.

The church of Tiamat is trying to take over the Cult of the Dragon, and Tiamat considers cult founder Sammaster, restored as a vampire dragon lich, to be one of her chief weapons, but without her knowing it – in the epic *3E* long version, at least - Sammaster really is a demilich who serves Velsharoon. The church of Iyachtu Xvim meanwhile is doing whatever it can to destroy the work of Tiamat's church, even to the point of sending assassins to help erstwhile foes who share that goal.

The farmers and woodsmen of the Great Dale, who follow the druids of Chauntea and Silvanus, have been at war for ages with the hunters of the Great Dale, who worship a manifestation of Malar known as Herne the Hunter. Malar's deific main foe, Nobanion, has allowed his powerful mask to re-emerge in the *Realms* to join in the battle against Malar's followers, and Malar's lich priest in the dale, who pretends to be an avatar, is aligning with Tiamat as well, in hopes of defeating a new threat known only as the Nentyarch.

The Nentyarch himself, whose origins are druidic, seems to be destroying anything that trespasses in the forest areas he controls. A bit to the north, the troubled Gareth Dragonsbane, monarch of the Bloodstone Kingdom who destroyed Zhengyi the Witch-King in Vaasa a dozen years ago, is starting to wonder if it was worth the effort. He not only sees evil arising about him – in the ruins of Zhengyi's Vaasan Castle Perilous and atop Suncatcher Mountain – but also his own new kingdom being subverted from within by the Iron Throne, which even hired assassins to help the paladin king attain the throne.

That's where the "short" version of *NJ* begins to end. They PCs can find vampire dragons in the ruins of Castle Perilous and Sammaster and perhaps still an avatar of Tiamat atop Suncatcher Mountain, where they can bring *NJ* to an explosive close and start out a new campaign with different themes.

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However, for epic level *D&D 3E* game masters who feel their *NJ* campaign has hardly begun, there's a huge alternative that will let their hopefully high level PCs campaign on.

"What's bothering King Gareth atop Suncatcher Mountain?" such a game master well might ask? Well, an avatar of Tiamat is there, and she thinks that Sammaster is too. He appears to be there, but what she really sees is a *facet* of Sammaster, who is safely entombed as a demilich in Skull City. That's in the Land of the Lich Lords between the Delimbyir and Anauroch in the distant North.

And what's bothering Gareth in the ruins of Castle Perilous? All he's aware of are dragons, although they're really vampire dragons. Beneath them however is the Realms' greatest temple to the drow goddess Kiaransalee, which actually is helping King Gareth by liquidating the goat's head clerics of fallen Orcus.

However, anyone who ventures deeper than the drow temple can find some of Zhengyi's old gates into the lower planes and could stumble into the Abyss, where they have a chance to rescue the captured goddess of finance, Waukeen, who demons have held captive there in avatar forms since the Time of Troubles some dozen years ago.

If they rescue Waukeen, she can show them an exit barred to demons but open to mortals, which will take them into one of the old halls of the fallen dwarven kingdom of Ammarindar, beneath the Land of the Lich Lords.

After a certain amount of time battling demons in the ruins of Ammarindar and undead in the Land of the Lich Lords, the PCs might even find Sammaster in his demilich abode in the Tomb of Horrors.

## 3. Errata

The first releases of what would become *Northern Journey* appeared in the Year 1993, more than a decade after this writing. One of the foundations of *Northern Journey* is that the PCs have been infected by a spell known as *Coin of Binding* (defined under *New Spells* in this book) and by magical dwarven runic staves known as the *Sigylls of Contagion* (defined under *New Magic Items* in this book).

Both of these things draw the PCs against their will to destinations defined by the workers and creators of this magic. One of the cardinal rules for developing a successful RPG adventure is to never force the PCs to do things against their will. For that reason, *Northern Journey* also defines a system for the game master to make it possible for PCs to resist this compulsive magic.

Segments 1-6 of *Northern Journey* (i.e. *Silverymoon* through the *Great Dale*) each define their own separate methods for resisting this compulsive magic. These system produced a good response in initial playtesting, but with a decade of experience, we have learned that the players and game masters in many *Northern Journey* campaigns have found this system dissatisfying and have urged us to use a standard saving throw system instead.

With this release of the *Campaign Guide* we have added such saving throws to the definitions of *Coin of Binding* and *Sigylls of Contagion*. Therefore, we urge you to ignore the rules for resistance in our earlier releases and to implement the new saving throws instead.



## 4. NJ and the 3E FR Campaign Setting

*Northern Journey* **is not** fully compatible with the 3<sup>rd</sup> Edition *Forgotten Realms Campaign Setting*, and it will not be updated to achieve such compatibility. Our projects group has cut off compatibility attempts at a point between the FR Years of the Gauntlet (1369 DR) and the Tankard (1370 DR) and *before* the events described in *Cloak and Dagger - Secret Societies of the Realms* by Steven E. Schend, Eric L. Boyd and Sean K. Reynolds (WotC - 2000).

Those game masters who wish to use *Northern Journey* along with *Cloak and Dagger*, the 3<sup>rd</sup> Edition *FRCS* and/or other 3<sup>rd</sup> Edition *FR* products will need either to make substantial changes in the *NJ* material, or they will need to ignore a considerable number of official WotC definitions.

The areas where incompatibility will be of particular importance are *Non-Governmental Organizations*, *Politics* and *Geography* and *Rules Issues*.

### Non-Governmental Organizations

More details on these issues can be found in Section 4, *Product Incompatibility*.

- It's perhaps something of a paradox, but *Northern Journey* makes extensive use of such organizations as the Zhentarim, the Iron Throne, the Harpers and the church of Iyachtu Xvim, although none of these organizations has any true relevance to the core events of the *NJ* adventure.
- *FRCS* has Fzoul Chembryl leading the Zhentarim, Manshoon acting as a free agent of substantial arcane power within the Black Network and Sememmon, former master of Darkhold, on the run. In *NJ* Manshoon continues to be No. 1 within the Zhentarim, based in the Citadel of the Raven, while Chembryl is No. 2 and chief strategist of the Black Network, seated in Zhentil Keep. Sememmon continues to be No. 3 within the Zhentarim, in Darkhold. Two clones of Manshoon still are at large in the Realms, according to *FRCS*. The Manshoon clone scenario is not used in *NJ*.
- *Cloak and Dagger* defines an Iron Throne led by - to quote - a "*tiefling (?)*" who is the beheaded, undead daughter of a baatezu with three adjutants: A male storm giant, a male halfelf and a human. The Throne is barely mentioned in *FRCS*, leaving the *Cloak and Dagger* definition official as of this writing. *NJ* defines the Throne as a clandestine organization run primarily by Sembian merchants, based on the earlier definition in *Murder in Cormyr* by Chet Williamson. In our version, the Throne also is being infiltrated by the Zhentarim.
- *Northern Journey* is based to some extent upon the strong presence of the deity Iyachtu Xvim. The *FRCS* replaces Xvim with the returned god Bane. According to the *FRCS*, Bane returns on Midwinter in the Year of Wild Magic (1372 DR). When an *NJ* group reaches this point in time, the question of Xvim vs. Bane should be insignificant within an *NJ* campaign. Relevant events involving the Xvimist church already will have passed before this time.
- Much of the *NJ* adventure takes place during the Year of the Unstrung Harp (1371 DR). During this year, according to official information, a schism occurs within the Harpers and the organization becomes strongly divided. Khelben *Blackstaff* Arunsun leaves the Harpers and forms the *Tel'Teukiira*, also known as the *Moonstars*. These events go unacknowledged in *NJ*. A game master wishing to use this schism should be able to incorporate it into *NJ* without making overwhelming modifications.

### Politics and Geography

More details on these issues can be found in Section 4, *Product Incompatibility*. The *FRCS* issues are twofold. In Parts 1-4 of *NJ* (*Silverymoon* through *Tale of 2 Liches*), the PCs cross a large expanse of Faerûn, from Neverwinter to Scardale, where a number of issues, mostly minor, arise.

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Parts 5-7 of *NJ* (*Impiltur*, *The Great Dale* and *Bloodstone*) take place in Impiltur, the Great Dale, Ashanath, Damara and Vaasa. These areas are fully developed in *NJ*, but in a manner that is substantially different from the scant definitions in the *FRCS* or the more thorough definition of the Great Dale in *The Unapproachable East*. The definitions of these areas - the Great Dale excepted - are to a great extent compatible with those in pre-*FRCS* products, and there are common threads between our definitions and those in *FRCS*.

The sequel to *NJ*, *In the Land of the Lich Lords*, takes place in the Underdark, the Abyss and in the non-official lich kingdoms in the Greypeaks. Because the lich lands are unofficial and placed in an area where little has been defined officially, conflicts are insignificant.

- At the beginning of *NJ*, the PCs spend considerable time in parts of the land now known as the *Silver Marches*. TSR originally asked gamers at GenCon how this land should be named, and the name *Luruar* was chosen by election and adopted by TSR and WotC. The 3E development team apparently thought it could do better than its customers and reversed the GenCon decision, renaming *Luruar* the *Silver Marches*. *NJ* does not acknowledge this change. We continue to use the name *Luruar*. Those game masters who prefer the *Silver Marches* (which really aren't genuine marches or border counties) need only make a name change.
- *NJ* uses the original official definitions of the Moonwood, with particular focus upon the information provided in *Powers and Pantheons* by Eric L. Boyd (TSR - 1997). The lycanthropic and Malarite activity in the Moonwood introduced by the *FRCS* is ignored in *NJ*.
- No official product offers any great detail on the Greypeak Mountains above the Delimbyr River in the North. *NJ* establishes a completely unofficial realm of Netherese undead there called the *Land of the Lich Lords*. Although this invention is unofficial, it should create no conflicts with official material. The *Land of the Lich Lords* already begins to play a role in *Backlands*, the 3<sup>rd</sup> part of *Northern Journey*.
- The town of Llorkh in the North, west of Anauroch, has been modified to be a training center for Xvimist assassin monks. This is a substantial change from the Llorkh defined in the *FRCS* and previous products.
- In *NJ* Part 3 (*Backlands*) and the sequel (*In the Land of the Lich Lords*) the definition of Orlbar is expanded to add a vampire castle to allow use of *Ravenloft* material. There also are plots involving the Zhentarim mage Sememmon in Darkhold and the lich lords in the Greypeaks.
- *Backlands* substantially expands information on the interior of the Sword Coast. In *NJ*, the Zhentarim has less control in these areas than is suggested in a number of official products, and the Iron Throne is beginning to establish itself in these areas. This is the result of the new definitions of the Zhentarim and the Throne offered in *NJ*. It also should be noted that Sememmon remains the ruling power in Darkhold in the Years of the Unstrung Harp (1371 DR) and Wild Magic (1372 DR), contradicting the information offered in the *FRCS*.
- The *FRCS* and other accessories have subjected the Kingdom of Cormyr to turmoil and destruction, and they have left King Azoun IV dead. None of these events have been acknowledged in *NJ*. Game masters who wish to use the official information in the *FRCS* will have to make a complete revision of the information *NJ* offers for the northwestern corner of Cormyr, including Arabel and Tilverton.
- Daggerdale in *NJ* is not necessarily incompatible with the *FRCS* version, but the *NJ* definition expands substantially upon it. Much of the extended material offered in Part 4 of *NJ*, *Backlands*, is drawn from official TSR and WotC gaming publications and novels, but several elements also are unofficial inventions of the Vintyri Project.
- In *NJ*, Tyran the Outlaw Prince, an official TSR creation, has retaken Teshwave and parts of Teshendale from the Zhentarim. In *FRCS* and other official material, Teshendale remains under Zhentarim control.
- Zhentil Keep in the Year of the Unstrung Harp (1371 DR) remains about the same as it was in the product *Ruins of Zhentil Keep* by Kevin Melka (TSR - 1995). The pit fiend Abarax, disguised as Lord Orgauth, rules the keep, with Fzoul Chembryl remaining a major power somewhat behind the scenes.

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The drow emergence in Cormanthor, outlined in the *FRCS*, is not acknowledged in *NJ*.

- The *NJ* definition of Scardale veers completely from that in the *FRCS*. In *NJ*, Scardale has fallen into the hands of clandestine operatives of the Iron Throne, with the blessing of the Zhentarim. This approach also laps over into Featherdale, which is under the strong influence of the Iron Throne in *NJ*.
- The *NJ* version of the Vastan city of Tantras in Part 5 *Impiltur* leaves parts of the destroyed areas of the city in ruin, in contrast to the *FRCS* definition. There also are a number of unofficial plots afoot involving the churches of Mask and Cyric and the unofficial *Angels of Ilmater*.
- Part 5 of *NJ*, *Impiltur*, uses about 400 pages to define the kingdom of Queen Sambryl. *FRCS* uses less than two pages. The two versions are, in effect, two different *Impilturs*.
- Part 6 of *NJ*, *The Great Dale*, both the dale and neighboring Ashanath are defined in more than 700 pages as primitive pioneering lands without a governmental nation that have been involved for centuries in a religious civil war. The *NJ* definitions have little in common with the page offered to the Great Dale and the paragraph offered to Ashanath in the *FRCS* or with the new expanded definition in *The Unapproachable East*.
- Part 7 of *NJ*, *Bloodstone*, defines the lands of Damara and Vaasa and the fledgling Bloodstone Kingdom. Our Damara is built largely upon the details provided in *FR9 The Bloodstone Lands* by R.A. Salvatore (TSR - 1989) and the four H-Series Bloodstone modules of the 1980s, but it expands unofficially upon the work in these accessories. It shows modern day Damara as a still troubled kingdom, ruled by King Gareth Dragonsbane but to a great extent in the grasp of the Sembian Iron Throne. There are few conflicts between the *NJ* description of Damara and that in the less than two pages the *FRCS* devotes to Damara, but the *NJ* version is expanded unofficially far beyond the *FRCS* version. The *NJ* version of Vaasa is based upon *FR9* and the work of Simon Gibbs in Australia. The *NJ* version also uses the material in *Demihuman Deities* by Eric L. Boyd (TSR - 1998) describing the *Vault of Gnashing Teeth* temple to the drow goddess Kiaransalee beneath Vaasa and its activities. Again, there are few conflicts between the *NJ* version of Vaasa and that in the little more than a page that the *FRCS* devotes to Damara, but the *NJ* version is expanded unofficially far beyond the *FRCS* version.
- Part 8 of *NJ*, *The Land of the Lich Lords*, is an original Realms conception of the Vintyri Project that adapts several non-*FR* products for use in the Realms. It defines an empire of Netherese undead in the Greypeak Mountains above the Delimbyr in the North. The *FRCS* offers only a one paragraph-description of this range, defining it as being the home of stone giants, goblins, dragons, worgs and barghests. The *NJ* definition is in conflict with that paragraph. *NJ* also adds a *Ravenloft* vampire castle to the village of Orlbar, as already mentioned.

## Rules Issues

- *NJ* allows for clerics who worship more than a single deity. This may pose a problem for you in *The Great Dale*, the sixth segment of *Northern Journey*, in which the key foe is a cleric lich named Harbet Gall who serves both Malar and Tiamat.
- The *FRCS* changes the old racial definitions to some extent. We've ignored these changes, but if you wish to implement them in your *NJ* campaign, you should have little difficulty making the necessary modifications.
- The *FRCS* defines languages for different areas of the Realms. While we endorse this change, it is not specifically implemented in *NJ*, but *FR 3E* game masters should be able to introduce it into their campaigns without difficulty, if they wish. Please note, however, that in *NJ* the local language in the Great Dale is old Turami, developed by the Vintyri Project with Icelandic and old Icelandic at the root. *FR 3E* defines Damaran as the language of the Dale. Damaran is not a known language in *NJ*.

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- The *FRCS* makes some changes the old official Realms alphabets. *NJ* continues to use the original Dethek, Espruar and Thorass symbols.
- Realms-specific prestige classes and feats that are introduced in *FRCS* are not implemented in *NJ*, but a game master should be able to implement them, if desired, with little difficulty.
- The *FRCS* list of favored weapons for specialty clerics is not implemented in *NJ*. We continue to use the weapon restrictions given for specialty priests in the WotC publications *Faiths & Avatars* (TSR - 1996), *Powers & Pantheons* (TSR - 1997) and *Demihuman Deities* (TSR - 1998). All three are available as ESD downloads. We also include in the last part of this campaign an unofficial, optional *FR* Specialty Priest prestige class definition, which is not implemented in *NJ* but can relatively easily be substituted for the specialty cleric NPCs that have been defined.
- The *FRCS* has brief rules for rune casting by dwarves and giants. *NJ* makes no use of rune-casting giants. *NJ* makes use of dwarven runecasters, but these are runecasters of the unofficial *Dwarven Runecaster* prestige class defined in this campaign guide and not the simplified runecaster defined in the *FRCS*. Game masters who wish to strictly follow *FRCS* rules may have extreme difficulty converting the *NJ* runecaster into an *FRCS* runecaster.

To date, we've tested our 3E update only with *NJ* Segments 5, 6 and 7, *Impiltur*, *The Great Dale* and *Bloodstone*. Two key things stand out in the change:

- As everywhere in 3E, the NPCs and monsters have become noticeably more powerful under 3E than with *Advanced Dungeons & Dragons 2<sup>nd</sup> Edition* (Many of our converted NPCs have 100-150 hp and sometimes more, due to the new rules rather than our design intentions). Game masters need to keep a close watch on their 3E campaigns, to see that the flow of events stays sensible, unless, of course, pure power gaming is your trip. More than ever, 3E highlights a real problem in the definition of the *Forgotten Realms*. Canon material defines many little-defended villages, thorps and hamlets. It's hard to understand how they can survive in the magic heavy, 2<sup>nd</sup> edition Realms, and much more difficult to explain in the power-driven 3E framework. The game master will have to exercise care in shaping his or her campaign, to keep things in hand, balanced and sensible.
- *D&D 3E* eliminates the specialty priest. Many *FR* gamers already have disagreed strongly with this, and the members of the Vintyri Project hardly could be more in disagreement with WotC's viewpoint, particularly after using the system in *Impiltur*.

In our opinion, the high point of Realms development from TSR and WotC came with the release of what has come to be known as the three *gods books* - *Faiths & Avatars* by Julia Martin with Eric L. Boyd (TSR - 1996) and *Powers & Pantheons* (TSR - 1997) and *Demihuman Deities* (TSR - 1998) by Eric L. Boyd. All three are available as ESD downloads.

We believe that the approach of the new *FR* development team negates much of the good work done in these three excellent books, eliminating priests entirely and giving us only general and specialty clerics who juggle their abilities through multi-classing, skills and feats.

It is not and never has been the intention of our projects group to tell individual game master how to run their games or to "push" game masters into making certain decisions. Therefore, the conversions of 2E specialty priests in this campaign guide remain within the official guidelines, using the *D&D Players Handbook* rules for specialty clerics and the basic *FRCS* guidelines for domain assignments.

However, the members of our projects group personally reject this system and have begun using instead an unofficial *FR* specialty priest's prestige class, based upon the work of Dr. Jeffrey David Bray, whose work of many years in developing tools for Realms gamers and game masters already permeates other parts of *Northern Journey*.

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If you share our displeasure with the new, official specialty cleric system in the Realms, we suggest you take a look at this optional prestige class and, if you like it, substitute our official specialty cleric conversions in this *Campaign Guide* with the prestige class. You'll find it in Part III, *New Realms Lore*.

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## 5. Inconsistencies in Official Products

Over the years, there has been considerable inconsistency in WotC's official history of the Realms. Some discrepancies are simple, like the change in names from *Ravensgate* (original grey-boxed FR set) to *Ravens Bluff* (all subsequent products).

Freelance designer Eric L. Boyd, who has produced or been involved in producing many of WotC's finest gaming products, offered some interesting views on product inconsistencies in the June/July 1999 issue of the now-defunct *Forgotten Times*, a former online FR newszine in Internet. He told Times interviewer Kimberly Moser:

*This may seem a pipe dream, but I would like to see the online Realms community spend more effort working to extend the information we have about the Realms, and less time debating what should and should not be.*

*For example, one of the unstated tenets of the current team of Realms designers is that "there are no mistakes." What I mean by this is that errors in fact or consistency should be avoided as much as possible, but those that do slip in are opportunities to be exploited rather than problems to be ignored.*

*For example, to pick on the two original creators of WotC's Realms, Jeff Grubb and Ed Greenwood, in their novel *Cormyr: A Novel*, it is stated that the Obarskys came from Impiltur to settle The Forest Kingdom. When reading this, one might recall that FR6 - *Dreams of the Red Wizards* claimed that Impiltur had been founded circa 1000 DR, approximately a millennium after the founding of Cormyr.*

*Was this a "mistake?" Yes. Is it an "opportunity?" Absolutely. All of a sudden, we have "proof" that Impiltur's history is longer than we thought. It looks like there was an "Old Impiltur" and a "New Impiltur" and that "Old Impiltur" collapsed into city-states."*

Some of the greatest inconsistencies in the parts of official Realms literature that have an impact upon the *Northern Journey* adventure involve the 1988 accessory FR6 *Dreams of the Red Wizards* by Steve Perrin and virtually all subsequent products that deal with Impiltur. This conflict is unfortunate, because Perrin produced the only complete and truly sensible history of Impiltur that WotC has offered to date.

Subsequent, official but contradicting variations have been vague and, at times, a bit nonsensical. However, WotC has stated openly in Internet that the official WotC policy in the case of conflicts is that the *newest* version is official. In this case, that means that Steve Perrin's excellent Impilturian history is officially suited for the garbage, and the mishmash that's appeared since then is official or canon.

Our projects group does not intend to bind itself to such nonsensical and arbitrary resolutions of errors. In this case we would be foolishly throwing out the good wine and keeping the vinegar. In *NJ*, Steve Perrin's narration is the *only* acknowledged version. However, any canon-faithful game master who is running an adventure in Impiltur that is dependant in any way upon the kingdom's history must choose then among these official but contradicting accounts.

The most common and much vaguer official alternative comes from the 1989 accessory FR9 *The Bloodstone Lands* by R. A. Salvatore, who later gained fame as the author of the *Drizzt* and *Cadderly* novels. FR9 is a good example of the weight the old TSR placed upon historical consistency in the young Realms of the late 1980s and early 1990s.

Salvatore can hardly be faulted for producing a different Impilturian history than Steve Perrin. FR6 had not yet been released when Salvatore was writing FR9, and he had no access to Perrin's material.

FR9 and later the 2<sup>nd</sup> Edition *Forgotten Realms* boxed set and now the 3E *FRCS* tell us that the modern kingdom of Impiltur already has been ruled by four kings named Imphras, and that present day Queen Sambryl is the widow of Imphras IV, who allegedly was the great-great-grandson of Imphras I.



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In FR6, there were only two kings named Imphras, and Sambryl is their direct descendant, having inherited the throne from her father, King Rilimbrar. While most materials tell us that *all* monarchs are direct descendants of Imphras I, one must assume that the King Rilimbrar of the above version was an incestuous paladin, if one accepts the 2<sup>nd</sup> official version.

In 1999, WotC released the accessory *Sea of Fallen Stars* by Steven E. Schend, and we have attempted to keep this module largely compatible with that product, so *Northern Journey* does incorporate the new and old kingdoms of Impiltur that Eric Boyd mentioned in his *Forgotten Times* interview. The 5<sup>th</sup> installment of *Northern Journey*, *Impiltur*, also offers three optional adventure hooks to let you use the *Sea of Fallen Stars* accessory for underwater adventure.

*Northern Journey* describes Impiltur, the Great Dale, Damara and Vaasa in great detail, including events since the Year of the Turret (1360 DR), when the chronology of FR9 ended. *NJ* Installment No. 5 *Impiltur* is a highly detailed campaign setting expansion for Impiltur, Installment No. 6 offers a detailed accessory for the Great Dale, and Installment No. 7 *Bloodstone* does the same for Damara and Vaasa. The 3E *FRCS* and *Northern Journey* definitions of these lands are substantially different.

Many game masters do not let their own campaign decisions be swayed by the question of official WotC descriptions. Such game masters also will have no problem with the campaign setting expansion in this module. Other game masters wish very much to run their adventures within the scope of so-called *canon*.

If you fall within the second group, please consider carefully what impact this unofficial expansion may have upon your Realms. To run *Northern Journey*, you have to go far, far back into the history of the Realms, into an unofficial Realms history that deviates somewhat from WotC's official versions of events, which in turn contradict themselves at times.

The gods of Mulhorand and neighboring nations as well as their predecessors in the lost Empire of Raurin were outlined in considerable detail in the accessory FR10 *Old Empires* by Scott Bennie (TSR - 1990). Eric Boyd intentionally and with credible reasons revised that history in the 1997 accessory *Powers & Pantheons* from TSR.

The project group chose to stick with Scott Bennie's original history from FR10, not because Eric Boyd's version is inferior, but because the FR10 narrative better fits the historical foundation we've chosen for the non-official historical events that cause the *Northern Journey* adventure to take place. It should be noted that this choice has absolutely no effect upon the running of the game. This element simply helps the game master better understand what some of the main opponents in *NJ* – Kargmelchina-Tiamat, Sammaster and Grafvitnir – are doing.

A more serious conflict occurs between *Powers & Pantheons* on the one side and FR9 and the H1-H4 *Bloodstone* modules by Douglas Niles and Michael Dobson (late 1980s) on the other hand. The *Bloodstone* modules were not written for the Forgotten Realms setting, but executive level decisions were made at the old pre-WotC, post-Gary Gygax TSR in Lake Geneva, Wisconsin, to insert these modules into the Realms in order to provide a quicker supply of material for the new AD&D campaign world that had been purchased from Ed Greenwood in Canada.

Damara, Vaasa and modern Narfell were not a part of Greenwood's Realms. The section of his map now covered by these lands was part of a much larger Pelvuria, the Great Glacier, than we have today. The original maps showed the Dragonspine Mountains, which now end north of the Moonsea and west of Thar, extending in a star-shaped form on along the southwestern border of the greater Great Glacier Pelvuria, on into the Vast.

The old TSR management decided to “melt off” that corner of the glacier to make room for Damara and Vaasa as a setting for the H-modules, cut off the Dragonspines west of modern-day Thar and name the remaining mountains the Earthspurs and the West Galenas. The East Galenas were added between the new lands of Vaasa and Damara.

Why the *Galenas*? Simple. When these things were being done, former TSR owner Lorraine Williams and several of her executives had flown off for a strategy meeting to a resort city named *Galena*, and as a joke, they chose that as the mountains' name.

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Thus, we see with what seriousness earlier decisions were made at higher levels of the old TSR in giving birth to the Realms after they had left Ed Greenwood's fine shaping hands. Because of the rather carefree attitude that reigned then, it is no surprise that the H-modules and FR9 left Eric Boyd with some serious problems when he began working on the Mulhorandi and Untheric gods in *Powers and Pantheons*.

In the module H4 *The Throne of Bloodstone* (TSR - 1988) by Niles and Dobson, the Ilmatari paladin Sir Gareth Dragonsbane and his companions travel through the ruins of Castle Perilous and into the Abyss, where they kill Orcus, abyssal god of the undead, and the goddess Tiamat.

In those days, there weren't any strong definitions of the gods beyond those in the grey *FR* boxed set, which mentioned neither Orcus nor Tiamat, and there weren't any very firm rules for killing or destroying gods or goddesses either.

In the nine years that followed, much had been built upon the early foundations of the Realms, and it no longer was possible for Eric Boyd to leave things with Tiamat having been killed as a goddess by a mere mortal paladin. It is impossible now for such wee folk to truly destroy a god or goddess.

As a result, Eric Boyd revised the now "illegal" earlier history of Tiamat and the Damarans, pointing out that Sir Gareth and friends destroyed the Dragon Queen's "sole remaining avatar" in the Abyss, thereby slowing her rise to power in the Realms.

Not only because the earlier narration is clearly inferior to Eric Boyd's revision but also because it fits the tale of *Northern Journey* beautifully, the Vintyri Project elected to adopt the *Powers & Pantheons* version of Tiamat's history.

The question of Orcus was not resolved in *Faiths & Avatars* or *Powers & Pantheons*, but rather in later *Planescape*® materials from the old TSR and then documented officially for the Realms in 1998 by Eric Boyd under the entry for the drow goddess Kiaransalee in *Demihuman Deities*.

Orcus, too, managed to survive the attack by Sir Gareth & Co. *Demihuman Deities* tells us that he was slain by Kiaransalee, but he had managed to return as an undead god called Tenebrous. His current status is unknown, according to *Demihuman Deities*.

Orcus plays only an historical role in *Northern Journey*, but the legendary *Wand of Orcus* (see the artifacts section of this volume) that Sir Gareth and friends used to destroy Tiamat's avatar is an entirely different matter. According to *Demihuman Deities*, Kiaransalee hid the *Wand of Orcus* where she thought no one could ever find it.

*Northern Journey* continues unofficially from there, with the (still) mad god Cyric finding it but then, in his chaotic illogic, hiding it in the crypts beneath the ruins of Zhentil Keep's Black Altar, where it was guarded by the burnbones Xarth Kistar.

If the game master wants an encounter with an avatar and chooses to keep Tiamat in Kargmelchina's form at the time the PCs reach Suncatcher Mountain, the *NJ* PCs are expected to find the wand and take it, for it may be the only tool they will have that can destroy Tiamat's Kargmelchina avatar, if she is still using Kargmelchina as an avatar when they find her. If the game master chooses to have Tiamat drop this avatar form before the PCs are encountered, then the wand can be omitted.

The decision by TSR in days of yore to suddenly melt the corner of the Great Glacier Pelvuria creates more mundane problems than those of Tiamat and Orcus. According to the official FR timeline, Narfell, Vaasa and Damara were at last free of ice in the Year of the Spreading Spring (1038 DR), just a little more than half a century before Imphras I was crowned king of new Impiltur and a mere 344 years before your PCs arrive in Impiltur.

Three and a half centuries is a mere blink of an eye in geological time. The melting of the southwestern Great Glacier Pelvuria will continue to cause considerable environmental and climatological changes along Easting Reach and the Sea of Fallen Stars for many, many years to come.

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*Northern Journey* attempts to deal with this to some extent in explaining unofficially how the great central valley of Impiltur evolved from mostly frozen tundra at the foot of the glacier into a rich agricultural valley. We also explain how water from the melting tundra and warming mountains backed up in the lowlands between the Earthfasts and Easting Reach to form the swamps, backwaters and bayous of Trader's Bay.

With the opening of new farming land north of the Inner Sea, a flood of immigrants has come to Impiltur from the Vilhon Reach, the Vast and Damara, swelling the kingdom's population and changing its demographics in a way that threatens the 350-year-old political structures of the kings and queen and their paladin Lords of Imphras II.

Druids also have moved into the area, contending that the lands left in the wake of the melt are far out of balance with nature, and they must be cultivated properly or the ecology of the Bloodstone Lands may be threatened. The druids of Chauntea tend to the fertile agriculture plain. The druids of Silvanus are planting the Lyon's Oak forest (also see the entry for Silvanus in *Faiths & Avatars*) along the south bank of the Icehilt, and they plan to extend this new forest farther westward.

The druids of Eldath say the greatest danger of all is the appearance of swamp on the northwestern end of the Easting Reach, which they believe will eventually disrupt the balance in the entire area. Their goal is to see this unnatural swamp drained. Whether that hope will be realized is an open question. In principle, the Lords of Imphras II support this, but no one has any idea how to finance such a huge project.

There are other inconsistencies in place names. The FR9 map of the Impiltur misspells Laviguer as *Lariguer* and Hlammach as *Alammach*. The FR9 text and FRCS confirm the correct spelling. The FR9 map shows the Impilturian port city of *Kielbast*. The newer map in the boxed set *Spellbound* (1995) names it *Keelbest*. FR9 names the Easting Reach town at the mouth of the River Eth *Ethdale*. *Spellbound* names it *Ethdil*. FR6 *Dreams of the Red Wizards* names Sarshel *Songhal*, repeated in *Faiths & Avatars* under the entry for Oghma.

The project group has chosen *Keelbest*, because the name fits well with a port town, but we've stuck with the original names *Ethdale*, because we attribute the town geographically to the Great Dale, and *Sarshel*, because it is compatible with the definitive Cold Lands work in our opinion, FR9 *the Bloodstone Lands*.

## Segment 1 - Silverymoon

This release can be described as an almost completely "canon" adventure. There are three items that step out of bounds to a certain extent:

- **The Map of Neverwinter:** WotC never has published a city map for Neverwinter. Officially, the ruler, Lord Nasher, has outlawed the making of city maps for defense reasons. However, Ed Greenwood gave us a pretty good description of the city's layout in *Volo's Guide to the North*, and the *NJ* map tries to remain true to it, while adding several new, unofficial elements to the city.
- **Söggrin:** This unofficial NPC adds a bit of equally unofficial history to the life of Lord Manshoon, the first of the Zhentarim in the Citadel of the Raven. Manshoon believes there is special magic vested in this barbarian chieftain's daughter, magic he can tap, if he manages to mate with her at the right time and place.
- **The Great Magical Snowstorm:** *Northern Journey* has Everlund Pass closed by a huge magical snowstorm in the winter of the Year of the Tankard (1370 DR) and the Year of the Unstrung Harp (1371 DR). The pass still was closed in Kythorn. Behind it was the Beastlord in the Ruins of Dekanter. No such snowstorm occurred in the official Realms.
- **The Map of Nesmé:** The *NJ* map tries to remain faithful to Ed Greenwood's descriptions in *Volo's Guide to the North*, while adding things of its own as well.

### Segment 2 - Moonwood

The relatively few elements of this secretive forest that are described in official WotC literature, mainly in *Powers & Pantheons*, *FR5 The Savage North* and *Volo's Guide to the North*, also are to be found in *Northern Journey's* version, with much more added. The Malarites and lycanthropes added by the *FRCS* are not incorporated in our version.

One of those things is the Suddrsbedr, who some game masters like to turn into a crotchety replica of Tolkien's *Tom Bombadil*, but without a *Goldberry* to sweeten things up.

If the *NJ* PCs succeed in their mission, however, they will destroy Ssessibil Istahvar, the mage of the Lonely Tower between the Moonwood and the Cold Wood. This is, in fact, a key element of the adventure. As far as we know, there are no plans to terminate Ssessibil's stay in the official Realms.

### Segment 3 - Backlands

This epic release really gives a game master the chance to shake the official Realms up quite a bit, but it also includes a lot of tips on how to avoid and minimize such things. Starting in this segment, the PCs come into areas where the Iron Throne and the Zhentarim are active, but with versions of both organizations that are substantially different from WotC's descriptions in *Cloak and Dagger*. Among the main non-official additions and events:

- **The Land of the Lich Lords** has been added to the east bank of the Delimbyir, where it follows the High Forest. These unofficial, forbidden lands were settled by magically powerful refugees of ancient Netheril who continue on and on in Undeath, adding something of a Tolkienesque Nazgûl and Mordor element to the Delimbyir Valley. When daylight fades, eerie lights burn in the abandoned settlements and mountain castles across the Delimbyir, and the lich lords send out their magical call. PCs who are entranced by it make a one-way swim across the river. The *Land of the Lich Lords* is being developed extensively as an optional sequel to *Northern Journey* in the separate adventure *In the Land of the Lich Lords*.
- **Rolling Hills**, a mixed community of followers of Kelemvor, Ilmater, Lathander and Chauntea dedicated to freeing the *Battle of Bones* of undead and cleansing it, has developed north of Sunset Vale.
- **Teshwave** has been freed of Zhentilar after years of resistance by the guerilla Tyran the Outlaw Prince. Tyran captures Teshwave, but the mostly unpopulated countryside of Teshendale remains a contested no man's land. The official Teshendale is expanded with definitions and maps of several villages, most of which were abandoned long ago by their settlers.
- **Cormyr's Purple Dragons** late in the Year of the Unstrung Harp (1371 DR) are camped in Tilverton, as King Azoun IV ponders whether he wants to march upon Dagger Falls in Daggerdale, to end the Zhentarim threat there. Azoun is well aware that such a move could bring Cormyr into a decades-long guerilla war with the folk of the Dalelands, and for this reason, he is hesitating. No such event occurs in the official Realms history, and WotC has officially put Azoun in his grave in the novel *Death of the Dragon* by Ed Greenwood and Troy Denning (WotC - 2000) and in the *FRCS*, which also destroys Tilverton completely and leaves Arabel in ruin.
- **Daggerdale** also has been expanded. The Dale is mostly under the control of Randal Morn's Freedom Fighters, although bands of Zhents and monsters still maraud rural areas. Morn retook Dagger Falls in the Year of the Gauntlet (1369 DR). This occurred in the Morn series of modules by Jim Butler and was incorporated into official Realms history in *Volo's Guide to the Dalelands* by Ed Greenwood.
- **Randal Morn** has vanished again in *Northern Journey*, and Zhents fleeing from Teshwave recapture Dagger Falls, although it is besieged by the Freedom Fighters and their allies as the PCs reach the city. Randal Morn has been captured by the drow lich Gwath, who is holding him captive in the Temple in the Sky which drifts above the Zhents' Flaming Tower on the Tesh northeast of Dagger Falls. These events have no parallel in the official history of the Realms.

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- **The Flaming Tower** and the **Temple in the Sky** can be permanently destroyed. Daggerdale Freedom Fighters, the Red Raven mercenaries, the remaining Knights of Myth Drannor and the PCs will march upon these outposts of evil to free Randal Morn, and after they succeed, the ghost of the witch of Shadowdale, Syluné, can be used to destroy both structures with the silver fire of Mystra. These structures still stand in the official Realms.
- **The Knights of Myth Drannor** can conclude that most members are getting too old for such adventures, and they disband after the destruction of the Flaming Tower and the Temple in the Sky. This event has no official parallel.
- **The Goldhammer Clan Dwarves** use an ancient variety of magic that stumps even the Zhentarim for a time.

### Segment 4 – Tale of 2 Liches

With the exception of *Northern Journey's* redefinition of the Zhentarim, this segment returns basically to the official Realms environment. The exceptions:

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- **Renegade Zhentilar:** Zhentil Keep is refusing admittance to the bands of Zhentilar who have been driven out of Teshwave and Daggerdale. As a result, renegade bands of former Zhentilar are marauding the land between Daggerdale in the west and the Moonsea and Yûlash in the East. A small civil war is raging in Voonlar, and a few former Knights of Myth Drannor and the Red Raven mercenaries are fighting renegade Zhents there. These events all are unofficial.
- **Renegade Zhent Orcs:** The Zhentilar orc generals Vraak and Gröpp have turned into mortal enemies of Zhentil Keep, the Zhentilar and the Zhentarim. They've established a camp with about 3,000 orc followers in Cormanthor west of Voonlar, and their units are doing their best to slay renegade Zhentilar roaming the countryside. Vraak is an official NPC, but these events are unofficial.
- **The Heart of the Hand**, the official temple of Iyachtu Xvim in Zhentil Keep described in *Faiths & Avatars*, has been unofficially mapped and further defined in Zhentil Keep.
- **Myth Drannor** remains largely compatible with the descriptions in the 1<sup>st</sup> edition FR grey boxed set, the *Ruins of Myth Drannor* accessory by Ed Greenwood and the accessories *Cormanthyr: Empire of the Elves* and *Fall of Myth Drannor* by Steven E. Schend, but some locations described in these products have been unofficially defined and mapped in considerably greater detail. The definitions of the crazy lich Azimer, who destroyed Lashan of Scardale, and the demons in Myth Drannor, also have been expanded upon unofficially in greater depth.
- **Featherdale** has fallen under the covert control of the Iron Throne, although its residents are not aware of this. This status is not official.
- **Scardale** no longer is being plagued by the plague, nor is it still occupied by various armies. Only Sembia has troops there, and the dale is under the covert but firm control of the Sembian Iron Throne. This status is unofficial.

### Segments 5, 6 and 7

#### – Impiltur, the Great Dale and Bloodstone

Any game master who crosses the bridge from Installment 4 to Installment 5 will make a decided departure from the “*canon*” Realms into campaign setting expansions that are the sole product of the Vintyri Project and in that sense are totally unofficial.

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Before the release in May 2003 of the WotC accessory *The Unapproachable East*, the last substantial works documenting these areas were FR9 *The Bloodstone Lands* (1989) by R. A. Salvatore and to some extent FR6 *Dreams of the Red Wizards* (1988) by Steve Perrin.

Some additional information has been provided in the accessories *The Horde* by David Zeb Cook (1990) and FR12 *Horde Campaign* by Curtis M. Scott (1991), the novel *Crusade* by James Lowder (1990) and the accessories *Faiths & Avatars* by Julia Martin with Eric L. Boyd (1966), *Powers & Pantheons* by Boyd (1997), *Demihuman Deities* by Boyd (1998) and *Sea of Fallen Stars* by Steven E. Schend (1999), but this information has been largely peripheral.

*Northern Journey* basically has filled in the calendar for the more than 11 years that follow, taking the PCs into the Year of Wild Magic (1372 DR). Of necessity, this material is completely unofficial. Because *NJ* moved onto fallow ground in the Bloodstone Lands and their surroundings before the release of the *FRCS* and *The Unapproachable East*, the Vintyri Project was forced to forge its own ploughs and till this fertile soil for adventure in its own manner, with little help from official sources. Some of the things a game master can expect – all of it unofficial:

- **The Vast** is the starting point for Segment No.5, but *Northern Journey* makes only minor embellishments there, largely the implementation of Erskine Fincher's unofficial Angels of Ilmater. We also have an updated map of the City of Tantras, showing the magic dead area there, based on text descriptions in official material. Because the RPGA® already has done a thorough job of expanding upon the definitions of the Vast, retold in some detail in the accessory *City of Ravens Bluff* by Ed Greenwood (TSR - 1998), the Vintyri Project has kept its additions minimal.
- **Impiltur:** Once the *NJ* PCs leave King's Reach in the Vast, cross the High Country and pass Haelimbrar's Watch and through the great wall of Laviguer, they enter the kingdom of the dowager queen Sambryl and her paladin Lords of Imphras II, and pass at the same time from the official Realms into the first of three unofficial *Northern Journey* campaign expansions. Official material to date has given us only a sketchy map of the kingdom showing its major locations and giving brief descriptions to go with them.

*Northern Journey* uses already available details like the official descriptions of the *Master's Library* of Deneir, the *Lyon's Oak* forest, the dwarven city of *Earthfast* and the *Hill of Tombs* and historical items such as the *Crown of Narfell* or the *Scrying Stones of Myth Drannor*, but it also unofficially fleshes out the details of the kingdom, much like an official campaign accessory would, complete with a large collection of maps and nearly a dozen years of unofficial history not recorded yet by WotC. Many elements of danger, intrigue, evil and heroism along with a growing dash of political instability have been added to Impiltur.

- **Great Dale:** The huge dale and neighboring Ashanath were virtually unpopulated, according to WotC before the *FRCS* and *The Unapproachable East*. *Northern Journey* rejects this premise from the start, defining the Great Dale as a farm belt low in population but dotted with small farming hamlets and villages. It and neighboring Ashanath have been involved for nearly 1,000 years in a religious war that began as a battle between hunters and druids and eventually evolved into a conflict between forest druids and farmers on the one side against a lich who serves the Beastlord Malar on the other. The official chronicles of the Great Dale also tell of the powerful but mysterious Nentyarch who lairs at Dun Tharos, deep in Rawlinswood. He too is present, but in more detail and with his transmogrifier, all based upon the work of Dr. Jeffrey David Bray.
- **Bloodstone:** When R. A. Salvatore closed out FR9 in 1989 A.D. and 1360 DR, Zhengyi the Witch King had been defeated in Vaasa, but many dragons, perhaps bent upon avenging the fallen avatar of Tiamat, had flown to the ruins of the lich's Castle Perilous, and strange things were happening atop Suncatcher Mountain, which adventurers could learn amounted to nothing more than frolicking cloud giants.

Sir Gareth Dragonsbane, the paladin who led the party that defeated Zhengyi, returned to a Damara that still was divided into feuding duchies and baronies, some headed yet by the old feudal lords who had been supported by Zhengyi. Many wanted Gareth to be named the new king, but there was strong resistance in the old guard of Zhengyi sympathizers, above all Dimian Ree, the baron of Morov, and Baroness Sylvia of Ostel.



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Other opposition came from Tightpurse, the thieves' guild of Heliogabalus headed by Tarkos Ree, Dimian's cousin. And the threat of the hidden Citadel of Assassins which had served Zhengyi also was quite real. In its unofficial continuation of this history, *Northern Journey* ignores the cloud giant theory of FR9 and places instead the main goals of this adventure – the Kargmelchina avatar of Tiamat and returned Sammaster – in their Castle Dragonblood atop Suncatcher Mountain.

Their pit of draconians and vampire dragons is below in the ruins of Castle Perilous, threatening the Bloodstone Lands from above, but also threatened from below by the drow minions of Kiaransalee (official – see *Demihuman Deities*), although Tiamat's evil minions do not seem to be fully aware of this. Sir Gareth Dragonsbane has indeed united Damara as king, although as an older, sadder and wiser man than he once was.

Years earlier, his followers succeeded in hunting down the Grandfather of Assassins, Timoshenko, destroying him, most of his followers and their Citadel of Assassins in the East Galenas. But a great deal of King Gareth's success was not of his own making. Assassins in the service of the Iron Throne archwizardess Shandaril in Heliogabalus killed the Rees and destroyed Tightpurse. Baroness Sylvia's Thayan past simply caught up with her. The famed bounty hunter Sleyvas came to Praka to claim her, in the end destroying her in a duel of spells.

As the PCs arrive in Damara, the land is ruled by a disenchanted King Gareth, a paladin who feels he was placed upon the crown by the same elusive evil that now seems to be running his nation behind his back, charting courses determined by the merchants of Heliogabalus, who seem to be entirely oblivious to the king's edicts, thriving on the renewed boom in bloodstone trade. And there is little King Gareth can do about this. He and the paladin Lords of Imphras II in Impiltur know the time has come to destroy the evil that lurks in the clouds swirling around the peak of Suncatcher Mountain and in the pits beneath the ruins of Castle Perilous.

The paladins must fight and win again, or the Bloodstone Lands will fall, from the plain of Damara to the Sea of Fallen Stars and the Lake of Tears. The king broods on his throne and wonders where today's Damara will find new heroes like the young paladin he was those dozen years ago, or Sir Olwen Forest-Friend, Friar Dugald, Sir Riordan Parnell, Sir Celedon Kierney, Sir Emlyn the Grey and Kane, the Master of Spring, all of whom went with him into the Abyss to fight Orcus, Tiamat and their minions.

### Optional Sequel

#### - In the Land of the Lich Lords

This sequel is a completely optional *NJ* grand finale for high level PCs. It begins in the drow halls beneath Castle Perilous in Vaasa and continues on to the ruins of the fallen dwarven halls of Ammarindar beneath the Greypeaks, to battle the Scourged Legions of Hellgate Keep and other fiends. *In the Land of the Lich Lords* is beyond the scope of this *Campaign Guide*.

## 6. Steering Northern Journey

Many game masters prefer to select those elements of *NJ* that they wish to use and discard the rest. That is, of course, no problem whatsoever. In fact, we've tried to write *NJ* in a way that makes that as easy as possible. However, those game masters who wish to run *NJ* more or less as it is presented need to keep some things in mind to avoid difficulties that can be difficult to resolve after the fact.

**Sigylls of Contagion.** It's necessary that most if not all of your PCs are affected by the Sigylls of Contagion. It's up to you as game master to define *when* Szarkh Gortth appears (or has appeared outside of game time) to each PC. Remember that the sigylls become properly active *only* after a PC has seen the three coins of binding and the vision of the great red dragon Grafvitnir, who tells each PC that Sammaster stole his body, and the PC must avenge him.

**Avatar or No Avatar and the Wand of Orcus.** Before your group enters the ruins beneath Zhentil Keep in Installment No. 4 *Tale of 2 Liches*, you need to decide whether Tiamat's avatar still will occupy Kargmelchina's body at the end of the adventure. Encounters with avatars can be extremely difficult to manage, and they don't necessarily enhance the game, but with the right players, they can be exciting. If you decide to have the avatar encounter, your PCs should find the *Wand of Orcus*, hidden beneath Zhentil Keep, to give them a tool capable of destroying an avatar. If not, this artifact should stay out of your game.

**Three Weapons of Learning.** It's up to the game master to decide how and when the PCs get these weapons, but before the group reaches the Great Dale, we strongly suggest that you have all three in your party's possession. They give the PCs valuable tools that they will need with time, and even more, they give the game master good tools to fill critical gaps in the PCs' knowledge. If the party misses certain clues, the Honor Sword of Baergil or the Weapon of Metamorphic Vigilance will perceive that which the party has missed and convey the knowledge to the bearer.

**Resisting the Sigylls.** *Northern Journey* is, in fact, based in part on a bad idea, one many game master guides and even the 3<sup>rd</sup> Edition *D&D Dungeon Masters Guide* recommend against. The adventure steers the PCs. Your PCs have the red sigylls on their arms, and the sigylls magically steer the direction in which the PCs *must* go, at least in the first part of the adventure. One of the cardinal rules of good game mastering is to avoid elements in your adventure which force your PCs to act in ways they don't want to.

In any campaign – *Northern Journey* included – you have to give your party a good deal of freedom to act in the way it wishes. It's a good idea to make clear to the PCs from the start that such magic can be resisted, if they try hard enough. In fact, Lady Alustriel already should deliver that message in Silvermoon, shortly after the sigylls appear. At times, the *Northern Journey* texts will give you a *D&D* 3E difficulty class for resisting the sigylls at certain points. The savings throw for this DC is *Will*.

The power of the sigylls to draw the PCs in a certain direction is not automatic; Sammaster and/or Kargmelchina must be concentrating on the PCs to have this power in effect, and the strength of the draw is determined by the degree of concentration they exert at any particular time.

Use your judgment as a game master to decide when your PCs need a break from being pulled around and have the magical pull of the sigylls suddenly vanish for a few days time, giving them the bit of freedom they need. The PCs won't know why the sigylls have quit pushing them on to their next destination, and they don't need to know why. You as game master do, to keep your adventure on course, and the answer is simply that Kargmelchina and Sammaster are too busy with other things to deal with the PCs at that time.

In a well-running *NJ* campaign, you probably will find that your PCs will resent it whenever the draw of the sigylls recedes. After awhile, the PCs should have a one-minded goal, to destroy the people who have tried to enslave them with the sigylls, and they'll count on the sigylls' draw to serve them as a homing beacon. "After all," a cleric of Tempus remarked in one of our playtesting campaigns, "*the only thing we really want to do is grill them!!*"

## 7. Dragon Cult, Zhentarim, Iron Throne and Harpers

### Cult of the Dragon:

We have attempted to make *Northern Journey* as compatible as possible with WotC's *Cult of the Dragon* accessory, which can be downloaded free from WotC's website (see *What WotC Products Do I Need?* farther above). The revival of Sammaster, which will become a central point in *Bloodstone*, segment No. 7 of *Northern Journey*, also will be handled in a way that complements Dale Donovan's work in the WotC accessory.

The revival of Sammaster should not in and of itself cause any problems in your Realms. If your PCs succeed in *Bloodstone* (or in optional campaign extensions instead), this new incarnation of Sammaster will be destroyed, and your campaign can pick up again exactly where WotC's *Cult of the Dragon* leaves off.

The invention of Sammaster's mistress, *Kargmelchina*, is our own, but we don't believe it conflicts with WotC's products. The idea of Tiamat using Kargmelchina as an avatar to steer Sammaster into destroying leaders of the dragon cult who would oppose her planned takeover of the cult is, in our opinion, consistent with the official definition of Tiamat in WotC's *Powers and Pantheons* by Eric L. Boyd.

As far as the cult itself is concerned, you should experience no compatibility problems. In our segments, Sammaster's draconians run around and liquidate a number of cult leaders, but none of those who are attacked by the draconians are officially defined WotC NPCs. Of course, if you want to push this thread onward, you can make draconian victims out of officially defined cult leaders too.

The question will pop up after the end of the last installment, *Bloodstone*, whether (unofficial) vampire dragons and draconians still remain at large in the Realms after the destruction of Sammaster and Kargmelchina. In our documentation, the answer would be no. Once the mercury pool in the ruins of Castle Perilous is destroyed, the vampire dragons will be drained of their negative energy and the draconians will lose their life force.

However, the extent to which draconians and vampire dragons are destroyed really lies solely in your province as game master. You can ignore this point, if you wish. Then, if you want such creatures available for future adventures, let some of them simply escape. If you want to close the book on Realms draconians and/or on vampire dragons, simply allow the destruction of the mercury pool to completely eradicate them.

### The Zhentarim:

If you run all of *Northern Journey* without modification, you will substantially change the Zhentarim in your Realms, in comparison to the Zhentarim of WotC's official literature. The Zhentarim, as defined here, and the Zhentarim definition in WotC's 3<sup>rd</sup> Edition *FRCS*, the earlier *Cloak and Dagger - Secret Societies of the Realms* or in elements introduced still earlier in the *FR* novel *Thornhold* by Elaine Cunningham are significantly different from each other.

If you wish to go with the 3<sup>rd</sup> Edition *FRCS* version of the Zhentarim *et al*, you will have to make extensive modifications of our material. Both the *NJ* adventure and the *NJ* material, when used as a campaign setting expansion, predicate many elements upon the assumption that Bane still is dead, the star of his godson Iyachtu Xvim is rising star, Xvim continues to be the deity of Fzoul Chembryl, and both Manshoon in the Citadel of the Raven and Sememmon in Darkhold are a triumvirate that leads the Zhentarim.

In *Cloak and Dagger*, 40 clones of Manshoon were triggered at once and began roaming the Realms. The "real" Manshoon supposedly was in Candlekeep trying to find out how to become the only Manshoon again. And a schism ran through the remaining Zhentarim, with Fzoul and the church of Xvim dominating the eastern Zhentarim and Sememmon and the church of Cyric leading the western Zhentarim.

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In the 3<sup>rd</sup> Edition *FRCS* Bane has returned, Xvim is gone, so is Sememmon has fled but is trying to return as Fzoul's nemesis, and Fzoul, as Bane's foremost cleric, leads the Zhentarim. The project group has taken an entirely different approach with the Zhentarim and their state in the Years of the Unstrung Harp (1371 DR) and Wild Magic (1372 DR).

If you wish to use the *Cloak and Dagger* or the *FRCS* version, you either will have to change the timeline for the events described in those products or make extensive, substantial modifications in the details of many elements of the *Northern Journey* adventure. On the other hand, we think the changes in Zhentarim structure that we are initiating in are fully logical and even likely moves for the Zhentarim of Lord Manshoon, Sememmon and Fzoul Chembryl to carry out in the late 12<sup>th</sup> Century.

Until the Time of Troubles, the Zhentarim operated on three basic levels. On one side, through the use of subterfuge and a large army (the Zhentilar), the Zhents attempted to conquer and directly rule a number of areas in Faerûn. This was the military-political arm of the Zhentarim. On another side, the Zhentarim were illicit merchants, moving contraband, slaves and other illegal items by caravan across the lands. This was more or less the mercantile arm of the Zhentarim. Less visible was the third level consisting of a covert network of Zhentarim agents who assassinated and kidnapped, arranged for holdups, theft, piracy etc.

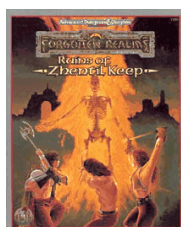
One of the biggest thorns in Manshoon's side has been the religions that have infected the Zhentarim. The insane military actions of the god Bane cost the lives of 3,000 Zhentilar in the Battle of Shadowdale and led to the total liquidation of the Sword of the South, an undercover Zhentilar unit of 7,000 from Sembia, in the Battle of Mistedale, both in the Year of the Shadows (1358 DR), as documented in many different WotC gaming products and the *Shadow of the Avatars* trilogy of novels by Ed Greenwood (TSR - 1995).

After the Time of Troubles, Manshoon tried to plod on as before rebuilding what had been lost - at great cost. He reluctantly replaced the unwanted Church of Bane with the even less desirable church of the unstable Cyric. The new god stuck even in Fzoul Chembryl's craw, although Fzoul was for a time one of Cyric's highest clerics in the keep. Only Sememmon in Darkhold found the Strifeleaders of Cyric useful to his cause.

After 10 years, in the Year of the Banner (1368 DR), the Zhentish army still had not been brought back to full strength, and the Zhentarim organization still had not yet regained its former strength of the Year of the Prince (1357 DR), the year preceding the Time of the Troubles. However, in that year, Cyric went totally mad and caused the destruction of Zhentil Keep, leading again to a tremendous loss of Zhentish troops and wealth of the Zhentarim.

A year after the destruction of Zhentil Keep, in the Year of the Gauntlet (1369 DR), Randal Morn recaptured Dagger Falls. This effectively cut off the main Zhent caravan route from the Moonsea to parts of Anauroch and the Stonelands.

In the same year, Hellgate Keep also was destroyed. After the destruction of the keep, Turlang and his treants moved in and sealed off the Upvale of the Delimbyir, effectively destroying Manshoon's plans to open a new Zhentarim caravan route to the North through the Delimbyir Valley. In our material, we also have Tyran, the outlaw prince of Teshendale (see *The Dalelands* by L. Richard Baker III, TSR - 1993, available as an ESD download), recapturing the ruined village of Teshwave from the Zhentish.



These events brought into serious question the remaining value of the Zhent development in Anauroch, the establishment of the Zhent outpost in Llorkh, partially successful attempts to take control of smaller communities in the Backlands and Sunset Vale. For more information, see the boxed set *Ruins of Zhentil Keep* by Kevin Melka and John Terra (TSR - 1995), which is available as an ESD download. All of these things had been done at immense cost to the treasury of the Zhentarim, and the effective sealing of the Tesh Valley at Dagger Falls and the Upvale of the Delimbyir made it extremely difficult to see how the Black Network could realize a profit from these investments.

Lord Orgauth continued to rule the surviving southern quarter of Zhentil Keep, without the blessing of Lord Manshoon or the Zhentarim, and without any visible interference from them. Troops from the Citadel of the Raven did not march southwards into the Tesh Valley to reconquer Dagger Falls or even to reinforce what the Zhents still held, in Teshwave and the Flaming Tower. Nor did Sememmon send Zhentilar and Zhentarim magi northward, to engage in combat with Turlang and his treants, to reopen the Upvale of the Delimbyir. Visibly, the Zhents did little.

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What were Lord Manshoon, Sememmon and Fzoul Chembryl (unofficially) doing in these times? According to our plan, the three of them were looking closely at the state of the Black Network, considering what paths the Zhentarim should take in the future, to reduce the losses in power and money that they had been incurring since the Time of the Troubles. The following points list the (unofficial) conclusions they have reached and the (unofficial) questions they still have open:

- Overt political control of cities, settlements and geographical regions is often obtained at a high price and can be lost easily and quickly. Yûlash, Iriaebor and Dagger Falls all are examples of expensive losses.
- Covert political control often can be maintained despite changes in the overt political structure. Voonlar is an example of a city where the Zhentarim have held power without exerting control over it. Maintaining this influence in Voonlar was relatively inexpensive, although it must now be rebuilt after the (unofficial) uprising in the Year of the Gauntlet (1371 DR).
- Maintaining an army - the Zhentilar - is extremely expensive. What the Zhentilar conquer must be continually protected by the Zhentilar against reconquest. Teshwave and Dagger Falls were recent examples. Scardale and Llorkh are additional examples.
- The costs of maintaining illicit caravan routes, establishing new routes (construction of alternate caravan routes through the Border Forest and the South Wood south of the Delimbyr), holding cities safe for caravans (Teshwave, Dagger Falls, Hill's Edge, Hardbuckler, Llorkh) and providing the necessary protection for caravans through the use of magi, bribery, etc., is extremely expensive and in recent times has exceeded the profit gained through sales of the caravans' wares.
- Easy earnings are obtained by having others do your work for you or by taking a percentage of the earnings from the work of others. There are many methods for doing this: The control of thieves' guilds and assassin's organizations, bribery of public officials who make decisions that have substantial financial impacts, the operation of bordellos, control over organizations dealing with slavery and contraband (without dealing directly in such operations), the sale of protection services, the covert monopolization of markets, etc.
- Centers of power are necessary to protect resources, train new operatives and to maintain power. The Zhentarim bases of the Citadel of the Raven, Zhentil Keep and Darkhold are to be maintained at all costs. The Citadel and Darkhold will continue to be ruled by Manshoon and Sememmon and the keep will stay in the hands of Chembryl. Fzoul is strongly obligated to his god's desire to see the keep returned to its former status and firmly under his thumb as its god.
- A defensive army is a good investment if it is used to protect valuable real estate in its commanders' hands. It is a risky investment if it is used to conquer new real estate. The Zhentish army will be maintained and trained better than ever, but with the primary duty of defending the Citadel of the Raven, Zhentil Keep, Darkhold and, as necessary, Llorkh. Troops in the keep nominally will be Lord Orgauth's but steered by the Black Network through Xvimist War Clerics. A theoretically ideal stronghold also would have been Scardale, but the costs of holding it would be unacceptably high. The Zhentilar unit in Scardale has been withdrawn and a group of new, covert Zhentarim agents has been trained and placed in the Dale, with moves taken to shift power there to the Zhent-infiltrated and manipulated Iron Throne.
- These three main centers of power will recruit and intensively train new Zhentarim agents who will conduct and lead covert operations of the Zhentarim throughout Faerûn. Particular priority will be placed upon substantially increasing the covert Zhent presence in the North, the Vast and points eastward, along with the Lands of Intrigue, the Dragon Coast and the Vilhon Reach.
- The Zhentarim is substantially reducing its direct trafficking in contraband and slaves. It assumes the Iron Throne of Sembia will quickly fill the gap it has left. Therefore, the Zhentarim is infiltrating the Throne with Zhentarim agents, to steer the Throne without investing in it.

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- The insurance business (i.e. protection racket) is being introduced to the market throughout Faerûn. Highly trained Zhentarim guerilla bands will be maintained in many key areas of Faerûn and along major trade routes, to convince the uninsured that they should take out insurance policies. The Zhentarim is assuming that the Iron Throne will expand quickly after the Zhents reduce their caravan business, and the Zhentarim is counting on the disguised Iron Throne caravan operations becoming good customers of the insurance business.
- The Zhentarim has no official church, but covertly it accepts only the church of Iyachtu Xvim. Xvim is the first god Manshoon has encountered who seems to follow his own goals and thinking to a certain extent. Sememmon in Darkhold is more inclined to Cyric's Strifeleaders, but to protect his own position in the Black Network, he sacrificed the heads of his Cyricists in the Year of the Tankard (1370 DR), and he has reluctantly accepted the Xvimist Church as the official religion of Darkhold. Both Manshoon and Sememmon have learned to work with Chembryl, who gained substantially in Manshoon's esteem after betraying Cyric in the reading of the false *Cyrinishad* in Zhentil Keep in the Year of the Banner (1368 DR).
- Cyric is one of the two gods presently most hated by Iyachtu Xvim. His high cleric Fzoul has a godly coup planned. He is bringing a new (unofficial) line of assassin monks into the Xvimist church and thereby, through strength and number of worshippers, hopes to steal Cyric's portfolio of murder for his god Xvim. Manshoon thinks Fzoul's chances of success are good, because of the mad chaos in the Church of Cyric.
- Assassins' guilds, many of which ceased to exist after the destruction of Bhaal in the Time of the Troubles, will be established throughout the Realms under the leadership of Fzoul and his Xvimist monks. Those that continue to exist will be brought covertly into the Xvimist fold.
- The Zhentarim will take covert control over thieves' guilds throughout Faerûn, where possible, usurping Mask's church, and it will reestablish guilds in the cities of Cormyr and other places where they have been eradicated.
- After Cyric, the god whom Xvim hates most is Tiamat, because he sees her as trying to usurp his portfolios. Fzoul is well aware of the attempts of Tiamat to take over the Cult of the Dragon and will support almost any attempt to damage the cult and above all known Tiamatist elements of the cult. Manshoon and Sememmon support Fzoul in this respect. They view the cult as a continuing ongoing threat to Zhentarim operations and will support moves to eliminate it. Fzoul will not support the draconians who are killing cultists, because he is convinced (correctly) that Tiamat is behind them, and (correctly) that they are destroying only the anti-Tiamat faction of the cult.
- Fzoul's key plan for combating the cult is to use the Harpers rather than Zhentarim resources. Zhent spies and agents have been assigned to learn all they can of the cult. This information then is being fed carefully to the Harpers, who do not yet seem to be aware of how the Zhents are using them in this respect.
- Manshoon, without informing Fzoul or Sememmon of his intentions, has begun dealing with magi in Thay and Shou-Lung, and he is trading magical knowledge and magical objects with them. It is his goal to place more magical objects into the hands of Zhentish warriors whom he and his magi can control, and to send fewer magi into direct battle with foes.
- Sememmon, without informing Manshoon or Fzoul of his intentions, has begun trafficking heavily in magical items with drow and with the lich lords in the Greypeak Mountains of the North.

### What Manshoon is Doing

**VISIBLY:** Manshoon has established the Citadel of the Raven as the main training base for magi of the Zhentarim. These magi are being trained to work together with Xvimist assassins, agents of Zhentarim protection rackets, etc., to provide the power of magic to these operations.

**BEHIND THE SCENES:** Manshoon is really training his magi to gain the upper hand in all operations in which they are involved, to always take over the leadership and to assert themselves within an operative group, to make eminently clear that the magical wing of the Zhentarim was and still is its ruling element.

In the years past, Manshoon has recruited and trained countless magi, many of whom have fallen in battles with foes of the Black Network. He now wants to shift the role magi play within the Black Network, placing fewer of them on the front line, instead moving them into positions of leadership within the Black Network, which they will use to provide magic to Zhentarim warriors and agents who are under their control, rather than working the magic themselves where they are jeopardized.

As a result, activity in the Citadel of the Raven has turned considerably more to magical research and the production of magical items and has shifted away from the overt use of Zhentarim magic. Bonds have been formed with magi in Thay and Shou Lung that provide for the exchange of magical knowledge and objects. This is done not only to expand Zhentarim magic but also to provide the Black Network with exotic magic that is unknown to enemy wizards in the areas in which the Zhentarim operate.

Beyond that, Manshoon's personal attention has been drawn far southeastward, to the Great Rift. Hidden in vaults deep beneath the Citadel of the Raven, an ancient manuscript was found by a Zhentarim magician junior to Manshoon. The parchment was embossed with an ancient script that the junior mage could not read, not even through the use of his spells. He therefore gave it to Manshoon, as a means of gaining favor. Manshoon gradually was able to decipher most of the aged symbols.

The text was from a Netherese mage. It was written some 3,500 years ago. It is a plan for an expedition to the Great Rift that was to have been undertaken by a group of Netherese wizards seeking ancient secrets of magic. The Netherese apparently had learned that a red dragon of incomprehensible size (i.e. Grafvitnir) had landed more than a millennium before their time in the Great Rift and never had arisen from it again.

The dragon, according to the text, had disappeared in the vicinity of a dead dwarven runecutter's lodgings. This dwarf was believed to have been a master of rune magic in the southeast, the Netherese had learned, and it was believed that the dragon found his lair. The ancient Netherese parchment reveals what the precise location of this lair is purported to be.

Manshoon has sent a high-powered expedition to investigate this site, with the hope of finding the ancient and seemingly lost secrets of dwarven rune magic. Although they are unaware of it, his subordinate magi are under the influence of a geas-like magic worked by Manshoon which will bind them in loyalty to him, keeping them from absconding with or concealing whatever they might find.

**REMARKS:** The element of Manshoon's search for dwarven magic is intended as an optional game master's tool. If he becomes aware of the dwarven magic involved in the PCs' binding, he will take an intense interest in the PCs. This possibility can be used as wished by the game master, to whatever end serves his or her campaign. It will not be directly exploited in the *NJ* adventure.

### What Fzoul Chembryl is Doing

**VISIBLY:** Fzoul is fully integrating the church of Xvim into the Zhentarim and driving Cyricists out of the Black Network, fatally so, when possible. His key responsibilities are the establishment of a large network of assassin monks and the manipulation of the Iron Throne, all under the beneficial leadership of the Zhentarim's magi. It is also Fzoul's job to keep a tight rein upon Lord Orgauth, to prevent Zhentil Keep from becoming totally useless to the Zhentarim in the future.

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**BEHIND THE SCENES:** Fzoul really is concentrating upon taking over the Zhentarim and making it into a Xvimist organization. He intends to reduce the power of Manshoon and the other magi of the Zhentarim as much as possible, and he intends to use his assassins to control the Black Network. Without the knowledge of Manshoon or Sememmon he also is beginning to establish Xvimist thieves' guilds and to establish new guilds that follow Xvim and not Mask. And his assassins, in addition to their Zhentarim duties, are concentrating intensely upon wreaking destruction upon the churches of Cyric and Tiamat.

### **What Sememmon is Doing**

**VISIBLY:** Sememmon has been relegated to a distant third in the hierarchy of the Black Network. His job is to keep Sunset Vale and the Backlands free enough of anti-Zhentarim elements so that the Black Network can move freely in these areas. He also is responsible for all Zhentarim trade with the Underdark and his Darkhold troops are responsible for securing the Xvimist Assassin Monk training center in Llorkh.

**BEHIND THE SCENES:** Sememmon has no intention of making his last station in life being No. 3 in the Zhentarim, particularly after already having been No. 2. The Lord of Darkhold is beginning to take the view that his position within the Zhentarim is just one of the things he does, among others, although he certainly has no desire for Manshoon or Fzoul to become aware of that.

The main goal of what he is doing today is to gain as much magic as possible, to improve his defenses in the showdown with Manshoon that he believes is inevitable. To the extent that Sememmon succeeds in what he now is doing, he diminishes Manshoon's standing. Sememmon believes Manshoon will try to destroy him, once the lord of the Citadel of the Raven becomes fully aware of his activities.

He has less to fear from Fzoul Chembryl, Sememmon believes, because he does not see himself and Xvim's High Tyrannar at cross purposes at present. However, Sememmon hates Chembryl and wants to rid himself of the Xvimist church. He believes in Cyric. He also recognizes that he and Chembryl *will* be at odds with one another once the Zhentarim has fully organized its protection rackets in the West.

Sememmon has quietly withdrawn many of the Darkhold troops under his command from the Stonelands, thus giving Cormyr a freer hand there. Neither Manshoon nor Fzoul seems to be aware of this yet, but they are certain to be enraged if they should discover that this has been done, because they have long range hopes of squeezing Cormyr in a war of two fronts in the future, against their own forces from Darkhold in the Stonelands in the northwest and the Sembian army in the East. Sememmon's withdrawal of troops from the Stonelands seriously jeopardizes this plan.

The soldiers brought back to Darkhold are being used as castle troops there, to replace selected soldiers from Darkhold who have been sent out into Sunset Vale and the Backlands disguised as common robber bands, to steal as much money and valuables as possible, earning handsome commissions for themselves in the process.

This new revenue is being funneled along with smuggled goods into the Underdark, where it is buying powerful magic for Sememmon's private arsenal. Manshoon or Fzoul also are unaware that the Lord of Darkhold still is using his castle as a base for widespread and profitable smuggling operations with the Underdark.

### **Iron Throne:**

Most of the official WotC literature on this organization before the 3<sup>rd</sup> Edition *FRCS* and *Cloak and Dagger* gives relatively little information, stressing its secrecy. Some WotC products suggest that the Throne is a front of the Zhents or of merchants from Cormyr. Others point in the direction of Sembia

The first really illuminating information that we found about the Iron Throne before *Cloak and Dagger* was in Chet Williamson's fine WotC *FR* mystery novel, *Murder in Cormyr*, which clearly defined the Iron Throne as a completely unprincipled merchants organization from Sembia out to control Faerûnian trade to the greatest extent possible.



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The Iron Throne of *Northern Journey* follows down these lines. Its operations are expanding rapidly. The Iron Throne's caravans, usually riding under a different name, are seen more and more where the Zhentilar used to ride, and soon they'll be confronted with proposals from Zhentarim "*insurance agents*."

*Cloak and Dagger* began defining an entirely different Iron Throne, one led by - to quote - a "*tiefling (?)*" who is the beheaded, undead daughter of a baatezu with three adjutants: A male storm giant, a male halfelf and a human. In our point of view, this new WotC definition turns the Iron Throne from a valuable, sometimes sinister mercantile organization into a silly Disneyland spectacle, and we have no intention of adopting this material.

If the official definition of the *Iron Throne* is your cup of tea, then *Northern Journey* probably isn't. If you wish to *have* both in your campaign, you will have to do some exhaustive revision of our definitions of the Iron Throne, revisions that are so extensive that it may lead you to question whether *Northern Journey* is worth the effort.

In our version of the Iron Throne, a complicated network of merchants and magi pulls the strings and skims the profits. This network is detailed in part III, *New Realms Lore*. Our version of the Throne is expanding in all directions but above all to the East.

The eastern operation is headed secretly by the archwizardess Shandaril, who lives secluded in Damaran Heliogabalus, disguised as Mde. Madeleine Tiegarth. Her branch of the Throne has taken over an important harbor with access to the Sea of Fallen Stars in New Sarshel on Easting Reach, and it has infiltrated the Damaran Merchants League in Heliogabalus, succeeding to the point where it often has a firmer hand on the rudder steering events in the Bloodstone kingdom than does King Gareth Dragonsbane himself. Shandaril's in next big target after monopolizing trade in Impiltur, the Great Dale and the Bloodstone Kingdom is Rashemen, where her agents already are making first moves.

The Throne also has established front organizations in Pyarados in Thay and in Yenching, in Shou Lung within Kara-Tur. From there it not only is transporting and smuggling valuable oriental merchandise into the Moonsea area and the West but also is unwittingly acting as a courier for magical items and parchments being exchanged between the Zhentarim and circles of magi in Thay and Shou Lung. These branches too are under Shandaril's leadership.

### **The Harpers:**

*Cloak and Dagger* defines the Harpers beginning in the Year of the Tankard (1370 DR) as a troubled organization in the middle of a schism, with Elminster, several of the seven sisters and even Malchor Harpell taking a hands-off attitude toward the Harpers, Lady Alustriel, Khelben *Blackstaff* Arunsun and Laeral having left the Harpers, Khelben and the Harpers each magically protecting themselves from the other, the Blackstaff having founded a new organization called the *Tel'Teukiira*, etc., etc.

The Harpers do not play a large role in *Northern Journey*, but to the extent they are there, they are the Harper organization defined in the earlier *Code of the Harpers* by Ed Greenwood (TSR - 1993, available as an ESD download) and not the Harpers of *Cloak and Dagger* or the *FRCS*. The Vintyri Project will not be implementing the *Cloak and Dagger* version in any of its work.

## 8. Ancient Magic

Let us acknowledge at the start that some game masters will dislike almost everything that's suggested in this section. That's okay. Most of the material here explains theories on how things came to be the way they are and what the history of magic might be, rather than dictating how magic should be run in your personal campaign.

The goal of *Ancient Magic* is to create an alternate foundation for the arcane in your setting that lets you vary the rules of magic yourself, based on historical logic, to give magic a greater aura of mystery than usually results from use of the standard definitions and rules.

If you don't like what's suggested in this section, you can ignore most of it and run *Northern Journey* without it, simply because the material here is by and large historical in nature, rather than a new rules system. The one exception applies to the renegade remnants of Ammarindar's Goldhammer dwarven clan, who use dwarven rune magic in their halls of Nupung. In the third *Northern Journey* installment, *Backlands*, where the Goldhammer Clan first is mentioned, you simply can ignore the clan if you wish, as suggested in the *Backlands* text.

The 1974 rules for the original *Dungeons & Dragons* game were relatively simple and straightforward but at the same time rather limiting. *D&D* in its first incarnation could be learned by players and game masters alike much more quickly than the later *Advanced Dungeons & Dragons* editions.

At the same time, a player in the original *D&D* game hardly could use a character from a favorite fantasy novel as a genuine model for the player character he wished to develop. *D&D* had simply too many restrictions and too few possibilities per race and class.

With the release of *AD&D* 1<sup>st</sup> Edition and later 2<sup>nd</sup> Edition, the game became more complicated but many of the restrictions were loosened and the character development possibilities were expanded. Nonetheless, a PC developed according to the rules of either *AD&D* edition was a far cry from a character one could find in any novel of the genres fantasy or swords and sorcery. Too much rule work stood in the way of the freedom of choice most novel characters have in dealing with their adventures.

With the release in the Year 2000 of *Dungeons & Dragons* 3<sup>rd</sup> Edition together with the new *d20 System* gaming machine developed by Wizards of the Coast, the rather astounding result is not only an expansion of character development possibilities but also a simplification of the knowledge needed to run or play in adventures in a *D&D* campaign.

Even in *D&D* 3E, however, one still will find that the rule work poses some strong barriers to *fully* developing a character as one wishes. That isn't necessarily bad, mind you. WotC's marketing research has shown that the great majority of *AD&D* game masters and players campaigned outside of WotC's gaming worlds in standard hack-and-slash campaigns, the kind where a band of adventurers basically went out to destroy evil NPCs and monsters and take the treasure.

The various *D&D* and *AD&D* rules systems all have been pretty good platforms for game masters to use to take their PCs to this goal. There are other kinds of campaigns, however, with other goals, and not all of these are served as well as possible by the official systems, including *D&D* 3E.

The first goal of the Vintyri Project was to develop an epic adventure for the *Forgotten Realms* gaming world, and the ongoing *Northern Journey* project has been a realization of that goal. In the 10 years since Internet friends began helping us with what became *NJ*, we have identified and adopted a few additional goals as well.

One of these is to try to develop gaming material that better addresses the needs of campaigns that emphasize roleplaying, problem solving and the virtual reality of the campaign itself, thereby bypassing to some extent the needs of the hacking-and-slashing majority. We feel the rules and definitions of *AD&D*, *D&D* and the *Forgotten Realms* setting in some cases are less than ideal when seeking this end.

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One area where we're in agreement is that the universal magic system of *D&D* and the Realms is too universal. Basically, in practical applications in most games, all magic always is the same, regardless of who or what is using it. A fireball always functions the same and is indeed exactly the same magic, officially, regardless of whether it is caused by a human, an elf, a halfelf or even a dragon. In the *D&D 3E* system, dwarves, gnomes and halflings also can be fireball-slinging wizards, slinging exactly the same fireballs as everyone else.

In a fantasy world, many events and above all magic should be rather unpredictable, we think. The opposite tends to happen in *D&D*, in our experience. Instead of reacting to terrible magic, dialogs like the following – from a hypothetical fighter - occur all too often:

*Hey, that's bat guano. He's gonna throw a fireball! Hope I make my save. Hey, count how many times he rolls the six! Then we'll know what level he is!*

Now, there are quite a few problems with the dialog above that go well beyond the shortcomings of rulebook magic. The player who says these lines has lost touch with the virtual reality his PC should be finding himself in and instead is analyzing the various meanings of rules for fireballs, all details a fighter shouldn't know in the first place.

One of many factors that lead to this degeneration of true role-playing is the standardization of magic. Even the dumbest fighter, after watching a certain number of fireballs being slung, will observe that a wizard working with bat guano probably is about to attempt a PC fry. He knows that the mage can cause 1d6 points of damage per mage level. He knows he's entitled to a savings throw. All of these things are game mechanics that not only have nothing to do with role-playing but instead interrupt it in this case.

In a campaign that achieves a respectable level of virtual reality, the same fighter might know through hard experience that bat guano is something *some* wizards use to sling fireballs. He knows he might be able to evade it partially to minimize damage. He might have *some* idea of the rough range of damage the average fireball can cause, but he'd be unaware of upper limits. And no, the wizard in his group wouldn't be able to tell him what the max is, because he wouldn't know how powerful the fireballs are that other magi might sling.

In this section, we offer few proposals for rules, instead preferring suggestions for alternate definitions which make *different* kinds of magic possible. These alternatives may bring the same results as PHB spells, but they do so by very different means, making them less predictable.

Another problem is the dispelling of magic by wizards and clerics. Both can learn a 3<sup>rd</sup> level spell called *Dispel Magic*, which destroys magic on a blanket basis, regardless what the caster might know about what he or she is trying to dispel. As a 3<sup>rd</sup> level spell, we do not find *Dispel Magic* to be very credible, despite the check to see if it succeeds in dispelling the magic of a higher level wizard or cleric.

We believe that a spell capable of dispelling or disabling any and all magic short of an artifact should be on the 6<sup>th</sup> level for a cleric and the 8<sup>th</sup> level for a wizard. However, we do not advocate completely eliminating the dispelling of magic by lower level clerics and wizards. Instead, we advocate a spell that is in itself *easier* to use and *easier* to succeed in, -if the wizard or cleric has some idea what it is that he or she is trying to dispel.

Another good tool for moving farther in the direction of virtual reality in an RPG is to institute a system of *justified* proficiencies. This is particularly true in the case of *Spellcraft* in conjunction with the modified spell *Unweave Magic*. We suggest that a PC be required to expend additional skill points for *each* additional *type* of magic for which he claims this skill, i.e. arcane magic, divine magic, dwarven rune magic, elven high magic, etc.

In addition, the justified skill system should be implemented. If a wizard claims a *Spellcraft* proficiency in divine spells, he must also be able to justify how and when his character obtained this knowledge. Only then will the game master approve the skill.

This system requires a player to thoroughly develop the biography of his PC, explaining in some detail how the character lived before he began adventuring. The details of this biography must explain convincingly what experiences the character had to gain each of these proficiencies.

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After the character is active in the adventure, his actual experiences will decide which proficiencies can be gained when new points are available. This has the benefit of keeping players on the track they've chosen for their PCs. If the PC has a strong desire to gain certain new proficiencies, the player must run the character in actual play in a manner that the necessary experience has been gained.

This can be in true role playing action. The player also can inform the game master that his PC is performing these activities while "*off duty*." For instance, a PC who wants to learn to brew beer might spend a number of evenings in village malting houses and breweries, working as an unpaid apprentice to learn how to brew beer or ale, while the rest of the group is busy drinking beer in an inn.

If there are periods of rest in the game time calendar, the game master may choose to let the PCs describe the training they've obtained during this time and then award a proficiency. This could be a month, for instance, where the PCs are snowed in and the game master decides not to role play this period but simply skip ahead in time.

**Trevor Cooke**  
**Project Leader, February 2005**

## 8.1 An Optional Approach to Magic and the Weave

This system is optional. You can easily run the *Northern Journey* adventure without implementing this system at all, and you can even more easily ignore it if you're using the various segments of *NJ* as a setting expansion in your own campaign.

If you plan to run the Vintyri Project accessory *In the Land of the Lich Lords* after *Northern Journey*, you will need to adopt the system of dwarven rune magic below or substitute your own version of rune magic for it. Without rune magic, the kingdom of Ammarindar, as described in *In the Land of the Lich Lords*, simply will not hold together well.

On the other hand, if you agree with us, that the current system of magic defined by WotC for *D&D* and the Realms is artificial, inhibiting and unnecessarily caged in by an illogical rules work (or *broken* rules, as former WotC Vice President Ryan Dancey put it), this alternative approach may be what you need to make magic in your campaign more interesting. The options also can be selective. You can pick those that fit your vision of magic in the *Forgotten Realms* and reject the others.

Some of the highlights of this system are:

- The Weave is a force of nature, a magical glue that binds Abeir-Toril and Faerûn into a web of magical power. No one, not even the gods can control it, but in principle, everyone, including the gods, can access it.
- There are laws of the Weave, much like the laws of nature. These guide the means by which the magical power of the Weave is accessed. Different deities control certain portions of these laws.
- The human goddess Mystra controls the laws used for the rather direct access to the Weave in Faerûn by those who use human type magic, including most modern day elves. Because gnomes learned their magic from Netherese humans, their magic is of the human type, and it also is controlled by Mystra.
- The laws by which elves of Faerûn in days of yore accessed the magic of the Weave through spellsong and, in the case of some high level elves, still access it today with high magic, are the province of Corellon Larethian.
- Moradin controlled the laws of the Weave used by dwarves in Faerûn in the distant past to gain access to the Weave through runes of power.
- The concepts of wild magic and magic dead areas and objects deal not with the corruption or absence of the Weave itself, as stated in *canon*, but rather in the manner in which magi using human type magic obtain access to the Weave. In a magic dead zone, the laws they use to access the Weave are chaotic, in the case of wild magic, and without function, in magic dead areas. The disturbances in these areas do indeed cause discomfort and sickness in the mage, as stated in *canon*. Magic-dead objects also can have serious negative effects upon users of human type magic. Wild magic areas simply destabilize the access that users of human type magic have to the Weave.
- Because clerics of all races receive the magic of their spells directly from their deities rather than personally drawing it out of the Weave in their immediate environment, both they and their ability to use spells are unaffected by magic dead zones or wild magic zones. Several playtesting game masters found that immunity of divine magic to wild and dead magic areas can lead to extremely interesting gaming situations. The same applies to dwarven rune magic, which also is unaffected by such zones.
- Creatures with *inherent* magic, such as dragons, address the Weave with rules that are beyond Mystra's domain. Their *inherent* magic is not affected by wild magic or magic dead areas, but when creatures such as dragons use conventional wizard spells from spellbooks in such areas, the effects are valid.
- All living creatures are children of Ao, and Ao is the overgod of the deities of all races.

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- The following option will work only if it has not already been answered in your own campaign: Only the human gods were thrown from the planes by Ao in the Time of Troubles. Gods of other races and life forms were not involved in the crimes of the human gods and therefore were not called to task by Ao. Their religions and clerics continued to function as always during the Time of Troubles.
- Elves are creatures of the Weave and so are innately magical. Ancient elven magic is believed to have combined the powers of nature, sun, moon, and stars and the elven spirit with the power inherent in the Weave. This magic was awakened and manifested itself through song and was further developed in communal high magic. Corellon Larethian was the god who controlled the laws of such magic. There may still be a remnant of spellsong somewhere in Abeir-Toril, but no such magic is known to exist today within Faerûn.
- Ancient dwarven magic is believed to have combined the powers of the elements, moon and stars and the dwarven spirit with the powers of the Weave and, in some cases, the lifeblood of dwarven enemies. It was awakened by singing chants and manifested itself in cut and stained runes. Moradin was the god who controlled the laws of such magic. It is believed that a few rare pockets of such magic may still survive in Faerûn, but this may be a myth. As the ability of dwarves to use runic magic waned, their resistance to all magic waxed. Dwarves too have attempted to gain direct access to the Weave, in the manner of humans, but those who have succeeded have been overwhelmed by the Weave's power, which has turned them both insane and utterly evil. The derro savants' god Diirinka is a good example of the evil madness that afflicts dwarves who have attempted to tamper directly with the Weave through the use of human-type magic.
- As elves became more warlike, they learned the human methods of Imaskari wizards for gaining the Weave's power in a more direct manner. The Fair Folk turned more and more toward accessing the magic of the Weave directly, eschewing their own inherent magic in favor of the harder and more aggressive human magic learned from warrior wizards of Imaskar, a magic that draws directly and exclusively from the Weave. Its use has placed most modern elven magi at the mercy of Mystra's laws.
- No race was or is immune to the type of magic practiced by another race, but different forms of magic cannot easily negate one another. In other words, a mage will have more difficulty removing a cleric's curse upon a than another mage would. It could be impossible in some cases for one form of magic to negate another's effects in a conventional manner.
- Regardless of race, all users of human type magic who access the Weave directly rather than through nature, the elements, song, chants, runes, inherent powers, etc, stand a certain chance of going insane as a result of their direct contact with and use of such intense and absolute power, thus the fall of such great archwizards as Sammaster or, more recently, Halaster Blackcloak. Equally dangerous and often mentally debilitating are the direct use of magical power, such as spellfire or the Silver Fire of Mystra, which Chosen can channel. Canon in several places suggests that the Simbul has become somewhat mentally imbalanced through the use of such power. Other detrimental effects also may be possible. For instance, when the ghost of Syluné, one of the Seven Sisters, uses it, she destroys the physical bodies she uses. (See the *FR* novel *All Shadows Fled* by Ed Greenwood – TSR 1995).

## 8.2 Elven Magic

### The Decline of Elven High Magic

*I realize that some of the People and some of the savant humans seem to cast the same magics, but these are mere effigies of the true magics they mime. The humans have copied the replica spells, but they have not felt the Art sing in their breath and their hearts as the Selu'taar do.*

**Eltargrim, Coronal of Cormanthor**  
quoted in *Cormanthyr: Empire of the Elves*

**NOTE:** It is highly recommended that you use the following products and accessories in dealing with elven mythology. All are out of print, but they are available for online download (See *What WotC Products Do I Need?* above). *Cormanthyr: Empire of the Elves* by Steven E. Schend and Kelvin Melka (1998) and *Fall of Myth Drannor* by Steven E. Schend (1998) are available as free downloads from the WotC website. *Demihuman Deities* by Eric L. Boyd (1998), *Drizzt Do'Urden's Guide to the Underdark* by Eric L. Boyd (1999) and *Monster Mythology* by Carl Sargent (1992) can be purchased as ESD downloads.

The elves who walked Abeir-Toril more than 25,000 years ago were a breed apart from the diminishing race of contemporary elves. The ancient elves – *alfar*, they were called then – were a proud race that benevolently dominated those lands which they settled, nurturing their new homes and bringing them into full flower, reaching levels of beauty that are done little justice by those rare songs still sung of them.

Exactly when and how the various races first appeared in Faerûn is not documented in detail in official Realms literature, but it is documented that dragons and giants preceded the elves, the Fair Folk preceded the dwarves and the Stout Folk preceded humans.

How and when magic came to Faerûn is just as uncertain, although it appears likely that it always may have been present in the Weave, and it was simply a matter of various creatures, perhaps with the help of the gods they worshipped and who guided them, learning to access and use the Weave, each in their own fashion.

The official *FR* literature tells us that elves were (and still are) creatures of the magical Weave, and there are those who argue that magic therefore arrived with the elves. Perhaps. But that also makes the argument that the dragons who ruled Faerûn before the elves were non-magical, an interesting but unlikely idea. Still, it must be assumed that elves, as creatures of the Weave, merged with it after arriving upon Faerûn, if indeed they came from elsewhere.

How the Stout Folk began using magic is a dark secret known only to the ancient longbeards, if at all, consistent with the nature of this dour race.

Many contend that humans learned to use magic after the elves of Eaelrann in the North began teaching it to an early Netherese settler named Therion Gers in or about the year -3830 DR. This seems doubtful.

There is no clear record of the year in which the human Imaskari Empire of Raurin arose in the Southeast, where only the Raurin Desert stands today. It is known that the great empire fell in -2488 DR, after a war of nearly unimaginable battles of magic.

According to the boxed set *The Horde* by David Zeb Cook (TSR - 1990), available as a free download from the WotC website, warrior wizards were the rulers of the Raurin Empire, long before the founding of Netheril. In their time, the accessory relates, the Imaskari produced "*great wonders of engineering, architecture, and subtle cruelty ...*" and magical works of unfathomable power to modern Faerûnians. The accessory also explains that adventurers exploring the dangerous desert still find magical devices of the Imaskari today.

It continues, "*These items are unique and almost always of artifact power. Sometimes their operation or purpose is unfathomable.*" It seems safe to assume, then, that the Imaskari gained their access to magic without elven help, that their methods of access probably were different than those of the elves, and that they well may have accessed magic differently than modern humans as well.

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Whatever the tale of human magic may be, the magical means the Fair Folk once commanded were far greater and more majestic than those of modern day elven wizards, albeit less effective in battle. However, most modern elven wizards have lost their talents for naturally tapping the Weave and have turned instead to the human art of wizardry which many men – ironically – learned at first from the elves.

Of course, there are exceptions to every rule, and in *Dungeons & Dragons* 3<sup>rd</sup> Edition campaigns, there are elves and half elves as well as humans who use magic as sorcerers, having *inherent* magic just as dragons do. In fact, some sages believe that sorcerers are descendants of dragons who mated in humanoid form with humanoids, producing humanoid descendants with dragon blood in their veins and, occasionally, the inherent draconic power of magic within them.

*Cormanthyr: Empire of the Elves* by Steven E. Schend and Kelvin Melka (TSR – 1998) and the earlier *Evermeet – Island of the Elves* by Anthony Pryor (TSR - 1994), available as an ESD download, tell us much about elven high magic. In this section, you'll find still more information you may wish to incorporate in your campaign, although none of it is official. If you choose not to use this information, your decision will not hamper you in the least bit should you use our *Northern Journey* adventure.

This information is relevant only in the tale of the forging of one of the three *Weapons of Learning* introduced in *Northern Journey*, the *Honor Sword of Baergil*. Eliminating our extended history of elven magic has no effect on the sword or its abilities. It merely will move a part of the sword's history from something the game master knows to something he or she doesn't know (game masters who write their own substitute history excepted).

As *Cormanthyr: Empire of the Elves* tell us, the pinnacle of elven arcana is High Magic, and "*the elves practiced this magic long before they ever trod the loam in Cormanthor.*" *Cormanthyr: Empire of the Elves* tells us quite a bit about the greater High Magic, the communal magic that resulted from the linking of elven minds, but it tells us nothing about the (unofficial) *individual* high magic yielded by loremasters of the Fair Folk in days of yore, *Spellsong*, which still is echoed in the minor singing magic of some modern wizards (see the *FR* Harper Series novel *Elfsong* by Elaine Cunningham – TSR 1994).

There are those sages who argue that the magic of bardic song still is a faint echo of this old magic as well, although there seems to be no real evidence that this is the case, and bardic song knows fewer racial boundaries than is believed to have been the case with exclusively elven spellsong. However, some sages do point out that the human Hidden Lord of Waterdeep Danilo Thann succeeded in learning minor Elfsong (again, see *Elfsong* by Elaine Cunningham).

The ancient elves of talent could create their magic communally, an art that only few of epic rank have mastered, and at substantially lower levels than their elven forebears. The elves also could sing songs of magic which transformed their environments into domains of untold beauty and fertility. Their clerics were the leaders of this evolution, guiding elvenkind through the thoughts and teachings of the gods that they worshipped.

In these days, the elven settlements also had master smiths who still knew the art of Völund, the great smith of the Ljösalfar or light elves. He was a poet of swordmaking whose craft could rival the finest works of dwarves of old. These smiths made mighty weapons filled with magic and consecrated with the prayers of their clerics, weapons that were given unto the great warrior defenders of the proud elven homelands.

The ancient elven magic – be it communal or the product of song - was constructive. It was no great tool for combat or war, but rather a power of fertility, a power of art and beauty and a power of the enlightened elven spirit, which itself was a part of Toril's magical Weave. The ancient elves clearly separated the sword and their defense on the one hand from magic and their spiritual elevation on the other, and the two crossed lines only when the elven warriors' weapons were enchanted with the magic of spiritual enlightenment, not to make the sword take a higher toll, but rather to guide the warrior using it to his own highest level of achievement.

But these and many other elements and qualities of the ancient elven magic passed with time. As is stated in *Cormanthyr: Empire of the Elves*, the purpose of high magic was the "*protection and support of the Weave, the forces of nature and the betterment of all elves.*" Long did elves honor this definition, while at the same time slowly shifting its emphasis from *support* to *protection*, a shift forced perhaps by the intrusions of mankind and increasing rivalries among elves themselves.



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Tal'Turien, a legendary master of elven magic who passed on to Aryvandar before the laying of the mythal in Myth Drannor remarked sadly in his parting words to Coronal Eltargrim, "*The People no longer know how to protect. They have learned to destroy instead.*"

Much indeed had been lost to the elves by the time of Tal'Turien's passing. Non-destructive protective magic was the main defense of the Fair Folk in his younger days. When unwanted human intruders from the early settlements of Netheril attempted to breach sacred areas of the High Forest in the Eaerlanni realm, they failed. Try as they could, they could not breach more than the eaves of the forests.

The elves protected their woodlands with illusions of a might unimagined today. A human who entered the forest and traveled in a straight line actually moved in circles, with the position of the sun, as far as it could be seen through the treetops, always seeming to confirm that the intruder was on the proper course but never leading him anywhere. Sly intruders who attempted to defeat the magic by going in a circle also went in circles. The forest and the sacred sites of the elves remained protected, but no intruder was injured.

However, millennia later the time came when the elves of Sharven taught the early Netherese settlers some of the secrets of their own magic, and the humans, with time, expanded upon that knowledge. First they learned to access the Weave more directly than the elves had done, as is the wont of the shorter-lived race. Then they learned to defeat the elven protective illusions.

The Fair Folk too began turning to the direct access of the Weave, a fatal mistake their cousins in the South had made in their battles with dark elves. Thereafter, the magic that protected the elven domains in both North and South became deadly although by no means completely successful and the lifeblood of many an elf and man flowed out onto the carpet of the great wood.

The passing and the eventual loss of much elven magic began more than 25,000 years ago in the *Time of Dragons*, when the alfar settled Aryvandar where the High Forest is today. From there, the Fair Folk spread out into Faerûn, establishing the five great elven civilizations.

The lot of mankind - if it indeed existed at that time in Faerûn - is uncertain, but evidence indicates that in the West, at least, humans were a primitive race at that time, one which hid itself from dragons and giants in the huge forests. It would be interesting to know what the lot of humans, if any, in the Southeast was, in the distant lands where the Raurin Empire of the Imaskari came to be. But there are no known records of what men may have done in those lands at that time.

In the next 7,000 years or so after settling Aryvandar, the elven folk built its new civilizations, but it would be misguided to look upon this time of expansion as an era of peace, for less than 5,000 years after this age had begun, the Ilythiir and Orishaar settlements - each claiming parts of today's Shaar and contesting each other's claims - began a bloody conflict that lasted for seven millennia. The five Crown Wars culminated long years of battle among the elves, and the focus of their magic shifted ever more to direct access of the Weave, in the manner of men today, a manner eschewed by elves of elder days.

It was during this time that the *Svartalfar* or dark elves of Ilythiir (unofficially) discovered a land of humans who exercised mighty magicks, a land the Ilythiir had found through songs of scrying. The awesome destructive power the Ilythiir had seen in the scryed magic of Imaskari warrior wizards led them to yearn for such wizardry, for the Ilythiir were outnumbered in their war with their *Ljösalfar* or light elven Orishaar enemy, and they believed they could even the odds by learning and using the powerful but foreign war magic the humans had mastered.

The Ilythiir sent several of their own masters of magic eastward to Raurin, in hopes that they could win the secret of the war magic of men, and they were not disappointed. Imaskari warrior wizards taught the Ilythiir magi the simpler of the secrets, and in return the Ilythiir revealed secrets of their own songs of enchantment, although these appear to have been of only marginal interest to the Imaskari.

There had not been too many battles in which the Ilythiir had gained the upper hand through fireballs and other magic of warring destruction before the Orishaar elves too decided to seek the secrets of the human Imaskari. So began the spread of magic through direct access to the Weave among the elven folk, and for the first time, the human goddess Mystryl was able to look closely upon the magical dealings of the Fair Folk, who had chosen to work within the framework of her laws rather than their own.

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Many of the Seldarine were appalled at the use of human magic by Ljösalfar, and they argued that such magic would corrupt the folk, causing elves to rely upon human magic, which they drew directly from the Weave rather than creating in communion with it, thereby placing their fate in part in the hands of Mysteryl, whose laws ruled this alien magic. But Corellon Larethian, in a decision he rues to this day, rejected such objections from his clerics and refused to intervene, saying he was loathe to deny the alfar the right to any new knowledge.

So it came to be that ever more elves learned devastating or deceptive magicks from strange books in which their lore was written rather than finding the magic inherent in their own spirits. Nowhere was this striving so great as among the dark elves of Ilythiir, who had been the first to learn the human art. And it indeed must be said that no elves before or after this time had an affinity for human magic that compared with that of the Svartalfar, for spells of a human nature became an intrinsic part of their spirits.

They could use many powers they learned from the Imaskari without having to learn the spells from books, because these magicks were written indelibly in their own minds. Such talents still are the claim of the Ilythiir elves' descendants, the drow of today's Underdark, but the price they paid for this was their loss of the ability to use communal high magic or spellsong.

As the magic of Mysteryl spread among the elves of Faerûn, so did its curse, for the elves were tainted by human magic, and they would not know relative peace again until their numbers had diminished and they had become a vanishing race in a land of men. First came the War of the Three Leaves and then the five Crown Wars and the many succeeding wars of sword and sorcery pitting elf against elf, for thousands of years.

After humans began settling Netheril in –3859 DR, the Eaerlanni elves of the northwest set into motion a self-devouring cycle of magic that appears to eventually have condemned the elven folk to the loss of knowledge of their own intrinsic magic of nature and song. In or about the year –3830 DR - some 1,300 years before the fall of the human Imaskari empire in the Southeast - Eaerlanni elves in the North taught the Netherese settler Therion Gers to use very fundamental magic. The Netherese expanded upon this knowledge with incredible speed, using it for cold conquest, not only of other human realms but also of sacred elven land.

Less than three centuries had passed before the humans of Netheril hungered for even greater power than that which they had learned from the elves. Their research into the working of the Weave brought them magical might far beyond that which man or elf might imagine today, and the elves, whose nations had been warring with each other for some 17 millennia by that time, hungered too for the power of this magic.

For four centuries, the elves of Eaerlann and Illefarn tried futilely to teach the Netherese to use magic responsibly. Instead, the humans became ever more reckless, while the elves were simultaneously abhorred at human achievements and interested in them as well, seeing the destructive might of human spells as a way to victory in their own internal rivalries.

Nearly a millennium after the Eaerlanni began teaching the Netherese magic, a band of elves succeeded in stealing the 50 legendary Nether Scrolls that were the core of all Netherese magical teachings in the Year -2825 DR.

However, the first great catastrophe in elven magic did not occur until 1,200 years later, when elves, dwarves and human warriors of Tempus marched against the men and liches of Netheril's Western March in –1591 DR (unofficial) and met in battle in *Horindon Lhar*, known today as the High Gap in the Greypeak Mountains.

The gap then was a part of a Western March kingdom, standing above the dwarven Runeaxe clan's halls of Kheldizh, in the northeastern reaches of Ammarindar. The decisive battle - lost by all and won by none - occurred on the plain between a West March castle and Loghmoindin Mountain, the part of the High Gap that dwarves to this very day call *Thorklhar - Death Pass*.

Before the last of the few bleeding survivors of the four armies had fled from *Thorklhar*, perhaps the mightiest duel of human, elven and dwarven magic in Faerûn's history, had taken place. *Dwarven* rune magic had brought the dormant volcano Loghmoindin to an explosion of such might that both the West March castle in Horindon Lhar and the great complex of dwarven halls that had been Kheldizh were entombed in searing lava.

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It is said that magicks in such number and of such might were used in that battle, that the very existence of Abeir-Toril was threatened. The awesome magic from mixed understandings of the Weave and of the necromancy of Orcus, the demonic god of the undead, that were cast during that great battle, tore at, turned and twisted the very Weave itself, shifting many of its foundations and invalidating in part the laws that both Corellon Larethian and Moradin had used to steer their races' access to spellsong and rune magic.

The land of the Netherese lich lords was bound in a magical cage of the Weave, a cage that the undead masters of the West March have not succeeded in escaping to this very day. Likewise, magical barriers were woven that drove Orcus back out of Toril, denying his Netherese servants his power, wisdom and voice.

After the battle, the dwarven lords found that their runecutters had lost the path to the magic they had stained in their runes, and in the elven empires, spellsingers found that the Weave no longer yielded its magic to their songs.

Only the human gods Tempus and Garagos seemed at first to escape the *Time of Treachery* relatively unscathed, until they were called to task by Ao for denying their own natures while helping to drive Toril to the brink of destruction. Ao punished both of the gods then, condemning them to war with one another, saying they would repeatedly destroy one another in battle, only to rise again eternally and continue on, each futilely seeking the final victory.

This punishment would end, Ao said, only when either Tempus or Garagos - both of whom the Seldarine and Morndinsamman now abhorred - would ally themselves in magic with dwarf and elf to fight a new threat of great dimension, a battle that would come to be known as the *Day of Restitution*. Only then, Ao said, would Corellon again understand how to steer the laws of spellsong, or would Moradin again know how to rule the elemental runes of power, or would either Tempus or Garagos at last gain the upper hand and dominate the other. Of Orcus, Ao spoke no word.

The second great catastrophe of elven magic occurred in the Year of the Sundered Webs (-339 DR), when the mad Netherese arcanist Karsus achieved his moment of godhood, only to be destroyed by the human goddess of magic Mystryl, who sacrificed herself toward this end. Again, as during the battle of Horindon Lhar, the Weave was rent and torn.

From the ashes arose the new goddess of magic Mystra, who fell too in the later Time of Troubles. She did her best to patch the damage to the Weave, while denying human wizards further access to 10<sup>th</sup> and 11<sup>th</sup> level magic. It should be noted that elven wizards were *not* denied such spells (See *Cormanthyr: Empire of the Elves*. There also are other exceptions which are outlined in *Secrets of the Magister* by Ed Greenwood (TSR – 2000. This product is *not* available as an ESD download).

Although the elven wizards did not explicitly come under Mystra's ban of 10<sup>th</sup> level magic for humans, their ability to use the Weave nonetheless was damaged to a devastating degree. After the Battle of Horindon Lhar, the Fair Folk lost the ability to pass on High Magic spellsong.

After the brief rise and fall of Karsus in Netheril, the new Mystra succeeded in repairing most but not all of the damage done to the Weave. Since that time, the few remaining High Magi of the Fair Folk can call upon their communal High Magic only at extreme risk, for the elements of the Weave they must address are unstable. In every case since the fall of Netheril where communal High Magic has been used, it has been at the cost of undesirable negative side effects.

Since the Fall of Netheril, then, most elven wizards are capable of working only the same magicks as their human counterparts. The ability to communicate with the Weave that is a part of their own spirits and draw magic from it has been lost to most.

To repeat what Coronal Eltargrim said many years ago: *"I realize that some of the People and some of the savant humans seem to cast the same magicks, but these are mere effigies of the true magicks they mime."*

## 8.3 Dwarven Magic

*Old elven legends hold that dwarves were the first to work magic, but so greedily and wildly that it twisted their very nature, which rebelled against the magical forces.*

- Ed Greenwood  
FR11 Dwarves Deep Accessory

### Dwarven Magic in Mythology and Fantasy Literature

With the introduction of the *Dungeons & Dragons* 3<sup>rd</sup> Edition, dwarves have access to magic for the first time since Gary Gygax, Dave Arneson, Frank Mentzer et al introduced the original version of *D&D* to the world. *Northern Journey* came to be when the *Advanced Dungeons & Dragons* 2<sup>nd</sup> Edition rules still were in force, and in this period, dwarves simply were not magi, not legally anyway.

In the older rules, dwarves tend to be inclined more to magic resistance than the use of magic, although the creation of magical items and particularly magical weapons remains a talent available to some dwarven smiths. One example is Bruenor's forging of the magical *Aegis-Fang* for Wulfgar. For another, we can turn again to Ed Greenwood's words in FR11:

*Far and away the most important profession among the dwarves is, of course, the smith. Smiths vary widely in skills and specialties, and not all of them can fashion magical items.*

Ed also tells us in FR11 of magical dwarven items whose crafting is beyond the arcane abilities of known smiths today - magical items such as dwarven *Fists*, *Glowstones*, *Runehammers* and *Winged Hammers*. All of these, according to FR11, demand a command of magic beyond that possessed by known smiths of our age.

Those of us who work in the *Northern Journey* adventure project always have been slightly dissatisfied with the non-magical dwarf of official *D&D* and *AD&D*, which flies in the face of the magical dwarves in a large part of fantasy literature and mythology.

In the ancient Icelandic *Elder Edda* - where dwarves go by their old name *dvergr* - one learns of the mighty but cursed sword *Tyrting*, which Odin's son Svafhlami forced the dwarves Dvalin und Dyrin to forge for him. In his classic fantasy novel *The Broken Sword* (Copyright © 1954), the late science fiction author Poul Anderson gives us an exciting look into the world of a dwarven smith's magic, when the human warrior Skafloc brings the broken sword *Tyrting* to the blind Utgard giant Bolverk, to reforge it:

*Bolverk's hand fumbled over the pieces. "Aye," he breathed. "Well I remember this blade. Me it was whose help Dyrin and Dvalin besought, when they must make such a sword as this to ransom themselves from Svafhlami but would also have it that it be their revenge on him. We forged ice and death and storm into it, mighty runes and spells, a living will to harm."*

*He grinned. "Many warriors have owned this sword, because it brings victory. Naught is there on which it does not bite, nor does it ever grow dull of edge. Venom is in the steel, and wounds it gives cannot be healed by leechcraft or magic or prayer. Yet this is the curse on it: That every time it is drawn it must drink blood, and in the end, somehow, it will be the bane of him who wields it."*

*He leaned forward. "Therefore," he said slowly, "Thor broke it, long ago, which none but he in the Nine Worlds had strength to do; and it has lain forgotten in the earth ever since."*

Bolverk reforges *Tyrting* for Skafloc. Afterward:

*Bolverk held forth the sword. Brightly gleamed the blade, a blue tongue about whose edges a little flame seemed to waver. The eyes of the dragon on the haft glittered, the gold glowed as with a shiningness of its own.*

*"Take it!" cried the giant.*

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*Skaflloc seized the weapon. Heavy it was, but strength to swing it flowed into him. So wondrous was the balance that it became like a part of him himself.*

*He swept it in a yelling arc, down on a rock. The stone split asunder. He shouted and whirled the blade about his head. It shone in the murk like a lightning flash.*

Such is the dwarven magic some of us have missed in *D&D* and the *Forgotten Realms*. We also have difficulty with the current *canon* theory that the human goddess Mystra (who some dozen years ago was the not always competent human mage Ariel Manx a.k.a. Midnight) suddenly is the overgod of all magic – not just human magic, but also elven magic, dwarven magic, gnome magic, ogre magic, etc. What's more, this young and inexperienced human goddess controls the access of *all* other gods to the Weave of magic, regardless of race.

Nonsense, say we of the Vintyri Project. We view this is an artificial, insubstantial structure that moves the *canon* Realms far and unnecessarily away from the great and viable lore of world mythology and puts it into an authoritarian, rules-ridden niche that does neither the Realms nor the game you're running any good whatsoever.

Therefore, just as TSR went back to one of the roots of humanity in Faerûn - the *Netheril* of the *Arcane Age*<sup>™</sup> series - we have constructed an alternative approach to the question of races and magic that takes one back to earlier ages of dwarfdom and elfdom in Faerûn, albeit unofficially. Ancient tales of dwarves and elves suggest that the decline of this period began at about –1600 DR and end ended with the Fall of Netheril in the Year of the Sundered Webs, 339 years before the Standing Stone was erected and man began to calculate time in Dale Reckoning.

### The Realization of Dwarven Magic

**NOTE:** It is highly recommended that you use the following TSR products and accessories in dealing with dwarven mythology. Most are out of print, but all are available as Internet downloads. *Cormanthyr: Empire of the Elves* by Steven E. Schend and Kelvin Melka (1998) and *Fall of Myth Drannor* by Steven E. Schend (1998) are available as free downloads on the WotC website. *FR11 Dwarves Deep* by Ed Greenwood (1990), *Drizzt Do'Urden's Guide to the Underdark* by Eric L. Boyd (1999), *Demihuman Deities* by Eric L. Boyd (1998), *Monster Mythology* by Carl Sargent (1992), *Axe of the Dwarvish Lords* by Skip Williams (AD&D generic – 1999), *Sea of Fallen Stars* by Steven E. Schend (1999) and *The Wrymskull Throne* by Steven E. Schend and Thomas M. Reid (1999) are available as ESD downloads. The article *Heart of the Forge - the Dwarven Smithy* by Wolfgang Baur in *Dragon* No. 245 (March 1998) is available on TSR's *Dragon Archive* collection of CDs, which is out of print but often available in eBay auctions.

When and how did the Stout Folk first gain access to the Weave and begin using its magic? The answer appears to be lost in the memories of the unspeaking rock that is kindred to the dwarven spirit, memories so old that not even magic can awaken them.

The first written records of a dwarven presence record the founding of Deep Shanatar near the modern day Alraiven Mountains and the Lake of Steam somewhere about –11,000 DR, but it seems rather certain that the Stout Folk was mining beneath the surface of Faerûn before this time.

There are some difficult-to-reconcile historical data in various official *FR* publications. While Ed Greenwood tells us in *FR11 Dwarves Deep* that *old elven legends hold that dwarves were the first to work magic*, the later publication *Cormanthyr: Empire of the Elves* suggests that elves may have first come to Faerûn somewhere around –25,000 DR, that they preceded the dwarves and that they already knew how to use the magic of the Faerûnian Weave, of which their own spirits (as opposed to souls) were a part. It is difficult to add these elements and obtain a whole truth that is a consistent sum of the parts.

It is our assumption that the dwarves probably have been in Faerûn longer than the elves, that they are in fact native to Faerûn (which, according to *Cormanthyr: Empire of the Elves* may not be the case with the Fair Folk), that the old elven legends Ed Greenwood quotes are indeed true, and that the dwarves simply did not emerge onto Faerûn's surface until some time after –12,000 DR.

We also assume that the magic the dwarves used *so greedily and wildly that it twisted their very nature, which rebelled against the magical forces*, as Ed Greenwood explains in *FR11*, already had been eschewed by the dwarven race at the time it emerged, and dwarven wizardry was found only among the derro savants, insane creatures whose very nature indeed had been twisted by the Weave.

The magic of the grey dwarves or Duergar is of course another matter, a product of their enslavement by drow, as explained by Eric L. Boyd in the publications *Powers & Pantheons* (TSR – 1998) and *Drizzt Do'Urden's Guide to the Underdark* (TSR – 1999), both of which are available as ESD downloads.

While the elven magic of song and nature may indeed be lost for all time, there still are legends among longbeards of a time when some among their number sang songs both horrible and wonderful while cutting and staining runes of great power, and although they are well hidden, there are indeed pockets of long forgotten dwarven clans where the ancient magic combining the elements, singing chant and the Weave still are known and practiced.

The Stout Folk does not hold much of arcane magic in the elven or human sense of the word and certainly not as the evil derro and duergar practice it. In fact, there seems to be a serious clash between the means users of human arcane magic call upon to access the Weave and the intrinsic nature of the dwarves themselves. They resist the effects of normal Weave arcane magic to a certain extent, and the Weave may also resist their attempts to gain direct access to it.

Traditionally, dwarven magic users obtained their abilities through such ingredients as song, the power of the moon and stars, the forces within the elements of earth, water, fire and wind, often the blood of the foe and doubtless also the Weave, although only the stout folk and its gods know how these ancient dwarven masters of the art accessed the Weave.

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Modern sages who know at all of the ancient dvergr magic speculate that the powers of the universe which were tapped through moon- and starshine, the elements, and the dwarven spirit, bound to these through song and the blood of the enemy, drew power from the Weave and into the dwarves' work, but that is only speculation. The answer appears to be unknown today, and it may always have been unknown, for dwarves are of the stock who would feel, channel and use such power rather than questioning it or asking why it works the way it does.

A bit clearer is the division of dwarven enchanters, for they seem to have fallen into three categories:

- The Runecutters (also known as Stainers or Runemasters).
- The Master Smiths.
- The Clerics.

Of the runecutters, the least is known today. This is the art that above all has become lost, or at least all but lost. Whether dwarven runecutters worked in concert with master smiths and or clerics is uncertain, but what little information can be found suggests that they may have been by and large individual practitioners, working alone and being guarded in their dealings with other dwarves, not unlike most human magi of modern times.

Enough legends about runecutting still circulate among the living longbeards that we can draw a fairly good picture of this process. The runecutters of old carried no spellbooks and they cast no spells. No dwarven wizards marched with their axelords and kings into battle to smite the enemy with magic missiles or fireballs or even *Snilloc's Snowballs*.

Those who led dwarven warriors into battle had to rely upon the clerics for spell support, to the extent they had spell support at all. The runecutters and the master smiths stayed at home when the horns of war echoed through the dwarven halls or the mountains above them. The clerics marched to war with the magic their gods gave them, and the great warriors carried runestones bearing the magic of their stainers, who remained behind.

Runecutting and the art of the master smith are not arts that can be learned in a school or that can be committed successfully to writing, although it is certain that some dwarves did indeed document in stone the physical shape of a rune and how they personally construed the shape and flow of its power.

Rare, however, were the dwarves who could use these archives to awaken the power channeled through the runes. The secret to the awakening of this power had to already be within them. Indeed, one might compare this to the fact that an epic human mage may learn all there is to know about an epic spell of another mage, but he or she can use this magic spell only when he or she crafts it anew, for his or her personal use.

Nonetheless, it seems clear that the art of runecutting was not confined to dwarves alone, as evidenced among other things in the ability of the great red wyrm Grafvitnir to learn this art and cut the runes that enabled his long sleep and rejuvenation. It appears that creatures other than dwarves also can experience affinity to those powers which can awaken the magic of runes, although this perhaps can be achieved only by liches or creatures of great inherent magic, such as dragons.

Dwarven runecutters and dwarven master smiths assemble their materials, usually a weapon in the case of a smith and an item of stone, hard ore or metal (although wood also has been used) in the case of a runecutter, along with whatever components the intended enchantment may require. Regardless of whether a smith is enchanting a weapon or a runecutter is enchanting another object, the runes of power are cut, stained and enchanted one base rune at a time, which usually are combined into magical staves consisting of two or more base runes.

**(NOTE:** True historic runes originally were cut and stained only in beechwood. The Anglo-Saxon word *book* is a product of runecutting. The Germanic word for beech is *Buche*, and the word for book is *Buch*, which is the root of the English word book (Latin names use instead *libra*). The original Germanic name for a rune and modern German name for a letter of the alphabet is *Buchstabe* – beech stave in English. The German word *Rune* came into the use in the Middle Ages, migrated from Scandinavia.)

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The runecutter, as a rule, works his art unaided in his chambers and in hidden, isolated mountain valleys above the halls of his clan. The rune itself is cut in advance, before the rite of enchantment. The calling upon the magic is chosen carefully, on a night when the sky is clear and the moon preferably full. The runecutter works by the moon's light, chanting his song, while working the components of his magic and his stain into the rune.

Just what a dwarf does to bind the power of magic into his rune is unknown. A master runecutter communicates only with his students over such things, and only those dwarves who already have attained affinity with the magic are taken into training by a runecutter. Their work is a secret they share alone.

The system can work similarly for a dwarven master smith, if he is attempting to produce a masterpiece, that is, a weapon of great power that bears his own mark. He too will forge the weapon unaided and cut the runes into it with his own hands. He too will seek out his lone mountain valley on a starlit night with full moon and working alone, he will stain the runes of power in the weapon he has created to bind the magic.

Nonetheless, the master smith, for all his talent and the power of the weapons he creates, is not learned in magic. His access to its power is intuitive and requires a natural affinity with both his working materials and the Weave that cannot be learned. The master smith is what his name implies, a weaponsmith of great talent. The rune magic must come to him naturally.

The finest master smiths produce many masterpiece weapons in a lifetime, but most turn out no more than one of them. Bruenor Battlehammer, while forging Aegis-Fang for Wulfgar in the novel *The Crystal Shard* by R.A. Salvatore (TSR - 1988), gives a good example of a dwarf using his natural talent rather than learned lore to create a weapon of great magical power:

*The first real test of the dwarf's expertise came when he overlaid the rune carvings with the gem inside the mountain symbol of Dumathoin, the Keeper of Secrets ...*

*Bruenor knew then that his work was nearly complete. He removed the heavy warhammer from its clamp and took out the small leather bag. He had to take several breaths to steady himself, for this was the final and most decisive test of his skill. He loosened the cord at the top of the bag and marveled at the gentle shimmerings of the diamond dust in the soft light of the moon ...*

*Bruenor steadied himself again, then suddenly snapped the bag into the air, releasing its contents high into the night. He tossed the bag aside, grasped the warhammer in both hands, and raised it above his head. The dwarf felt his very strength being sucked from him as he uttered the words of power, but he would not truly know how well he had performed until his work was complete.*

*The level of perfection of his carvings determined the success of his intonations, for as he had etched the runes into the weapon, their strength had flowed into his heart. This power then drew the magical dust to the weapon ...*

Dwarven runecutters and dwarven master smiths may simply be two different branches of the same art. Their methods are similar although not always the same. To become a runecutter or a master smith, a dwarf must have not only a natural talent for rune magic, but he or she also must be open to the powers that lend magic to the runes, an openness in a spiritual manner that few of the stout folk achieve.

Runecutters almost invariably work alone. The only known exception is the time when an apprentice is being trained. The cutting of a rune is no comparatively brief task, like the casting of a spell, nor are runes of power usually intended for immediate use. Such runes normally are cut and then stained, usually with a substance that itself has an affinity with the magic.

Because dwarves have been forced to fight for their survival for all of their existence, a large number of the cut runes worked battle magic, and the runes then were strained in the blood of the enemy for whom the runes were intended. Most often of all, one used the blood of orcs.



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However, many other types of runes also were cut, for these dwarven magi could tap many streams of magic:

- Lesser runes worked much in the manner of a wizard's scrolls. The rune released its magic when it was exposed to or seen by the recipient, victim, etc., and after that, the rune held no power.
- Higher runes could be more accurately compared to the enchantment of magical objects. They could control the flow of much larger amounts of magic, releasing power repeatedly.
- Great runes, cut and stained only by the mightiest of dvergr magi, contained magic that always worked, that never was expended. Some could be *sent*, transmitted over great distances, to do their magical work at a place and time where the runecutter himself never had been, perhaps never would be. However, the stainers who could master this magic were rare indeed in the dwarven halls.

Unlike the master smith, the runecutter gained through his or her experience an ever-deeper understanding of the magical powers that his or her runes controlled, learning how to shape and direct these powers. The master smith, in contrast, learned the runes of the trade, but the channeling of power into the runes, which were inscribed only into the metal of weapons of his or her own making, stemmed naturally from the dwarf's spirit, without an inherent intellectual understanding or technical learning of the magic shaped. The work of the master smith was almost always limited to the forging and enchanting of magical weapons or – in other cases – weapons with a curse.

In most cases, the great smiths created their masterpieces working alone, in much the manner of a runecutter, but for less demanding work, the smiths often worked in groups, together with a cleric, to form the magic that empowered the mighty weapons of the great dwarven nations.

This system was defined in considerable depth by Wolfgang Baur in *Heart of the Forge - the Dwarven Smithy*, in Dragon No. 245 (March 1998). This issue of Dragon was included on the *Dragon Archive* CDs released by WotC in 1999, and therefore will not be explored in great detail here. At the time of this writing, January 2004, these CDs were out of print but still available from some online dealers and also were available at times per Internet auction at eBay.

A great dvergr smith would forge his hammers, axes and swords in the lava-fed fires deep within Toril. In his metal he would cut runes of power and stain them in the blood of his enemy, in most cases the *orug* - goblinoid in the modern tongue.

Clerics of Moradin and other dwarven deities would sing the songs of the gods into the glowing steel, and the smith then would temper his blade beneath stars and moon in the mixed waters of winter snows and summer storms and other fluids that bore the natural magic the weapon would bear. In this manner did the great weapons of yore come to be.

No less was the magic of the dvergr stonemason, who communicated with the spirit of the rock itself, focusing its powers into mighty runes they had cut and staining them with the lifeblood of the enemy, the *orug* (goblinoids) and strengthening them with the songs of the dvergr clerics.

The ancient dvergr magic is a runic magic rooted in the essence of Faerûn itself. It is the first known magic. Heed the words of the Norse God Óðinn Allföð in the *Words of the High One* from the ancient *Elder Edda*:

*You will find runes, readable staves  
Staves very strong, staves very stout  
Staves that Bolthor stained  
Made by the powers of might, stained by prophetic gods  
Know how to cut them, know how to read them  
Know how to stain them, know how to test them  
Know how to evoke them, know how to bless them  
Know how to send them! Know how to send them!*

In these lines, we find the spirit of the magic of the dvergr runecutter, a magical spirit that is all but lost to the remaining dwarven clans of modern Faerûn.

### **The Halls With Dwarven Magic**

Runic magic was predominant in both Ammarindar in the North and Shanatar in the South; there are clear records of such magic having existed. Likewise, there is rather conclusive evidence that some golden dwarf runecutters worked in the Deep Realms of the Great Rift in the Southeast although there are indications that their version of runic magic may have been tainted by some knowledge of human Imaskari magic from the fallen empire of Raurin. There also is reason to believe that the Imaskari warrior wizards learned something of dwarven rune magic and could mix their own dweomers with dwarven runes.

There is no trace of runic magic left in the lore of the Siremun dwarves beneath the Firepeak Mountains, east of Almorel and the Endless Wastes (and east of conventional Realms maps), but it still cannot be ruled out that the Siremun commanded runic magic at an earlier time. The Siremun were allies of fallen Raumathar, and it is known that Raumathari battle wizards were able to use minor runic magic (see *The Horde* by David Zeb Cook, TSR – 1990, available as a free download from WotC's website).

It is, however, an open question, whether they learned this magic from the Siremun or whether they gained it from discoveries they made in ruins of the Imaskari Empire. That explanation, while by no means certain, would lend credence to claims that the Imaskari learned some runic magic from the Gold Dwarves of the Great Rift.

It is almost nearly as certain that old Sarphil was a center of runic knowledge, although modern day descendants of Sarphil's clans, such as the Earthfast dwarves of Impiltur, have no records and show no traces of ever having had such knowledge. Signs of runic lore also can be traced to the ruins and remnants of Besilmer, the Fallen Kingdom and Gharragaur. The halls of the Ironstar clan have contradictory evidence, and there is much debate over whether the Ironstar dwarves knew of or used runic magic.

Archaeological findings in the ruins of Dareth, Delzoun, Haunghdannar and Oghrann show no signs of runic magic having been known. In the case of Dareth and related Delzoun, latter day descendants such as the clans Hillsafar and Orothiar in Damara, also claim to have no memory of such magic, although Hillsafar Hall does indeed have a small number of hidden longbeard runecutters, as is revealed in *Bloodstone*, part 7 of *Northern Journey*.

It is doubtful that the jungle and albino dwarves of Chult ever learned rune magic, and it is almost inconceivable that one of the four surviving dwarves of Sarphil exiled to the Great Glacier Pelvuria was a runecutter who perpetuated his art and passed it on among the descendant Innugaakalikurit dwarves of the Great Glacier Pelvuria.

### **The Passing of Dwarven Rune Magic**

When elf, dwarf, man and lich met in battle in Thorklhar, Moradin's clerics and the runecasters who worked with them had created the terrible magic that brought the dormant volcano Loghmodindin to an explosion of such might that both the castle of the Netherese West March lich queen in Horindon Lhar and the great complex of dwarven halls that had been Kheldizh were buried in molten lava.

After the battle, the ley lines of the Weave had become so distorted that elves had lost their ability to sing spellsongs of High Magic, and dwarven runecutters no longer could cut and stain staves of power. Only pockets of dwarves were spared, seemingly those who lived so deep in the bowels of Toril that they were beyond the areas of the Weave that had been twisted. It is believed that these dwarves were to be found only among the rebellious branch of the Goldhammer Clan of Ammarindar in the Halls of Nupung, in the deepest levels of southern Shanatar and perhaps also in the depths of the Great Rift.

After the Time of Treachery, the understanding of the powers contained and channeled by the mighty dvergr runes had faded from the knowledge of the other longbeards who had cut and stained runes of power, and dwarven runecutting quickly became a lost and forgotten magical art. However, runestones cut before the Time of Treachery still retain their magic, long after the runecutters who stained them have been forgotten.

### The Runebearer

In most adventure campaigns, the PCs will see no dwarven runecutters, but they may see the result of a runecutter's work. If you insert dvergr runes into your campaign, any dwarf in any encounter *theoretically* could be bearing runestones. In practice, runestones should almost never be encountered. They are one of the great rarities of the modern Realms.

Being a runebearer does involve a bit more than just carrying runestones around and waving them in the air. A runebearer must learn what the stave(s) he or she carries mean(s), and he or she must use trained concentration upon the power(s) he or she is unleashing in activating a runic stave. During the round in which a runebearer activates a stave, he or she must concentrate every bit as much as a wizard or a cleric attempting to use a spell and cannot do anything but concentrate.

Because one usually must know what one is doing to activate the magic in a runestone, the staves seldom are of much use in the hands of non-dwarves. If, on the other hand, a member of another race does gain the knowledge needed to activate a specific runestone, he or she can do so with the same ease as a dwarf; the magic is in the runestone, not in the bearer. In earlier times, when there were close relations between elven Eaerlann and dwarven Ammarindar, there is evidence that elves were given or perhaps sold rune boards cut in wood by dwarves, and some of these have indeed been found in ancient elven runes in the High Forest.

The sources for runestones are extremely limited. It may be that your party encounters a few dwarves of the lost and sequestered Goldhammer Clan of old Ammarindar, as can occur in the *Backlands* installment of *Northern Journey*. This is the only clan where the art of runecutting is known to survive on an appreciable scale. Dvergr runes are predominant in the Goldhammer halls, but the chances are slim that any PC party will come to be in them for long (see *Backlands*).

In the final installment of *Northern Journey*, *Bloodstone*, PCs also may encounter the small circle of Runecutters still living in the depths of Hillsafar Hall in the Galena Mountains of Vaasa.

It is said that there still are a few ancient runecutters in the remnants of Shanatar in the South. The rare dwarves one may encounter from there *could* be carrying a runestone or two. And there well may be a few runestones still scattered among other clans here and there, hoarded since their ancestors had runecutters in their ranks. For most parties, an encounter with such a runebearer should be, at the most, a once-in-a-lifetime experience. See *New Classes*, *Dwarven Runecutter*.

### Runestones

Many runes are portable. They are cut into small, thin slabs of hard stone or ore, thin plates of metal or beechwood tablets and bound together with leather thongs that the runebearer uses to carry them. The average runestone weighs about two pounds and has an encumbrance of about three pounds. Wooden rune boards are half as heavy.

In areas where there was close and friendly contact in earlier ages between elves and dwarves, it appears that runecutters at times left the dwarven halls and came to the surface to work. It well may be that the runic sun and wood radicals were first learned at this time, and it is known that wooden rune boards have been found in elven runes in the High Forest. These are similar to runestones. Beyond doubt, they were the work of dwarves of ancient Ammarindar. The few who know of such items usually call them rune boards and rune tables.

In the Underdark, runecutters inscribed not only runestones but also cut and stained runes on surfaces at locations that they or their clans wished to protect, similar to the wards used by human wizards of the Northwest. Such runes can be seen infrequently on the surface as well, but usually only on the entrances to ruins of great dwarven halls. In the Underdark, runes inscribed at such locations sometimes also have purposes other than protection.

Mintiper Moonsilver, the bard of Silverymoon, has said that there is a fountain in the Halls of Radruundar in the ruins of Ammarindar that can heal. The few who live today who have seen that fountain believe that the water has healing magic, Moonsilver says, but the healing power is instead in ancient dvergr runes cut into and stained in the fountain.

### **Runic Magic vs. Conventional Magic**

Although runic magic, the lost magic of elven song and modern day human and elven magic that accesses the Weave all draw their power from the Weave, they nonetheless have sometimes limited effects upon one another. Attempts to dispel human magic with runic staves often go awry, and human spells such as *Detect Magic*, *Dispel Magic* and *Unweave Magic* can have unpredictable effects with runic magic.

No human magical protection will shield a mage with certainty from an attack of runic magic, but at the same time, no runic magic is certain to protect a dwarven runecutter from human magic. The same is not always true for the effects of magic. If either a dwarven stave or a wizard's spell brings a stone wall into existence, that wall certainly will protect against magic of all kinds that is stopped by a stone wall.

The degree of effectiveness when different types of magic clash with one another depends upon how each work of magic has bound the power of the Weave into the spell, song or rune that releases it. Different works of magic have little difficulty countering one another when the result of the magic is a genuine physical effect. Magic that produces a physical barrier or fire or even physically real swirling blades can be dispelled without difficulty by a work of another magical form that deals with such physical realities.

Other more abstract, spiritual, divining or psychological magical effects can be more problematical, because different forms of magic may use opposing facets of the Weave to attain similar results. The dispelling or unraveling of magic of a different origin then would *attack* the effects on the wrong basis and be only partially effective or perhaps totally ineffective.

Magical invisibility offers a good example:

- A human invisibility spell creates an illusionary picture of nothingness and transparency that the target sees. In a magical world, an illusionary image is *something* rather than *nothing*, and it can be seen. To dispel it, one would have to deal with magic of the type illusion and dispel the illusionary image that the victim sees.
- The elven invisibility song deals with the mind of the victim, changing the perception of the victim, so that he does not perceive the subject of invisibility and therefore does not see it. This type of invisibility would have to be dealt with by magic similar to the cleric spell *True Seeing*. To defeat the invisibility, one would need to use divination magic, because the spellsong creates no illusion to dispel.
- The dwarven runic stave of invisibility is elemental. Light is an element. Sight is a matter of perceiving direct and reflected light. The dwarven rune bends the light waves to show only what is behind the invisible object. To attack this effect, one would have to unweave the lightning and starlight power conjurations that empower the bending of light waves. Neither illusionary magic nor divination would be able to combat it.

In this case, human magic effectively deals with human invisibility, because it destroys the illusion of invisibility, but it isn't bound in a matter to deal with the victim's elven perceptions or the dwarven manipulation of light waves.

### **The Dwarven Runes**

**NOTE:** We have attempted to make our rune names as compatible as possible with the samples of the dwarven language offered by Ed Greenwood in the gaming accessory *FR11 Dwarves Deep* (TSR - 1990), available as an ESD download. Because a large part of the runic knowledge available today stems from old Icelandic, we have selected Icelandic terminology for most names of concepts that weren't identified in FR11.

To see the runes properly, you need to install the TrueType fonts *Germanic Runes* (RUNE\_G.TTF) and *Rune English 2* (RUNENG2.TTF), created by Daniel Smith, and the Public Domain font *Common Tongue* (COMMON.TTF). Daniel Smith's fonts are available on his Internet site, which is devoted to runic lore [ <http://www.geocities.com/TimesSquare/4948/index.html> ]. All three fonts also are in the *Northern Journey FR Fonts Pack* (FRFONTS.ZIP) on the NJ site [ <http://www.vintyri.com/vintyri/frfonts.zip> ].

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There is and can be no such thing as a complete catalog of dvergr runes. The dwarven masters who cut and stained the ancient runes learned to understand the powers represented by the runes. They learned the true names of these powers and the shape of these names, cutting these shapes into stone, ore, metal and, infrequently, wood as well, and then staining these staves and calling into them the secrets they knew to awaken the powers whose names the runes represented.

It is known that the dvergr runic system worked somewhat like the written Chinese language of our own world, Earth. Runecutters began by learning the basic powers, their true names and the staves that fit those names. The basic runes represented sources of power rather than the powers themselves, constituting runic radicals.

Useful runes combined radicals to bring varying powers together, to achieve very specific goals. This building of powerful, composite runic staves out of individual runic radicals is the most difficult part of the runecutter's art. There are many old tales of adventuresome runecutters who combined radicals they did not understand fully, unintentionally wreaking devastation upon themselves as well as or even rather than their foes.

How many radicals actually exist is an open question. Most of the few sages who are aware of the old dvergr magic speak of ancient texts that mention the *"runic radicals, four times nine in number,"* suggesting that the ancient dvergr runecutters had 36 radicals or base runes with which to work.

However, the bard of Silverymoon, Mintiper Moonsilver, inscribed a parchment a decade ago for the Vault of the Sages. In it, he describes things that he saw in certain old halls of Splendarrmorrn, where the kings of Ammarindar once had their throne. Moonsilver saw the kings' hall during one of the brief times when it had been freed from the hordes of Hellgate Keep. Among the wondrous things Moonsilver described was an old, nonmagical Dethek runestone, in which a dvergr smith attempted to record the glories of his art.

The old Dethek runes, according to Moonsilver, stated in part that *"four times nine in number, are the runes from which the master smiths shape their staves, but nine times nine number the runes, that the master stainer can call into his art,"* suggesting that the overwhelming number of 81 radicals may have been known in Ammarindar.

Whatever the case may be, we have succeeded in unraveling the secrets of only 31 of these runic radicals. We must leave it to the game masters and PCs who follow us to discover the remaining five, or, if Moonsilver's translation is factual, the remaining 50. However, the rediscovery of *lost* radicals is a task that can be accomplished only by epic level runecutters.

The number of staves that can be fashioned from these radicals is a quite different question. It is sometimes said that there once were as many composite staves as there were runecutters. While this certainly is an exaggeration, there doubtless is a grain of truth within it.

Radicals seldom were used alone. Composite staves are not recordable symbols of magic, as is the writing in a wizard's spellbook. Instead, they are a runecutter's descriptions of the names of basic powers. To combine these runic radicals into staves, each runecutter must understand the power behind each radical and also how these powers work together and how they conflict with one another.

To make radicals work together within a runic staff, the lines of each cut and stained radical must turn in a manner so that their forces flow together and cooperate. For this reason, it is not possible here to make an extensive list of known staves that every runecutter has a chance to learn, as is the case with magicians' spells in the *Player's Handbook*. Instead, we can list only the 31 known runic radicals and some of the composite combinations that have been known to be used successfully by a number of runecutters in days of yore.

Many of the runic radicals and staves listed below are marked with an asterisk (\*). Regardless of their general difficulty, this magic will be learned by only the rarest of runecutters, because the runes require a deep and encompassing understanding of things above Toril's surface. Runecutters, by their very nature, only seldom leave their dwarven halls and ascend to the surface, except to cut runes by the light of the moon. Therefore, they never are privy to such knowledge.

Only runecutters who spend time before learning their art on the surface, and who have concentrated themselves deeply upon knowledge of their environment, will be able to learn such runes and staves. You may not have to explain to your PCs how this knowledge was gained, but you should be able to explain it yourself, if you want to run a credible campaign.

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Interestingly, the magical power behind the sun and tree radicals - while inaccessible to most runecutters - belongs to the natural talent of a dwarven master smith.

### Known Unique Runic Radicals (Epic)

◀ - **Krin.** The melding radical (Transmutation - epic level only)

*Krin* is a very difficult radical for a runecutter to understand and extremely difficult to cut successfully, for it goes to the very root of nature, as dwarves understand it. Only epic level runecutters have access to it. In nature, it is impossible for two objects to occupy the same space at the same time. *Krin*, which is a revelation one gains only after learning to deeply understand *Sonn*, is the secret of having *two* objects occupy the same space at the same time.

▶ - **Sæma.** The radical of sending (Conjuration - epic level only)

*Sæma* is the most difficult of all known radicals to learn. Only epic level runecutters have access to it. It is the radical that a runecutter must use to create a rune that he personally can read to *send* the magical effect of the rune to another location. Only the greatest master runecutters ever learn *Sæma* well enough to use it effectively. And only the few greatest of *these* masters ever learn it well enough to cut and stain a stave that *someone else* can use to send a rune's magic. To do so, the runecutter must cut *Sæma* twice in the stave, once at the beginning and once at the end.

### The Prime Elemental Radicals

⌊ - **Logh.** The O is long. The fire radical (Conjuration)

*Logh* is a power source rune. Runecutters use it to draw the power of fire into their staves, causing not only fiery magic but also the magic of light beneath the surface of Toril.

⌘ - **Olor.** The Toril radical (Conjuration)

*Olor* is a power source rune. Runecutters use it to draw the physical power of Abeir-Toril itself into their staves. *Olor* refers to the world in which the dwarves live along with many other creatures, good and bad, and not specifically to the rock of the planet, which is represented by the subset *Sonn* radical. Dwarves interpreted *Olor* to mean world, all land or all of Toril known to dwarves, according to FR11 *Dwarves Deep*.

≡ - **Vindur.** The air and wind radical (Conjuration)

*Vindur* is a power source rune. Runecutters use it to draw power of the air and the wind into their staves.

⌊ - **Wurn.** The water radical (Conjuration)

*Wurn* is a power source rune. Runecutters use it to draw the power of water into their staves.

### Other Prime Runic Radicals

\* - **Bannfæra.** The dismissal radical (Abjuration)

*Bannfæra* is the prime radical used in staves that unweave magic, banish outsiders, defeat magical effects, etc.

⌘ - **Dvergr.** The dwarf radical (Necromancy)

*Dvergr* is the prime radical used in staves that deal with the very essence of dwarves. (There is no known research of radicals for humans, elves, halflings, etc., although some sages believe there is a lost alien radical known as *Okunnug*, which represents the non-dwarven races.)

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### **ᛖ - Elh.** Pronounced like the letter *L*. The star radical (Conjuration)

*Elh* is a power source rune. Runecutters use it to draw power of the stars into their staves. *Elh* evokes not only the powers of starlight but also those of the heavens in general.

### **ᛚ - Lifr.** The life radical (Necromancy)

*Lifr* is a key rune in necromantic staves, and it is believed that some master runecutters could use it in staves to resurrect dead dwarves. *Lifr* refers to the force of *all* life upon Toril, not just dwarven life.

### **ᛞ - Raugh.** The death radical (Necromancy)

*Raugh* is a key rune in necromantic staves. In the dwarven tongue, *raugh* means death, endings, conclusions, etc. (see FR11). *Raugh* refers to the force of *all* death upon Toril, not just dwarven death.

### **ᛗ - Splendarr.** The moon radical (Conjuration)

*Splendarr* is a power source rune. Runecutters use it to draw power of the moon into their staves. Dwarves also interpreted *splendarr* to mean *bright, shining, beautiful* and *hopeful*, according to FR11 *Dwarves Deep*.

### **ᛚ - Tap.** The energy radical (Transmutation)

*Tap* is a power source rune. It is the essence of all non-living energy in Abeir-Toril. Only accomplished runecutters can work directly with *Tap*. It draws the non-living energy of the world into their staves. Some sages dispute whether *Tap* is a prime radical. They contend that it is a subset radical of a lost nature radical known as *Nattura*.

### **ᛚ - Uugh \*.** Pronounced like the word *you*. The sun radical (Conjuration)

*Uugh* is a power source rune. Runecutters use it to draw power of the sun into their staves. Dwarves also interpreted *uugh* to mean *blind* or *blinding*, and it often was used with this meaning in battle runes.

## Known Runic Subset Radicals

### **ᛚ - Breyta.** The transmutation radical (Transmutation - Subset of Bannfæra)

*Breyta* requires a deep knowledge of the physical nature of the item or being to be transmuted.

### **ᛚ - Bura.** The motion or movement radical (Conjuration - Subset of Tap)

*Bura* represents movement, but to be effective, it usually requires inclusion in a compound rune that defines what motion will be magically created. As an example, to pass through stone, a runecutter combines *Sonn*, *Bura* and *Krin* - stone, motion and melding (the latter a very difficult rune to master).

### **ᛚ - Darh.** The storm radical (Conjuration - Subset of Vindur)

*Darh* is a power source rune. Runecutters use it to draw the power of storms into their staves. *Darh* also can evoke the fury of nature in general.

### **ᛚ - Deladar.** The fall radical (Transmutation - Subset of Tap)

*Deladar* is used for most staves that involve falling or the lowering of objects. In the dwarven tongue, *deladar* means *descent* (see FR11).

### **ᛚ - Donnar.** The metal (ore) radical (Conjuration - Subset of Olor)

*Donnar* represents the power of metal, although it relates to this power from an understanding of metal in its natural state as ore. In the dwarven tongue, *donnar* means metal ore (see FR11).

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### ⚡ - Elding. The lightning radical (Conjuration - Subset of Vindur)

*Elding* is a power source rune. Runecutters use it to draw the power of lightning into their staves. *Elding* appears to work only above ground, where natural lightning can occur. In the Underdark, dwarves seemed to have used the composite stave **MNR**, *eldarorn*, which could produce an electrical blast in the depths. On the other side of the coin, it is believed that *eldarorn* could produce only erratic, chaotic storms with uncontrollable lightning in the surface world.

### ☞ - Findar. The good fortune radical (Evocation - Subset of Dvergr)

*Findar* was used in composite staves intended to improve the fortunes of friends and allies. In the dwarven tongue, *findar* means good luck, good fortune, favorable chances, etc. (see FR11).

### ↕ - Heimför. The reversal radical (Transmutation - Subset of Bannfæra)

Heimför requires a deep knowledge of the nature of the condition that is being reversed and also an equally deep understanding of the nature of the condition's opposite.

### ℓ - Igh. Pronounced like the letter E. The honor radical (Enchantment - Subset of Dvergr)

*Igh* usually refers to honor in dealings, negotiations, treaties, etc.

### ❖ - Is. Pronounced ees. The ice radical (Conjuration - Subset of Wurn)

*Is* is a power source rune. Runecutters use it to draw the power of ice into their staves.

### ⤴ - Mrin. The flight radical (Transmutation - Subset of Tap)

*Mrin* is used for most staves that involve climbing, flying or the lifting or elevating of objects. In the dwarven tongue, *Mrin* means *climb* (see FR11).

### ⚔ - Rorn. The radical of dissolution (Transmutation - Subset of Bannfæra)

*Rorn* usually causes destruction, decomposition, etc. The dwarven word *Rorn* can mean *destruction*, *devastation* and *war*.

### ♁ - Sonn. The stone radical (Conjuration - Subset of Olor)

*Sonn* is a power source rune. Runecutters use it to draw the power of stone into their staves. Dwarves interpreted *Sonn* to mean *good stone*, according to FR11 *Dwarves Deep*. In rune magic it tends to relate to fundamentals of the dwarven spirit and is often used to represent good faith, truth and other values represented by the dwarven word *samryn* (see FR11).

### ⬆ - Thuldul. The ill fortune radical (Evocation - Subset of Dvergr)

*Thuldul* was used in composite staves to effect curses. In the dwarven tongue, *Thuldul* means fate, doom, ill luck, etc. (see FR11).

### ⚔ - Vernd. The protection radical (Abjuration - Subset of Bannfæra)

*Vernd* is used for most staves that provide shelter or protection against specific threats.

### 🌲 - Vudd \*. The tree radical (Conjuration - Subset of Lifr)

*Vudd* is a power source rune. Runecutters use it to draw the power of wood into their staves, but it is accessible to very few runecutters, because most have no relationship to forests or trees. *Vudd* evokes the life power of trees, forests and wood and is based upon the dwarven belief that trees were the first intelligent (and hostile) life form. In the dwarven tongue, *Vudd* means *forest* or *wood* (see FR11).

### 🔮 - Xoth. The knowledge radical (Divination - Subset of Dvergr)

*Xoth* was used in a wide variety of staves, most in the area of divining, but some also intended to communicate by telepathic and similar means. In the dwarven tongue, *Xoth* means knowledge, lore, etc. (see FR11).



## The Lost Radicals of the Greater 36

Ƒ - Unknown.

Ɔ - Unknown.

⚡ - Unknown.

⚔ - Unknown.

Ÿ - Unknown.

## Known Composite Staves

**NOTE:** The degree of the effect achieved by the staves is completely dependent upon the degree and understanding of the represented powers on the part of the runecutter.

### A. Toril Staves

⚡⚔ - **Olardarorn** (Conjuration)

Earthquake. This stave creates an earthquake. The mass and depth of the quake are dependent upon the runecutter's abilities.

⚡⚔ - **Olarkrinwurn** (Conjuration) (Epic only)

Earthmorph. The stave brings the element of water into the soil, making wet mud of it. The effectiveness of this stave depends upon the amount of clay in the soil.

⚡⚔ - **Wurndarholar** (Conjuration)

Mudmorph. The stave removes the element of water from mud, making hard soil of it. The effectiveness of this stave also depends upon the amount of clay in the soil.

### B. Fire Staves

⚡⚔ - **Logholarkrin** (Conjuration)(Epic only)

Awaken volcano. This stave is reserved for the greatest epic level runecutters to stain. It will cause a dormant volcano to erupt. This was the notorious stave that caused Loghmodin to erupt in the fateful and notorious Battle of Thorklhar during the Time of Treachery.

⚡⚔ - **Loghrughorn** (Conjuration)

Fire blast. The effect is similar to a *Fireball* spell, but it usually covers a wider area than the spell with less damage at any given point within the area of effect.

⚡⚔ - **Loghrdonnar** (Conjuration)

Heat metal. The stave can be used like the cleric's spell *Heat Metal*, but, when stained by a powerful enough runecutter, it also can be used to heat metal to temper it.

⚡⚔ - **Loghrlifr** (Conjuration)

Create heat. The stave is used to make a cold space warm and livable.

**ᚠᚠᚦ - Loghlifrlogh** (Conjuration)

Firesight. *Loghlifrlogh* is an extremely difficult stave, because it uses two different facets of the power *logh*. It can work like the clerics' spell *Fire Eyes* (s. *Demihuman Deities* and FR11), causing searing beams of red fire to emerge from the bearer's eyes.

**C. Water and Ice Staves**

**ᚠᚠᚱ - Isrughrorn** (Conjuration)

Ice blast. The stave is similar to the wizards' spell *Icestorm*.

**ᚠᚠᚦ - Isrdonnar** (Conjuration)

Freeze metal. The stave can be used like the cleric's spell *Heat Metal*, except that it makes metal intolerably cold.

**ᚠᚠᚦ - Isrlifr** (Conjuration)

Create cold. The stave usually is used to make a warm space cold and uninhabitable.

**ᚠᚠᚦ - Isrolarbreyta** (Conjuration)

Freeze land. The stave is quite similar in power to the Artifact *the Ring of Winter*, except that that area it can affect is considerably smaller. This stave can be cut and stained only by very high level runecutters.

**D. Air Staves**

**ᚠᚠᚦ - Vindurdarh** (Conjuration)

Windstorm. The stave can affect up to a mile/1.6 km square of space to a height of up to 100 feet, dependent upon the understanding and ability of the runecutter.

**ᚠᚠᚦ - Vindurlifr** (Conjuration)

Breath of Life. *Vindurlifr* can create a pocket of fresh air in water or in a vacuum, it can replace polluted or poisoned air with fresh air and it even can resuscitate a living being who has stopped breathing.

**ᚠᚠᚦ - Vinduraugh** (Conjuration)

Breath of Death. *Vinduraugh* can create a pocket of deadly poisonous air in water or in a vacuum, it can replace fresh air with polluted or poisoned air, and it even can stop a living being from breathing.

**E. Stone Staves**

**ᚠᚠᚦ - Sonnxothlogh** (Conjuration)

Stone Mask (Underdark). *Sonnxothlogh* can work like the clerics' spell *Maskstone* (s. *Demihuman Deities* and FR11), but it is effective only in the Underdark. It alters the appearance of stone, to hide seams, traps, runes, doors, etc.

**ᚠᚠᚦ - Sonnughlogh** (Conjuration)

Stone Mask (Surface). *Sonnughlogh* can work like the clerics' spell *Maskstone* (s. *Demihuman Deities* and FR11), but it is effective only upon Toril's surface. It alters the appearance of stone, to hide seams, traps, runes, doors, etc.

**ᚱᚦ - Sonndeladar** (Conjuration)

Rockslide. *Sonndeladar* can work like the clerics' spell *Stonefall* (s. *Demihuman Deities* and FR11), causing anything from a rockslide to a mountain avalanche of rock, dependent upon the runecutter's abilities.

**ᚱᚦ - Sonnlogh** (Conjuration)

Stoneburn. *Sonnlogh* can work like the clerics' spell *Stone Fire* (s. *Demihuman Deities* and FR11), causing stone to turn into melting, burning lava.

**ᚱᚦᚱ - Sonnwurnbreyta** (Conjuration)

Stoneflood. *Sonnwurnbreyta* can work like the clerics' spell *Flowstone* (s. *Demihuman Deities* and FR11), causing stone to liquefy and flow but without heat. Unlike a cleric casting *Flowstone*, the runebearer cannot direct the path down which the liquid flows. It is steered entirely by gravity.

**ᚱᚦᚱ - Sonnbretyrbura** (Conjuration)

Stone Explosion. *Sonnbretyrbura* can work like the clerics' spell *Rockburst* (s. *Demihuman Deities* and FR11), causing a boulder or rock pile to explode.

**ᚱᚦᚱ - Sonnheimförbreyta** (Conjuration)

Stone Shield. *Sonnheimförbreyta* can work somewhat like the clerics' spell *Circle of Stone* (s. FR11), using at least three sizeable rocks or boulders as poles of a defensive triangle or circle that foes cannot enter. Those within the circle gain a saving throw bonus of 5, an armor class bonus of 4 against missiles fired into the shielded area and will be hit by rune magic unleashed outside of the shield only on a roll of 1-3 on 1d20. All other rolls affect the attacker, reflecting the rune magic back upon him or her. *Sonnheimförbreyta* offers no protection against human or elven magic of direct access to the Weave.

**ᚱᚦᚱ - Sonnloghrbreyta** (Conjuration)

Blindstone (Underdark). *Sonnloghrbreyta* can be carried dormant by a runebearer on an enchanted runestone. If the runebearer touches another stone - regardless of size - with the enchanted runestone, *Sonnloghrbreyta* will etch itself unstained into the stone with which it came in contact. 1d4+6 rounds will pass before the stave has been completely cut. After that time, it will stain itself with blinding light the first time a creature comes within 10 feet/3 m of the etched stone, and then dissolve itself again and vanish. All who look upon this rune will be blind for 1d4 days and have impaired vision for another 1d6 days. A saving throw for Fortitude against DC 25 in *D&D 3E* and against magic with a penalty of -3 in *AD&D 2E* reduces the duration by 50%. The runebearer must take special care with *Sonnloghrbreyta*. The stave also will do its work if the runestone comes accidentally and unnoticed into contact with another stone, and neither the runebearer nor members of his party are immune against the blinding effects of the etched rune!

**ᚱᚦᚱ - Sonnughbreta** (Conjuration)

Blindstone (Surface of Toril). *Sonnughbreyta* works exactly like *Sonnloghrbreyta*, except that it functions on the surface of Toril and not in the Underdark.

**ᚱᚦᚱ - Sonnburakrin** (Conjuration)(Epic level only)

Stone pass. It allows the affected being(s) to pass through stone. This stave can be cut only by epic level runecutters.

**ᚱᚦᚱᚱ - Sonnloghheimfömrindeladar** (Conjuration)(Epic level only).

Stone Trap. *Sonnloghheimfömrindeladar* is a difficult stave, because it binds *five* radicals. For that reason, it is available only to epic level runecutters. It is one of relatively few known staves ever successfully cut and stained that has bound so many radicals. Only epic level stonecutters can bind more than three radicals into a stave. *Sonnloghheimfömrindeladar* can work like the clerics' spell *Stone Trap* (s. *Demihuman Deities* and FR11), allowing the runebearer to place an invisible stone in the air that falls upon a creature walking beneath it.

## F. Necromantic Staves

### ƿYH - Lifrbetyraugh (Necromancy)

Death stave. *Lifrbetyraugh* can work like the spell *Power Word Death*.

### HYY - Raughbetyrlifr (Necromancy)

Life stave. *Raughbetyrlifr* can return a dead corpse to life.

### HB - Raughbura (Necromancy)

Animate undead. *Raughbura* can animate undead as zombies or skeletons.

### ƿ1Y - Lifrmrinbreyta (Necromancy)

Heals - wounds, disease, etc. What a runecutter can heal is dependent upon his or her knowledge of the being and malady being healed.

## G. Staves of Other Base Radicals

### HMJ - Eldingelheimfór (Conjuration)

Invisibility. The duration of the effect is dependent upon the runecutter's abilities. Unlike the wizard's spell, the stave does not become ineffective when the enchanted being makes an attack, but rather when the enchantment's duration has been exceeded.

### HR - Eldingrughrorn (Conjuration)

Lightning bolt in the surface world. The range and damage of the bolt are dependent upon the runecutter's abilities.

### MHR - Elrughrorn (Conjuration)

Underground lightning bolt, wild uncontrollable storm in the surface world. The range and damage of the bolt are dependent upon the runecutter's abilities.

### IT - Ighlogh (also known as Ilith - Enchantment).

Binds parties to a contract, treaty or other agreement to hold honorably to the agreement. Failing to uphold a bound agreement can result in a curse, death, etc., based upon the will and power of the runecutter.

### ITS - Ighloghsamryn (also known as Ilithsamryn - Enchantment).

True dealing. This stave prevents one from lying when it is stained by a powerful cutter. It works like a *Detect Lie* spell if stained by a lesser cutter.

## H. Prime, Subset and Unique Radicals

The term *prime radicals* encompasses an entire great element, such as *Logh* in the case of fire or *Dvergr* in the case of the dwarf radical. The elements described by these radicals often have many facets, and the radicals that describe the great element sometimes have within them so-called subset radicals that describe these facets.

A good example is the prime element water radical *Wurn*. Ice is a facet of water, but ice is much more specific than water in general, which could manifest itself as steam as well, the opposite of ice. As a result, *Wurn*, as a prime radical, has within it the subset ice radical *Is*. It well may be that *Wurn* also has within it a subset steam radical which would be called *Gufa*.

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Almost any effect that can be achieved with a stave that contains *Is*, the ice radical, also can be achieved by substituting *Wurn*, the water radical, for *Is*. However, the stave with *Wurn* would be weaker than the stave with *Is*, because the stave with *Wurn* must deal with all facets and forms of water and then single out ice, while *Is* focuses all of its power upon ice.

An interesting area of speculation is the subset metal or ore radical *Donnar*. It comes from within the Toril prime radical *Olor*. However many sages who have studied dwarven rune magic are convinced that *Donnar* not only is a subset radical of *Olor*, but that *Donnar* in turn also has its own subsets. These would be such second-level subset radicals such as *Gull* (Gold), *Silfur* (Silver), *Midhrin* (Mithral), etc.

However, these theories have not been proven. They are matters of pure speculation. If such second level subsets exist, one easily can picture that the 81 radicals mentioned in the Dethek runic stone read by Mintiper Moonsilver also could be a reality. If that is indeed the case, there still are 50 lost radicals in Faerûn waiting to be found!

Speculation also is the only answer available regarding unique runes. *Sæma* and *Krin* are the only unique radicals known to exist. As far as is known, they are not subsets of any other radicals, nor do they have "children" of their own. Sages studied in dwarven lore do not believe that the powerful unique radicals can be subsets themselves or have subsets of their own. For that very reason that are defined as unique.

## 8.4 Human Magic

According to the theories of Eric L. Boyd (posted on WotC's REALMS-L Internet mailing list on July 22, 1997) the four most ancient human civilizations in Faerûn may have been the Netherese, the Imaskari who populated the Raurin Empire, the Rus who migrated into Rashemen and the Talfir, who claimed lands in the West beginning north of the Chionthar River and extending into the High Moor and perhaps beyond.

Of the Netherese, the most knowledge remains today. The history of the Talfir is cloudy; there are those who believe they may have been immigrant Netherese. Whatever the case may be, the Talfir produced the notorious Shadowking and commanded shadow magic (also attributed to ancient Chessenta, see *The Shadow Stone* by Richard Baker, TSR 1999), which appears to be outside the bounds of conventional magic used by humans in Faerûn today.

The Rus too are something of a riddle. From the ranks of their women come the mysterious Witches of Rashemen, whose magical powers are not quite explained by standard theories on the methods other human magi use to access the Weave. Of the Imaskari, probably the magic mightiest of the four ancient civilizations, there are many myths and some relics, but too little facts are left today.

How humans first came to know, understand and use magic is indeed a riddle of Faerûnian history that goes unanswered in the official *Forgotten Realms* literature published by TSR or its successor, Wizards of the Coast. It will remain unanswered here. Instead, we will provide the little our research has discovered (much of it unofficial, of course) on how humans came to use magic in Faerûn.

We make no claims to know when the first human appeared in Faerûn, much less when a human for the first time successfully called upon the Weave to work a spell. The rule over Faerûn passed from the Creator Races to such creatures as dragons and giants, stayed briefly in the hands of elves and dwarves and then was overtaken for the most part by humans.

The earlier ruling races – elves and dwarves included – did little to document what men were doing in their world, for they viewed humans as being primitive creatures, perhaps animals, worthy of little attention. Nonetheless, at some no longer known point in time, a great empire of humans arose in southeastern Faerûn and formed the great Imaskari empire of Raurin.

When one looks back today upon the history of nations like the Imaskari empire, it appears that at times men have to certain extents mastered not only the kinds of magic practiced today but also have learned other types of sorcery and at least rudimentary forms of dwarven runecutting.

### The Imaskari

Because the Imaskari empire fell and was buried beneath the sands of what we today call the Raurin Desert, records of the true tale of the Imaskari are rare and often conflicting, particularly in the history of the eastern deities. These historical accounts can be found in such works as *FR10 Ancient Empires* by Scott Bennie (TSR – 1989), *Powers & Pantheons* by Eric L. Boyd (TSR – 1998), *The Horde* by David Zeb Cook (TSR – 1990) and the 2<sup>nd</sup> Edition *Forgotten Realms Set* by Jeff Grubb and Ed Greenwood (TSR – 1993). *The Horde* is available as a free download from the WotC website. The others may be purchased as ESD downloads from SV Games.

Most of these works indicate that the Raurin Empire and its magic well predate the fishing settlement that became magic mighty Netheril. It also is quite likely that the Imaskari magic was more powerful than Netherese magic because the great Imaskari warrior wizards and twin kings Re and Enlil had led their folk in rebellion against their own gods and succeeded in becoming god kings themselves.

As soon as the single Netherese arcanist to seek godhood, Karsus, achieved it, he was destroyed. Re and Enlil succeeded, but the war they fought toward this end wreaked such destruction upon the Raurin Empire that its population was forced to flee to modern day Mulhorand, Unther and other points. After the war, the Raurin Desert buried what had remained of the great Imaskari Empire.

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This is however only one version of events, as told by Scott Bennie in *FR10 Ancient Empires* (TSR – 1990). To make the tale more compatible with current official *FR* definitions of gods and their powers, Eric L. Boyd modified this tale substantially in *Powers & Pantheons* (TSR – 1997). Both works are available as ESD downloads from SV Games. In Eric Boyd's version, the high magi of the Raurin Empire were godless warrior wizards who were so powerful that they succeeded in gating the ancestors of the Mulan Race into their land from two different worlds, to enslave them.

The slaves, however, were so faithful to their gods, even after having been wrenched into Faerûn, that Ao made it possible through Ptah for these gods to serve their followers in their new home. It's not our desire to claim that one or another of these tales is the better, and both demonstrate well how powerful Imaskari magic was.

Our project group chose to stick with Scott Bennie's original account simply because it fits better with our own historical perspective. But a game master preferring Eric Boyd's version will have no difficulty running *Northern Journey* or *In the Land of the Lich Lords*. The Imaskari question is a matter of historical background and has no direct impact upon the adventure material.

*The Horde* boxed set shows us a map of the Imaskari Empire and tells of a number of ruins in the desert where magical treasures of unfathomable power have been found. "*These items are unique and almost always of artifact power,*" the accessory tells us. "*Sometimes their operation or purpose is unfathomable.*"

A nation whose lost magical treasures are almost always of artifact power and often are beyond identification in a later age when many Chosen of Mystra wander through the lands of Faerûn certainly knew magical power beyond the imaginings of Karsus and the other high arcanists of fallen Netheril. And it should be mentioned that Raurin was not under the Faerûnian pantheon in that period.

Indeed, the question poses itself, whether this was even the *same* magic used by the Netherese. For that matter, did the Shadowking use the *same* magic as the Netherese or the Imaskari? Do the witches of Rashemen use the *same* magic as the Netherese or Imaskari or the Talfir?

Of course, the answer probably depends upon how one defines the scope of the adjective *same*. It's doubtful that any magic in the Realms stems from a source other than the Weave, but the means by which this natural power of Abeir-Toril is tapped and used can be quite another question.

From the evidence available today, one must conclude that the Imaskari Empire was the pinnacle of human magical achievement and that, in fact, the magical power that humans have been able to command has dwindled considerably since that time. It also is conceivable that the Imaskari were the first humans to use magic.

They certainly commanded the art long before the elves of Eaerlann began teaching spells to the Netherese settler Therion Gers. There are some strong indications that the Rus learned their magic from the Raurin Empire or its remnants. And the Talfir left no works of magic behind them to suggest that their age had dawned yet when the Imaskari realm fell.

Some speculate that the Imaskari magic was so strong because the high Imaskari warrior wizards could access the Weave in the same manner that gods do and also channel magic on the same level that gods do. The thought is at first staggering, but it also raises additional questions.

There are no records of Mystra or Mystryl being a power in any Pantheon but the Faerûnian. Until after the Time of Troubles, the gods of the East were a pantheon of their own, continuing on with the Mulhorandi and Untheric gods of modern times. Only after the departure of the avatars from Faerûn in the Year of Shadows (1358 DR) did Ao place the eastern gods beneath the rules he had dictated for the Faerûnian pantheon.

It may be then that the ancient gods of the Imaskari gave their magi direct, deific access to the Weave. It may be that the legendary warrior wizards of Raurin also fulfilled a role as clerics. This could explain how in time they became so powerful that they were able to overthrow their own gods, and Re and Enlil could become deities themselves, as god kings.

For more details on the possible key to Imaskari magic, see the findings and beliefs of the epic level sage, Mundelraun of Heliogabalus, in Section 3.1, *Ancient History, of Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*.

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It is certain that the Imaskari had dealings with the gold dwarves of the Great Rift, and it is possible that they also dealt with the Siremun dwarves of the Firepeak Mountains west of Almorel and the Lake of Mists in the Endless Waste (east of the conventionally mapped areas of the Realms, described in *The Horde* by David Zeb Cook, TSR – 1990), although it is unknown whether the Siremun had mastered the runic lore. There also is little doubt the Imaskari traded secrets of magic with the dark elves of Ilythiir, who later became the drow, and afterwards with the light elves of Orishaar as well.

One can only speculate over the might and scope of Imaskari magic. If the truth of the warrior wizards' art has been documented, these scrolls doubtless still wait to be discovered somewhere beneath the sands of the Raurin Desert.

Nonetheless, it is our belief that the Imaskari warrior wizards not merely accessed the Weave but rather wrenched whatever power they desired from it. There are many legends in the East that tell of the mating of dragons in humanoid form with humans. It well may be that the greatest of the Imaskari warrior wizards were the offspring of dragons, that they were indeed in their time the sorcerers of today's Realms whose magic is and was *inherent*.

From the little that still is known of the Raurin Empire, it seems clear that then as now, there were both sorcerers and wizards and that the legendary and mighty warrior wizards actually were sorcerers, while most Imaskari magi were wizards of conventional magic, whose might and achievement probably rivaled that of the great arcanists of Netheril.

Why Mysteryl tolerated such a concentration of magic in the Raurin Empire is unknown. Perhaps Ao had not extended her power to the Raurin Empire, which worshipped its own gods. Perhaps she was too weak herself to defeat the warrior wizards. Perhaps it was Mysteryl's hand in the end that saw to the empire's destruction, as the warrior wizards brought down their own gods.

The survivors of the Imaskari fled in several directions from the flaming ruins of their nation and the desert sands that spread over them, above all to the areas where modern day Mulhorand and Unther stand. The early records of these kingdoms reflect the use of powerful magic, but nothing to rival the achievements of the Imaskari warrior wizards.

It appears that most of the greater magi of the Raurin Empire died in the wars of destruction, and sages believe that the new god kings, Re and Enlil, emerged from the destructive wars far weaker than their predecessors had been.

## Netheril

Before the fall of the Imaskari Empire in -2488 DR, a human land of fishermen that came to be known as Netheril arose in the North, for the most part in lands now covered by the sands of the great desert Anauroch today. Somewhere around -3830 DR, the elves of neighboring Eaerlann began teaching rudimentary elven low magic to the Netherese Therion Gers.

The Netherese humans learned their elven lessons quickly and developed a magical hierarchy exceeded in known history only by the work of the Imaskari warrior wizards in the Southeast, although it is unlikely that these civilizations knew of each other for some time.

The history of the rise and fall of Netheril and its magic is well-known. It is fully documented in the *Arcane Age™* accessory *Netheril - Age of Magic*, which can be downloaded free from the WotC website. The arcanists of Netheril pushed magic ever farther, developing their own spells of 10<sup>th</sup> and 11<sup>th</sup> level, just as the Imaskari wizards doubtless did. When the Netherese nation at last fell in the Year of Sundered Webs (-339 DR), most of its cities had departed the surface of Faerûn and instead, through magic, floated above it.

The end came after the mad but mighty arcanist Karsus developed the first 12<sup>th</sup> level spell *Karsus Avatar* and then ascended for an instant to godhood, before being destroyed by Mysteryl at the cost of her own existence. At that moment, it is written, magic came for a time to a stop everywhere in Faerûn, and the mighty floating cities of Netheril crashed back to the surface of Toril and were utterly destroyed.



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In the aftermath, the new goddess of magic Mystra (later destroyed in the Time of Troubles) arose, restoring magic to Faerûn but also limiting humans to the use of magic of 9<sup>th</sup> level and lower (exceptions are explained in the accessory *Secrets of the Magister* by Ed Greenwood, WotC - 2000, which is *not* available as an ESD download).

With the fall of the Imaskari empire in –2488 DR and later of Netheril in the Year of Sundered Webs (-339 DR), the era of inordinately powerful human magic seemed to have met its end. However, it appears that both empires were destined to live on a bit and clash by proxy, perhaps destroying one another at last less than 200 years after Netheril's fall.

### **Narfell and Raumathar**

The seeds of this aftermath were born centuries after the Raurin Empire had been buried by the encroaching desert, although long before other desert sands blanketed the ruins of Netheril. In the millennium before the Standing Stone was raised in Cormanthor, the great and magically powerful nations of Narfell and Raumathar arose.

There are conflicts in the official history of Raumathar. The 2<sup>nd</sup> Edition *Forgotten Realms* set by Ed Greenwood and Jeff Grubb (ESD download from SV Games) claims at one point that Raumathar is almost 1,000 years dead. The same product's timeline, consistent with all other official narratives, claims that Raumathar and Narfell destroyed each other simultaneously in or about the Year of Recompense (-150 DR), which – given a current base year of 1370 DR – was more than 1,500 years ago.

According to *FR10 Ancient Empires* by Scott Bennie (TSR – 1989), Raumathar coalesced out of migrant northern tribes that had fought as mercenaries in the Orcgate Wars where Thay stands today. These wars began about –1075 DR.

As Raumathar began to take shape, the Great Glacier Pelvuria still had covered all of the lands known today as Vaasa and Damara as well as the Icelake, the Teardrops and the Icerim Mountains in the East (also see *The Horde* by David Zeb Cook, TSR – 1990, free WotC download). *FR10 Ancient Empires* also mentions heroes with such names as Rauthok, Jesthren and Halduplac but it gives little additional detail.

Raumathar at its prime occupied modern day Thay and Rashemen and extended deep into the Endless Wastes, reaching Almorel on the Lake of Mists and the Firepeak Mountains in the Northeast. There is clear evidence that the Siremun dwarves of the Firepeak Mountains were allied with the Raumathari in the later days of their empire.

In fact, the Siremun-built Dead Dwarf Bridge still stands today, where the legendary axelord Theodo Greataxe and seven of his warriors held off an invading troop of 1,000 Narfelli horse soldiers, killing hundreds of them, before the last of them had died. The ghosts of Theodo and his warriors still haunt the bridge today, a story fully told in *The Horde*.

*The Horde* provides considerably more information on fallen Raumathar, including the sites of Raumathari ruins and surviving remnants of the empire such as the city of Almorel on the Lake of Mists at the border to the Endless Wastes (east of the lands shown on the maps in the basic FR boxed set).

Research of the modern day Realms historian A. Jason Anatokas has turned up evidence that Rauthok, mentioned in *FR10*, actually was a charismatic leader of the tribes that coalesced into the Raumathari, leading them eastward across Ashane, the Lake of Tears. Those who declined to follow Rauthok, he says, remained on the western shore of Ashane, in modern day Ashanath and the Great Dale.

Mr. Anatokas poses the question of how the primitive tribesmen came to learn magic of extreme power in a few centuries time and then suggests an answer: They may have discovered secrets of the great Imaskari arcana in the ruins of the fallen Raurin empire.

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The famed Thayvian bounty hunter Sleyvas (a.k.a. Phillip Wallace) has come upon conflicting information. He believes that the Raumathari were formed of Theskan Turami and the migrant Rus, who may have come from Sossal, across the Great Ice Sea or even have been gated from another world.

In her novels, author Elaine Cunningham has speculated that the Rus actually were far-traveled Northmen from the Savage Frontier. While all things are possible, this theory seems highly unlikely. Primitive peoples migrate to feed and shelter themselves, to flee from their enemies or both.

To reach the eastern lands Ms. Cunningham sets as their goals, the Northmen would have had to migrate over a long period of years ever farther into some of the most inhospitable lands they could find, where food and shelter were difficult to come by and dangers were great. They also would have had to pass the then much larger Great Glacier Pelvuria. Such a migration would have been largely purposeless, senseless and illogical. We find it to be an extremely unlikely idea.

Sleyvas' research has shown him that many of the early Raumathari magi had strong ties to the elemental plane and that some of them had made pacts with the elemental lords, learning the secrets of elemental magic that are lost today.

Our own research into Raumathari magic indicates that Mr. Anatokas probably is correct in his belief that the early Raumathari were little more than mercenary migrant tribal warriors, and we share his view that they probably knew only shaman magic and primitive demonology at first but then learned great magic in an incredibly short time, certainly faster than the Netherese had.

We believe that the early Raumathari did indeed discover in ruins many secrets of the mighty Imaskari warrior wizards and because of this no doubt were able to ascend so quickly in their knowledge and mastery of the arcane. There also are some indications that Orcus, who already had entered Faerûn, may have brought the tribal demonologists under his wing and made it possible for them to grow in power, later having the ability to gate in demons and other creatures from the lower planes.

Archeological discoveries make clear that both Raumathar and the Imaskari used runic magic, although the scope and origin is somewhat clouded. It seems most likely however that runic knowledge was gained by the Imaskari from dwarves of the Great Rift and that the Raumathari found their first keys to runic magic in the Imaskari ruins.

The question then remains open, how the Raumathari learned the communal aspects necessary to make such magic work. One can only speculate. It's doubtful that such a spiritual question was documented by the Imaskari warrior wizards in a manner that the tribesmen could learn from these texts.

There is no reason to believe that the Raumathari had contact with the gold dwarves of the Great Rift, as had been the case with the Imaskari. And even if they had, by the time that Raumathar began using such magic, the Battle of Horindon Lhar was long past, and art of runecutting had been lost to all but the deepest dwarves.

Whatever the case may be, most sages today believe that both the Imaskari wizard warriors and the Raumathari battle sorcerers used a quite different kind of magic from that of the elven-taught Netherese. It appears that the battle sorcerers of Raumathar had learned in some manner to directly access the Weave, without spellbooks or other trappings, learning only elemental forms of magic, but these nearly godly in their power of destruction. Above all, fire magic seemed to dominate. And this magic appears to have been augmented by the elemental power of runes.

There also is debate over the origins of Narfell and its magic. Early TSR publications such as *FR6 Dreams of the Red Wizards* suggest that the empire of Narfell also grew from mercenary tribes that were hired to fight in the Orcgate wars.

As a result of his research, A. Jason Anatokas concludes that the tribesmen divided into two factions, with Rauthok leading one faction across the Lake of Tears and another faction remaining on the west shore of Lake Ashane, in present day Ashanath and the Great Dale. According to his theory, Narfell grew from the western faction and Raumathar from the Eastern, led by Rauthok.

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The bounty hunter Sleyvas believes too that the early tribesmen divided into a more warlike western faction and a less violent but dangerous eastern faction, comprised of warriors of different tribal origins who formed the full Raumathari population.

Our research (outlined in more detail in the *Northern Journey* installment *Impiltur*) tends more toward the theories of Sleyvas. We've concluded that the primitive tribal veterans of the Orcgate wars, along with their shamans and demon worshippers, concentrated themselves at first largely east of the Lake of Tears, although they may also have inhabited a part of the modern Narfelli plain for a time.

The fallen empire of Narfell has quite a different heritage and magical history than that of Raumathar, according to our research. The central empire of Narfell covered modern day Narfell, northeastward to include the Firward Mountains, Erech Forest, the Falls of Erech and over the Teardrops and beyond to Icelake Lake; the Great Dale, Ashanath, some parts of Northern Thesk and the coastal region of Impiltur, with distant watchposts along the road into the Vast at the foot of the Earthfast Mountains, on the southwestern edge of the frozen tundra that now is Impiltur's Central Valley.

At times, Narfell's borders were considerably larger than these, spreading as far as the Eastern Steppes, but these extended borders marked stages in the war with Raumathar rather than standing borderlines of the empire. At other times, the Narfelli borders shrank inward, particularly when the Raumathari occupied parts of the Narfelli plain and Ashanath.

The Narfelli plain traditionally was populated by nomadic tribes, as continues to be the case today. The Great Dale and Ashanath have been populated mainly by ancestors of the ancient Turami folk who fled the rule of the Mulan in Mulhorand and Unther, while the people of Impiltur have been a mix, predominantly Turami but with a large immigrant population from the Vilhon Reach across the Sea of Fallen Stars to the south.

There is little in the history of these races to explain how they came to master the mighty magic exercised by the imperial Narfelli. They also were far removed from Imaskari ruins, which may explain why the use of high-powered magic at first was more predominant in Raumathar than in Narfell.

Both Sleyvas and the noted Realms scholar Dr. Jeffrey David Bray have discovered evidence that powerful magic came to Narfell in the year -923 DR, when a group of Netherese spelljammers flew over the Great Dale while hunting illithids. The Netherese had been capturing mindflayers and performing vivisectionist experiments upon them, but they lost this battle.

The illithids turned an anti-magic ray upon the Netherese, and all of the Netherese ships were downed, simply falling from the sky due to the lack of magic. There were few Netherese survivors, and none of the spelljamming helms survived the crash, making a return flight to Netheril impossible.

Those who did survive found themselves in the Great Dale, a poor land populated by illiterate and often superstitious descendants of the Turami, a folk that greatly feared the Narfelli and their magic ships, which crashed from the sky. The shipwrecked Netherese were fascinated by this fear. Sleyvas goes still further and claims they were intoxicated by this fear. The Netherese capitalized on this fear to portray themselves to the natives as being gods, "*proving*" their claims with magic that controlled the elements, particularly the wind.

In the main areas of Narfell, the natives were viewed as cattle and often were subjected like guinea pigs to magical experimentation, producing foul beastmen and new mutations of undead. After viewing the power of Raumathari demonologists to the East, the Narfelli also began large scale sacrifices of natives to powers of the lower planes in return for dark power from Baator.

Only the Impilturian part of Narfelli was excepted to some extent from the brutality of the Netherese. The city states of Impiltur (including Uthmere, now considered a part of the Great Dale) were much more civilized than the Narfelli plain or the Great Dale. The new rulers of Narfell established their western march or borderland west of Easting Reach and called it *Imperium Ilian Nar*, a name that evolved into *Impiltur*.

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The maddened, despotic magi of Narfell were concentrated mainly in the parts of the empire known today as the Great Dale and Narfell, where they could perform their evil experiments isolated and undisturbed, with a population of serfs readily at hand, together with the centers of political power.

The mercantile and bureaucratic elements of the Narfelli empire settled instead in the West, in the Impilturian city-states, along with arcanists who were less evil than those in the heart of the empire, magi who by and large did their research isolated in their towers, seeking peace and leaving their neighbors in peace.

However, the true Netherese spelljammers' survivors and their descendants, relatively few in number in Narfell, were wise enough to know that they needed a strong infrastructure to survive as a nation. They chose these from among the upper crust of society in the city-states of Impiltur, giving this class a fair degree of freedom and power at first and later, when the loyalty of the Impilturians was certain, they taught them magic as well.

The Netherese - whom the Impilturians called the Narfelli - interbred with this selected level of Impilturian society, producing a folk known as the Turmrar, who continued to rule and tyrannize Impiltur long after the Netherese Narfelli retreated eastward.

In the Year of the Death Dolor (-158 DR), the war against Raumathar already had reached horrible dimensions. After a long period of dryness that approached drought - perhaps with arcane causes - the Raumathari battle sorcerers called down a three-day rain of fire upon the eastern forests of the Great Dale and they summoned a host of several hundred demons who rose from the burning forest floors and began marching toward Narfelli outposts along the Trade Route. At the same time, a large Raumathari fleet of troop boats began crossing the Lake of Tears intent to march across Ashanath and into the dale.

The Raumathari already had pushed Narfell back westwards out of the Endless Wastes, and the centers of Narfelli power on today's barbarian plains of Narfell were afraid the entire empire of Narfell would fall. The magi of the West were ordered home and quickly, vacating not only the Impilturian city-states but also the border center of wizardry in Tower Ithfell and the great fortress Vordric-Dun.

The Narfelli left in such haste that many of the items of power in these and other facilities were left in place, although there were few Impilturian magi who were able to do much with them at that time, because the Netherese Narfelli took the more powerful Turmrar magi with them into the East, and none of them returned from the final devastation of the two empires' mutual destruction.

The rapid departure of the Netherese Narfelli from Impiltur left behind one of modern day scholars' most important sources on the development of magic among humans, although only few have gained access to the ancient records. The first kingdom of Impiltur - ruled by Turmrar tyrants - archived the large stores of knowledge that Narfell had left behind in the city-states but could make only little use of it, because magi of power were few in number in their time.

Only after the fall of the first kingdom, the degeneration of Impiltur back into city-states and the establishment of the second kingdom under Imphras I did magic again begin playing an important role in the life of Impiltur.

Most of those magi who had advanced to high levels of power worked quietly and isolated during the first kingdom and in the tumultuous period of intercity rivalry between kingdoms, but after the coronation of Imphras I, many came forward again, willing to serve their new paladin king and their united land, following the example of the king's wizardess sister Sambral and the ancient archmage Soargar, who had been the last court wizard of the first kingdom.

Indeed, when it comes to our knowledge of the history of human magic, we have not only those scholars to thank, who researched the history of northern Netheril, but also Soargar of Impiltur and his predecessor, the Narfelli arcanist Kiriagoth the Occularum.

Kiriagoth according to legend was the most powerful of the Narfelli arcanists. He maintained his tower in the inhospitable frozen swampland where Impilturian Ilmwatch now stands, living there in the days before the Great Glacier Pelvuria melted. His achievements were many, but foremost was his creation of the legendary artifact known as the *Crown of Narfell*.

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When Kiriagoth at last passed from life, his spirit was infused into the crown, where it remains today, helping to guide the monarchs of Impiltur down a true and righteous path. Sages believe that Kiriagoth, although not known to have been one of Mystra's magisters, nonetheless was given Mystra's choice (also see *Secrets of the Magister* by Ed Greenwood, WotC - 2000, which is *not* available as an ESD download), and that he chose to serve as the spirit of the crown.

Whatever the case may be, Kiriagoth lived reclusively in the Narfelli Empire, devoted to his magic. When servants of the Narfelli rulers came to him to beg for his aid in the ongoing war, he proved to be loyal, and he fashioned the great Crown of Narfell for his emperor, apparently unaware of how tyrannical his rule had become (see also the entry for the *Crown of Narfell*).

When it did at last come to his attention how evil, decadent and corrupt Narfell had become, Kiriagoth used all of his magical might to take the crown back from the Narfelli throne, bringing it to his tower, which no Narfelli mage succeeded in penetrating, although many tried.

Kiriagoth said only that the crown would be returned when just men of good will again ruled the land. After this date, neither Kiriagoth nor the crown were seen again in the Narfelli empire, although the great arcanist did walk the land, disguised, cutting a deadly swath through it before its fiery fall.

As the collapse neared and defenses were weakened, the disguised Kiriagoth entered the towers of many Narfelli high magi and the centers of government, taking from their evil possessors items of great magic and important documents dealing with Narfell's history and its war with Raumathar.

These he concealed together with the *Crown of Narfell* and the famed 10 times 10 mighty swords of Narfell in his tower on the site of modern Ilmwatch. A journal Kiriagoth left in his tower ends rather abruptly in the Year of the Impenetrable Mystery (141 DR), and it is assumed that this is when he took Mystra's choice and became one with the *Crown of Narfell*.

The great mage Soargar had served the royal Impilturian court for many years, attempting to use his art and his wisdom to keep the first kingdom on as straight and just a course as possible, despite its line of monarchs who were mentally deranged as a result of generations of intermarriage and incest. In the Year of the Sudden Journey (912 DR), Soargar heard a calling and followed it, to the long abandoned and nearly forgotten tower of Kiriagoth in the frozen tundra where Ilmwatch now stands.

The voice that Soargar heard was that of Kiriagoth the Occularum, within the Crown of Narfell, beckoning Soargar to him. Kiriagoth's spirit told Soargar the proper way to enter the tower and the proper spells and words to take him past the mighty wards and other dweomers of protection, showing Soargar the many treasures there as well as the Crown of Narfell.

Kiriagoth communicated to Soargar that the decadent kingdom would fall, but that it would be rebuilt again in less than two centuries as a land of law, order, compassion and justice. In this dawning time, Kiriagoth said, Soargar must lead the new king to the tower, to reclaim the Crown of Narfell and the 10 times 10 swords.

The degeneration of the royal house was speeded by a horrible plague epidemic. Its days ended in the Year of the Fearless Peasant (926 DR), when Soargar saw to it that the last survivor of the royal house, the still healthy Princess Aliia, boarded a ship to Cormyr, to marry the young crown prince there. Her ship never arrived, but that is another tale told in the accessory *Sea of Fallen Stars* by Steven E. Schend (TSR - 1999, available as an ESD download from SV Games).

With Aliia's parting, the kingdom collapsed and degenerated again into rival city-states that often fought with one another. Soargar was not seen again in Impiltur in the lives of men of those days, nor was he seen in the days of their children. The great mage retired to the tundra and the Tower of Kiriagoth, making it his own.

Only in the Year of the Seer's Fires (1086 DR), some 160 years later, did the ancient Soargar return to the inhabited lands of Impiltur, recognized by none, his life often extended through magic. He worked quietly with the high wizardess Sambral of Filur, teaching her his secrets and preparing her to inherit his tower in the now-warming swamplands where Ilmwatch stands today.

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Nine years later, in the Year of the Dawndance (1095 DR), hobgoblins poured out of ancient gnome delves beneath Rawlinswood in the Great Dale and into Impiltur. The paladin Imphras I reunited the Impilturian city states to stop them, nonetheless nearly losing the battle not far from Ilmwatch. There, with Imphras in retreat, the hobgoblins were stopped by the armed wives of the warriors Imphras had left behind, led by powerful wizards, among them Soargar and Imphras' sister Sambral.

Soargar fell that day, but before he died he told Imphras of his tower in Ilmwatch, the Crown of Narfell and the 10 times 10 mighty swords there. Soargar gave the heroic paladin instructions on how to enter the tower, bypassing its wards and other protections, and he urged him to claim the Crown of Narfell and return, to unite the land under him as monarch of a second kingdom.

Imphras did indeed do these things and took the throne in the Year of the Gleaming Crown (1097 DR). The song of the return of the Crown of Narfell and the 10 times 10 swords has been sung far and wide in the Realms, but less is known of the other great treasure that Imphras found there, the archive of Kiriagoth the Occularum.

These works and other precious volumes found in Tower Ithfell tell the story of Narfell and Raumathar and the awesome magic used in the two lands. All of these works are kept well guarded in the royal library, where only ranking members of the Wand of Impiltur, the queen's battle magi, and the two mage schools in Lyrabar and Ilmwatch have regular access to them, although the queen has at times allowed visiting archmagi from other lands to peer into these works as well.

The story told in these ancient volumes describes the Narfelli magic basically as the same elven low magic that was used by Netheril. Such wizardry is worked without a spiritual affinity with the Weave, as is the case with elven high magic. Instead, it addresses the Weave with words, gestures and sometimes material components as well, acting as a catalyst that causes very specific reactions from the Weave, reactions which cause the magic to flow through the wizard and out of his mind without his achieving communion with the Weave.

This is the magic that the elves of Eaerlann taught the Netherese Therion Gers more than 4,000 years ago, and it continues to be the magic practiced by both man and elf today. With this magic, the Narfelli host succeeded for several centuries in pushing the Raumathari ever farther back toward the East. Kiriagoth's records report that the tide turned rather dramatically against Narfell in the Year of Sundered Webs (-339 DR), when the Narfelli magic vanished briefly and then returned again, but without the mighty 10<sup>th</sup> and 11<sup>th</sup> level spells that had been a key element of Narfell's battle strategy.

It may be that the great Raumathari battle sorcerers answered to others than Mystryl and Mystra, the Faerûnian goddesses of magic, or they may even have been the equals of gods. These are answers the Narfelli apparently never gained, if Kiriagoth's archive is correct. Whatever the case may be, the Raumathari battle sorcerers apparently were unaffected by Mystryl's fall, Mystra's rise and the withdrawal of high level magic from humans, after the destruction of Karsus and the fall of Netheril.

Kiriagoth describes how the Raumathari attacked the Narfelli with two horrible types of magic. The one faction consisted of insane wizards or more likely clerics of demon lords each capable of drawing many times more denizens of the Abyss into battle than the greatest of Narfell's arcanist conjurers could match in devils from Baator. The other faction seemed to have a raw grasp upon the Weave, from which it could draw, wielding and twisting its power to its own ends, without the need for spells.

In the time before Netheril's fall, the Narfelli still could slowly win one bloody victory after another from the Raumathari, because their battle sorcerers and demonologists were few in number, in comparison to the large ranks of Narfelli arcanists. The greater arcanist abjurers of the Narfelli also had succeeded in developing counterspells that could limit the damage caused by the Raumathari, despite their greater individual might, but they no longer could use these after the fall of Netheril and the loss of high level spells.

Kiriagoth's archives claim that Narfell avoided defeat at the hands of Raumathar only because the Raumathari battle sorcerers were few in number and they inevitably lost control of their magic, destroying themselves. New battle sorcerers could scarcely be trained fast enough to replace those who fell to their own power.

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The archives tell how Raumathari battle sorcerers would stand concentrated upon a distant hilltop, stretch out their hands and within minutes turn a blue sky pitch black and then set it aflame, causing burning oil to fall mercilessly upon an area several square miles in size.

Others would simply stretch their hands forward and from them would issue a fire of such heat and fury that it would destroy all in its path. These tales awaken thoughts of spellfire and the blue fire of Mystra, but the battle sorcerers caused a fire that began red and then slowly changed from blue to white. Only those Narfelli who found themselves at the edge of such an attack had a hope of escaping the conflagration.

However, when a Raumathari battle sorcerer unleashed flame or fiery rain, he often lost control and was unable to stop the destruction. The flames would envelope the battle sorcerer too and completely destroy him or her, beyond the last trace of an ash.

In the last days of warfare, however, the battle sorcerers of Raumathar used the last ultimate reserves of their power, bringing fire and flaming rain to all of Narfell north of the Great Dale and east of Impiltur and sending demons across the land. Much of the Great Dale was burned too, and many years passed before Rawlinswood and the Forest of Lethyr returned to their natural states. In the last battle, the magi destroyed every Narfelli city and settlement outside of Impiltur.

In a dying gasp, after the last of the Raumathari battle sorcerers had been consumed by his own magic and the conjured demons and devils of both sides had been destroyed or sent back to the Abyss and Baator, the few surviving arcanists of Narfell attempted futilely to conjure winds that would turn the threatening flames of destruction. Their magic worked, but too late. The winds came, and they fanned the magical flames back eastward, destroying all of Raumathar south of the Lake of Mists, but before the flames were fully diverted, they had consumed the last of the defending Narfelli arcanists.

Nonetheless, Kiriagoth contends in his archives that none of the Raumathari might was due to its own genius. The Raumathari, he says, merely found items and knowledge that the Imaskari had developed and learn to use them without ever really understanding the magic. The real threat to humanity, according to Kiriagoth, was not the battle sorcerers of Raumathar or the arcanists of Narfell, nor was it the enemy's demonologists or his own people's conjurers of devils.

The real danger, Kiriagoth said, is the wealth of Imaskari magic that still lies buried beneath the grasses of the endless wastes and the sands of the Raurin Desert. The Raumathari found a small bit of this lost magic and put it to terrible use, but much worse magic still awaits other seekers, Kiriagoth contended. Some of these scrolls were found in the ruins of Castle Perilous in Vaasa after the fall of Zhengyi the Witch King.

## The Cold Lands

The throne of Impiltur has been painfully aware of this for more than a decade, since Sir Gareth Dragonsbane and his fellowship destroyed Zhengyi and rummaged through a part of the ruins of Castle Perilous. Zhengyi had amassed many parchments and scrolls containing information on horrible instruments of magic beyond modern day imagining that were created by the Imaskari.

Many of these items bore the seal of Orcus, demon god of the undead who since has been destroyed, but whom Zhengyi served at the time. Orcus had entered forbidden Toril secretly as early as the age of the Imaskari Empire. Many of the scrolls contain information on possible locations where these items of mighty magic might be found, locations in the eastern wastelands and the Raurin Desert.

Sir Gareth recognized the threat posed by the knowledge revealed in these documents and was not at all comfortable with the thought of archiving them for safekeeping in his own unstable Kingdom of Damara. Instead he turned them over to one of the Lords of Imphras II, War Captain General Haelimbrar, who in turn gave them to the Impilturian Queen Sambryl for safekeeping.

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However, it troubles King Gareth and Queen Sambryl greatly that only a cursory search could be made of Castle Perilous before dragons came to nest in it and drove the Damaran occupiers out. They fear that many more such scrolls still may be in the ruins, waiting to be read by whomever might come across them, to say nothing of the dragons in the ruins now.

Few eyes have seen the scrolls found by King Gareth, but the queen's library tells among other things of an Imaskari artifact known as the Konundroos of Orcus. According to the description, this artifact was empowered by Orcus to automatically bind a seemingly limitless number of tanar'ri below Balor level and summon them from the Abyss. It is unknown whether this artifact lost its power with Orcus' destruction, as was the case with the Orb of Orcus in the Land of the Lich Lords.

If not, the Impilturian Queen Sambryl and her paladin war captains believe that it well may be the most dangerous object in the Realms. Its exact location is not known, but scrolls suggest that it is hidden in a subterranean vault somewhere in the vicinity of a known Imaskari ruin in the Endless Wastes.

At the time of his fall, Zhengyi had been preparing an expedition that was to have retrieved the Konundroos for him. Once the situations atop Suncatcher Mountain and in the ruins of Castle Perilous have been cleaned up, Impiltur plans to mount a similar expedition, with the goal of destroying the Konundroos.



## 8.5 Gnome Magic

Unlike the dwarves, who have a positive aversion to most magic, the Forgotten Folk has tended only to be uninterested in it. While the Stout Folk tends to be first and foremost the race of mines, stone shafts and great halls established in caves or carved in Toril's mother rock, the gnomes are more inclined to occupy themselves with gemstones, ore and the making of mechanical devices to work these things.

It would be a rare gnome who would understand why one would achieve a certain end with magic when it would be more sensible to him to build a machine or a tool to do the job. Illusion is the only area of magic that ever has been able to command a gnome's attention, perhaps because it has to do with the idea of creating a unreality, where the rest of gnome life tends to deal exclusively with realities. Moreover, no gnome has succeeded to date in creating a machine or a tool that produces illusions.

Interestingly, while it's a riddle how some other races truly came to learn magic and begin using it, there's nothing unknown at all about how gnomes began to use illusionary magic. Gnomes in Faerûn used no magic at all until more than 4,000 years ago, when the Netherese enslaved a large number of them (also see *Demihuman Deities* by Eric L. Boyd – TSR 1998, available as an ESD download from SV Games).

The elves of Eaerlann and Illefarn tried to help the enslaved gnomes, and one of the tools they gave them was the knowledge of illusionary magic. There are old elven tales over which the Fair Folk still laugh, telling how their ancestors tried to teach gnomes other magic as well, but their students' attention span proved to be extremely short in these matters.

In any case, it is fully clear that gnomes use low elven magic, just as modern day humans and elves do, but only of the school of illusion.

## 8.6 Monster Magic

Other creatures - some of the so-called monsters - also are fluent in magic in the Realms. In many cases the nature and origins of this magic are unknown. How some of these races have come to know magic also is a mystery, although it is widely believed - and some sages insist upon it - that they were taught spellcraft by evil wizards, above all by the Imaskari.

That may indeed be true for some races, but it is an oversimplification for others. There are some basic guidelines that can be used to understand at least the nature of various kinds of monster magic, however, this theme is far too wide in scope and our knowledge is too narrow to touch more than briefly upon this topic.

- Generally speaking, when a monster uses spells from a spellbook, it is using human magic, also known as elven low magic, and access to this magic is subject to the laws of the human goddess Mystra. This also is valid for wizard spells that are learned and used by dragons.
- Monsters with spell-like abilities that are achieved without actually using spells are a very grey area. Little is known about the nature or origin of such magic or whether gods of a certain pantheon control the laws of such magic.
- Inherent magic is a property of many monsters that is an inherent part of their nature, a method of accessing the Weave that is beyond the grasp of any god or goddess. The inherent magic of a dragon falls into this class, as does the inherent magic of a human or an elven sorcerer.

While these three points seem to cover most monster magic well, many questions remain open and exceptions are obvious. In ancient times, certain giant tribes commanded runic magic and some still may do so. Giant runes appear to be totally unrelated to dwarven runes. It also appears that the laws of such magic are in the hands of the giants' gods.

## 8.7 Epic and 10<sup>th</sup> Level Magic

In the last segments of *Northern Journey*, the PCs will encounter remnants of ancient Narfell, Raumathar and Netheril that include 10<sup>th</sup> level spells. They also will find that leading Impilturian magi, some of the Chosen of Mystra and the Wizards' Coven of the Iron Throne have succeeded in studying these spells and using the knowledge gained from that study to develop similar or equal epic level spells.

Nonetheless, it's necessary to differentiate between ancient 10th level magic and contemporary epic magic. Many gamers are under the misimpression that the use of 10<sup>th</sup> level spells is forbidden since the fall of Netheril. In the *Forgotten Realms*, this is not quite correct.

If you plan to allow your PCs access to 10<sup>th</sup> level spells, you should thoroughly familiarize yourself with the official rules for 10<sup>th</sup> level magic. They originally were published in the *FR* 2<sup>nd</sup> Edition accessory *Secrets of the Magister* (WotC 2000) by Ed Greenwood. Unfortunately, this product is *not* being re-released as an ESD download. The issue of 10th level spells is not discussed in the *FR* 3<sup>rd</sup> Edition *FRCS*. It may be that subsequent *FR* accessories for *D&D* 3E that we have not reviewed or future *FR* products have modified or will modify this information for *D&D* 3E.

In essence, a mage operating alone and abusing 10<sup>th</sup> level magic will be afflicted by Mystra or Azuth with *Feeblemindedness*. Such spells succeed only if they are cast together with a second mage. Those doing so have an 85% chance of losing an experience level. They also will lose 2d6 hit points through the use of such magic and diminish their current arsenal of magic by 1d4 spells for the day.

In the *Northern Journey* campaign, *D&D* 3E spell users can gain access to 10<sup>th</sup> level spells as follows:

Class/Level	Spells useable	Spells known
Adept	None	NA
Assassin	None	NA
Bard	None	NA
Blackguard	None	NA
Cleric/19	1+1	NA
Cleric/20	2+1	NA
Druid/19	1	NA
Druid/20	2	NA
Loremaster	None	NA
Paladin	None	NA
Ranger	None	NA
Sorcerer/19	None	NA
Sorcerer/20	3	1
Specialty Priest/19 ( <i>NJ</i> unofficial)	3	1
Specialty Priest/20 ( <i>NJ</i> unofficial)	2	4
Wizard/19	1	NA
Wizard/20	2	NA

In *Northern Journey*, *D&D* 3E epic level spell users also can use epic level spell slots to cast 10<sup>th</sup> level spells, but the official penalty rules continue to apply. There is no penalty, however, for studying a 10th level spell without using it. And there is no penalty for using the knowledge gained through such study to develop and then use an epic level equivalent of a 10th level spell.

Beginning with *The Great Dale* and *Bloodstone*, the 6th and 7th parts of *Northern Journey*, such magi as Shandaril of the Iron Throne, Archwand Daerthnur and other high magi of the Wand of Impiltur, the Simbul of Aglarond and Elminster of Shadowdale will have access to some of the epic level conversions of ancient 10th level spells defined in this book. At a minimum, the Nentyarch of Dun Tharos in the Great Dale and the Impilturian magi also will be risking the use of some 10th level spells without epic conversion.

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As a matter of balance and fairness, we recommend that game masters open similar possibilities to any PC spell users who may have gained epic level casting abilities and who come across sources of 10th level magic. They too should be able to study 10th level magic and use the knowledge they gain to create their own epic spells based upon that knowledge.

In *D&D 3E* campaigns, we suggest that the guidelines in the *D&D Epic Level Handbook* by Andy Collins and Bruce R. Cordell (WotC, 2002) be used for creating epic level spells based upon the knowledge gained from the study of ancient 10th level spells.

**Please note** that within the limits of the *Northern Journey* campaign, the only 10<sup>th</sup> level spells are ancient Netherese, Narfelli, Raumathari and Imaskari magicks. The ancient Narfelli spells can be found only in Impiltur, the Great Dale and Rashemen. Who may have access to 10<sup>th</sup> level Raumathari or Imaskari spells and where these spells are is not defined and is left up to the game master.

The only magic users in the *Northern Journey* campaign who have access to 10<sup>th</sup> level Narfelli spells are the Impilturian Queen Sambryl in Lyrabar, the Archwand Daerthnur in Ilmwatch, his aide Aboadus Glira, also in Ilmwatch, the Nentyarch in Dun Tharos and the Iron Throne wizardess Shandaril in Damaran Heliogabalus. Queen Sambryl never has worked a 10<sup>th</sup> level spell. Daerthnur, Glira, Shandaril and the Nentyarch have used 10<sup>th</sup> level spells.

More on the current access to 10<sup>th</sup> level Netherese spells from the *Northern Journey* standpoint will be made available in Part 7 of *NJ, Bloodstone*, and in the optional sequel to *NJ, In the Land of the Lich Lords*.

The following Narfelli spells protect various points within Dun Tharos in the Great Dale. In your campaign, these spells should not be available outside of Dun Tharos, Queen Sambryl's library in Lyrabar, Daerthnur's library in Ilmwatch or the towers of the Simbul in Aglarond and Elminster of Shadowdale. These spells are defined in the section *New Spells* in the *Northern Journey Campaign Guide*.

- **Advanced Maze.**
- **Annihilation.**
- **Cage of Repulsion.**
- **Dweomer Shield.**
- **Major Paralysis.**
- **Major Power Word, Kill.**
- **Mental Door.**
- **War Shield**
- **Wizard Shield.**

## 8.8 Raveling Magic

To the best of our knowledge, the concept of raveling spells within one another has been introduced only once in official *Forgotten Realms* literature, in the *Avatar* trilogy of novels by Richard Awlinson, released by TSR Inc. in the 1980s. In this series, the mage Midnight, who later becomes a new incarnation of the goddess Mystra, finds the treasure chamber of the temple of Torm in Tantras protected by raveled spells, which she succeeds in unraveling.

We are aware of no official gaming material for the *FR* that describes how such a raveling of spells could be worked. In *Northern Journey*, we introduce an unofficial system for raveling and unraveling spells. The basis for raveled magic is found in the spells *Ravel Magic* and *Unravel Magic*.

Both spells were inherited by the crown of Impiltur from the ruins of ancient Narfell. Each was 10th level Narfelli magic. Epic Impilturian spellcasters in the service of Queen Sambryl have studied these spells and from the knowledge they gained through that study, they have developed epic level equivalents for these spells that do not involve the risks taken in using 10th level magic.

The Iron Throne has succeeded in entering Queen Sambryl's library in Lyrabar undetected and in reading the lore of the Narfelli spells. Afterwards, epic Throne magi who are a part of the covert Wizards' Coven developed their own epic level versions of these spells, and all members of the coven including the epic Throne wizardess Shandaril in Heliogabalus can use these spells.

Another spell in this series, *Perceive Ravel*, was created by the Witch Queen of Aglarond, the Simbul. She has shared it only with Elminster of Shadowdale and Daerthnur, the Archwand of Impiltur. The Weavers Coven of the Iron Throne does not appear to be aware of this spell or to have its own equivalent.

For details on the art of raveling spells, see the description of the spell *Ravel Magic* in this book, described under *New Spells*.

## 9. Once upon a time ...

With contributions by Dr. Jeffrey David Bray, Simon Gibbs and Phillip Wallace (a.k.a. the legendary bounty hunter Sleyvas)

Storms of fire and sand blasted across the city, and other parts of the palace were crumbling. The magic plea from elsewhere within the royal fortress, that he come, that he save, did not go unheard in Grafvitnir's tower, which until now remain unscathed, but it did go unheeded. The court magician had left them to their fate, hours earlier.

And that fate was perhaps unkind, for Grafvitnir had built them a sanctum, a refuge where they would be safe from all danger, he had said. All dangers but one, he had thought then. The last revenge of the gods would cause the fall of all things, and the royal family, although still safe in the sanctum Grafvitnir had built for them, would suffocate beneath the tons of desert sand that soon would swallow their realm.

The archmage of the royal court looked out over the city. The firestorms were abating. Grafvitnir's underlings were perishing. Their magic had been too weak, of course. The sandstorms were gaining. The gods were winning ... for awhile. But their days too were numbered.

It was time. At long last. More than three millennia had he waited, but Grafvitnir at last could enjoy the day of his revenge. And he had brought it about. He had spurred it on, until his foes finally were destroying each other. Soon he could sleep, and much later he would start anew.

It had been the fate of these humans to be the lesser creatures, and the fate of their gods to be lesser gods. But their deities sought supremacy and spurred their followers on to supremacy too, to destruction of the stronger, and they succeeded, through their greater numbers and their willingness to sacrifice their own, and, above all - Grafvitnir still could admit grimly - through the unwillingness of his own kind to admit that men could be a danger ... until it had been too late to turn the tide.

And so they hunted his folk down, destroying them one by one. Grafvitnir learned that his own sons fell too, first Góin, then Móin, Grábak, Grafvöllud, and Öfnir. And then came the news that young Sváfnir had fallen to elven magi in Cormanthor, far to the North. Unlike others of his own race, Grafvitnir fled. He thought himself a coward, then, but he was unwilling to die for nothing. Shamed but alive - he fled then to the west, far beyond the lands and the gods of these arrogant manlings. And although he was ashamed, he vowed he would return.

Long days passed, but his flight continued, beyond weariness, beyond exhaustion, crossing wide, flat lands, where only the grass lived. Finally - as his strength was failing - Grafvitnir came to a long, diagonal tear in Toril's surface, hundreds of miles long. The chances were slim, but Grafvitnir thought this might offer him a chance to find a cave where he could hide and sleep, until he could regain his strength. And in this he did indeed have luck, for he found a huge, abandoned cave on a high wall of the rift, and here he found his sanctuary.

The cave was unoccupied by the living, although the long dead body of a grizzled old dvergr - dwarf in the modern tongue - lay upon the cave floor. Grafvitnir slept, and upon awakening, he assumed the form of a human. For although he hated this shape, he saw many strange and wondrous things in the cave of the old dvergr, not the least among them rune-filled parchments, and these were usable only when he gave himself the hands of man.

These were ancient times – six millennia and more ago. The dwarves still were a mighty and vibrant race then. The dvergr of this age remembered when Móðsognir Moradinsson had walked Faerûn, and Durin Móðsognirsson still was among the living. Then, as now, the dwarves shunned the magic of wizards, but in this age the dvergr were masters of their own magic, brewed of moonlight, starshine and blood of the enemy, stained in runes cut with immense power, a magic surviving today only among the more ancient artisans of the longbeards.

And the cave Grafvitnir had found was the home of a dvergr runecutter who had learned the deepest secrets of this lost art, secrets unknown today even to the ghosts of the great-grandfathers of the oldest longbeards.

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Twelve hundred years and more, Grafvitnir spent in this cave, learning and mastering all there was to know of the old dvergr's lore, and when he departed for the lands in the East from which he had fled, it could truly be said that Grafvitnir was the mightiest of all wizards of his time, in the magic of magi and of the dvergr alike.

So it was, that he returned to his homeland, in the year one today would call -3974 in the Dale Reckoning. With his powers and with the human form he assumed, he quickly rose to the highest level among the archmagi of the kings. And slowly, with the surety of venom seeping into one's life-veins, he poisoned their thoughts with the idea of revolting against their own gods.

Grafvitnir had learned patience in the cavern of the old dvergr. He also had learned the secret of controlling his own rebirth, for the ancient dwarf had discovered - apparently too late for his own good - that the spirit could retain its link to the body, even long after death, if the proper magical preparations had been made.

At the time of his victory, Grafvitnir already was a mere two years short of his 4,000<sup>th</sup> birthday, an age twice that, which the most venerable members of his race normally would achieve. This long life too was the gift of the dvergr's magic, and many were the times that Grafvitnir wondered why the old dwarf had not used this knowledge for his own benefit. Or had he?

But the time he had long awaited had come at last. The twin kings Re and Enlil had led their folk in rebellion against their own gods, who had fought back and now were finishing the destruction of the great Imaskari Empire of Raurin. Within months, it would be only an empire of sand. The humans who had destroyed Grafvitnir's folk were experiencing their own last moments, and without followers, their avenging gods soon would fall as well.

Grafvitnir was triumphant. He ascended to the upper level of his tower, stepped from the balcony and took flight, transforming rapidly into his own natural form. At last the twin kings would know who he was, as they watched from the magical sanctum in which they had been imprisoned, while the great red wyrm Grafvitnir flew northward, to the new home he had sought out, where no men were and none would dare to come, in the 4,000 years he now would sleep before his rebirth in his own magically rejuvenated body.

As he flew northward in the Year -2488 DR, Grafvitnir laughed as he watched the Imaskari fleeing, knowing they were damned without their kings. He flew on, leaving the southern lands far behind, crossing plain and forest that had until then been seen by no human eye, until he came to a desolate, lifeless land, ringed by hostile mountains.

It was a land ever filled with a cold that no sun-loving human could or would endure, in Grafvitnir's mind. In its deep, snow-covered valleys he found only small white imitations of his dragon race – remorhaz, if he had known their name. Their icy attack did him but little harm, while his mighty furnace wrought fearful oblivion for them.

In earlier explorations in these ice mountains, Grafvitnir had found deep tunnels beneath the highest peaks. He sought and found a cavern vast enough to contain his great draconic self for the four millennia of rebirth, with no need to be concerned that any living creature would come upon it in this lifeless land, without the threat of disturbance, and without the threat of heat or humidity to damage his mighty frame. Although Grafvitnir knew the name not – this was the Great Glacier Pelvuria.

Grafvitnir was not one to deal carelessly with his own fate. He used great magicks of wizardry and dvergr runes to conceal his place of rest from even the mightiest of wizards. Two years he spent, making preparations, before the great red dragon lay down in the cave and passed from life to death, allowing his spirit and body both to begin regaining 4,000 years of spent youth.

Now, there were many things Grafvitnir did not know. He was unaware that the twin Imaskari kings had grown mighty, perhaps as mighty as Grafvitnir himself, or that they had determined who and what he was. He had not known that they had waited until his departure and then freed themselves from the trap he had built for them, surprising the avenging gods and in the end defeating them and becoming god-kings themselves.

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Grafvitnir did not know that the twin god-kings now led their folk to the northwest, where they settled the nations of Mulhorand and Unther. And it was perhaps good for him that he did not know these things, for he would have slept poorly knowing his thousands of years plotting revenge had been in vain.

Grafvitnir could not foresee that the race of dwarves would decline and with them the strength of their dverg runes, for such magicks arose from the rock and stone of Toril through the dwarven folk itself. Nor could he know that the goddess of the weave Mystyl would fall, weakening his secondary defenses as well, and that her successor Mystra too would fall, disrupting the weave and the remainder of his magicks.

And he did not know that his high, remote hideaway was in a part of the Great Glacier Pelvuria that would melt many centuries later, and that the planned day of his awakening would find his cave high in the Galena Mountains of a still unbound land known as Vaasa.



## 10. Ye Gods!

With contributions by Dr. Jeffrey David Bray, Simon Gibbs and Phillip Wallace (a.k.a. the legendary bounty hunter Sleyvas)

Seldom in history does one mass migration ensue without eventually forcing another. The flight of the *Mulan* - the Imaskari of Raurin - was no exception. The god kings led their displaced followers into the lands known today as Mulhorand and Unther. These lands were not, however, unpopulated, but rather the home of a simple and hardworking agricultural and hunting folk whom the history records call the *Turami*. Unfortunately for them, their civilization was far less advanced than that of the *Mulan*, and they were simply overrun.

Some of the Turami were awed by the god kings of the Mulan and fell to their worship. In Unther, to the west, the Turami were viewed as inferior and driven out. In Mulhorand, to the east, those who accepted the god kings were integrated. Those who did not survived by fleeing northward, together with the many Turami refugees from Unther, in a great tribal migration that already had reached its peak by -2400 DR.

The Turami displacement was one of the greater tragedies of the East, for this simple and honest folk was forced time and again to flee northward. The Turami migrated first into the Priador plateau (modern Thay) and attempted to enter present day Aglarond but were driven back by the elves of the Yuirwood. Mulhorand soon followed with its northward expansions, and by -1250 DR. the Turami were driven on into the land now known as Thesk, then still farther into the unbroken, subarctic forest land we now know today as the Great Dale.

The Turami came to a single forest - Auld gloam - where the divided Rawlinswood and Lethyr Forest of today stand. The swath through the woods where the Trade Route runs today was the result of Netherese magic at a later time. The Turami found a great, mystical forest that they were only barely able to enter. In truth, high magic of the Mal T'unan green elves trapped the Turami in an illusionary magic that always steered them to destinations within Auld gloam's perimeter, regardless of how deeply within the wood they penetrated.

After nearly a century of observing the Turami, the Mal T'unan abandoned to them the southcentral corner of what now is Lethyr Forest, southwest of the source of Tears Creek. If old songs and tales are to be believed, elven druids of the forest god Rillifane Rallathil convinced human druids of Silvanus to come to the Dale, to teach the Turami, and only after they had learned to revere the woodlands was this section of the wood ceded to them.

There is no particular evidence that the ballads tell the truth in this matter, but Narfelli scholars believe that the Turami entered this part of the wood in about -1150 DR and founded a village called Nyldyng south of the source of Tears Creek at that time. It appears that the Turami also occupied other forest settlements in this area that had been abandoned by the Mal T'unan.

Some Turami remained in the southern Dale and dwelt in harmony with the surrounding woods, although their new homeland demanded severe adjustments, for the forest lands were cold, lying at the foot of the Great Glacier Pelvuria to the north. Others continued on westward, meeting but not coming into conflict with other refugees from the Vilhon Reach. Together, the children of the Turami and Vilhonese refugees settled the coastal areas on the north shore of the Sea of Fallen Stars of what we know today as the Kingdom of Impiltur.

It is believed that the first meaningful human settlements in Impiltur were established at about -1900 DR, and that these settlements were developed by folk migrating from three different areas. Historians refer to this now as the First Age of Impiltur, dividing the geographical region's history into four ages in all. They say this was an early bronze age very much like Earth's Celtic and Pict civilizations.

The lands on the north shore of the Inner Sea and the western shore of Easting Reach were settled almost simultaneously by mostly illiterate Turami who were not convinced the frigid forest of today's Great Dale would make a good home and by refugees from Chondath and Turmish on the Vilhon Reach. These races were joined by small numbers of young Rus, ancestors of today's Rashemaar, who came to the shores of today's Impiltur while on *dajemma* and simply remained there, never going home.

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The land these races reached was, of course, much different from today's Impiltur. The Great Glacier Pelvuria then remained at modern Impiltur's doorstep, making the heights of the Earthfast Mountains cruel and hostile lands where winter was the perpetual season. The mountain climate was too harsh for the southern blood of the Vilhonese and the Turami, although the Rus migrants were less fearful of the cold and ventured into the Earthfasts, making the first contact with the dwarves there, soon establishing trade with the dour folk that worked to the benefit of both sides.

The peaks north of the Fire River Pass were the domain of goblinoid tribes who knew nothing of the human settlers on the coast. The ogres, orcs, hobgoblin and goblin tribes of the northern Earthfasts warred with one another over the huge hunting grounds they shared, both the wilderness of today's Vast to the west and the great tundra plain that now is the agricultural valley of Impiltur east of the Earthfast. During the first age, however, the valley was frozen swamp much of the year, somewhat similar to the interior of modern Vaasa.

This was a strange era, for the human settlers of early Impiltur co-existed peacefully for 1,000 years with the goblinoid tribes of the northern mountains, the dwarven kingdom of the central Earthfasts, the gnomes in the southern leg of the Earthfasts' foothills and the elves of the Grey Forest.

The goblinoid tribes viewed the journey to the dwarven halls in those times as a suicidal ice trek of long duration and with no adequate sources of food. The human settlers of the coasts during Impiltur's first age were mainly fishermen, crop farmers, hunters, shepherds and bronze- and tinsmiths.

The early settlers of Impiltur's coasts were able to enjoy such peace largely because they remained beyond the reach of the Mulhorandi, who did attempt to expand as far as today's Great Dale. But this time, the Turami made their stand and successfully fought the militarily superior Mulhorandi from the forests with guerilla tactics.

The racially mixed Mulan-Turami of Mulhorand never could master these tactics, and when the Mulhorandi made their first forays against the settlements on the southern eaves of the Turami forest, they were soundly beaten, and all of their settlements in what we now call Thesk, within a day's march of the forest were regularly burned in surprise night raids from Turami of the wood.

Within a short time, Mulhorand halted its northward expansion, and later setbacks for the Mulhorandi forced them to withdraw to the South. A part of the Turami remained within the forest in small and primitive hunting settlements. Many more farmed the forest's edge, eventually spreading westward to Ashane (the Lake of Tears) and settling the southern part of the land now known as Ashanath.

Others settled the eastern shore of the Easting Reach fishing and trading with their inland kinsmen. During this time the druidic religions began to flourish, although conflicts arose between druids and hunters of the forest. On the coast the worship of Umberlee also gained a following.

As the descendants of the Turami settled more firmly into today's Great Dale and Ashanath, barbarian tribes moved southward into the area known today as the North Country (east of the Falls of Erech and north of modern Rashemen). Much time passed before there was meaningful contact between the descendants of the Turami and the northern barbarians or the ice barbarians who lived in the frigid lands between the north edge of the wood and the foot of the glacier.

In -1097 DR, seven Netherese skyships appeared over the Easting Reach. Six returned to Netheril, but one of the ships stayed behind. The arcanist who owned it, Kiriagoth the Occularum, built a hidden tower where Impilturian Ilmwatch now stands but often visited the Great Dale. Kiriagoth took up contact with the Turami natives, teaching some of them to read and write, and a few of them even learned from him the use of rudimentary spells. His good will would have lasting repercussions for the area.

In -1076 DR, a magical gate to a world-populated by orcs opened in the south of what now is Thay, and the Turami were forced again to flee from lands they had settled. Mulhorandi agents had traveled north through the Turami lands to enlist the northern barbarians in their fight against the millions of orcs who had poured through the Priador gate.

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The northern tribes accepted and rode southward over Ashanath, raiding and pillaging the beautiful lake country of the Turami. Dwellers in the lake country were forced to flee back into the southern reaches of the Great Dale.

The civil war within the Dale may be said to have started somewhat after this time. During this sorrowful era came the first conflicts between druids of Silvanus and their followers, who wanted the human enclave within Auld gloam Forest protected against further destruction, and the loose confederation of hunters, who had settled in Kront on the Lake of Tears and in the more established villages and clearings in the valleys on the edges of the forest. Many of those who stood against the druids were poverty-stricken and hungry refugees from Ashanath.

For seven years, the barbarian tribes remained in the south, aiding the Mulhorandi in the great Orcgate Wars. The Turami meanwhile had begun returning from the cold forest to the somewhat warmer shore of the Lake of Tears, to rebuild their ravaged settlements. But in the year -1069 DR, the tide turned in the Orcgate Wars, and the barbarians rode again northward, driving the surviving orcs before them through Ashanath into the North.

This time, the lake country was not merely ravaged but devastated. The barbarians drove the main force of the orcs beyond the Teardrops in the north, but another flank also was driven into the cold of the Great Glacier Pelvuria. For the first time then, Grafvitnir had neighbors, although his sleeping soul knew nothing of them.

After the passing of the orcs and barbarians into the north, many of the sons of the Turami (a name that had faded from use by then - they now called themselves Dalesmen and the Lake Folk) returned for a third time to the Lake of Tears and rebuilt. However, the days of simplicity, honesty and peace among the folk of the Great Dale and Ashanath were forever gone. The Dalesmen had become hardened and ready to make war.

During and after the Orcgate Wars, many tribes and clans of the Turami were displaced or decimated by the humanoid hordes fleeing north and west. Kiriagoth aided the natives, and the orcs fled from this area into the Vast. Many looked upon Kiriagoth as a god, and he did nothing to correct this notion.

The Great Dale, then as now, had no ruler, no central authority, and it became strongly divided by religious differences and trade rivalries. Settlements often skirmished with one another, as the druidic followers of Silvanus, allied with the rangers of Mielikki on the one side, warred with hunters and loggers on the other.

In the year -923 DR, a small enclave of spelljamming Netherese became stranded near the Easting Reach. A nautiloid fleet had attacked the unwary vivisectionists and forced their crash landing along the edge of Auld gloam Forest. This cut a swath of destruction at the western edge of the wood that would become the path of the Trade Route in the Great Dale in time.

The survivors had no helms or other means for returning to Netheril, but they did have an intact Mythallar. They quickly set up an enclave near the present day site of Uthmere. With powers that none in the area could match, they were looked upon as gods. The Netherese enjoyed the life of god-kings and decided to stay and erect their empire.

They began to develop new magicks that required no Mythallar power, magics that delved heavily into the arts of necromancy and conjuration. The arcanists soon came into contact with Kiriagoth and set up a council to oversee their new empire, which came to be known as Narfell.

By -900 DR, the arcanists had expanded their power to such an extent that even the 1,000-year peace of what we now know as Impiltur was broken, and the coastal cities of Impiltur became a Narfelli march or perhaps duchy. The historical records are unclear on this point.

Narfell soon controlled the area that today comprises the Great Dale, Ashanath, Narfell, the western part of Thesk and the coastal regions of Impiltur. The migrant Turami again were subjugated to a more powerful race, although many in the coastal cities of what now is Impiltur fled into the southern Earthfast Mountains, where they were tolerated by the dwarves, with whom they allied to fight against the expected Narfelli attackers who in fact never came to the mountains.

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The arcanists' expansion was halted only by the tundra south of the Great Glacier Pelvuria in the North, the Earthfast Mountains in the West, Mulhorand in the South and the another rising and mighty empire, Raumathar, in the East. Of these, Raumathar was the most active in striking back at Narfell.

The second of Impiltur's ages was then a time of subjugation under the magocracy of Narfell. This distant march of the Narfelli Empire was known as *Imperium Ilian Nar*, a name that evolved in time to *Impiltur*. The magocracy gave nominal power to the original settlers of Impiltur, Ashanath and the Great Dale, but the folk of these lands no longer were free. Fortunately, these remote reaches of the Narfelli Empire suffered the least damage when Raumathar and Narfell destroyed each other 750 years later.

In the Year of the Final Fates (–689 DR), the council of arcanists set up the most powerful Nar chieftain as a figurehead ruler, to appease the ever recalcitrant tribesmen. With this move, they also hoped to quell rumblings of discontent within the other clans of the empire.

Kiriagoth had moved to Sarshel, the seat of power for the wizards, because the humans, centaurs and few remaining elves of the great wood were becoming ever more unfriendly to the empire's rulers, due to the growing abuses of the wizards, the logging at the forest's heart and the road that had been built with magic through the wood to the regional capital at Bezentil.

Kiriagoth decided the secular ruler Harikus needed a symbol of authority and an item of power to aid him in maintaining the borders. After 10 years of research and experimentation, he created the Crown of Narfell and presented it to Harikus in the Narfelli capital of Heligonius, which later was obliterated. The crown was intended not only to help protect Narfell against invasion, but also to ferret out internal enemies. Narfell also made advances to Mulhorand and Unther to help in the struggle against Raumathar, but both nations rejected this overture.

In the Year of the Clipped Wings (–623 DR), the residents of Ashanath were forced to flee into the forests of the Great Dale, as the ships of Narfell sailed from their fortress *Magmarnum Nar* south of the Falls of Erech down the Lake of Tears to make war. Each naval attack, led by skilled mariners and aided by powerful magic, sailed down the path now described by the modern names *River Mulsantir*, *Lake Mulsantir*, *River Thay*, *Lake Thaylamar* and the *River Thazarim* to the *Alamber Sea*.

The wave of devastation in the Year of the Clipped Wings came as a surprise to the folk on Lake Ashane, and it cost many lives. For years war ships of Narfell and Raumathar had been sailing Lake Ashane, conquering northern reaches of Mulhorand and Unther that the two southern states no longer were able to control after their heavy losses in the Orcgate Wars.

The fleet of Narfell was far greater in size in the Year of the Clipped Wings than any that had sailed the Lake of Tears up to this time, and the fleet was badly in need of supplies and provisions as it sailed southward. The small fishing harbors of northern Ashanath were unable to provide the provisions needed by the Narfelli sailors, who laid waste to every harbor on the west coast of the lake including Kront, before they passed into the south and turned their attention to the coast of Rashemen. This was the last great devastation of Ashanath until the years before the destruction of Narfell.

The fleet of Narfell was destroyed by the navies of Mulhorand and Unther. It never returned northward, although many years went by before the coastal towns of Ashanath were rebuilt. In the aftermath of this defeat, Raumathar attempted to push into the provinces of Narfell to the north and to what we now call Thesk to the south.

The Crown of Narfell was crucial in detecting this two-pronged attack and both advances were halted. Still, all would have been lost except for the skill of the Nar horsemen and Rus berserkers. Raumathar continued to control a large part of modern day Thesk, but the northern wastes above Rashemen remained a battlefield to their mutual end.

The next four centuries saw an increase in the power of both Narfell and Raumathar. In Narfell, the rift between the natives and their wizard overlords grew as a result of the abuses of the magi on their subjects. The Crown of Narfell was used frequently to eliminate rebels rather than to protect borders.

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Druids and Dalesmen defied the magi at every opportunity. In the coastal cities that belong today to Impiltur, the delicate balance between humans on the coast, dwarves and gnomes in the southern mountains and the goblin races in the northern mountains was shaken and in some cases destroyed.

The Narfelli seemed to have little awareness of the gnomes in the foothills near the Hill of Tombs in the south, but they had heard many tales of dwarven wealth in the Earthfasts and coveted these riches. Many of the natives who lived on the southwestern coast of Easting Reach and the northern coast of the Sea of Fallen Stars fled into the mountains then, forging alliances with the dwarves there who began mounting a defense against a possible Narfelli invasion that never came.

The coasts of today's Impiltur were far from the center of the Narfelli Empire and its power. The high magic that would have been necessary to conquer the dwarven halls without a huge military effort were far removed from the Impilturian march in Narfell's West, and the Narfelli also lacked troops capable of mounting a sustained campaign in the mountains.

In addition, the Earthfasts were outside of the geographical area watched by the magic of the Crown of Narfell. When the coastal Narfelli lords used conventional means such as flying magi to spy out the dwarves, these more often than not were brought down, never to return again, by mighty, flying hammers and axes forged by dwarven master smiths. In these days, already, was the great alliance of men and dwarves forged, which still stands strong today between the Impilturian Lords of Imphras II, the Ironlord of the City of Earthfast and the Thane of the Toho Mines.

The area west of Filur was firmly in the hands of the anti-Narfelli native rebels, and their strongholds continued up into the mountains, where they met the mines of the Thane at the border of the dwarven empire. While Narfelli politics cemented the bonds between dwarves and men, they forever turned the goblinoid tribes of the northern Earthfasts and the tundra plain against the humans of the south and those they took to be their dwarven allies, for the Narfelli magi took to hunting ogres, orcs, goblins and hobgoblins as sport, and their victims noted well the direction from which this enemy came.

In the Year of the Huntress (–179 DR), Kiriagoth the Occularum disappeared from his tower in Ilmwatch. Using his high magic, he secretly took from the emperor the Crown of Narfell and vanished with it and many of the empire's greater treasures.

In both Sarshel and Heligonius, a message appeared from Kiriagoth saying that the wizards has gone too far, that he no longer would condone or be part of what Narfell had become. He said that when the time was right, the Crown of Narfell would return, but into the hands of just men.

This caused an uproar in all levels of the country. Raumathar decided to capitalize upon this unrest and to destroy its rivals once and for all. In the Year of Recompense (–150 DR), less than 500 years after the loss of Narfell's fleet, the wizards and warriors of Narfell and Raumathar clashed in a series of titanic engagements that wrought devastation unparalleled since the fall of the Imaskari Empire.

Demons and devils were summoned and dragons annihilated each other. In the end, the few surviving magi fled to the four winds, leaving the proud cities, reputedly impregnable fortresses and mighty towers of the two mighty empires in ruins.

In Impiltur, the third age had begun, and it would continue for about three and a half centuries. Within 75 years, the provinces of old Narfell had been rebuilt and had grown to the point that the coastal cities of the Easting Reach were becoming overcrowded, due in no small part to the number of goblinoid tribes laying claim to the interior of today's Impiltur and preventing expansion.

The third age was reminiscent of the era of Charlemagne's paladins and feudal rule, and it tells us perhaps much about the roots of ruling tradition in Impiltur that still is based upon paladins today. The rising Impilturian lords of the third age had a growing need to deal with hostile goblinoid incursions, which were coming ever closer to the fertile coastal farming areas. And this need became all the more pressing after a new influx of settlers from the Vilhon Reach began docking in the coastal cities.

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Only in the third age did the name Impiltur come into full use. It described a land of feudal wrongdoing and hardship, in which the paladins were replaced in time by calculating men and clerics who preached a divine right to rule by those who claimed to be noble, a right that brought the servitude of serfdom and abject poverty to the majority of Impiltur's folk, leading at last to a withdrawal of the dwarven empire and the men of the mountains from close relations with the petty nobility below.

Impiltur of the third age reached its greatest glory at the time men and elves raised the Standing Stone in Cormyr in the West, and it collapsed a millennia later under the weight of bad rulers, plagues and other destabilizing influences.

After the fall of Narfell and Raumathar and with the reduction of Mulhorand and Unther into minor states of the South, one might have expected peace and prosperity to come to the Great Dale. Even the emerging power of the Red Wizards in Thay showed little interest for the simple Dalesmen or their lands, but peace was not to be. Instead, the Dalesmen within the two great forests continued to war with one another.

The coastal settlements of Easting Reach fortified and isolated themselves from their kinsmen in the woodlands to the East, as did the farmers and fishermen in Ashanath east of the forests. Already in the years after the last devastation of Ashanath by the Nars, many sons and daughters of the Dalesmen had forsaken their homeland, migrating to the coastal city-states and later royal cities of Impiltur, with others sailing westward across the Dragon Reach to Sembia and the Dalelands.

Nearly 1,600 years ago, the first descendants of the Turami crossed the Dragon Reach and begin settling around the eaves of Cormanthor. Some 200 years after their arrival, in the Year of the Sunrise (1 DR), the elven lords gave the migrant Dalesmen permission to settle the lands outside the forests, marking the official beginning of today's Dalelands in the Heartlands of the Realms with the raising of the Standing Stone.

A great threat began shaping for Impiltur in the late 6<sup>th</sup> Century, when the orc empire of Vastar on the eastern coast of the Dragon Reach fell before dwarven axes, only to crumble half a century later, as the orcs returned to the northern Vast of today and human immigrants from the Vilhon Reach sailed across the Inner Sea and claimed the lands south of the Fire River for their own.

In the ensuing years, the orcs again were driven from the coastal lands into the Earthspurs to the north and the Earthfasts of Impiltur to the east, where they continue to pose a serious threat today to the Earthfast dwarves and the High Country of the Vast as well as a potential threat to Impiltur's agricultural valley.

In the Year of the Watching Raven (913 DR), as emigrant Dalesmen and Chondathian refugees across the Dragon Reach were proclaiming the founding of the realm of Sembia, a cleric of great power named Harbet Gall, calling himself the *True Druid* and identifying himself with no named deity, came to the Great Dale, to preach the new gospel of the hunt.

In truth, Gall was an evangelist of Malar the Beastlord. He was a charismatic creature behind whom the huntsmen of the Great Dale could unite in their war against the druids of the forests and the Chaunteaists in the farmlands of the Trade Route. For nearly six centuries, Gall has continued to fan the flames of a devastating religious civil war in the Great Dale. The banner of history rose and fell again into streams of blood many times over the years beneath the sleeping Grafvitnir, as the great red wyrm's security gradually melted around him.

There are many who debate whether Impiltur of the third age ever knew glory, for it was deeply rooted in the theory that some men are born with divine rights to rule others. Throughout the third age, a small number of people held a large part of the population in the involuntary servitude of serfdom, which was little better than slavery.

Those families who held noble titles that their ancestors had proclaimed for themselves believed little in marriages between classes. As a result, the high houses of Impiltur's first kingdom maintained their lines through intermarriage, eventually weakening the race and filling noble and royal nurseries with physically and mentally deformed offspring.

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In the Year of the Spouting Fish (922 DR), the decisive event in the fall of the first kingdom began. Other lesser nobility, many deranged from birth, had begun plotting to overthrow the House of Monarchs in Lyrabar. Among the plotters was the high ducal house in the port city of Sarshel, which had come under the influence of Chondathian cleric of Talona, who had migrated with many of their followers after being hunted in their homeland.

Nartaklin, a high cleric of the Mistress of Disease, convinced Duke Anthrar of Sarshel, a deranged and badly deformed creature who is said to have had a second left arm and a tail, to unleash the plague upon Lyrabar, in order to destroy the royal family. With his blessing, Nartaklin sent a wave of illness across the land, and the royal family of the corrupt last king, Hanbral II, did indeed fall to the plague.

The last survivor of the royal family, Princess Aliia, who had been betrothed to Prince Rhigaerd I of Cormyr, disappeared at sea. The plague abated and Nartaklin and her clerics had vanished, although there were reports more than a century later that the cleric still reigned as a lich in a hidden castle ruin in the mountains somewhere above the source of the River Vesper. It should be noted that patrols of paladins have searched the mountains in this area to seek the castle, but without success.

After the disappearance of the princess, what remained of the realm fractured into a cauldron of seething turmoil, as the survivors of each noble family sought to claim the vacant throne. These were few in number and with little power left in the wake of the plague, which had wiped out not only the royal family but also other noble families, including – ironically – the ducal house of Anthrar in Sarshel.

In the Year of the Fearless Peasant (926 DR), as the first kingdom had begun to fragment into separate city states, the Royal Impilturian Archmage Soargar spirited the great treasures of the kingdom away to his tower in Ilmwatch, to guard them there until the day when the realm once again would stand united. Among these were the Crown of Narfell, whose powers the royal house never had succeeded in awakening, and the legendary 100 blades of Narfell, said to have been magical swords of great power.

Time continued to turn and to turn its men as well. A strange geological event, which no doubt had long been in the making north of Impiltur, began making its effects known, and these were to be both a blessing and a curse for the divided city states of crownless Impiltur.

Already in the Year of the Turning Wheel (937 DR), as Thesk was being founded, occasional adventurers in the southern reaches of the Great Glacier Pelvuria were reporting melts. The rivers running down from the glacier had widened, and they rushed seaward with a heretofore unknown violence.

The frozen tundra of Impiltur's central valley had begun receding, turning quickly into cold but rich organic farming land. There was no doubt in these years that both Impiltur and the Great Dale were warming and that the influence of the Great Glacier Pelvuria was diminishing.

Most of the petty feudal lords of the first kingdom of Impiltur had become a fixture of the past, but they had been replaced by brigands and men of evil who had claimed the remaining wealth of the kingdom and used it and its swords to continue to hold that part of the population that had survived the plague as vassals and serfs.

This also was the lot of new immigrants who came to Impiltur from the Vast, the Great Dale and by sea from the overcrowded Vilhon Reach. Simple folk who arrived with neither wealth nor power were indentured. Those who arrived with money, magic or swords contested with others to become a part of the ruling class.

As the tundra receded from the central valley, it became all too clear that the fertile lands arising from the heretofore icy wastes could become a resource of grain and other crops that could survive the cold south of the Great Glacier Pelvuria.

Those who held power in the fragmented city states forced their vassals and serfs to move out into the fringe areas of the central valley that had been freed of ice. There it came ever more often to conflicts with the goblinoid races who hunted and foraged the plain, and with each skirmish, the orcs and other goblinkin they encountered became ever more curious to know what tantalizing treasures the human coastal cities might hold for them.

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Sometime around the Year of the Wailing Winds (1000 DR), the southeastern fringe of the Great Glacier Pelvuria began to melt quite noticeably, and by the Year of the Spreading Spring (1038 DR), the lands known today as Damara and Vaasa were largely freed from ice, although still frigid and inhospitable. Pressed by the flames of civil religious war in the Great Dale and drawn by tales of fertile farmlands waiting to be tilled and rich veins of mountain ore waiting to be mined, great numbers of Dalesmen migrated into Damara.

The hostile swamp terrain the Great Glacier Pelvuria had left beneath the mountains of Vaasa made it less welcoming, and most refugees from the Great Dale ignored it, either settling in Damara or moving on to Impiltur or the Vast. Others crossed these lands and the Dragon Reach, traveling into the Dalelands of the West. It was Grafvitnir's good luck that the peak he had chosen in the Great Glacier Pelvuria ended up being high on the Vaasan side of the Galena Mountains, and he could sleep on undisturbed for many centuries more.

The melting of the glacier led to a great crisis in Impiltur, beginning with frequent battles against the orcs in the Earthfasts and hobgoblins from the northern mountains and the Giantspires, culminating in the end of the third age.

As Impiltur's fourth and current age began, the retreat of the Great Glacier Pelvuria was viewed as a sign of hope by many in the Cold Lands, and the opening of the Impilturian plain and the new land of Damara sparked an optimistic note in many hearts that soon turned to absolute horror.

Early in the Year of the Dawndance (1095 DR), hordes of hobgoblins from the Giantspire Mountains north of Rawlinswood, uncountable in number, emerged suddenly from ancient gnome delves in western Rawlinswood and cut a swath of destruction as far as Trader's Bay.

The hard masters who had driven the folk of Impiltur into misery as serfs had no taste for the wave of war that was cascading toward the city states of the south. Most gathered their riches and took to the sea, to flee the land forever, convinced that the tiny city states had no hope of withstanding the thousands of hobgoblins advancing upon them.

One who did not flee was a bold paladin of Ilmater named Imphras. Together with his followers, Imphras worked throughout the year to reunite the divided city states of Impiltur under a single banner, and his men also dealt again with the friends of the more righteous ancient Impiltur, the dwarves of Earthfast City and the elves of the Grey Forest, to assemble a valiant army which would attempt to stem the hobgoblin tide when it reached Impiltur.

Late in the following spring, the combined armies of man, dwarf and elf, under the command of Imphras, had firmly entrenched itself between modern day Bay Town and Cairmpur in the Great Dale, and his grim warriors were determined to win the day. The hobgoblin march over the Merchants Run made clear what Impiltur's fate would be if the hobgoblins were not stopped. All that had been built in that area had been leveled by the monster hordes, and no living thing that did not flee on time survived the hobgoblin march.

Bold and valiant as he and his combined army were, Imphras was unable to stop the hobgoblins in the mushy, newly thawed tundra. Countless numbers of the enemy fell there, but the horde trampled the corpses of its own and continued onward, at last forcing Imphras and his surviving warriors to flee, until their backs were to Bluefang Water. There Imphras again made his stand, and against odds of two to one, he defeated those hobgoblins who went against him.

But the horde was much larger than Imphras' army, and a large part of the enemy host simply ignored Imphras, marching past him and continuing southward toward the coastal cities. There on the plain was sung the second great song of heroism in new Impiltur's borning days, for the hobgoblins were stopped by a second Impilturian host of the sword-wielding women the warriors had left behind, and these were led by the ancient wizard Soargar, the young sorceress Sambral and her guest, the archmage Velgarbrin from Baldur's Gate in the West.

With great magicks and mighty swords, much of the hobgoblin army was destroyed, for the earth had opened and swallowed a part of the horde, while numerous balls of fire and lightning took another great toll. Still, when all magic had been exhausted, enough hobgoblins survived to march onward. It was then that Imphras and his small band of survivors reached them from behind and cut the remainder of the enemy down.



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Soargar, exhausted beyond salvation by the magic he had expended, died on the plain that day, but before his passing, he gave Imphras the magical words needed to enter his tower at Ilmwatch, and told Imphras of the 100 Narfelli blades there and the Crown of Narfell, as well as the secrets of its powers and how to awaken them (see the *Artifacts* section).

In the Year of the Gleaming Crown (1097 DR), the immigrant Dalesmen, Vilhonese and descendants of the Rus who populated the land proclaimed the second Kingdom of Impiltur, with Imphras I crowned as its king. As Kiriagoth had predicted, the Crown of Narfell returned to the knowledge of men, but it now was in the hands of paladins who used it to defend the borders of young Impiltur.

That the old Turami race gave birth to a new folk that shaped and guided much of the development of the Realms as we know them today is beyond debate. But the few surviving farmers and fishermen of Ashanath still tell tales of ancient times, before the Mulan of Raurin drove them from their homelands, tales of a great curse upon the sons of the Turami. It is said that the Turami of old defied their gods, and as their punishment, they were cursed to live on through generations, without ever finding peace. Whether there is fact behind this legend is impossible to say.

Nonetheless, the history of the Turami suggests there may be something to these ancient tales. The Turami were driven ever northward, until they reached the Great Dale, where they began warring among themselves and still do so today. Each subsequent migration too was challenged after the Turami had settled an area, and even today, the sons of the Turami have strong foes willing to pounce upon them in a time of weakness, regardless of where they might live.

Although many Dalesmen settled in Impiltur and the Vast, they were integrated there rather than forming a Turami nation. If there is a curse keeping almost purely Turami areas such as the Great Dale and Ashanath from finding peace, one could argue that it takes its toll in the Dalelands of the western Heartlands as well. The new Dalesmen of the West are constantly threatened by the Zhentarim to the North and are being squeezed by Sembia and Cormyr in the South. Monsters and perhaps demons in the abandoned elven forests are an ongoing threat, and as in the East, the Dalesmen have made war upon each other too.

Teshendale was destroyed and conquered by the Zhents. Merrydale of old fell victim to vampires and became Daggerdale. Its rural hillsides are the scene of regular skirmishes, and control of Dagger Falls remains contested. Lashan of Scardale recently tried to conquer all of the Dalelands, leading to the conquest, subjugation and occupation of his dale. Lashan fled, only to be destroyed by the lich Azimer in the ruins of Myth Drannor.

In earlier times the men of Archendale overran and destroyed the neighboring settlements of Sessrendale. In view of these things, one well can believe the old tales from the shores of the Lake of Tears that claim the sons and daughters of the Turami are cursed. If there is indeed such a curse, its effect can be seen above all in the Great Dale of today.

Dun Tharos stands in central Rawlinswood north of the Trade Route, where the mysterious and powerful Nentyarch reigns, seemingly aligned with the practitioners of ancient druidism, according to some, and sunk in the abyss of demonic evil, according to others..

To the east of Dun Tharos in Rawlinswood, bringing its evil influence over parts of Ashanath to the shores of Lake Ashane is Nighthawk Tower, the stronghold of Harbet Gall, who also is a Keeper of the Hoard of the Cult of the Dragon and the cult's leader in the Great Dale.

Between the Nentyarch, the druids of the west and Harbet Gall rages a war that involves, among other things, many disappearances, the polymorphing of unwilling intelligent victims, armies of undead and warring bands of religious warriors.

Even today, after thousands of years of being driven from their homes, enslaved, forced into servitude as serfs and being attacked by many enemies from all sides, the sons of the Turami know no peace.

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**NOTE:** Official materials from WotC are rather inconsistent on the point of from where the Dalesmen of the Heartlands come. However, the 2<sup>nd</sup> Edition FR boxed set states quite clearly that the Dalesmen came from "*the old cities of Impiltur and Damara.*" The statement is in itself rather interesting, because Damara itself is not old. Four hundred years ago, it still lay under the ice of the Great Glacier Pelvuria. Nonetheless, the idea that the Dalesmen are migrant Turami also may be confirmed again in the FR accessory FRS1 *The Dalelands*, which further defines the Dalesmen as "*immigrants from across the Dragon Reach.*"

## 11. Finders Keepers

It had troubled Grafvitnir that the old dvergr had this powerful magic in his hand, with which he could live again and again, but he did not seem to have used it. Or had he after all? The great dragon was concerned that there was a point he was missing, something he had overlooked, something which perhaps had not been right.

There certainly was one flaw in the old dvergr's plan. Someone else could do as Grafvitnir had done and enter his cave in his time of sleep to destroy his body. Grafvitnir could have done that to the old dvergr himself, had he a mind to, and if the dwarf truly was sleeping away the time between lifetimes.

The great wyrm was convinced that the high, ice-encased mountains were so forlorn, so absolutely uninhabitable by the southern humanity he had known, that no one and nothing with magic enough to do so ever would penetrate his defenses and enter his place of rest.

However, he also recognized he could be wrong. Thus, he turned to the magic of the weave. He chanted a spell known only to the ancient Imaskari high magi – the *Coins of Binding*. And in the years of his sleep, these enchanted coins remained by his great dragon form, waiting for the intruder who might come after all.

The years passed. In a faraway land called Netheril, humans challenged the goddess of magic, Mystryl, who fell herself, rather than letting a human upstart named Karsus achieve the godhood he had sought. The weave was shaken, and many of the protective magicks of the weave that Grafvitnir had woven crumbled, as magic of levels 10 through 12 fell.

The ancient dwarven runic staves of rebirth continued to function, because Grafvitnir had bound himself to the stone of his cave. But the dvergr protective runes he had used to seal his place of rest from prying eyes began to fade, as did the dvergr themselves and their knowledge of their ancient magic. Unknown to the sleeping Grafvitnir, he was becoming vulnerable.

More than 3,500 years Grafvitnir had slept, and the world around him had indeed changed, far beyond the great wyrm's wildest imaginings. Already in the Year of the Spouting Fish (922 DR), Red Wizards had driven the Mulhorandi from the Priador and formed their own nation of Thay. And Grafvitnir slept on. In the following centuries, men had spread across Faerûn and were indeed nearly on his doorstep, developing the great Kingdom of Damara just on the other side of the Galenas from his cave.

Dwarves had crossed the pass and had begun mining the rich veins of chalcedony known as bloodstone in other parts of the Galenas. Orcs whose forefathers had been driven from Mulhorand generations earlier walked the valley of Vaasa, beneath his high home. Duergar were burrowing deep under the mountains.

In the Year of the Warlord (1030 DR), as the last of the ice was vanishing from the Bloodstone Lands, the nation of Thay was little more than a century old when the reign of the Zulkirs was established. The hierarchy in Thay showed rising wizards little mercy.

One advanced in his or her magic and grew in power, or one was destroyed. Many Red Wizards of low to middle standing had begun traveling to the far corners of Faerûn, in search of the magic they would need to advance and survive, perhaps to one day join the new, exclusive ranks of the Zulkirs.

Szarkh Gortth was one such Red Wizard. He had intended to learn what he would need to survive. He also intended to become the powerful Zulkir of Necromancy one day. Early in the Year of the Warlord, he had set out northward from the escarpments of Thay, following the Lake of Tears in Ashanath to the Trade Route between the two massive forests of the Great Dale.

Gortth's journey brought him beyond the Dale to the northwest, into Damara. As he traveled, Gortth left behind him a trail of dead wizards, missing spellbooks and lost items of power. The Galena Mountains seemed no less forbidding to the Red Wizard than to other mortals, but Gortth sensed a great power in the mountains on the Vaasan side, high above the area where the half-orc village of Palishchuk now stands.

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Facing incalculable dangers, expending many times great amounts of his magic, and more than once nearly losing his life, Gorthth crossed the terrain known today as Bloodstone Pass and came into Vaasa, where no man lived. Slowly, after several encounters with orcs and other fell monsters, he made his way up the side of the mountain to the cave, which still was defended weakly with magic of the Weave, magic Gorthth now could dispel.

The sight which greeted him at first terrified him. Before him was the seemingly healthy body of a massive red dragon, nearly 150 yards/135m long. Gorthth had not known that any dragon could reach this size. But the wyrm did not move, and as Gorthth's fear subsided, he became aware that the dragon no longer lived.

Gorthth's eyes then had time to alight upon treasures that would have excited the greatest of the zulkirs – row upon row of spellbooks, most in the ancient southern glyphs of the fabled Imaskari sorcerers, and also a large collection of strange dwarven runestones. But beyond this, something else drew Gorthth's attention, a small pile of unusual coins that radiated mighty magic from the floor of the cavern before the body of the great wyrm. These he coveted above all.

As Gorthth took the coins into his hands, the sleeping spirit of Grafvitnir was jolted back to consciousness although without material form. He was alarmed, for he knew that his sanctuary had been violated. He was angered too, because he knew this interruption would prolong the period he must remain asleep. But he was comforted as well, for the coins of binding had done their work, and the intruder or intruders now were his.

Gorthth had no time to ponder what had happened as his hand grasped the coins. He had simply lost his will, and without giving further thought to matters, he waited for a command he knew would come. And it did. A voice spoke within his mind.

*"So, human, you have come to visit me!", the voice said. "Very well, then you shall do the job that you have earned. You think many thoughts that I do not like. You humans have come far while I have slept. That does not please me, but I shall deal with that at another time. I see that you are a wizard. Now that does please me! I shall soon return you to what you were – for a time – for it is only as a wizard that you can do that which I wish most, and it is your wish to please, after all. But for now, you shall sleep!"*

With that command, Gorthth fell indeed into a deep magical slumber.

## 12. Sammaster's Mistress

"Sammaster (was) a powerful wizard favored by the gods with great power, in a manner similar to ... Elminster and Khelben Arunsun. He came to believe that 'dead dragons shall rule the world entirely.' While Sammaster has died, risen again as a lich and fallen again, his cult lives on ..."

- *Running the Realms*

FR 2<sup>nd</sup> Edition Campaign Accessory

**GAME MASTER'S NOTE:** *Northern Journey* gives you the choice of ending the campaign at the conclusion of the seventh and last installment, *Bloodstone*, or of continuing on and expanding *NJ* with a large number of add-ins in the optional sequel, *In the Land of the Lich Lords*. The background of Sammaster varies considerably, depending upon which of these two options you choose. If *Bloodstone* is the final chapter in your campaign and the end station for Sammaster and Kargmelchina, please use the *Short Version* of the history below. If you intend to run the sequel after *NJ*, please use instead the *Long Version* below.

It was not exactly love with Kargmelchina, but perhaps the second best thing, adoration instead. The mighty Sammaster - one of the Chosen - was hers and she was his. Sammaster - the greatest Necromancer in all Faerûn - needed one person - and he had chosen Kargmelchina, and for many years, he remained true to her, for many years, until the Dreadmaster of Bane, Algashon Nathaire interfered to drive Sammaster into the depths of insanity.

But Kargmelchina had bound her fate to mighty Sammaster. She waited impatiently for the many years that Sammaster was misled by the evil cleric, prolonging her life with magic and finally with unlife, taking the path of a lich, and ever waiting, to be Sammaster's salvation and sanctuary again, when Algashon would fall, as he did in the Rage of Dragons in the Year of the Dracorage (1018 DR), after influencing, steering and at last dominating Sammaster for more than a century and a half.

It troubled Kargmelchina at first, when her mighty Sammaster had begun showing signs of his dragon craze, but she knew how to guide him, to interpret for him, to turn things in a direction where all would turn out right despite his insanity. He had done and continued to do great things for Kargmelchina. His arts had prolonged her life for hundreds of years, with no loss of her seemingly eternal youth or beauty.

And his ideas had something to them. To make mightier dragons into still mightier dracoliches might have been a good thing in theory. It was only that Sammaster lost grip on the priorities. Humans were the masters, and even magnificent dragons and dracoliches must be destined to serve men. It was on this point that poor Sammaster had lost the thread, lost his grip on the reality of things. He had misinterpreted an old prophecy, one that said "... dragons shall rule ..." to mean "... dead dragons shall rule ..." instead.

It made no sense to Kargmelchina. But it did not matter. Sammaster was hers. She would guide him and one day, perhaps, cure him with her own estimable powers in necromancy. His followers? Those members of his cult who believed his mad words? They were there to be used and to be destroyed when they got in the way. He could do it, her Sammaster, and soon she would be able to do it too.

If only it hadn't been for the others - the other Chosen, and those infernal Harpers, and above all, the Dreadmaster Algashon. Through the curtain of his insanity, Sammaster knew it would come, and he knew they could win, and so it was that he changed the rules of their game. They were no less mighty than he, but in their own arts. He was the master of necromancy, and he invented the new magic which would foil them, because they would neither recognize nor understand it. It was the ultimate work of necromancy.

Come they did, but at a time when Kargmelchina had been driven from Sammaster's side through the evil doings of Algashon. In the Year of the Stricken Star (875 DR), Sammaster became one of the dead, the first of the Chosen to fall, at the hands of three other chosen, Lady Alustriel, Khelben *Blackstaff* Arunsun and his lady, Laeral Silverhand. It was Algashon, not Kargmelchina, who raised him. She waited.

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From his defeat, the mad Sammaster learned to understand that his enemies would strike again, and so he began preparing for his own lichdom, in the case he should lose another such battle of power. For another 41 years, Kargmelchina waited and watched, and once more, the Harpers came, in the Year of the Sinhala (916 DR) and struck at Sammaster.

In the end, his body was irreversibly destroyed by an avatar of Lathander. This time, a restoration was beyond the abilities of Algashon, who attempted to lead the cult himself, but instead led it into a schism. The cult began to war among itself, until and beyond Algashon's destruction in the Year of the Dracorage (1018 DR).

Only after the destruction of Algashon did Sammaster's lady lich return to his side, to begin slowly working toward her goal, for she now would restore the mighty but insane necromancer and then guide him. First of all, however, Kargmelchina knew she must find and save Sammaster's masterpiece, *"The Tome of Dragons."*

Kargmelchina had been estranged from Sammaster at the time of his destruction. She did not know what he had done with the book. Almost too late, she discovered that Sammaster had trusted the tome to a halfelfen follower. The mighty lady lich began following the tracks of the halfelf deep into the Desertsouth Mountains near Shadow Gap north of Tilverton, where he fell to the blades of an orc band. The orcs, not knowing what they had found, discarded the tome and Kargmelchina retrieved it.

Some histories contend that Sammaster's lich arose in the Desertsouth Mountains in the Year of Many Mists (1282 DR), but this is not really correct. With Kargmelchina's help, the lich had arisen many years earlier, but it had spent these years preparing for its return to the cult. And the lich Kargmelchina spent this time teaching the arisen Sammaster, until even he came to understand her point, that lichdom, was not the way to immortality for the dead dragons who would rule the world.

The strongest of Kargmelchina's arguments was, that the dracoliches had been a failure. Mighty as they had been, many of the dracoliches that had been made up to that point had been destroyed - by mere humans. With the clarity only a madman can know, Sammaster came to see the error in his earlier thinking. There was no doubt of course, that dead dragons would rule the world entirely. The flaw in his earlier thinking, Sammaster announced, was in the type of undeath he believed these dragons must achieve.

He had elected the mighty but destructible in his earlier theory. That had been wrong. A ruling dragon need not be more mighty than it had been in its life, but the ruling dragons must become stronger than the fallen dracoliches had been, and that strength would be in numbers and in gaining the superior intelligence of human magi like Sammaster and Kargmelchina.

To achieve this goal, according to Sammaster's second draconic theory, the undead dragons must be merged with human magi and have the ability to sustain themselves with a borrowed life force. Vampires provided a good basis for the development of such creatures. Sammaster would create a new breed of undead dragons. He would force living wyrms into submission and then initiate them into the new ruling class of draconic undead. At Kargmelchina's suggestion, Sammaster also believed that the new ruling undead dragons needed a leader, one with the wisdom and experience of one of the Chosen, one named Sammaster.

Yes, Sammaster decided, he would be the first and foremost of his new breed, Faerûn's first vampire dragon lich, and his companion in life and now in undeath, Kargmelchina, would be the second. Now, Sammaster's theory ended up being different from that which Kargmelchina had advanced, but she was not opposed. The idea of eternal existence as a vampire tantalized her, an existence as a mighty vampire dragon lich all the more so.

And Sammaster's new theory eliminated the subjugation of themselves to the dragon undead they were creating. For they would be the highest and mightiest of all vampire dragons! In the end, Kargmelchina's enthusiasm was every bit the match for Sammaster's.

The Year of Many Mists (1282 DR) is often believed to be the year of the rising of Sammaster's lich, for it was only in this year that the First Speaker of the cult sent out his call to his followers, to make clear that he had returned.

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The inspiration of many Keepers of the Hoard of the Dragon Cult was short-lived, however. They had been and continued to be fanatic believers in the first theory of Sammaster, and they looked upon the lich Sammaster who had returned to them with a second theory as a madman. To them, the dracolich was the most powerful level of existence that a dragon could reach, and vampire dragons would be only weak imitations of this high goal.

Had Sammaster and Kargmelchina let things be as they were and simply advanced their theories from the hidden tower they had built in the Desertsouth Mountains, the cult leaders doubtless would have written the two off as insane and ignored them. The cult had learned to function quite well without Sammaster.

But Sammaster and Kargmelchina did not leave well enough alone. They worked with a fervor that outdid even Sammaster's efforts of earlier years, to perfect and realize their dream of the vampire dragon and to make themselves the first and foremost of this new breed. In these years, however, their efforts remained fruitless. Their research did not give them the knowledge they needed to create the vampire dragons they had envisioned.

Three of the mightiest Keepers of the Hoard met then, secretly, upon the empty planes of Eastern Shaar. One of them was the lich Gwath, a triple agent of the cult who was a high wizardess of the Zhentarim and also an agent of the Drow goddess Lolth.

The second was Xarth Kistar, a cleric of Bane in Zhentil Keep who was a cult agent there, disloyal to the Zhents too, and the third was none other than the archlich Cleric of Malar, Harbet Gall, in the forests of the Great Dale. In their meeting, the three Keepers of the Hoard agreed that Sammaster must be destroyed for all time, but the three conspirators knew that they lacked the power to destroy him themselves, even acting in concert, so mighty had the lich Sammaster become.

Kistar, however, claimed to know of an insane lich who knew magical methods for destroying another lich. He had Azimer, in the ruins of Myth Drannor's *6 Tyryl Towers School of Magic*, in mind. The cultists found Azimer, but he was not interested in leaving Myth Drannor, to assassinate Sammaster's lich. However, he was willing to trade the cult the secret information it needed to carry out the magical assassination.

Kistar was a cleric and Gall was a cleric lich. They were unable to use the complicated magic Azimer had made available to them. Gwath was a wizardess-cleric lich, but her ability too was below that needed to work the difficult magic Azimer had inscribed.

However, the cult did manage with time to find another wizard who was very interested in obtaining Azimer's formulas and who was able to use them. This was Ssessibil Istahvar, a mage who worked and still works at the beginning of *Northern Journey* in the so-called *Lonely Tower*, between the Moonwood and Beorunna's Well, some 130 miles/210 km north of Silverymoon.

(As pointed out in *Volo's Guide to the North*, the boxed set *The North* and FR5 *The Savage North*,) Ssessibil is no human or other creature of the Realms but rather a being from another world or plane. He uses Faerûn as a base for supplies, research and knowledge. The magic the conspirators offered Ssessibil was of value to him; Sammaster was of no consequence to him. Therefore, he accepted the commission.)

Ssessibil assassinated Sammaster's lich without ever leaving his tower. He worked his magic from the distance, using other spells to observe and study the results. And in so doing, he learned that Azimer had overestimated the strength of his magic. The formulas from Myth Drannor funneled powerful magicks through the spirit and dead flesh of its lich victim, tracing the link to the lich's phylactery. Once the phylactery was found, the magicks began simultaneously corrupting the phylactery and the lich's physical body.

Ssessibil discovered two weaknesses of which Azimer had been unaware. First of all, an advanced lich had the possibility of ignoring the attack completely and beginning the shift to demilich status, which made the entire attack a waste of magic of the highest power. Sammaster did not take this course, however. The second weakness was the greater in Ssessibil's case. He discovered quickly, that a lich of high power, when attacked, could lock upon the thread of magic being used against him and engage his attacker in a deadly war of magic.

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Ssessibil had a substantial advantage in this battle, for he knew who and what Sammaster was, where Sammaster was incapable of determining what Ssessibil was. As a result, Ssessibil succeeded in making consistently damaging attacks upon Sammaster, where many of Sammaster's salvos against Ssessibil went astray, simply because they had no effect upon a non-human and non-humanoid victim.

After nearly two years of magical warfare, Sammaster realized the tide was turning and that Ssessibil might eventually win the battle, destroying himself and Kargmelchina in the process. But Sammaster had still another foul card up his undead sleeve.

He and Kargmelchina had developed a powerful spell that would free his undead soul from his body and his phylactery at the point of its seeming destruction, leaving his spirit to wander, awake, alert and observant but powerless, until other magic would give it form again. By this means, his phylactery also was spared destruction by Azimer's magic.

He told Kargmelchina to work this magic in the last moments of his existence as a lich, if things were to come to the worst, and then to flee into the East, into lands unknown, far from the memory and reach of the Cult of the Dragon or Ssessibil.

Not only did Ssessibil at last begin to gain an upper hand, but the conspirators took another step against their First Speaker. They had given Ssessibil the contract to destroy their leader, but they had seen no sign that it was being fulfilled, and they were certain that the longer lich Sammaster's powers continued to grow, the more difficult he would be to destroy. Thus, they betrayed him a second time.

Sammaster and his followers already had begun to terrorize much of the Dalelands and Cormyr. The Harpers and other forces of good were willing and ready to move against Sammaster, but none knew where he had hidden himself.

Early in the Year of the Blacksnake (1285 DR) the conspirators arranged to have the Harper-supported Company of 12, a band of paladins, tipped to the true location of Sammaster's lair in the Desertsouth Mountains. The two forces encountered each other in the ruins of an ancient mountain city known as Harrowsmouth.

As the Company of 12 marched toward him, Sammaster sent Kargmelchina into the East, as they had planned, and she took with him his phylactery and the *Tome of Dragons*. Ssessibil of course became aware that Sammaster was coming under attack and sent a full wave of magic against Sammaster, just as he, his mighty dracolich and his minions were in full battle against the Company of 12.

Sammaster held out for nearly a day, but in the end, he, his dracolich, all of his minions and nine of the 12 paladins had fallen. For many years, Harpers scoured the area of Sammaster's fall in search of the tome and the phylactery. They found neither of course, because they were with Kargmelchina, whom they had not sought, because they were unaware of her.

And so did the third passing of Sammaster come to be. The Dragon Cult found no trace of Kargmelchina, and after keeping alert for signs of her for several years, concluded that she had been destroyed along with Sammaster, although Ssessibil had been unable to either confirm or deny this.

In truth, Kargmelchina had fled to the Land of Thay and - wearing a different face, bearing a different name and disguising her nature as a lich - she rose among the ranks of the necromancers within the Red Wizards.

For several years, she was forced to defend herself against lesser Red Wizards who sought to challenge her and paid for their mistake with their lives. She also was on the death list of higher Red Wizards, but because she had made no moves to rise within the ranks, her elimination was not high on the list of these wizards' priorities.

It was in these years that Kargmelchina moved across the barriers within the negative plane, following the new *true path* Sammaster had advocated. First, she learned to control a number of Thayan vampires. Then, she overcame several Red Wizards of middle rank - but of still too low a rank to deserve the attention of the mightier Red Wizards - and she had enslaved them as vampires under her command. However, the knowledge she needed to realize Sammaster's vision of vampire dragons continued to elude her.



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In the Year of the Bloodbird (1346 DR), Kargmelchina forged an alliance with another Red Wizard necromancer named Zhengyi who had followed the path to lichdom. Zhengyi sought power, wishing to build his own conquering empire.

The alliance with Kargmelchina strengthened him, for she sought no power for herself but only the assurance that she could continue her necromantic research undisturbed. Zhengyi promised her this, in return for her agreement to lend him her strength and her own small legion of wizard vampires in his moment of need.

The millstone of evil had much grist to grind in these years. Two deities, Bane, the Lord of Strife, and Myrkul, the god of death, were plotting to steal the Tablets of Fate in an attempt to overthrow Ao as Overlord of the Faerûnian pantheon. As a part of this plot, Myrkul came to Zhengyi and offered him great power if he would agree to bind himself to Orcus, imprisoned demon lord of the undead. Zhengyi agreed.

Myrkul then descended to Orcus in the Abyss and forged a bond with him. The Lord of the Bones was unable to free Orcus from the shell of positive energy in which Ao had trapped him, but he agreed to open a conduit of power from Orcus to Zhengyi, so that he could use Zhengyi as his own tool, in return for Orcus' help in the battle against Ao.

Myrkul taught Zhengyi how to create mercury pools of power from natural cinnabar deposits. These would create a direct conduit to Orcus abode in the Abyss, penetrating the shell of positive energy in which Ao had exiled the demon god. The shell of positive energy would be weakened within the conduit, not adequately for Orcus to travel through it of his own power, but sufficiently for him to be aided in passing it by magic from the material plane.

Zhengyi created two such pools in his time, one in the Bloodstone Mines of Damara and another later beneath the ruins of his Castle Perilous in Vaasa. However, the Witch King still had not succeeded in drawing Orcus into Faerûn before he was destroyed.

Orcus agreed to Myrkul's plan, but instead of paying more than lip service to the goals of Bane and Myrkul, the demon god concentrated on rebuilding his long fallen church. Through Zhengyi, his dark voice appealed to necromantic clerics in the Moonsea region, the Unapproachable East and the Vilhon Reach to come to his new stronghold in Vaasa and serve him as clerics in the Cult of the Goat's Head. Myrkul's church also drew the necromancers of the ancient Cult of the Goat's Head in the North to serve Zhengyi in Vaasa.

A year after Zhengyi and Kargmelchina formed their alliance, in the Year of the Bright Blade (1347 DR), Zhengyi, Kargmelchina and her vampire legion disappeared from Thay and resurfaced in the nearly empty lands of Vaasa, occupied for the most part only by the remnants of the ancestors of those orc tribes that had been driven from the south many centuries earlier, along with dwarven miners, duergar deep beneath the mountains and bloodstone miners from Damara in the parts of the Galenas near Bloodstone Pass.

In the same year, miners reported that a huge, iron-bound castle of stone had appeared overnight about 50 miles/80 km northeast of the Vaasan entry to Bloodstone Pass, southeast of the village of Palishchuk. With magical strength lent to him from the Abyss by Orcus, Zhengyi the Witch King had raised his fell Castle Perilous.

Almost immediately a reign of terror spread across sparsely populated Vaasa, reaching out from the Witch King's fortress. The magic of Zhengyi bound orcs, goblins and giants of the surrounding mountains to him, and Zhengyi raised denizens from the lower planes and allied himself with the foul goat's head priests of Orcus, who could command legions of undead. The Witch King prepared for war.

Late in the Year of the Spur (1348 DR), duergar arose from the roots of the Galenas, driving man and dwarf from the Bloodstone Mines, to clear them for Zhengyi, whose spells of transmutation broke down cinnabar deposits into the elements of mercury and sulfur, creating the first of his mercury pools.

The Wolf Winter fell then upon Damara, destroying crops and leaving the prosperous nation in a state of famine. Zhengyi's monster hordes sealed off the mines on the Vaasan side of the Galenas and began invading Damara. The Damarans, however, fought back, in a destructive war that ravaged the land for a decade.

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In the Year of the Prince (1357 DR), the Damaran forces, led by young King Virdin, and Zhengyi's monster horde met in battle at the Ford of Goliad. Damara lost the day and Virdin fell. On the following night, assassins moved across Damara, slaying the leaders of the most loyal and powerful noble houses. The surviving Damarans reached a peace agreement with Zhengyi that left Damara divided into weak baronies. The country began to collapse.

The Damarans were a proud race, however, and they did not bear the yoke of Zhengyi's serfdom willingly. The seeds of revolution germinated. And they were helped by an event in the following year - the Year of Shadows (1358 DR) - that no one could foresee, an event that ravaged 4,000 years of planning for Zhengyi, Grafvitnir and others. Bane and Myrkul continued with their plot and stole the tablets of fate their master Ao had made for the gods, and as a reaction, the gods were thrown by Ao from their homes in the planes onto Faerûn, to exist as their own avatars.

In that fateful year, the goddess Mystra was destroyed by the god Helm, and chaos began to eat away at the Weave of magic around Abeir-Toril. Zhengyi was a lich of supra-genius intelligence, and his power and empire had been built upon the magic of the Weave and the power of Orcus.

The chaos ravaging the weave struck at the Witch King's magical essence and turned Zhengyi from a master of strategy into a wildly insane lich lord. His monster horde began working at cross purposes. And his eye no longer was upon Damara. Under the leadership of the Ilmatari Paladin Gareth Dragonsbane, a resistance began to grow in Damara.

The chaos ravaging the weave also destroyed Grafvitnir's magical protections for the second time, and his cave high in the Galenas radiated power but now lay open and unprotected. Kargmelchina far to the southeast, already had realized that she must flee Castle Perilous, before the now mad witch king would bring about its destruction.

During the years after Zhengyi's rise, Kargmelchina took a deep interest in the lore of the Untheric dragon goddess Tiamat, who was all but unknown in Faerûn. She believed if she could ally herself with the dragon queen, Tiamat might provide her with the lore she needed to at last realize Sammaster's dream of creating vampire dragons who would serve him and, of course, Kargmelchina.

These were troubled times for Tiamat. She had battled with Gilgeam and lost. However, the Untheric god of strength and battle - then called the *Supreme Ruler of Unther* - was not aware that he had defeated Tiamat without destroying her. Thus, with the aide of her faithful followers, the goddess slowly regained strength. The attempts of Kargmelchina to communicate with her succeeded, and they offered Tiamat an additional lifeline.

The dragon queen asked Kargmelchina to lend her magical strength to her, until she could regain her power. In return, she said, she would give Kargmelchina the knowledge she sought and the power she needed once she had regained her rightful place in the Untheric pantheon.

Kargmelchina agreed to this. During most of Zhengyi's years, she made little use of her wizardly powers, concentrating instead upon learning new arcane lore, while the distant goddess drew the power from her that she could have used to work her own magic.

When Zhengyi fell into madness, Tiamat was near the point of making her return to Unther. At the same time, perhaps with telepathic help from the dragon queen, Kargmelchina was drawn to a new refuge where she sensed a strange source of power. She went into the Eastern Galenas above Palishchuk, where she found an open cave filled with the well-preserved body of an advanced red great wyrm dragon, together with the largest library of magical works the vampire wizardess ever had seen. Most of the volumes contained ancient secrets of long lost Imaskari magic.

Kargmelchina suddenly had found many of her own dark prayers answered, and she now also had the vessel she had needed to restore Sammaster to her - the huge, rejuvenating body of Grafvitnir. Perhaps it was a trick played by the chaos of the weave, or perhaps Kargmelchina was too overwhelmed by her discovery, but her attention somehow never came upon the invisible, sleeping spirit of the former Red Wizard Szarkh Gorth.

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So it was that Kargmelchina's strategy took an unplanned turn of which she was unaware. Grafvitnir also was unaware of the violation of his sanctuary, because his magical defenses had crumbled, and for that reason his spirit slept on and took no steps to prevent the fateful events which soon would befall him.

Kargmelchina plunged into her study of the Imaskari and dvergr magic found in Grafvitnir's cave. She attempted several times - without success - to bring Sammaster back with the magic she had learned. Her failures she blamed upon her own procedures, knowing nothing of the chaos plaguing the Weave of magic in Faerûn. And her legion of Red Wizards turned vampire scoured the surrounding lands for ingredients Kargmelchina sought for her attempts.

Later in this Year of the Shadows - unknown to Zhengyi or Kargmelchina in Vaasa - an evil rogue, a wizardess of true heart, the god Helm and the overgod Ao came together high atop Mt. Waterdeep, thousands of miles/kilometers to the West. Ao made the two mortals into gods and reopened the planes to the other gods. The wizardess of true heart had become the new Mystra, and she slowly succeeded in bringing much of the weave under control again.

With the weave again opening its magic to deities and mortals, Kargmelchina's great moment came. In Unther, Tiamat was aware of the mighty lich wizardess who had formed bonds with her. As the Year of Shadows ended, the dragon queen endowed Kargmelchina with the knowledge she needed to awaken Sammaster as an undead vampire dragon lich, and to transform herself in like manner.

Only two such veil creatures ever have been made - Sammaster and Kargmelchina - and both can exist in this form only because they have the power of a deity within them. If they were aware of the two creatures' nature, some sages indeed might speculate that they were, in a manner, Chosen of Tiamat, although this is not quite correct.

Nonetheless, while Zhengyi's days in Vaasa and the days of Orcus in the Abyss were running out, Kargmelchina was busy in Grafvitnir's cave, using the power and knowledge the dragon goddess had given her. In that time, the sleeping advanced red great wyrm Grafvitnir awoke helpless and without physical essence, captured within the stone of the Galena Mountains. The powerless spirit of the red dragon observed what was taking place before it and found that a vampire dragon lich wizardess - a new being in his catalog - was at work within his cave.

His great body had been given to another spirit, and the intruder was slowly awakening in Grafvitnir's former body. The nearly 8,000-year-old dragon spirit suppressed the panic that tried to conquer it, knowing it must watch carefully, if it was to find the opening into which it would send the sleeping Szarkh Gorth to recapture its great body.

The spirit of Sammaster had been watching too, although elsewhere. After being reanimated in the great body of Grafvitnir as a vampire dragon lich, Sammaster spoke first to Kargmelchina of the revenge he would wreak. For in his duel of magic with Ssessibil Istahvar, Sammaster had succeeded in reading Ssessibil's thoughts. He knew who the conspirators were who had planned his destruction. He knew too what the nature of the alien being Ssessibil Istahvar was and how to exact from Istahvar a horrible revenge upon his own in Ssessibil's own world.

Kargmelchina too was triumphant, showing Sammaster the great library of Imaskari magic she had won, wherein Sammaster believed he would find even greater tools of vengeance, and she told Sammaster of the legion of Red Wizard vampires she had enslaved in their service.

The weave had been restored, and Zhengyi regained a part of his sanity, but his empire was in a strategic state of ruin. Much of the magical damage that had been done to Zhengyi's spirit remained unhealed. The witch king no longer possessed the strategic genius that had brought him so high. Thus began his decline and fall. He turned his now troubled lich eyes back upon Damara, where rebellion was brewing and where many had united to rid themselves of Zhengyi's yoke.

The armies of Damara and Vaasa met again in the Year of the Serpent (1359 DR), ironically once more at the Ford of Goliad, but this time the battle ended in a stalemate, until the paladin Sir Gareth Dragonsbane and his allies broke through, eventually crossing Bloodstone Pass into Vaasa.

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Among the powers who had been supporting Zhengyi was Tiamat. She sensed the dragon-rooted activities of Sammaster and Kargmelchina above Vaasa, and she was not displeased with their work, but in the Time of Troubles and the Avatars, her attention was elsewhere.

After the Time of Troubles when Gilgeam had been reduced to a demipower she battled him a second time and destroyed him, but she had expended so much of her power in the battle that she had been reduced to a demipower. Nonetheless, Tiamat had intended to return in triumph to Unther. Kargmelchina in Vaasa was nothing more at the time than an investment for the future.

Tiamat's godly form was recuperating in her home Baator on Avernus, while she had hidden her last avatar in the Nine Hells. But her plans were upset by the successful march of Sir Gareth Dragonsbane and his companions into Vaasa. They had stormed Zhengyi's Castle Perilous and captured the Wand of Orcus, which had been the source of much of Zhengyi's power.

From the castle dungeon, Sir Gareth and the other heroes found an entry into the planes, and after much difficult combat, they finally reached the den of Tiamat's ancient archenemy, the good-aligned dragon deity Bahamut, who helped them reach the den in the Nine Hells where Tiamat had hidden her last avatar.

Using the Wand of Orcus, Sir Gareth and his companions destroyed both Orcus in the Abyss and the avatar of Tiamat, returned to Vaasa and defeated and destroyed Zhengyi. Without the magic of the Wand of Orcus, upon which it had been built, Castle Perilous crumbled into ruin. Tiamat was remained a demipower of Unther and could make no claim upon the Realms. Her hopes of establishing herself as the sole ruler of Unther were dashed. Other Faerûnian and Mulhorandi deities filed Gilgeam's vacuum.

For the first time, Sammaster and Kargmelchina turned their attention from their magical works and studies back to the affairs of the world around them. They were not troubled by the fall of Zhengyi, for they had assumed they would have to destroy the Witch King themselves one day, and Sir Gareth Dragonsbane had spared them this work.

But they were troubled by the fall of Castle Perilous, for they had dire need of the Witch King's great magical laboratories in the dungeons beneath the ruins of Zhengyi's fortress. Above all, they needed the fell mercury pool that Zhengyi had created to bring Orcus into the Realms, a feat at which he never succeeded. Before her fall, Tiamat had revealed to Kargmelchina the secrets that were necessary to know to make an army of draconians and to create vampire dragons. They could not afford to have the castle ruins fall under the control of Dragonsbane or the Damaran forces.

After his victory, Dragonsbane withdrew into Bloodstone Pass, leaving several hundred of his best warriors guarding the perimeter of the castle ruins. In less than a ride after Dragonsbane's departure, a more fearful red dragon than any described in the mightiest legends of Damara and a blue dragon of nearly equal might swept down from the night skies, destroying a large part of the troops guarding the ruins and sending the survivors fleeing back toward Bloodstone Pass. Little did the Damarans know that they had encountered Faerûn's only vampire dragon liches or that their names were Sammaster and Kargmelchina.

In the days that followed, dragons became a regular sight in the skies over Damara and Narfell - reds, blacks and blues, joined later by a flight of whites from the Great Glacier Pelvuria in the North - all drawn by Kargmelchina's magic to the ruins of Castle Perilous. Kargmelchina had taken three Imaskari artifacts from Grafvitnir's cave. One of them was called the *Dragon Diamond*. The Imaskari wizards called the second the *Platinum Rod of Enslavement*.

The *Dragon Diamond* is capable of summoning any magical creature or any user of arcane spells - even unwillingly - to its bearer. The *Platinum Rod of Enslavement* is capable of binding any being, living or undead, to its will. It well may be that there were those in Imaskari times who could resist, but it is doubtful that beings of the caliber, be they man or wyrm, are to be found in Faerûn today.

These artifacts once were the property of the god kings of the Raurin Empire. They were stolen by Grafvitnir during the fire wars that took place at the empire's fall. While holed up in Grafvitnir's cave, Kargmelchina found the ancient Imaskari parchments among Grafvitnir's treasure that explained how to use these and other items of immense power that the great dragon had hoarded nearly 4,000 years ago.

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Kargmelchina first used magical knowledge imparted to her by Tiamat to reshape the dweomer upon Zhengyi's mercury pool. She then used the *Dragon Diamond* to begin drawing chromatic dragons of various colors to the ruins of Castle Perilous. All were forced to go into a depression in the bowels of the ruins, where each was slain, and its blood was drained into the cavity in the dungeon floor.

In the earlier time when Kargmelchina had subjugated lesser Red Wizards of Thay to her will and then made vampires of them, she had kept a vial of each mage's blood, labeled with his or her name. Each time a summoned dragon was slain, she added to the dragon blood in the new pool beneath Castle Dragonblood some of the blood from another of the Thayan vampires who served her.

With the combination of the pool of the mercury pool and the pool of the mixed blood of magi and dragons, Kargmelchina and Sammaster had the tools they needed to begin making of the Kargmelchina's red wizard vampires and the slain men and wyrms their vampire dragons. The pools also gave them the means they needed to begin creating their army of Realms draconians.

They gave their vampire dragons permission to fly by darkness into neighboring lands, to feed in human form, but with only this exception, they were to guard Suncatcher Mountain, the ruins of Castle Perilous and nothing more, until they received further orders.

With magicks learned from the literature in Grafvitnir's cave, Sammaster and Kargmelchina drew a permanent cloud cover to the summit of Suncatcher Mountain. There, beneath the clouds that shelter them from the merciless sun, they have used spells similar to those with which Zhengyi created Castle Perilous, to erect the huge mountain fortress they call Castle Dragonblood.

The castle is seldom visible from the lands below the mountains, but dwarves working the mines of Hillsfar Hall report occasionally sighting "*a great castle with many spires*" briefly emerging from the clouds on the summit. The dwarves and others also claim that one hears "*the thundering of dragon wings*" on the summit at night.

A bit more than a year had been left to Sammaster and Kargmelchina, to plot, design and prepare as the two mighty vampire dragon liches wished. In the Year of the Turret (1360 DR), the Dragon Queen had regained strength enough to return to Faerûn as a demipower with a first avatar. Ao had changed the rules for Faerûnian gods - their power would wax or wane based upon the faith and numbers of their followers.

Tiamat knew she would need a broader base of worship than was available in Unther, Chessenta and Mulhorand, if she were to reach her goal of one day becoming one of the greater powers of Faerûn. Her thoughts turned first to Sammaster and Kargmelchina in the mountains above Vaasa and the then godless Cult of Dragons at their disposal. Tiamat was impatient to establish herself within the Faerûnian Pantheon. She began creating avatars to advance her faith in the Realms.

The Dragon Queen eyed Kargmelchina as a possible candidate for such honors, although another 11 years would pass before she indeed would take such a step.

### Short Version

Choose this version if you are using only Segments 1-7 and eliminating the optional sequel *In the Land of the Lich Lords*.

Kargmelchina advocated a bond between the reformed cult Sammaster would lead and the Dragon Queen, a thought that won mad Sammaster's approval, for he could see his new cult substantially strengthened with the support of a dragon goddess and the power of dragon-worshipping clerics.

In these times, Tiamat also restored her avatar form Tchazzar in Chessenta, and her avatar form as the Dark Lady has appeared to renegade members of the Cult of the Dragon. In the Year of the Unstrung Harp (1371 DR), she at last merged a part of her own deific spirit with the vampire dragon lich form of Kargmelchina.

In the beginning of the Year of the Unstrung Harp (1372 DR), Tiamat's following in Faerûn had grown to such numbers that she had reached the status of a lesser power, over the objections of Iyachtu Xvim, who believed she was infringing upon his portfolio as god of tyranny.

Tiamat-Kargmelchina and Sammaster are mulling seriously over this situation, because they know a religious war between their followers and the Xvimists could easily be sparked, leading to an undesirable loss of power for both gods. The goal of Sammaster and Tiamat-Kargmelchina is to win over the Dragon Cult from the ranks upward while simultaneously destroying its old hierarchy, corrupt to the core, in their eyes. The first cult targets are Gwath, Kistar and Gall, who conspired against Sammaster, along with the non-cultists Azimer and Ssessibil Istahvar, who aided them.

More than 12 years have passed since the fall of Zhengyi. In this time, Kargmelchina and Sammaster have built their elite legion of vampire dragons - there now are 50 of these creatures. Kargmelchina had come to Vaasa with nearly 20 Thayan vampires in her service. After these had been transformed into vampire dragons, the avatar used the *Dragon Diamond* to gradually summon 30 evil magi from the Vast, the Moonsea region and the Cold Lands as well as 30 dragons to the ruins of Castle Perilous.

There, she and Sammaster used the two pools to begin the transformation of the unwilling humans and dragons into vampire dragons. After the first stage of the transformation, the undead but sleeping bodies of the transformed were taken through a portal to the laboratory in Castle Dragonblood, where the transformation process was completed and the *Platinum Rod of Enslavement* was used to bind the undead wyrms to Kargmelchina's and Sammaster's service.

In the dungeons beneath the ruins of Castle Perilous they also have been transforming goblins, hobgoblins, orcs, ogres and trolls into draconians (similar but not identical to the draconians of Krynn - see monster descriptions). The draconian units are under the control of vampire dragon commanders. This process has been accelerated greatly since Kargmelchina has become an avatar. The great godly magic of Tiamat has been making it possible for the two to now produce a few thousand draconians monthly.

But Kargmelchina and Sammaster already had begun making draconians before Kargmelchina had become an avatar. In the waning months of Nightal in the Year of the Gauntlet (1369 DR), they began exacting their revenge, sending small units of draconians, each with a vampire dragon commander, out into the lands of Faerûn to hunt down and destroy Keepers of the Hoard of the Cult of the Dragon.

Groups of these half-lizard, half-dragon creatures (no one in Faerûn knows the term *draconian*) have been spotted at times. They are always accompanied by a black man with dragon wings who remains in the background, in the shadows. When such groups have been captured, the draconians fight to the death and die in strange ways - turning into stone or puddles of acid, etc. The dragon men in the background (vampire dragons) simply disappear.

For Ssessibil Istahvar, Azimer and the three conspirators of the Dragon Cult who commissioned his destruction, Sammaster has planned more diabolical types of revenge. He has improved and strengthened the lich-destroying magic that Ssessibil used against him.

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At the time of Sammaster's destruction, Azimer, Gwath and Harbet Gall already were liches. Xarth Kistar has since left the Dragon Cult, converted to the religion of Cyric and has been made into a burnbones, succeeding Chrinson of the Blazing Sun in that role beneath Zhentil Keep (s. the boxed accessory *Ruins of Zhentil Keep* – TSR - 1996, available as an ESD download from SV Games). However, Sammaster is unaware of this and believes Kistar to be a lich as well.

Sammaster plans to begin with Istahvar, however, and for him he has planned the most demonic revenge of all. The spirit of Sammaster has followed Istahvar in his travels between Faerûn and Istahvar's home world and has learned that contact with iron and iron alloys is fatal to members of Istahvar's race in his home world.

Istahvar himself unwittingly betrayed this, by importing alloyed iron and enslaved dwarves to his home planet. The dwarves built a metal cage out of the iron alloy, and criminals who are sentenced to death in Istahvar's world are executed by being bound and moved into the iron cage by the dwarven slaves.

Using formulas from the old dvergr runestones that Grafvitnir had brought to his cave, Sammaster and Kargmelchina have crafted a powerful rune of their own, not dependent upon wizardly magic, a rune that transmutes the mithral common on Istahvar's world immediately into iron. Sammaster now plans to make Istahvar into the unwitting carrier of this rune, which can spread through Istahvar's world of its own volition. As a result, according to Sammaster's plan, Istahvar will destroy his own folk upon their own world.

Many different creatures have made many different plans that are coming together after a span of 8,000 years. And betraying a bit of the end of the story ahead of time, none of the many plans really work out the way they were meant to in the end.

After crafting their mighty magicks, Sammaster and Kargmelchina still needed to infect their victims with them. For that, too, there was a plan. The third most powerful of Sammaster's dragons was an ancient black wyrm housing the spirit of a Red Wizard who had been known as Krepp Nargthong. Sammaster and Kargmelchina gave Nargthong the assignment of going out into Faerûn and binding innocent victims to be the bearers of these potent magics to the intended victims.

Here, however, the plans and deeds of Sammaster and Grafvitnir clashed head on, although neither Sammaster nor Tiamat-Kargmelchina knows this or anything else of their mighty but bodiless foe. When Sammaster and Tiamat-Kargmelchina left Grafvitnir's cave, the spirit of the great wyrm no longer could listen in on their plans, for it was firmly bound to the stone of the cave. Therefore, Grafvitnir awoke Szarkh Gortth and armed him with mighty magicks that enabled the wizard to destroy the essence of Nargthong, afterward taking over his physical essence as a vampire dragon and consuming Nargthong's thoughts.

When he was awakened, Gortth could feel his thoughts were being probed, but his mind could mount no resistance, could not even object. The voice of Grafvitnir spoke: *"You will leave here, more or less a free man, but you will follow a route I have described for you, after you have placed your strongest wards upon my cave, to protect me anew. That is your first duty."*

*"You then will take these coins of mine to destinations of the type I seek, where they will bring my image to later bind heroes at the time of my need. That is your second duty. You may do as you wish along the way, but you may not deviate from the road I shall prescribe for you. Learn what you will, for I have it in mind to free you one day, if you serve me well."*

*"After you have done what I ask with these coins and after my awakening, I shall release you at that time and reward you well. If my hour of need should come again before I awaken, then I shall give you your third and last duty. Three are the coins you have taken and threefold are you bound. Depart now! Set your wards and hide your coins!"*

After hearing this message, Gortth nearly regained his self. He understood he was bound. He knew he had a path he must follow. He knew he had duties to fulfill. But as he did so, he was free to learn and to do that which he too wished. Only his path must remain true, but it was a path which could reap many rewards.

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The way of the weave is such, that he indeed will be free, when his bindings had ended. After setting the mightiest concealing and protective wards he knew, wards which would permit only his entry into the cave, Gorthth went happily upon his way, to the Northwest, in the physical form of Krepp Nargthong.

Had Sammaster or Tiamat-Kargmelchina thought there was reason to doubt Nargthong, they perhaps might have detected this change, but they did not seek and therefore also did not find.

The last great magic of revenge worked by Sammaster and Tiamat-Kargmelchina was the crafting of the *Sigylls of Contagion* that would be the carriers of their magicks of vengeance, all stained in invisible dvergr runes. Nargthong (now Gorthth) was given the task of finding a handful of adventurers in Faerûn and working magics to place these *Sigylls of Contagion* upon them.

He has orders to follow these adventurers, and if any of them fall, to find new candidates and infect them with sigylls to replace the fallen. Within the sigylls are the symbols of Istahvar, Gwath, Azimer, Kistar and Gall - and finally the new symbol of Castle Dragonblood, for it is the intention of Sammaster to reward his unwitting helpers with the gift of eternal unlife as vampire dragons, once they fulfill their missions.

The *Sigylls of Contagion* bind the bearers to seek out the beings associated with the symbols. Sammaster and Kargmelchina also can see through the sigylls at anytime, to determine where their victims are and what they are doing. Through concentration upon the victims, Sammaster and Kargmelchina also can cause the degree of pressure the sigylls exert upon the PCs to increase, but the more they concentrate, the less they can do other things.

The sigylls do not require the PCs to do more than come into face-to-face contact within 20 feet/6 m these creatures. At that time, the invisible rune of revenge passes to the victim, and the symbol disappears from the bearer's arm. After the infection of Harbet Gall in the Great Dale, only the symbol of Castle Dragonblood will remain. This symbol bears no rune of revenge but is intended to draw the PCs to Sammaster.

Shortly before the start of play, Sammaster has sent the vampire dragon Gorthth out into the world (still believing him to be Nargthong), to implant the *Sigylls of Contagion* upon a group of adventurers who will do his bidding. If any members of the group are destroyed, Nargthong is to use the magic to plant the sigylls on a new victim, who will be drawn to the adventuring group and join it. Neither new sigyll bearers nor members of the original group will have much chance to reject each other, and the magic of the sigylls will make it quite difficult for them to attack one another.

Grafvitnir's spirit, which controls Gorthth, has changed these orders slightly. Grafvitnir has told Gorthth to seek out adventurers already under the influence of his coins of binding and brand them with the sigylls. Should these fall, he is to infect other adventurers with the coins and brand them with the sigylls.

This magic will not be overridden by the magic of Sammaster's sigylls, because it is pure Imaskari wizardly magic and is the superior and stronger magic. The bearers of the sigylls, according to Grafvitnir's plan, will do exactly what Sammaster expects - until they reach Vaasa at the very end, or until Grafvitnir's thoughts tell them to do otherwise.



### Long Version

For use only in campaigns that will run the sequel *In the Land of the Lich Lords*

Kargmelchina advocated a bond between the reformed cult Sammaster would lead and the Dragon Queen. However, she was unaware that Sammaster's mad mind already had pursued other paths in its cunning insanity, and that little of Sammaster still remained in her presence. Sammaster had returned as a strange combination of human lich and vampire dragon lich, and his spirit still was very much the inhabitant of his phylactery.

In the beginning, things went very much as Kargmelchina had planned. But unknown to her, Sammaster had found in Grafvitnir's stolen Imaskari library a *Tome of Facets*. This exceedingly rare work of magic - only one other copy exists in the Realms - is considered by sages to be the product of the Narfelli.

The Narfelli did indeed have such a tome, and there is some vague mention of it in old Narfelli parchments in the Royal Impilturian Library in Impiltur. But none there are aware that the Impilturian copy actually is an Imaskari tome that was found by Narfelli warriors who had overrun the tower of a Raumathari battle sorcerer who had found it in Imaskari ruins.

Sammaster insane focus remained upon the rule of dragons. His other thoughts had for the most part simply wandered out of his mad mind. His insanity focused still upon revenge against those who had sought to destroy him, but his thoughts dealt above all with undeath and godhood. However, Kargmelchina was too busy with her own plans to ever question the convictions of Sammaster.

In these times, Tiamat had restored her avatar form Tchazzar in Chessenta, and her avatar form as the Dark Lady has appeared to renegade members of the Cult of the Dragon. In the Year of the Unstrung Harp (1371 DR), she at last merged a part of her own deific spirit with the vampire dragon lich form of Kargmelchina.

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But Kargmelchina and Sammaster already had begun making draconians before Kargmelchina had become an avatar. In the waning months of Nightal in the Year of the Gauntlet (1369 DR), they began exacting their revenge, sending small units of draconians, each with a vampire dragon commander, out into the lands of Faerûn to hunt down and destroy Keepers of the Hoard of the Cult of the Dragon.

Groups of these half-lizard, half-dragon creatures (no one in Faerûn knows the term *draconian*) have been spotted at times. They are always accompanied by a black man with dragon wings who remains in the background, in the shadows. When such groups have been captured, the draconians fight to the death and die in strange ways - turning into stone or puddles of acid, etc. The dragon men in the background (vampire dragons) simply disappear.

For Ssessibil Istahvar, Azimer and the three conspirators of the Dragon Cult who commissioned his destruction, Sammaster has planned more diabolical types of revenge. He has improved and strengthened the lich-destroying magic that Ssessibil used against him.

At the time of Sammaster's destruction, Azimer, Gwath and Harbet Gall already were liches. Xarth Kistar has since left the Dragon Cult, converted to the religion of Cyric and has been made into a burnbones, succeeding Chrinson of the Blazing Sun in that role beneath Zhentil Keep (s. the boxed accessory *Ruins of Zhentil Keep* – TSR - 1996, available as an ESD download from SV Games). However, Sammaster is unaware of this and believes Kistar to be a lich as well.

Sammaster plans to begin with Istahvar, however, and for him he has planned the most demonic revenge of all. The spirit of Sammaster has followed Istahvar in his travels between Faerûn and Istahvar's home world and has learned that contact with iron and iron alloys is fatal to members of Istahvar's race in his home world.

Istahvar himself unwittingly betrayed this, by importing alloyed iron and enslaved dwarves to his home planet. The dwarves built a metal cage out of the iron alloy, and criminals who are sentenced to death in Istahvar's world are executed by being bound and moved into the iron cage by the dwarven slaves.

Using formulas from the old dvergr runestones that Grafvitnir had brought to his cave, Sammaster and Kargmelchina have crafted a powerful rune of their own, not dependent upon wizardly magic, a rune that transmutes the mithral common on Istahvar's world immediately into iron. Sammaster now plans to make Istahvar into the unwitting carrier of this rune, which can spread through Istahvar's world of its own volition. As a result, according to Sammaster's plan, Istahvar will destroy his own folk upon their own world.

Many different creatures have made many different plans that are coming together after a span of 8,000 years. And betraying a bit of the end of the story ahead of time, none of the many plans really work out the way they were meant to in the end.

After crafting their mighty magicks, Sammaster and Kargmelchina still needed to infect their victims with them. For that, too, there was a plan. The third most powerful of Sammaster's dragons was an ancient black wyrm housing the spirit of a Red Wizard who had been known as Krepp Nargthong. Sammaster and Kargmelchina gave Nargthong the assignment of going out into Faerûn and binding innocent victims to be the bearers of these potent magics to the intended victims.

Here, however, the plans and deeds of Sammaster and Grafvitnir clashed head on, although neither Sammaster nor Tiamat-Kargmelchina knows this or anything else of their mighty but bodiless foe. When Sammaster and Tiamat-Kargmelchina left Grafvitnir's cave, the spirit of the great wyrm no longer could listen in on their plans, for it was firmly bound to the stone of the cave. Therefore, Grafvitnir awoke Szarkh Gorth and armed him with mighty magicks that enabled the wizard to destroy the essence of Nargthong, afterward taking over his physical essence as a vampire dragon and consuming Nargthong's thoughts.

When he was awakened, Gorth could feel his thoughts were being probed, but his mind could mount no resistance, could not even object. The voice of Grafvitnir spoke: *"You will leave here, more or less a free man, but you will follow a route I have described for you, after you have placed your strongest wards upon my cave, to protect me anew. That is your first duty."*

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*"You then will take these coins of mine to destinations of the type I seek, where they will bring my image to later bind heroes at the time of my need. That is your second duty. You may do as you wish along the way, but you may not deviate from the road I shall prescribe for you. Learn what you will, for I have it in mind to free you one day, if you serve me well.*

*"After you have done what I ask with these coins and after my awakening, I shall release you at that time and reward you well. If my hour of need should come again before I awaken, then I shall give you your third and last duty. Three are the coins you have taken and threefold are you bound. Depart now! Set your wards and hide your coins!"*

After hearing this message, Gortth nearly regained his self. He understood he was bound. He knew he had a path he must follow. He knew he had duties to fulfill. But as he did so, he was free to learn and to do that which he too wished. Only his path must remain true, but it was a path which could reap many rewards.

The way of the weave is such, that he indeed will be free, when his bindings had ended. After setting the mightiest concealing and protective wards he knew, wards which would permit only his entry into the cave, Gortth went happily upon his way, to the Northwest, in the physical form of Krepp Nargthong.

Had Sammaster or Tiamat-Kargmelchina thought there was reason to doubt Nargthong, they perhaps might have detected this change, but they did not seek and therefore also did not find.

The last great magic of revenge worked by Sammaster and Tiamat-Kargmelchina was the crafting of the *Sigylls of Contagion* that would be the carriers of their magicks of vengeance, all stained in invisible dvergr runes. Nargthong (now Gortth) was given the task of finding a handful of adventurers in Faerûn and working magics to place these *Sigylls of Contagion* upon them.

He has orders to follow these adventurers, and if any of them fall, to find new candidates and infect them with sigylls to replace the fallen. Within the sigylls are the symbols of Istahvar, Gwath, Azimer, Kistar and Gall - and finally the new symbol of Castle Dragonblood, for it is the intention of Sammaster to reward his unwitting helpers with the gift of eternal unlife as vampire dragons, once they fulfill their missions.

The *Sigylls of Contagion* bind the bearers to seek out the beings associated with the symbols. Sammaster and Kargmelchina also can see through the sigylls at anytime, to determine where their victims are and what they are doing. Through concentration upon the victims, Sammaster and Kargmelchina also can cause the degree of pressure the sigylls exert upon the PCs to increase, but the more they concentrate, the less they can do other things.

The sigylls do not require the PCs to do more than come into face-to-face contact within 20 feet/6 m these creatures. At that time, the invisible rune of revenge passes to the victim, and the symbol disappears from the bearer's arm. After the infection of Harbet Gall in the Great Dale, only the symbol of Castle Dragonblood will remain. This symbol bears no rune of revenge but is intended to draw the PCs to Sammaster.

Shortly before the start of play, Sammaster has sent the vampire dragon Gortth out into the world (still believing him to be Nargthong), to implant the *Sigylls of Contagion* upon a group of adventurers who will do his bidding. If any members of the group are destroyed, Nargthong is to use the magic to plant the sigylls on a new victim, who will be drawn to the adventuring group and join it. Neither new sigyll bearers nor members of the original group will have much chance to reject each other, and the magic of the sigylls will make it quite difficult for them to attack one another.

Grafvitnir's spirit, which controls Gortth, has changed these orders slightly. Grafvitnir has told Gortth to seek out adventurers already under the influence of his coins of binding and brand them with the sigylls. Should these fall, he is to infect other adventurers with the coins and brand them with the sigylls.

This magic will not be overridden by the magic of Sammaster's sigylls, because it is pure Imaskari wizardly magic and is the superior and stronger magic. The bearers of the sigylls, according to Grafvitnir's plan, will do exactly what Sammaster expects - until they reach Vaasa at the very end, or until Grafvitnir's thoughts tell them to do otherwise.

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Sammaster has been unwilling to pique Tiamat's curiosity in his real interests and perhaps magical domination by showing his disinterest for her work or in the Cult of the Dragon, and so it is that he continues to speak with fervor about those things which she wants to hear. Tiamat's plots also retain his interest to the extent that they could provide the revenge he seeks.

Sammaster has been quite active in other matters as well. He spent considerable time in these years working with Imaskari tomes from Grafvitnir's library, dealing with lichdom. In the Year of the Shield (1367 DR), he worked ancient Imaskari necromantic spells successfully, to ascend to demilichdom, and then he used the *Tome of Facets* to make two facets of his physical manifestation.

A demilich who succeeds in using the tome's spell *Create Lich Facet* can duplicate his phylactery, mentally controlling the amount of his spiritual essence contained in each copy. Such demiliches can maintain their souls or spirits on other planes, as other demiliches do, but they have up to 12 physical facets or duplicates of themselves on the material plane. Most persons who encounter a facet consider them to be living mortals. A necromancer or other wizard or priest trained in such matters will detect them to be liches.

One strength of the Imaskari magic is the ability of a *facet* to survive the destruction of the original phylactery. As long as either the original phylactery and body or one facet and its phylactery survived, the demilich would continue to survive, weakened, perhaps, by the portion of its spirit that was destroyed in other phylacteries but continuing to exist.

There were weaknesses in the Imaskari magic as well. The spirit in a phylactery that belonged to a destroyed physical essence could not claim a new body as long as at least one combination of body and phylactery remained intact.

After creating his first facet, the original Sammaster simply left Castle Perilous magically, early in the Year of the Banner (1368 DR), and retreated to the abandoned cave above Shadow Gap, where he had arisen as a lich and fallen again nearly a century earlier. There Sammaster began devoting himself to his true goals as a demilich, no longer interested in the affairs of men and dragons, beyond the revenge his facet was to seek for him.

In these times, in the Year of the Banner (1368 DR), this facet of Sammaster often remained motionless and entranced for weeks at a time, while his spirit wandered dark corners far beyond the Prime Material Plane. It was on such a journey that Sammaster first encountered a kindred spirit, one who named himself Velsharoon and claimed to have been a Red Wizard necromancer in Thay.

Velsharoon too was in search of godhood. He had made a pact with Talos the Destroyer to learn the secrets that would advance him to the level of a deity. Velsharoon also made a pact with the demilich of Sammaster. If Sammaster would bind himself to service for 10 years as the highest demilich in Velsharoon's church in the Realms, Velsharoon would reward him by revealing to him the source where Sammaster could find the key to godhood.

At this time, then, the true spirit of Sammaster had faded forever from the tale of Kargmelchina-Tiamat and from the annals of the Dragon Cult he had founded. Only the low spiritual flame of the lesser facet remained. After Velsharoon's ascension into the Faerûnian Pantheon, the main facet was instructed by his new deity on how to find the tomb of a long forgotten Netherese lich named Acererak in an ancient dungeon beneath the Land of the Lich Lords, where Velsharoon's highest cleric was building the temple settlement known as Skull City.

If the PCs in your campaign destroy the facet of Sammaster in Castle Dragonblood, they will notice that their sigylls still contain the symbol of the castle and that the symbols also show magical movement. After leaving Castle Dragonblood, the PCs no doubt will go on to the ruins of Castle Perilous and the breeding center for draconians, and it just may turn out that the party, instead of leaving the ruins, enters Kiaransalee's *Vault of Gnashing Teeth* drow temple, which they desperately need to escape.

The way out turns out to be one of Zhengyi's old gates into the Abyss, to the realms of Orcus. The party does not find the dead demon god of the undead there, but it does land in the Abyssal city of Samora, where Graz'zt is holding Waukeen hostage. The PCs will rescue the Merchant's Friend, of course, and as a reward, she will tell what her demon captors know, that Sammaster still exists. She also will show them a means open to mortals but closed to demons by which they can escape the Abyss and return to Toril.

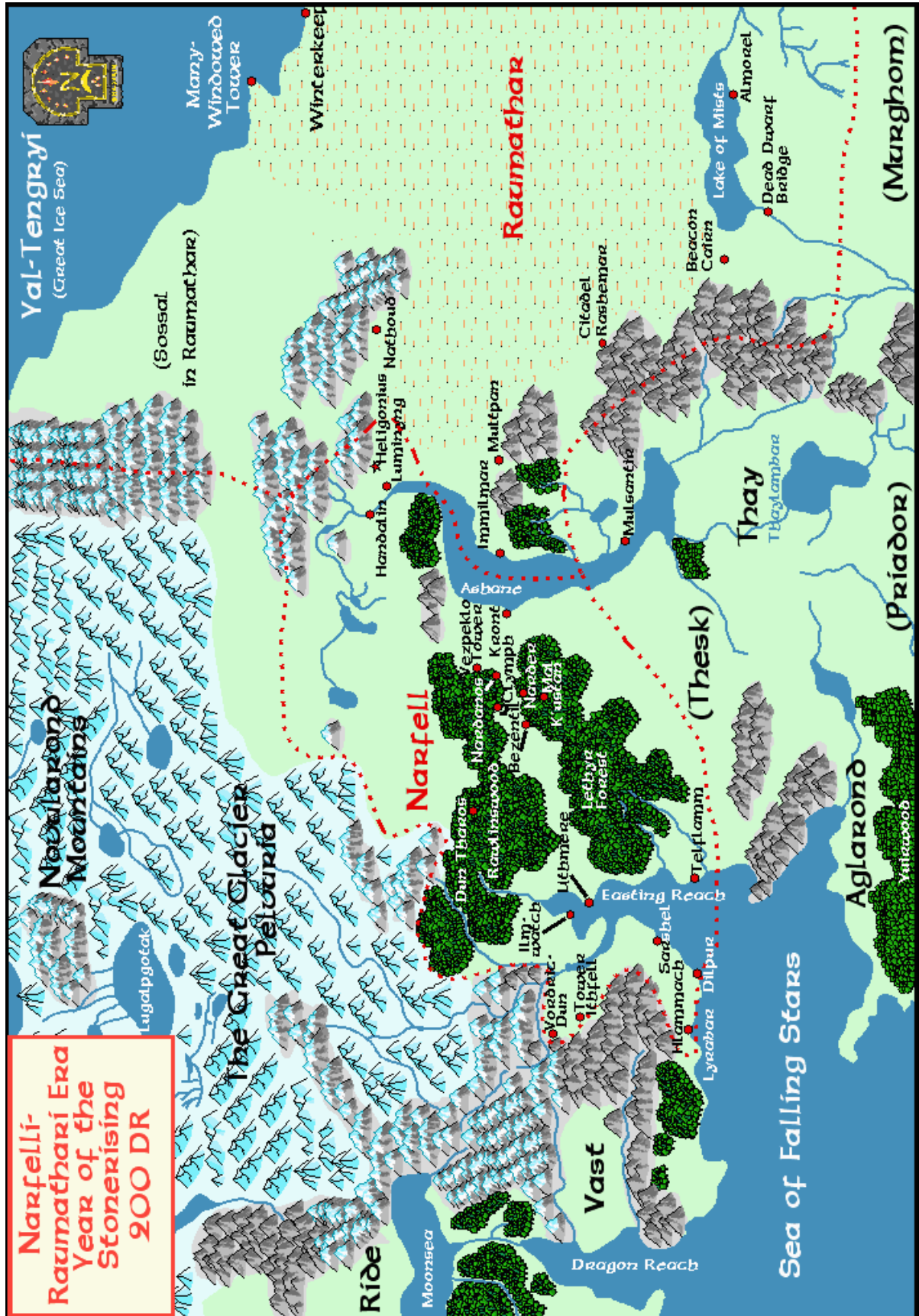
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Sammaster's physical remnants remain in the tomb of Acererak, beneath the Greypeak Mountains of the North, while his spirit roams the darker planes as a demilich who seeks to swallow souls. Velsharoon did indeed keep his word and told Sammaster of an ancient Imaskari tome in Grafvitnir's library, which describes how a demilich, by consuming the souls of mortals, can elevate itself to a demipower, and this has become the mad demilich Sammaster's goal.

Of course, once the goddess Waukeen speaks Sammaster's name to the PCs in the Abyss, he will hear, and an awareness of the sigylls and the PCs' destruction of his facet - if they succeeded in doing that - will enter the demilich's mind, and naturally, he will thirst above all for their souls, planning to use the sigylls to draw them to his abode in the Tomb of Horrors, also fulfilling Grafvitnir's plan for the PCs to truly destroy Sammaster.







## II. INFORMATION FOR GAME MASTERS

### 1. New Unofficial NPCs

#### ANADOR PETRIFIED

Segment: *Bloodstone*

Anador was a 24<sup>th</sup> level Priest of Lathander who was slain in a magical battle in Damaran Monte Veldelio in the Year of the Spur (1348 DR). Anador is dead, but his soul is trapped in his petrified form in Monte Veldelio. If the stone form is destroyed, Anador's soul will be freed. He cannot be resurrected, nor can forces of evil make an undead being of him. He is under the direct protection of the Morninglord.

The stone form of Anador is magical and difficult to damage or destroy. Anador's stone right hand holds a red jewel, which is the phylactery of an evil lich named Targurdh. The magic in Anador's stone form contains the lich's spirit and keeps it from using a *Magic Jar* or other means of regaining a physical form. If the phylactery is freed from the hand, the lich's spirit again will be able to act freely.

**Hit Dice:** 0

**Hit Points to Crumble:** 1,000 (magic), right hand only 200.

**Initiative:** None (inert object)

**Speed:** None (inert object)

**AC:** 30 (Stone +10, Magic +20)

**Attacks:** None

**Damage:** None

**Face/Reach:** None (inert object)

**Special Qualities:** Non-magical weapons sustain 5 HP damage per blow, magical weapons at 1d20 + magical bonus vs. DC 18 per blow or sustain same damage; Magic contains lich in phylactery.

**Special Qualities:** When struck, the statue deals 2d10 hp heat damage, Save for Fortitude against DC 25 for half damage

**Saves:** NA

**Abilities:** NA

**Skills:** NA

**Feats:** NA

**Climate/Terrain:** NA

**Organization:** NA

**Challenge Rating:** NA

**Treasure:** Phylactery

**Alignment:** LG

**Advancement Range:** NA

#### ANANDAR, LORD

Special Phantom

Segment: *Backlands*

Lord Anandar's phantom appears to be a ghost and therefore automatically causes fear in the observer. Anandar has no desire to cause fear. This is simply a natural psychological reaction on the part of the observer.

If they do not make their saving throw, they flee for 1d4 rounds a distance of 2d4+10 yards/meters from the position where they first spotted the phantom. They will remain fixed in that spot until the fear passes, unless Anandar's phantom continues to move in their direction. In this case, they will maintain their distance from the phantom, ordinarily no problem for the PCs, because Anandar's phantom has a move rate of 15 feet/450 cm. The PCs will be able to continue observing the phantom during this time and slowly come to the realization that this apparition is something other than a ghost.



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Lord Anandar's phantom will single out only one PC for the quest and ignore the remainder. He will motion for the PC to creep on his stomach under the bushes, until he finds Anandar's bones and the strongbox and retrieves the latter. Chosen PCs who refuse will be cursed and informed of the curse telepathically. They will not be able to speak or act until other PCs have been addressed by the phantom and one PC at last follows Anandar's wishes or all PCs have refused.

In that case, the entire party has been cursed, and Anandar's phantom will disappear and not return until a new party arrives. No PCs will have the ability to warn others of the curse. If no non-cursed PC retrieves the strongbox and a cursed PC then creeps in and touches it, he will be permanently transformed into a phantom and haunt the campground with Anandar.

Anandar's curse prevents the PCs from ever learning anything new (no new experience points, levels, spells, thieves abilities, proficiencies, etc.) and having a 10% chance per encounter of flubbing in the use of the abilities of their character class(es), clerics to a certain extent exempted.

A member of the fighter class will have a 10% chance per encounter that he drops his weapon in such a manner that he cannot retrieve it during the encounter. A member of the rogue class will misuse one of his abilities in a way that causes disastrous results (falling while climbing, setting off a trap, etc.).

A mage suddenly will find himself confused and not be able to use spells during the encounter. This curse is leveled by Anandar's spirit through Torm and Tyr as an act of justice and as punishment for neglecting duty. However, neither of these gods is willing to risk attempting to curb the abilities granted by other gods.

Clerics of Torm, Tyr, Ilmater and Lathander suffer the same penalties as a mage. Clerics of other gods suffer the penalties of a fighter, and their victims have a bonus of 4 on all saving throws and a save when none ordinarily is available.

It is important to remember that the curse has a 10% chance of working per encounter. When it is effective, it affects *each* character class of the PC and it lasts until the encounter is over. This curse cannot be dispelled by ordinary means. It can only be dispelled by a specialty cleric of Torm, Tyr, Ilmater or Lathander, of level 9 or higher, who is requested by the PC(s) to place a *Quest* (PHB) spell upon him/her/them to fulfill Anandar's quest.

The cleric will not charge for the implementation of this spell. This *Quest* spell also will function differently than the description in the PHB. The PC(s) upon whom the spell is placed does/do not have to bring proof of fulfillment to the cleric. But if they veer from the quest of their own free will, they will be immediately and permanently transformed into phantoms (no saving throw), to haunt the campground with Anandar.

If no PC has retrieved the strongbox, the quest will force the PC(s) to return to the campground to retrieve it, while the sigylls will force the PCs to move in the opposite direction. There is a 50% chance per PC each day that a certain force will win - for that day only. This should have the group torn apart and going in different directions for awhile, which could destroy your adventure.

Therefore, we have placed a visiting cleric of Lathander in Yarthrain with a level high enough to dispel the curse with a *Quest*. However, before this situation is settled, your group should be experiencing real havoc, and a PC or two could die in an encounter. A cursed PC who dies also is transformed immediately into a phantom, who must haunt the campground with Anandar. Ex-PC phantoms have the same statistics as Anandar's phantom.

- **Paladin Phantom, Medium Undead (Incorporeal)**  
**Hit Dice:** 0  
**HD:** None  
**Initiative:** -2  
**Speed:** 15 feet/450cm  
**AC:** NA  
**Attacks:** None  
**Damage:** None  
**Face/Reach:** 5x5 feet/150x150cm  
**Special Qualities:** Fear, save for will, DC 25; Curse, Quest (see below)  
**Saves:** None - cannot be damaged

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**Abilities:** Str -, Dex -, Con -, Int 15, Wis, 18 Cha 18

**Skills:** None

**Feats:** None

**Climate/Terrain:** Site of death in Yarthrain area

**Organization:** None

**Challenge Rating:** 0

**Treasure:** See above

**Alignment:** LG

**Advancement Range:** None

### ANGHELKHUS, PANUS

Segment: *Bloodstone*

Anghelkhus followed a long trail from Tethyr over Cormyr to the Bloodstone Kingdom. For several generations, the Anghelkhus family had provided archwizards who served the Royal Family of Tethyr. During the revolution in that land, the survivors of the Anghelkhus family were forced to flee. Their flight brought them to Cormyr.

Panus Anghelkhus served only briefly as a Cormyte War Wizard before he began offering his services privately. At the beginning of his career, he received a few contracts from War Wizards to manufacture magical items. After his first few years of self-employment, the quality of his work came to Vangerdahast's attention. After that, Anghelkhus worked exclusively for a single contractor, the crown of Cormyr.

When Bloodstone King Gareth Dragonsbane sought to commission the creation of a set of powerful items to establish communication within his kingdom. Impiltur's legendary Scrying Stones of Myth Drannor were his model. He sought advice from his friend, Cormyr's King Azoun IV, who referred him to Anghelkhus. The mage accepted the commission in the Year of the Tide Turned (1363 DR), reportedly at a cost of 100,000 bloodstone bars (250,000 gold talers) from the king's own private treasury. Two years later, in the Year of the Sword (1365 DR), Anghelkhus came to Bloodstone Valley and delivered the 23 Bloodstone Talismans to the King.

In the same year, the king wanted to make two new appoints. In his first act, he named Friar Dugald of the Ilmater temple in Goliad as Archbishop of the Bloodstone Kingdom. He had intended to appoint Emelyn the Grey as his court mage, but Emelyn declined, saying that he wished to devote his time to the restoration of the Warrenwood.

During Anghelkhus' brief stay in Bloodstone Valley, the king had come to like and respect the mage, and he had hoped to convince him to remain and be of service to the kingdom. In matters of appointments, King Gareth's thoughts usually turned to those who had experience in the Bloodstone Wars, such as Emelyn the Grey. Outside of a few skirmishes during his time as a junior war wizard in Cormyr, Anghelkhus had no war experience whatsoever.

However, when the king began thinking about other court mage candidates, it occurred to him that battle experience was not particularly important for a court mage. He also thought Anghelkhus would be a perfect complement to the court diviner, Prince Quillan in Heliogabalus. Finally, the king saw in Anghelkhus a court mage whose power was on a par with that of Impiltur's Archwand Daerthnur in Ilmwatch.

So it came to be that Anghelkhus was offered the appointment and accepted it. And one result was, that he to had one of his own 23 Bloodstone Talismans in his possession, because the court mage was one of the people the king wanted to be reachable through them.

Since his appointment, Anghelkhus has been able to spend most of his time in magical research, although the crown does call upon him at times to make magical items. The court mage also has made some trips through the kingdom to make acquaintance and talk with other important wizards and sorcerers. His goal is to one day establish a royal order of war wizards based somewhat upon the models of the Wand of Impiltur and the War Wizards of Cormyr. It is a goal that has won King Gareth's strong support.

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- **Court Mage, Bloodstone Kingdom in Bloodstone Village**, human male, age 63, AL: NG, Wizard 26 (Epic).  
**Size:** M.  
**Hit Points:** 73  
**Initiative:** +4 (+4 Dex)  
**Speed:** 30ft/9m  
**Armor Class:** +19 (+4 Dex, +5 Ring of Protection)  
**Attack:** +12/+7 melee, Staff of Rapid Barrage (1d6/1d6), Dagger (1d4)  
**SA:** None.  
**SQ:** None  
**Saves:** Fort +12, Ref +13, Will +19  
**Abilities:** Str 11, Dex 18, Con 16, Int 23, Wis 18, Cha 16.  
**Skills:** Appraise +6, Balance +4, Bluff +3, Climb +0, Concentration +32, Craft (Carpenter) +6, Decipher Script +35, Diplomacy +3, Disguise +3, Dweomercraft +35 (7 arcane, 25 religion), Escape Artist +4, Forgery +6, Gather Information +18, Heal +4, Hide +4, Intimidate +6, Jump +0, Knowledge (arcana) +35, Knowledge (history) +35, Knowledge (religion) +35, Knowledge (the planes) +35, Listen +4, Move Silently +4, Perform (oratory) +3, Ride +4, Search +6, Sense motive +18, Spot +4, Survival +4, Swim +0, Use Rope +4.  
**Feats:** Brew Potion, Craft Rod, Craft Epic Staff, Craft Staff, Craft Wand, Craft Wondrous Item, Enhance Spell, Epic Spell casting, Epic spell focus (Divination), Forge Ring, Greater Spell Focus (Divination), Greater Spell Penetration, Scribe Scroll (Wizard), Spell Focus (Divination), Spell Mastery, Spell Penetration.  
**Wizard Spells Prepared** (4/6/6/5/5/5/4/4/4 - 3 Epic): *0<sup>th</sup>* – Arcane Mark, Light, Mending, Open/Close. *1<sup>st</sup>* - Charm Person, Erase, Feather Fall, Hold Portal, Identify, Unseen Servant. *2<sup>nd</sup>* - Arcane Lock, Detect Thoughts, Invisibility, Knock, Locate Object, Obscure Object. *3<sup>rd</sup>* - Blink, Clairaudience/Clairvoyance, Hold Person, Non-Detection, Secret Page, Unweave Magic. *4<sup>th</sup>* - Detect Scrying, Dimension Door, Locate Creature, Minor Creation, Polymorph, Scrying. *5<sup>th</sup>* - Contact Other Plane, Dream, Major Creation, Sending, Teleport. *6<sup>th</sup>* - Analyze Dweomer, Guards and Wards, Legend Lore, True Seeing, Unweave Magic Greater. *7<sup>th</sup>* - Plane Shift, Scrying Greater, Teleport Greater, Teleport Object. *8<sup>th</sup>* - Dimensional Block, Discern Location, Mind Block, Temporal Stasis. *9<sup>th</sup>* - Foresight, Mordenkainen's Disjunction, Prismatic Sphere, Time Stop. . *Epic* - Contingent Resurrection SCDC 52, Dreamscape SCDC 29  
**Permanent Spells:** Arcane Spell, Comprehend Languages, Darkvision, Detect Magic, Read Magic, Resistance, See Invisibility, Tongues.  
**Caster Level:** 26  
**Clone:** Cave of the Whispering Wind  
**Magic Items:** Staff of the Magi, Ioun Stones (one of each), Crystal Ball with True Seeing, Wand of Fireballs, Rod of Absorption, Ring of Protection +5, Ring of Spell Storing Major, Bloodstone Talisman.

## ASSUMBRAR, LADY FELICE

Segment: *Bloodstone*

Lady Felice is the leading representative of the Shadowdale Harper faction in the Bloodstone Kingdom. She leads the Harpers of Stormstar in the Stormhaven Hills, is a flower of Lady Alustriel of Silverymoon, who sent her there, and now works directly for the Simbul, the Witch Queen of Aglarond. The details about the location and the activities of the Harpers there can be found in the description of Stormstar in *Bloodstone*; the 7<sup>th</sup> part of *Northern Journey*.

The Harper sites and activities in the Stormhaven Hills are under the aegis of the Shadowdale faction, but the driving figure behind Stormstar is the Simbul, the Witch Queen of Aglarond, rather than Elminster or Storm Silverhand of Shadowdale, although the latter are in full support of Stormstar.

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- **Lady Felice Assumbrar**, human female, age 64, AL: NG, Wizardess 24 (Epic).  
**Size:** M (5'7"/170cm).  
**Hit Points:** 68  
**Initiative:** +4 (+4 Dex)  
**Speed:** 30ft/9m  
**Armor Class:** 14 (+4 Dex)  
**Attack:** +18/+13/+8/+0 melee, or +18/+13/+8/+0 ranged; Staff of the Magi.  
**SA:** .  
**SQ:** Spell resistance 23 (Staff of the Magi).  
**Saves:** Fort +11, Ref +12, Will +18  
**Abilities:** Str 10, Dex 18, Con 17, Int 22, Wis 18, Cha 17.  
**Skills:** Appraise +6, Balance +4, Bluff +3, Climb +0, Concentration +30, Craft (glass blowing) +6, Decipher Script +29, Diplomacy +14, Disguise +3, Dweomercraft +33 (3 arcane, 30 religion), Escape Artist +4, Forgery +6, Gather Information +3, Heal +4, Hide +4, Intimidate +3, Jump +0, Knowledge (arcana) +33, Knowledge (history) +6, Knowledge (religion) +33, Knowledge (the planes) +6, Listen +4, Move Silently +4, Perform (harp) +3, Ride +4, Search +6, Sense motive +16, Spot +4, Survival +4, Swim +0, Use Rope +4.  
**Feats:** Brew Potion, Combat Casting, Craft Rod, Craft Epic Staff, Craft Staff, Craft Wand, Craft Wondrous Item, Enhance Spell, Epic Spell casting, Forge Ring, Greater Spell Penetration, Maximize Spell, [Scribe Scroll], , Spell Mastery, Spell Penetration.  
**Wizard Spells Prepared** (4/6/6/5/5/5/5/4/4/4 - 3 Epic): 0<sup>th</sup> – Arcane Mark, Detect Poison, Light, Open/Close. 1<sup>st</sup> – Detect Secret Doors, Detect Undead, Erase, Feather Fall, Identify, True Strike. 2<sup>nd</sup> – Arcane Lock, Blindness/Deafness, Knock, Locate Object, Protection from Arrows, Resist Energy. 3<sup>rd</sup> – Blink, Fireball, Secret Page, Sleet Storm, Unweave Magic. 4<sup>th</sup> – Detect Scrying, Dimension Door, Greater Invisibility, Locate Creature, Wall of Ice. 5<sup>th</sup> – Cloudkill, Cone of Cold, Dismissal, Sending, Teleport. 6<sup>th</sup> – Analyze Dweomer, Disintegration, Globe of Invulnerability, True Seeing, Unweave Magic Greater. 7<sup>th</sup> – Control Weather, Project Image Teleport Greater, Teleport Object. 8<sup>th</sup> – Dimensional Block, Discern Location, Mind Blank, Prying Eyes Greater. 9<sup>th</sup> – Foresight, Mordenkainen's Disjunction, Prismatic Sphere, Time Stop. . *Epic* – Ruin SCDC 27, Detect Hobgoblins SCDC 33\*, Detect Tanar'ri SCDC 40\*.  
\*Unique spells developed by Lady Felice  
**Permanent Spells:** Arcane Spell, Comprehend Languages, Darkvision, Detect Magic, Read Magic, Resistance, See Invisibility, Tongues.  
**Caster Level:** 24  
**Clone:** Silverymoon  
**Magic Items:** Staff of Rapid Barrage (Epic) Ring of Protection +3, Ring of Spell Turning, Rod of Absorption, Wand of Lightning Bolts, Crystal Ball with True Seeing, Periapt of Proof Against Poison, Wings of Flying.

## AZIMER (Revised)

Segment: *Tale of 2 Liches*

Azimer is a creation of Ed Greenwood, originally introduced in *Dragon* magazine No. 95 and later in the original grey box "*Forgotten Realms Campaign Set*" of 1987. Azimer of "*Northern Journey*" is based upon Ed Greenwood's creation, but both he and his history have been substantially (and unofficially) expanded upon for this adventure. The original *Dragon* article is available on the *Dragon Archives* CD, and the grey box is available as an ESD download from SV Games.

### (Lich, former human, lvl 19 necromancer)

Azimer was the half-elven (race not official) rector or head of the Six Tyrl Towers School of Wizardry (officially head only of a school of wizardry) in Myth Drannor at the time of its fall. At his own request, Azimer was allowed to remain in the ruins of the school after Myth Drannor's fall, where he continued to pursue his experiments. With the centuries, Azimer ascended to lichdom and also went somewhat benevolently insane. In short, he still believes he is alive and a schoolmaster and that he has students in his school. Anytime any adventurer enters the ruins of the school, Azimer deals with these persons as if they are his students.

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Azimer has no interest in attacking his own students, although he is convinced there is a plot underfoot against him, and that some of his students have been planted as spies and traitors bent upon destroying him. Anytime an adventurer attacks Azimer, the lich will immediately and mercilessly destroy this “*student*,” in the conviction that he or she is one such traitor. Azimer then will be upset for some time afterwards about this betrayal. If a “*student*” attempts to steal magic items from the school, Azimer will inflict horrible, long-term punishment upon the student.

When “*students*” interrupt Azimer – who has no conception left of time in his insane mind – he will deal with them as if he had spoken to them only a short while earlier, even if he never has spoken to these particular “*students*” before. He always is impatient with “*students*,” convinced they are too lazy and slow in learning their lessons of magic. But he will take no drastic punitive actions against them, only complain.

One “*student*” who made the mistake of attacking Azimer was Lashan, Lord of Scardale, who attempted to conquer all of the Dalelands and was defeated in the Year of the Worm (1356 DR). After the defeat, Lashan and several of his men fled (officially) to Myth Drannor, in hopes of finding mighty magicks with which to resume their war. Instead, Lashan found Azimer, attacked him with the *Weapon of Metamorphic Vigilance* he (unofficially) bore, wounded Azimer (official) and found his own destruction (official).

The original grey box set quotes Azimer as saying that Lashan now “*sleeps at the center of the world.*” Azimer (officially) stunned Lashan with magic, paralyzed him with his touch, used ESP upon the tyrant and then cast an imprisonment spell upon him. In a posting to the Forgotten Realms Mailing List in 1997, WotC author Eric L. Boyd passed on the following additional clarification from Ed Greenwood, “*Lashan's in stasis, entombed in rock, deep beneath the Underdark. He's also in larva (as in the Lower Planar creature) form, and rendered forever mindless...thus, as Lashan, he was 'destroyed.'*”

After destroying Lashan, Azimer became fascinated by Lashan's weapon, one of the three weapons of learning, a sword which showed conflicting clerical magic dweomers and after a certain period of time turned itself into a warhammer.

Azimer attempted to use the magic of the mythal to purge the corrupting magic of Bane from the weapon and restore it to its original state. He believes he succeeded. As this adventure begins, the weapon still is in Azimer's possession. Along with the official NPC lich Druth Daern (s. *Ruins of Myth Drannor* from WotC – Daern is not used in this adventure), Azimer is one of the two most powerful creatures in Myth Drannor, challenged only by the phaerimm and the alhoon, and it is not certain either of these would be victors in combat against Azimer.

Both are aware of Azimer and Daern, but they do not care to risk their lives in direct combat with either. They believe both liches one day will crumble to dust, and at that time the mad scramble to conquer their magic can begin. Azimer is not interested in day-to-day events in Myth Drannor or Faerûn, indeed, his insanity has brought him to the point where he probably no longer can perceive of the existence of either. However, his abilities with magic have not been hindered by his insanity, and within the mythal, it indeed may be so that his magical capacity has been unnaturally increased.

Outside of the wild and dead magic zones, the chaotic magic of the mythal has no effect whatsoever upon Azimer's magic. His spells *always* work. And whatever else the case may be, Azimer – with access to the otherwise lost magic of Myth Drannor – has delved deep into forbidden topics no longer known to other magi of the Realms. He understands many of the secrets of ancient elven and dwarven magic of the elements and is an expert on the borderlines between the magicks of clerics and wizards.

Azimer does not seem to be able to work the old elven and dwarven magicks, but to a certain extent, he can destroy them. A part of this success may be due to the fact that the old magicks have no power within the mythal. Azimer may not be able to use cleric spells directly, but he has succeeded in drawing the power from some items of divine magic and placing the dweomer into items of arcane magic, a feat not known to have been accomplished elsewhere.

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He also has studied divine magic sufficiently to know how many divine spells work and has created his own arcane spells to duplicate this divine magic. In running Azimer, the game master can invent magic on the spot, regardless of what has been defined officially, and use it as a spell from Azimer, also making spot decisions on whether saving throws are allowed. Azimer has much magic of his own making, and many of his spells emulate divine magic. The game master should when appropriate make adequate use of such magic, so as to keep the PCs off guard as to what kind of magic the old lich commands.

- **Lich**, Medium-Sized Undead, AL:CE, Male, CR 24, (5' ft., 10 in./175 cm)  
**Hit Dice:** 19d12 (150 HP)  
**Initiative:** +0  
**Speed:** 30 feet/9 m  
**AC:** 15  
**Attacks:** Touch attack, attack bonus +9/+4. Save for will for half dmg. DC 21.  
**Damage:** 1d8+5 hp  
**Face/Reach:** 5x5 feet/150x150 cm  
**Special Attacks:** *Fear Aura* (Su) - Creatures 5 HD or less within a 60-foot/18m radius who look at the lich must save for will at DC 21 or flee and be panicked for 19 rounds, morale penalty -2 on saves, 50% chance drops what it's holding; *Paralyzing Touch* (Su) - Save for fortitude at DC 21 or permanently paralyzed until lifted by *Dispel Magic*. Spot check at DC 20 or heal check at DC 15 reveals that the PC still is alive. *Spells* - Necromancer 5/8/6/6/6/6/5/5/4/4, at least one daily necromancy, Prohibited School: Conjuraton.  
**Special Qualities:** Undead, return resistance +4, damage reduction 15/+1, immune cold, electricity, polymorph, mind-affecting..  
**Saves:** +6/+6/+15  
**Abilities:** Str 10, Dex 11, Con NA (Undead), Int 22, Wis 18, Cha 17.  
**Skills:** Decipher Script 22 Ranks, Concentration 22 Ranks, Hide 8 Ranks, Knowledge (arcane) 22 Ranks, Listen 8 Ranks, Move Silently 8 Ranks, Scry 22 Ranks, Search 13 Ranks, Sense Motive 12 Ranks, Spellcraft 22 Ranks, Spot 13 Ranks.  
**Feats:** Spell Mastery (2), Combat Casting, Spell Focus (3), Maximize Spell, Brew Potion, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll.  
**Climate/Terrain:** Ruins of the 7 Tyryl Towers School  
**Organization:** Solitary  
**Challenge Rating:** 21  
**Treasure:** See *Tale of 2 Liches* segment.  
**Alignment:** CN  
**Advancement Range:** As Wizard

## BADEYE TOM

Segment: *The Great Dale*

Evoker lvl 15, human male, AL:N(E), HP: 57, AC: 16 (+3 Dex, +3 Ring of Protection), Initiative; 1d20+3. Speed 30 feet/9m. Abilities: Str 10, Dex 17, Con 12, Int 20, Wis 10, Cha 14. Base Attack Bonus: +7/+2 melee, +10/+5 range (+3 Dex). Weapons: Dagger, melee (critical 19-20, double damage), Attack Bonus: +7/+2, damage 1d4 hp; Dagger, throwing (critical 20, triple damage): Attack bonus to 10 ft/3 m: +10/+5; to 20 ft/6m: +8/+3; to 30 ft/9m: +6/+1. Armor: None (Ring of Protection +3). Saves: Fortitude 1d20 + 6, Reflex 1d20 + 8, Will 1d20 + 9. Spells: 0: 4 / 1: 5 / 2: 5 / 3: 5 / 4: 5 / 5: 4 / 6: 3 / 7: 2 / 8: 1 / 9: 0; forbidden schools - Abjuration and Illusion. Skills: Alchemy 18 Ranks (1d20 + 23, +5 Int), Appraise 3.5 Ranks (1d20 + 8, Int +5), Bluff 9 Ranks (1d20 + 11, Cha +2), Concentration 18 Ranks (1d20 + 23, Int +5), Knowledge - arcane 18 Ranks (1d20 + 23, Int +5), Listen 9 Ranks (1d20 + 9), Scry 18 Ranks (1d20 + 23, Int +5), Spellcraft 18 Ranks (1d20 + 23, Int +5), Spot 9 Ranks (1d20 + 9). Feats: Brew potion, Craft staff, Craft wand, Empower spell, Enlarge spell, Great fortitude, Heighten spell, Maximize spell, Quicken spell, Spell focus (evocation), Scribe scroll (Wizard),. Familiar: Raven, named *Lenore*. Languages: common, elven, dwarf, hobgoblin, orc. Challenge Rating 15.

The name of Timbertown's renegade mage isn't really *Badeye Tom* or even *Tom* at all. He is a deserted member of the Impilturian Wand of Impiltur who was born with the name Tomyltraun, but when he arrived with Tumbrar & Co. in Timbertown, he simply introduced himself as *Tom*. The local lumberjacks added the appellation *Badeye*, because his right eye shifts a fraction of a second more slowly than the left eye.

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His basically neutral alignment is modified with a parenthetical evil notation, because Badeye Tom will lie, cheat or steal to achieve his ends. Nonetheless, he is not basically evil in character but rather detached from philosophies that have to do with good, evil, law and chaos. The evil side of his alignment would not lead him to kill or maim to achieve his ends, but he is quite willing to be as dishonest as he thinks the situation demands.

Badeye Tom is a native of the Impilturian finance city of Hlammach, where he doubtless learned his early lessons in morals. He entered service with the Wand of Impiltur during the Time of Troubles, in the Year of Shadows (1358 DR), when screening standards were loosened somewhat and was assigned to the sword commanded by War Captain Rilaunyr. From there he was sent to serve in a patrol under the command of Sir Tumbrar, and their unit was among those sent by Rilaunyr into the swamps of Traders Bay in the Year of the Wave (1364 DR), to carry out Rilaunyr's abortive cleanup action there.

After watching the horrible death and suffering caused by Rilaunyr's troops in the burning of Garyl's Cove, Sir Tumbrar and several of his men deserted the Impilturian army and fled into the Great Dale. Badeye Tom was one of those who fled with Tumbrar, also one of those sought by Rilaunyr for desertion. This chapter of Badeye Tom's life is related under the entry for Tumbrar (see *Tumbrar, Deacon*) father below.

Badeye Tom has been pardoned for all crimes in Impiltur by Queen Sambryl, but he would not willingly travel farther into his native land than Guidodale. Although no official action can be taken against him in Impiltur because of the pardon, he certainly would be *persona non grata* in the Land of Imphras. On his way out of Impiltur, Badeye Tom managed to loot the field camp of the Wand of Impiltur of a number of quite valuable magical items.

In the Year of the Staff (1366 DR), Badeye Tom built his tower of rock quarried locally by convicts and named it the *Rawlinswood Research Center*. The tower is used not only for magical research and experimentation but also for experiments with mechanical inventions from the Gondsmen in Guidodale.

Badeye Tom is beginning to specialize in the rather unusual field of combining mechanics with magic. He has close relationships with the Gondsmen in Guidodale and also has gnome illusionists, a school in which he has no talents, working with him in his tower.

Badeye Tom has no official capacity in Timbertown, but he, his magic and that of his associates always is available to Deacon Tumbrar when it comes to the defense of Timbertown or when dealing with criminals and fugitives. Scrying facilities in Badeye Tom's research center make it virtually impossible for an escapee from the local chain gang to flee without being caught by Constable Tulpin Mary and her men.

## BARTSCH, HENNING

Segment: *Backlands*

Village Leader of Yarthrain and key member of the secret Iron Throne in the Backlands of the Sword Coast. N(E), human male, fighter level 4, Attack bonus +9 with long sword, AC 11, with chain mail AC 16.

Statistics on Henning Bartsch go beyond those needed for this adventure and allow the game master to develop him as a key NPC in a later spinoff campaign.

In Yarthrain, the village leader is chosen informally and by consensus. Henning, an only child, is the third successive village leader in his family, following in the footsteps of his grandfather, Arbett (a first generation Yarthraimer) and his father Rennett, who died fighting a fire in the family brewery behind his farm that was caused by a natural lightning strike in the Year of the Worm (1356 DR).

Henning, born in the Year of the Blue Flame (1327 DR), took over the family property and also was chosen by consensus as new Village Leader of Yarthrain. He was chosen not only as the popular son of a well-liked family but also as the only Yarthraimer with a formal education, a description that had fit his father equally well.

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Henning's grandfather, Arbett, came to Yarthrain in its earliest days, when the old Baron of the Backlands still lived. After the fall of the baron, Arbett became the fourth Yarthraimer to be named Village Leader, an honor that has remained in his family since that time. Arbett had come to Yarthrain from Amn, as had the Baron of the Backlands, Zelarravyan. There are differences of opinion in village tales over whether Arbett was one of the baron's men, but his son, Rennett, always insisted this was not the case, and his grandson Henning does that to this very day.

Be that as it may, the ex-Amnite Arbett Bartsch had accumulated something of a fortune by the time he had become Village Leader in Yarthrain. He kept only a small part of this fortune in the village, however. The main part of his wealth was invested and managed for him by experts in financial matters in Waterdeep. That was how Arbett wanted it. In its early days, Yarthrain was populated mostly by migrants from Amn.

They were Arbett's folk, and he wished to live among them, but he also was too shrewd to keep his wealth unprotected in a remote prairie village. When his son, Rennett, was 16, in the Year of the Fallen Throne (1319 DR), Arbett sent Rennett to Waterdeep, to study. Rennett returned to Yarthrain six years later in the Year of the Great Harvests (1325 DR) and married the daughter of the village smith, who gave birth to their only child, Henning, two years later. Rennett did with his son as his father had with him and sent him to Waterdeep to study in the Year of the Boot (1343 DR), when Henning was 16. Henning finished his studies in the Year of the Bridle (1349 DR), but unlike his father, he did not return immediately to Yarthrain.

Instead, with the blessings of his father, Henning remained in Waterdeep, although he did return home twice yearly. Rennett was only 46 years old and in his prime. Henning really was not needed in Yarthrain. And Rennett was a man of wisdom. He saw the events taking place in the surrounding world and knew the time would come when Zhentarim and Harpers and other organizations would cast an interested eye upon Pelleor's Prairie and Yarthrain, and he wanted his beloved village to be able to stand up to such fixtures and forces. That, Rennett thought, could be best achieved if his son Henning would learn the ways of those who one day would come to the prairie. He could do that best, father and son agreed, if Henning remained and worked in Waterdeep.

During his schooldays in Waterdeep, Henning's best friend had been a Sembite scholar from Yhaunn, a member of the important Tharimpar family. One of his uncles, Andilal "The Stout" Tharimpar, later became Nessarch of Yhaunn. After finishing his schooling, Henning went to work in the Waterdeep office of a Sembite merchandise transport company known as the Sword Coast Coster, which Henning later learned was a subsidiary of the secret Iron Throne. At first, Henning was shown how the Iron Throne, if it could establish itself quietly and unobtrusively, would develop as an effective and mighty counter to the rising trade significance of the evil Zhentarim.

During his time with the Sword Coast Coster, Henning also could see how more and more remote areas were coming under the influence of one organization or another, and how the regions of Faerûn were steadily being divided among the various power blocs.

He began to believe that Pelleor's Prairie and his truly beloved Yarthrain also would become enveloped one day within the folds of one organization or another, and he looked with alarm upon the fact that the only outside organizations showing interest in Yarthrain were the Zhentarim, who were sending ever more caravans from Darkhold through Yarthrain to Llokh and back.

While Henning made such observations personally, he also often had made remarks to his colleagues about Pelleor's Prairie and Yarthrain, and these were duly passed back to higher levels of the Iron Throne in Sembia. The Iron Throne was interested. It believed that Yarthrain was only a part of fertile regions in the Valley of the Winding Water. It saw the possibility of developing the river valley as a new source of agricultural products, and it also saw the possibility of quietly assuming control of this part of the backlands, not only to harvest potential and still unrealized profit from the area, but also to cut off what seemed to be developing into a major north-south trade route of the Zhentarim.

The game master must decide to which extent Henning understood the evil side of the Iron Throne when he joined its ranks. It is quite possible to run Henning as an NPC who had deluded himself into thinking that the Iron Throne will be a good influence upon the Backlands, or one can develop him into a character who is willing to let good ends justify the use of evil means.



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Whatever your decision, while the Zhentarim were busy building their trade route between Darkhold and Llorkh, Henning and the Iron Throne were occupying themselves with the controlled settlement of the Backlands, the eventual interruption of the new Zhent trade route and the establishment of an East-West route for the Iron Throne.

Henning and the Iron Throne are planning to eventually gain control of the area south of the Winding Water to Boareskyr Bridge in the West, northwesterly to the Ruins of Dragonspear Castle, southerly to Tempus' Tears and northeasterly to Soubar and on to the Yarthrain area.

Over the long term, the Iron Throne wants to gain strong influence in much of the Sunset Vale area, including Easting, Iriaebor, Hluthvar and Triel, and it plans when the time is right to drive the Zhents from Corm Orp, Hill's Edge and Hardbuckler. If the Iron Throne succeeds, it will slowly gain much of the control over trade between the Eastern Heartlands and the Sword Coast, including Waterdeep.

After his father's death, Henning - using funds supplied by the Iron Throne - quietly hired specialists from Waterdeep to come into the Backlands and make extensive soil analyses. Confirming Henning's own suspicions, the experts determined that the many loops in the Winding Water north and west of Yarthrain all have the same highly fertile soil found in the Yarthrain area. The meaning of this is that almost the entire river valley, from halfway between the Marsh of Chelimber and Yarthrain in the North to within about five miles of the Forest of Wyrms in the West, could be settled and turn into one of the richest agricultural centers in the Western Heartlands.

The secret leadership of the Iron Throne in Ordulin has decided to make this move. In the spring of the Year of Wild Magic (1372 DR), a small and steady stream of seemingly simple settlers will come from Sembia, travel up the Trade Way to Boareskyr Bridge and Serpent's Cowl and then follow the Winding Water eastward and begin settling the river valley in the West, moving gradually eastwards toward Yarthrain. The Iron Throne is choosing the heavily traveled Trade Way, so that this movement will draw as little attention as possible, and also to avoid areas under strong Zhent influence, such as Corm Orp, Hill's Edge and Hardbuckler. At the same time, there will appear to be a rising interest among adventurers seeking lost treasures in this area. These are, in reality, Iron Throne mercenaries being sent to protect the new settlers from Sembia, who are being sponsored by the Iron Throne.

Henning is the secret but official Iron Throne governor of the Backlands. His job is to set the stage for the development of the Backlands and to steer the mood of the strongly independent and hardy settlers now in the Backlands. At present, he has taken several subtle steps in this direction. The Iron Throne already has purchased the brewery and mill in Soubar, and at present, both are paying loss prices to the farmers of Yarthrain, to make business for them outside of the village profitable - tactics very similar to those used by the Zhentarim.

Henning's decision to end his mill operations and not to rebuild his brewery also were subtle steps to change opinions in Yarthrain. A decade before he came to power, it was the pride of every Yarthraimer to be as self-sustaining as possible. Today the Yarthraimer are beginning to think more about how they can prosper by doing what they do best, farming, and letting their distant neighbors in Soubar do what they do seemingly better, namely milling and brewing beer. Henning and the Iron Throne want the folk of the Winding Water to begin becoming more dependent upon one another, because they are quite talented at controlling dependencies. How these factors develop in the future is up to you in your campaign, if you choose to use this spinoff thread.

### **BERL, GILDA**

Segment: *Backlands*

Wife of the innkeeper of the Silver Blade in Yarthrain, native of Laviguer in Impiltur. N, human female Transmuter, level 5, 14 hp, Attack bonus +0, AC 10.

### **BERL, TIMN**

Segment: *Backlands*

Innkeeper of the Silver Blade in Yarthrain, native of Laviguer in Impiltur. LN, human male fighter, level 5, 44 hp, Attack bonus +5, AC 12, with chain mail AC 17. Long sword +3. Attack bonus +8.

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Timn and Gilda are the only two survivors of an adventuring company that was commissioned to destroy a Thayvian Red Wizard operating in Impiltur. They thought they succeeded, but only after the rest of their company had been killed. They had left the scene of the battle with the Red Wizard's remaining possessions, some of them powerful in magic (it's up to the game master to decide what these are), thinking their foe was nothing more than a corpse. The wizard was severely wounded, but he did survive.

A few months later, Timn and Gilda learned that the wizard was indeed still alive and attempting to track them down. Desperate, they crossed the Vast westwards to the Dragon Reach, sailed to Marsember and then traveled hidden in caravans to Waterdeep, where they paid most of the fortune they had amassed to have their appearances permanently altered through magic, as well as to have protections against scrying, etc., placed upon them. After that, they left Waterdeep, heading southeasterly in hopes of finding a remote location where they could remain undetected for the rest of their lives. One they reached Soubar, they learned that the village, as legal heir, was selling the Silver Blade at a low price, after the former owner had died without heirs, and they made the purchase.

The inn is now protected with several of the Red Wizard's own devices, and the couple will quickly kill any Red Wizards they detect entering their premises. They will use extremely expensive poisons purchased in Waterdeep that are nearly undetectable and that act almost immediately with fatal results. If a PC in your campaign has Thayvian tattoos on his head and enters the Silver Blade, he doubtless will find a sound an eternal rest at the inn. Gilda and Timn do not want to take chances.

### BINKS, "CAPTAIN" NENTON

Segment: *Tale of 2 Liches*

Pirate (Fighter), hm, Level 12, AL:LE, HP: 74. Abilities: Strength 17, Dexterity 16, Constitution 16, Intelligence 12, Wisdom 13, Charisma 14. . Base Attack Bonus: +12/+7/+2. AC: 18 (Chain mail - Dex). Attacks: Cutlass +3 (as scimitar) Attack bonus +18/+13/+8 (Magic + Str), 1d6+6 hp dmg, also dagger Attack bonus +15/+10/+5 (Str), 1d4+3 hp dmg. Saves: Fort +11, Ref +7, Will +5; Skills - Jump, 14 Ranks; Swim, 15 Ranks; Climb, 15 Ranks; Hide 11 Ranks, Spot 11 Ranks; Feats: Blind-Fight, Mobility, Dodge, Improved Initiative, Leadership, Lightning Reflexes, Alertness, Endurance. Challenge Rating: 10.

Binks is a former Sembian pirate who captains a former warship from Mulmaster named the "*Iron Maiden*" on the Dragon Reach and the Lake of Dragons in the service of the Iron Throne. The "*Iron Maiden*" was captured earlier and taken over by the Zhentarim. During the Time of Troubles, Binks, then still a pirate, captured the "*Maiden*" from the Zhents and added it to his pirate fleet, using Yhaunn in his native Sembia as his base.

Binks is an important member of the Iron Throne whose pirate activities always were conducted in Sembia's favor. In his pirate days Binks was officially ignored and unofficially protected by the Sembian government. At present he works directly for the Iron Throne, commissioned to guard and protect the Scardale harbor region, refusing entry to military ships from other lands, particularly ships from Cormyr and those of the Zhentarim. To date, neither has attempted to sail into Scardale Harbor. Binks and his crew also sail special missions for the Iron Throne, delivering particularly *hot* cargoes of contraband to customers willing to pay a high price for the merchandise.

The "*Iron Maiden*" sails with slaves chained to rowing benches below deck, but Binks attempts to keep his use of slaves secret and will not sail into harbors such as Tantras, Raven's Bluff or the ports of Cormyr, where dock ships may be inspected. In such port cities, slavery is illegal, and Binks knows if he were caught there, he would be hanged along with the rest of the Maiden's crew. The Zhents originally took over the Mulman slaves on the rowing benches, replacing those who died with slaves of their own. Binks took over the Zhent slaves.

When he needs replacements, he shanghais and enslaves sailors, but he is careful where he does this and whom he takes. He views the enslaved oarsmen as the lowest level of his capital and does not want to draw attention to himself or his ship by careless shanghaiing actions. The members of his crew who take part in shanghaiing are well trained to pick only derelict sailors, and they usually wait until they are in Calaunt to shanghai new oarsmen, because shanghaiing draws no official interest in this evil port city of the Vast on the east shore of the Dragon Reach.

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Slaves have it better on Binks' ship than most other poor souls who find themselves chained to an oarsman's bench. Binks does not view slaves as people but rather as capital. Like most members of the Iron Throne, Binks protects his capital. He tries to keep his slaves healthy and fit. They are fed relatively well and are given the opportunity to exercise themselves under guard on deck. The "*Iron Maiden's*" slaves work in shifts, with each crew working two six-hour shifts daily. When the slaves are not on the bench, they are locked in a lower hold, where they can move freely.

Binks allows his overseers to whip slaves only when it is absolutely necessary to maintain discipline. He views whippings as damage to his capital and reacts quickly and consequently when an overseer needlessly whips slaves. The last overseer who did that found himself chained to the bench for one shift as a slave. He did not survive the shift at rest in the lower hold.

That Binks' seemingly merciful attitude has to do only with capital and has nothing to do with kindness is best seen in the handling of sick slaves. If a slave contracts a mild cold, he is locked in a small storage room, isolated from the others, and fed until he recuperates and can be chained to the bench again. Slaves who contract more serious illnesses or who are in deteriorating health are simply and mercilessly thrown overboard and left to die drowning in the waves or as shark food.

### **BJARKISSONUR, BÖDVAR**

Segment: *The Great Dale*

Druid Infallible and Imperator of the Great Dale and Ashanath, recognized as a True Druid of Herne, really hm, Cleric (Cyrlic) 19, CR 19; Size: M (5 ft. 6 in./165 cm tall); HD: 19d8; HP: 108; Init +3 (+3 Dex), Spped: 30 ft./9m; AC: 13 (+3 Dex); Attack +16/+11+6 melee, or +17/+12/+7 ranged; SV Fort +11, Ref +9, Wil +16; AL: NE; Str 15, Dex 16, Con 10, Int 11, Wis 20, Cha 16. Attacks: Scimitar +3 - Attack Bonus +19/+14/+9, Dmg 1d6+3; Critical 18-20, Dmg x 2; Languages Spoken: Common, Druidic. Skills and feats: Concentration +17, Heal +25, Hide +3, Intuit direction +19, Knowledge (nature) +14, Listen +7, Move silently +3, Pick pocket +8.5, Profession +23, Spot +7, Wilderness lore +25; Alertness, Combat casting, Craft wand, Craft wondrous item, Empower spell, Extend spell, Skill focus (profession), Track. Possessions: 170,000 gp in gear. Druid Spells Per Day: 6/7/6/6/6/6/4/4/3/3.

Bjarkissonur is the first deputy of the evil lich Harbet Gall in the eastern part of the Great Dale and the de facto ruler of the Eastern Dale on a day-to-day basis. He lives in a small castle fortress on Grove Hill in the coastal city of Kront in Ashanath. He bears the titles *Druid Infallible* and *Imperator of the Great Dale and Ashanath*.

In Kront, Bjarkissonur has become totally corrupted by power, wealth and the lust for more of both. He also has become an unknowing tool of the Sembian Iron Throne. The Druid Infallible has lost all relationship to druidism or the Malarite church of Herne the Hunter.

It has been some time since Malar has recognized Bjarkissonur as a druid of Herne, and he long has denied spells to him. Bjarkissonur probably is not aware of this. When Malar withdrew his support from the Druid Infallible, Cyrlic immediately step quietly into the picture and continued to support Bjarkissonur's druidic abilities and to give him druidic spells.

This fate is shared by several of Bjarkissonur's subordinates in Kront, who also have become totally corrupt. Cyrlic hopes to eventually become the patron of all True Druids of Herne in the Eastern Dale, to assure that they continue to cause the strife they do today.

The change in Bjarkissonur's position will not, however, make him any friendlier to a PC group entering Kront.

### BLONDUNG

Segment: *Silverymoon*

Zhentarim evoker, hm, Level 3, AL:LE, HP: 13. Abilities: Strength 12, Dexterity 15, Constitution 12, Intelligence 16, Wisdom 11, Charisma 10. . Base Attack Bonus: +1. AC: 12 (Dexterity). Attacks: Dagger 1 APR, Attack bonus +2 (Str), 1d4+1 hp dmg. Spells: 5/4/3/0/0/0/0/0/0, one of each evocation. Prohibited schools: Enchantment, Illusion. Saves: Fort +2, Ref +3, Will, +3. Skills: Concentration 6 Ranks, Knowledge (Arcane) 6 Ranks, Scry 6 Ranks, Spellcraft 6 Ranks, Use Magic Device, 6 Ranks, Bluff 3 Ranks, Swim 3 Ranks, Hide 3 Ranks. Feats: Brew Potion, Quicken Spell, Still Spell. Challenge rating: 3.

Blondung is a not particularly successful Zhentarim mageling who was assigned by Manshoon to guard Söggrin and, as often has been the case with his duties, failed to do so successfully. In the *Northern Journey* segment, he's already reached the point where he knows how little fun it is to be a Zhentarim. He's be willing to quit and disappear in the North, out of the Black Network's site, if possible.

### BRACEGIRDLE, BARON HOBART

Segment: *Bloodstone*

**NOTE:** Hobart Bracegirdle is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

- **Baron of Bloodstone.** Halfling male, age 76, AL:NG, Fighter 12. CR 12; Size S (3ft/90cm); HD 12d10; HP 71; Init +7 (+3 Dex, +4 Improved Initiative); Speed 20 ft/6m.; AC 14 (+3 Dex, +1 Size); Attack +16/+11/+6 melee, or +16/+11/+6 ranged; Dame: Short sword 1d6+3, SV Fort +9, Ref +8, Will +8; AL NG; Str 17, Dex 17, Con 11, Int 8, Wis 16, Cha 9. Skills: Climb +5, Handle Animal +1, Hide +7, Intimidate +12, Jump +5, Listen +7, Move Silently +5, Spot +5. Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Mobility, Power Attack, Quick Draw, Rapid Reload (crossbow, light), Rapid Reload (crossbow, heavy), Weapon Focus (strike, unarmed). Magic Item: Bloodstone Talisman.

Bracegirdle led a commando band of halflings known as the *Kneebreakers* in the battles against Zhengyi's hordes. Although it's unusual for halflings, Bracegirdle and his band won a deserved reputation as fighting heroes in the war. That, in turned, earned him his appointment as the king's successor as baron of Bloodstone.

Despite his title, Bracegirdle is a bit of an outsider in his native Waukeshire. Heroes aren't disliked there, nor is the baron, but the common halflings of the Waukeshire simply don't understand heroes well. Bracegirdle, for his part, also feels more at home with other veterans of the Bloodstone Wars. For that reason, perhaps, he often travels through the barony with his baronial guard, most former members of the *Kneebreakers*, although he visits Bloodstone Village less often than other settlements.

The baron has no aversion toward Bloodstone Village, but he views it as the king's terrain and therefore usually comes only when he is invited. King Gareth understands Bracegirdle's feelings, but he also thinks it's important that the baron keep his finger on the pulse of the barony's largest city. Therefore, he sees to it that Bracegirdle is invited to Bloodstone Village at least once every two months for consultations.

Personally, Bracegirdle also prefers visiting other destinations. In Windless, Virdin or the settlements outside the Monastery of the Golden Cup and the Bloodstone Mines, he and his baronial guard can check into a local inn and enjoy a few nights in the public rooms, which is his preference. Above all, he enjoys visiting the Orothiar Clanhold and his old friend, Clan Chieftain Tokan. In Bloodstone Village, on the other hand, he's expected to stay in guest rooms in the palace, which usually is known as the King's Mansion.

The baron has little interest in determining the local political courses of the barony's settlements. He believes the people can best do that for themselves. His sights are set instead on threats to Bloodstone Valley, keeping an eye open for possible criminal activity and in looking for new possibilities to strengthen the barony economically.

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The baronial government must oversee many other matters, of course, but Bracegirdle has the nine-member baronial council appointed by King Gareth to guide him in such areas. When the council makes a political proposal, it is as good as certain that the baron will accept and implement it.

### CANNH, WINDOR

Segment: *Backlands*

NG, hem, Ranger, worships Mielikki, lvl 16, hp 108, Base Attack Bonus +18/+13/+8/+3, Bastard Sword +2, elven chain mail, AC 19.

Cannh is an agent in the Drawn Swords area for the Harpers of Twilight Hall in Berdusk and a genuine loner. His mother was killed by orcs and his father, a moon elf, was hauled off by them and never seen again. Windor spends most of his time in the Northdark Wood, working with the druids there and, when he has the chance, eliminating orcs.

He also keeps an eye open, to see that no bands of brigands, Zhents or anyone else begins using the wood as a base. Twilight Hall has informed him that the PCs are heading toward Drawn Swords and that they are bearing strange sigylls, but the Twilight Hall branch of the Harpers, unlike Lady Alustriel, has not become involved in this matter and has issued Cannh no instructions. As a result, Cannh will keep an eye on the PCs, if he's in Drawn Swords, but he will not attempt to contact them.

If they ask him about Rolling Hills, he will tell them only that a society of monks and clerics have settled there, with the long-term goal of setting the spirits at the Battle of Bones and Hill of the Lost Souls to Rest, and that they want to restore these forsaken areas to their natural state. If the PCs tell him they are going there, he will add that the churches of Kelemvor, Chauntea and Ilmater are represented, and that food shelter and housing are available there.

### DARBY OF MASK, MATT

Segment: *Impiltur*

Demarch of Mask (Cleric), hm, Level 8, AL:NE, HP: 52. Abilities: Str 12, Dex 16, Con 12, Int 11, Wisdom 18, Cha 13. . Base Attack Bonus: +6/+1. AC: 18 (dexterity & chain mail +1). Attacks: heavy mace, Attack Bonus +7/+2, 1d8+1 hp dmg; Dagger Attack Bonus +7/+2, 1d4+1 hp dmg; Hand crossbow Attack bonus +9/+4 30 feet/9m; +7/+2, 60 feet/18m; +5/+0, 90 feet/27m, 1d4 hp dmg. Saves: Fort +7, Ref +9, Will +10. Spells (Mask): 6/6+1/5+1/5+1/0/0/0/0, Domains: Trickery, Luck. Skills: Concentration 11, Knowledge (religion) 8, Spellcraft 10, Spot 2; Feats: Brew Potion, Craft Wondrous Item, Leadership, Spell Focus (8). Challenge rating: 6.

Darby is the brother of Willard Darby, one of the key figures on the Merchants Council in Telflamm. His family long has been involved in intrigues and subterfuges to shift power in the circles that control trade between the East and West. The Darby family also has played a leading role in the *House of the Master's Shadow* in Telflamm, the biggest temple to Mask in Faerûn.

In Mask's church, a cleric of middle rank forges ahead by setting the wheels of a plot in motion and then realizing the goal he/she has set for himself. Darby and his mistress, the cleric Wilma Pryth (see separate entry) intend to establish thieves guilds and temples to Mask throughout the Bloodstone Lands. They already have presented this as their master plan to the High Demarch in Telflamm and it has been accepted as part of the regional strategy of the church. Their operation is centered in the new, secret temple called the *Maiden's Shadow* beneath the ruins of a bordello above the Fortress of Mal in Impiltur.

## DARNASCH OF TALONA, RIGDRA

Segment: *Impiltur*

Malagent Cleric of Talona, lvl 9, AL: CE, HP: 61, AC: 16 (chain mail + dex); Base Attack Bonus +6/+1; Str 10, Dex 12, Con 17, Int 12, Wis 17, Cha 3. Weapon: Ceremonial Dagger of Talona\* +4, Attack Bonus +10/+5, 1d4+4 hp dmg + poison. Saves: Fort +9, Ref +4, Will +9. Spells (Talona): 6/4+1/4+1/3+1/2+1/1+1/0/0/0/0., Domains: Chaos, Evil. Skills: Concentration 11, Knowledge (religion) 10, Spellcraft 12; Feats: Brew Potion, Craft Wondrous Item, Leadership, Spell Focus (8). Rigdra has attained total immunity from poison through her work with the *Taluth Toksla Illu gnûzh Moertkar*. Challenge Rating: 10.

Rigdra Darnasch is one of Faerûn's ugliest women. Her emaciated body is marked with self-inflicted scars and gruesome tattoos. She was born in the Year of the Purple Basilisk (1247 DR), probably somewhere in Thay, judging by her accent. For the better part of a century, she has been using potions she has brewed herself through knowledge gained from the *Taluth Toksla Illu gnûzh Moertkar* (see the artifacts section) to unnaturally extend her life.

After completing her time as an initiate at a temple whose name and location they have never revealed, Rigdra and two of her new fellow Malagents established a secret shrine in the Damaran valley of the Galena Snake beneath the Galena Mountains, using herbal lore to brew poisons of little known fauna in the mountains.

The trio's divine powers were not enough, however, to withstand repeated hobgoblin attacks, and Rigdra fled alone as the sole survivor to a hidden temple to Talona in ancient ruins at the foot of the Great Glacier Pelvuria in Vaasa north of Palishchuk. When Zhengyi arose in Vaasa, the Talontar temple quickly allied with him and began brewing the poisons employed by the Citadel of Assassins. During this time, it appears that Rigdra became the high cleric of the Vaasan temple.

The *Taluth Toksla Illu gnûzh Moertkar*, which Zhengyi was unable to use, and the *Wards of Orcus* (see the magical items section) were among the rewards given to Rigdra by Zhengyi. He also gave her the *Libram of Râgzh Dûrkhuh*, with which she learned to decipher the glyphs that appear within the *Taluth Toksla Illu gnûzh Moertkar*.

However, Rigdra destroyed the libram after memorizing its contents, a move that one day may prove shortsighted in the view of Talona and her church, but also a deed that may save Abeir-Toril much misery. After Zhengyi's fall in the Year of the Serpent (1359 DR), Rigdra and her Malagents fled back into the Galenas southwest of Palishchuk, to take up abode in the hidden Citadel of Assassins.

Her refuge lasted only briefly, however, for she, the other Talontar assassins decided to desert the Citadel and the Grandfather of Assassins in the Year of the Turret (1360 DR), when the attack of the Damaran troops who destroyed the long-sought citadel that year was obviously imminent. Rigdra named Timoshenko, Grandfather of Assassins, a fool for believing he could hold the citadel against the Damarans, an act that would have ended in a duel to the death at other times.

But Timoshenko knew he could not afford to have his own forces weakened before confronting the Damaran troops, and so he begrudgingly allowed Rigdra and her followers to leave the citadel, promising to settle his differences with her at another time.

The Talontar fled in time and over a period of three years and with several losses covertly made their way across the Galenas and the Earthspurs to the lowlands southwest of Multtown, where they followed the east bank of the Great Imphras downstream, at last reaching Trader's Bay and Huddl's Landing in the Year of the Wyvern (1363 DR).

They were able to take over Huddl's Landing with little resistance, because the Regdresks in Bay Town and the pirates of Buzzard Beak Harbor were occupied at the time with War Captain Rilaunyr's blockade of the harbor and then his later foolhardy attempt to "clean up" Trader's Bay.

Early in the Year of the Sword (1365 DR), the last non-Talonite refugee had fled the hamlet or perished, and the Regdresks already had seen the advantage of dealing with her Most Fatal Horror Rigdra.

### DARWINN, ULWYNN (Revised)

Segment: *Tale of 2 Liches*, official Definition, originally in *The Dalelands* and *Volo's Guide to the Dalelands*

Ulwynn Darwinn (Human male, rogue lvl 6, NE) is a middle-ranking member of the Ordulin branch of the Iron Throne and the member of the Throne responsible for the village of Feather Falls in Featherdale. This, of course, is not widely known, because the Iron Throne is a secret society.

Publicly, he is the owner of Darwinn's Trading Post in Feather Falls and the local representative of the New Era Trading Co. in Feather Falls. New Era is in turn a front for the Iron Throne. Ulwynn is the man who can exercise genuine power in Feather Falls, in that he can see to it that the *Ashaba Wave Mercenary Co.* does things necessary to serve the Throne's goals. He also can call in secret agents of the Throne to perform dirty work that needs to be done.

Ulwynn uses his power as seldom and as quietly as he can. He believes such power achieves the greatest success when used carefully and judiciously. He is a 62-year-old widower who lives in an apartment above his trading post. He sons live in farmhouses on the outskirts of Feather Falls on the south bank of the Ashaba. Ulwynn's trading post is a successful business, and its profits have risen recently, due to the fact that many of the wares he offers actually are contraband purchased at low prices through the Iron Throne.

Ulwynn is the topic of some gossip in Feather Falls, because he is visited in his apartment one night a week by Ruby Deller, head waitress and lady of pleasure at the *Portage House* inn. In truth however, Ulwynn has no interest in Ruby's professional services. Instead, he pays her to tell him everything she has heard from her customers during the previous week. This gives Ulwynn an insight into what the lower ranking members of the *Ashaba Wave* mercenary company are saying, and during boat and caravan season, the low-ranking boatmen and caravan guards often reveal more about cargoes and their destinations than one can learn through other means.

Ruby is convinced that a power of some substance is behind Ulwynn, and she has a certain fear of him. She knows better than to lie, exaggerate or leave information out, because she has the suspicion that she might pay dearly for such a mistake.

Ulwynn has been in Feather Falls for more than 30 years. During much of that time, he purchased a fair share of his wares through shady sources at prices below market value. Ulwynn never asked questions about the source of his purveyors' goods but always felt relatively certain that they were contraband from the Zhentarim. The Iron Throne first made contact with Ulwynn in the Year of the Prince (1357 DR). At that time, he began working as an agent of the Throne in Feather Falls, gathering information for the Throne base in Ordulin. He rose through the ranks over the years, becoming a full member of the secret organization in the Year of the Banner (1368 DR).

### DENDY, GILLIAN (Burgomaster of Heliogabalus)

Segment: *Bloodstone*

The 41-year-old Dendy spent his youth as an outlawed thief in the Tightpurse Guild of the late Tarkos Ree in Heliogabalus. He was recruited by the former Burgomaster Rulmgar (now Impilturian Minister of Finance) after Zhengyi's fall to join the Crooked Key of Heliogabalus, the counter-organization of thieves that worked to root out the remainder of Tightpurse after Ree's death.

When Rulmgar resigned to return to his native Impiltur, King Gareth followed his recommendation and appointed Dendy as the new Burgomaster of Heliogabalus. In this capacity, he also heads the Crooked Key. More information on Dendy can be found in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*.

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- **Human male**, age 41, size M (6'1"/185cm tall) Burgomaster of Heliogabalus, Rogue 20; HD 20d6-20; hp 60; Init +6 (+6 Dex); Speed 30 ft/9m; AC 16 (+6 Dex); Attack +18/+13/+9 melee, or +21/+16/+11 ranged, favored weapon Short Sword +4, Attack 20/15+10, 1d6+7 sp dmg; SV Fort +5, Ref +18, Will +8; AL NG; Str 16, Dex 22, Con 8, Int 14, Wis 15, Cha 12. Skills: Appraise +24, Balance +22, Bluff +26, Decipher Script +25, Diplomacy +21, Disable Device +24, Disguise +20, Escape Artist +19, Hide +29, Listen +4, Move Silently +26, Open Lock +21, Sleight of Hand +28, Spot +4, Use Magic Device +18. Feats: Alertness, Deceitful, Dodge, [Evasion], Mobility, Persuasive, Point Blank Shot, Rapid Shot, Weapon Finesse. AL:NG, CR:20. Magic items: Ring of Feather Falling, Chime of Opening, Heward's Handy Haversack, Rope of Climbing. Potions: Cure Serious Wounds (3), Remove Disease (2), Neutralize Poison (2). Monetary possessions: 200,000 gp in coins, jewels and precious metals in the treasury of the burgomaster's house.

## DONLEVY, BARON

Segment: *Bloodstone*

**NOTE:** Baron Donlevy is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

When assassins in the service of Zhengyi went across Damara slaying almost all of its nobility, young Donlevy, then only a young child, was spirited away and hidden in the forest village of Tellerth beyond the reach of his family's slayers. During the Witch King's reign, Donlevy's continued existence was unknown. However, he did reclaim the barony after Zhengyi's fall.

However, Donlevy has little interest in politics or in being a baron. His vision is of a lifetime career as a crusading paladin in the service of Ilmater and King Gareth. As a result, the young baron has turned the Barony of Polten over to the stewardship of Chancellor Dargun while he trains in the Monastery of the Golden Cup on the Vaasan border in the Barony of Bloodstone.

Baron Donlevy will ride with the king's Bloodstone Army to the coming war in Vaasa. Although it is not widely known, the powers of the Bloodstone Kingdom already are aware that Donlevy plans to abdicate as baron after the war, and Chancellor Dargun plans to retire. At that time, King Gareth will appoint a new baron, and Donlevy will dedicate himself completely to his career as a paladin.

Donlevy's magical great sword is a BelMaris family heirloom traditionally worn and used by the family's barons. Puppet Baron Zorth returned it to Donlevy after the Witch King's fall.

**Human male, age 26, AL:LG, Paladin of Ilmater 5, Aristocrat 5**

**Size:** M (5'5"/165cm)

**HP:** 40

**Initiative:** +6 (+2 Dex, +4 Improved Init).

**Speed:** 30 ft/9m

**AC:** 19 (+2 Dex, Half-plate +7)

**Attack:** +12 melee; great sword +3, +15 melee, 2d6+4 dmg, +4; ranged +10

**Saves:** Fort +7 Ref +4 Will +6

**Special abilities:** Aura of Courage, Aura of Good, Detect Evil, Divine Grace, Divine Health, Lay on Hands, Smite Evil 2x daily, Special Mount, Turn Undead.

**Abilities:** Str 18, Dex 15, Con 14, Int 10, Wis 12, Cha 16.

**Skills:** Diplomacy +9, Handle Animal +9, Heal +3, Knowledge (Nobility & Royalty) +6, Knowledge (Religion) +6, Ride +7, Swim +9

**Feats:** Blind-Fight, Cleave, Combat Expertise, Improved Initiative, Mounted Combat.

**Paladin Spells:** 0/1/0/0/0

**Magic Items:** Great Sword +3, Bloodstone Talisman (in the castle in Trailsend, entrusted to Chancellor Dargun).



## DORMYTHYRR, DUKE

Segment: *Bloodstone*

**NOTE:** Duke Dormythyrr is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

Dormythyrr was the Brandiar farmer who rallied his neighbors to aid Baron Gareth in the war against Zhengyi and the Citadel of Assassins. After the second Battle at the Ford of Goliad, he served as steward of Brandiar until the proclamation of the Bloodstone Kingdom, when King Gareth appointed him as the new duke, to succeed the ducal Brandebury family, which was eliminated completely by the Witch King's assassins.

Under Dormythyrr's leadership, the duchy has been steadily rebuilding and gaining prosperity.

**Human male, age 37, AL:NG, Fighter 14**

**Size:** M (5'7"/170cm)

**HP:** 106

**Initiative:** +0

**Speed:** 30 ft/9m

**AC:** 17 (+7 Half-plate)

**Attack:** +17/+12/+7+ melee; long sword +3, +20/+15/+10 melee 1d8+7 dmg, Ranged +14/+9/+4, heavy crossbow, 1d10 dmg.

**Saves:** Fort +13 Ref +4 Will +4

**Abilities:** Str 17, Dex 10, Con 14, Int 14, Wis 10, Cha 15.

**Skills:** Disable Device +7.5, Forgery +7, Hide +0, Intimidate +19, Jump +16, Listen +1, Move Silently +0, Ride +15, Search +5, Spot +0, Tumble +7.5, Use Magic Device +6.5, Use Rope +1.5

**Feats:** Blind-Fight, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Trip, Negotiator, Power Attack, Rapid Reload (crossbow, heavy), Run.

**Magic Items:** Long Sword +3, Bloodstone Talisman

## DRAGONSBANE, QUEEN CHRISTINE

Segment: *Bloodstone*

**NOTE:** Christine Dragonsbane is an official *Forgotten Realms* NPC. She first was defined in the H-Series of Modules by Douglas Miles and Michael Dobson (TSR - 1985-88). The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

- **Queen of Bloodstone**, human female, age 46, Druidess of Silvanus 23 (Epic).

**Size:** M (5'2"/157cm tall).

**Hit Points:** 115

**Initiative:** +4 (+4 Dex)

**Speed:** 30ft/9m

**Armor Class:** AC 12 (+2 Dex), in hide armor +3 AC 18 (+2 Dex, +3 Hide, +3 Magic)

**Armor Check Penalty:** -3

**Attack:** +18/+13/+8/+0 melee, or +18/+13/+8/+0 ranged; Staff of the Woodlands (+2) +20/+15/+10/+0 melee, Damage 1d6+2/1d6+2/small: 1d4+2/1d4+2.

**SA:** Attacks in wild shape.

**SQ:** Wild shape: 7x daily, elemental 3x daily, huge elemental 1x daily. Thousand Faces. Venom immunity. Resist Nature's Lure. Trackless step. Woodland stride. Wild empathy. Nature sense. Animal companion: 46 Squirrels.

**Saves:** Fort +16, Ref +12, Will +19

**Abilities:** Str 13, Dex 18, Con 14, Int 16, Wis 23, Cha 18.

**Skills:** Appraise +3, Balance +4, Bluff +6, Climb +1, Concentration 25, Craft (Carpenter) +3, Diplomacy +14, Disguise +6, Dweomercraft +26 (20 arcane, 6 religion), Escape Artist +2, Forgery +2, Gather Information +6, Handle animal 29, Heal 29, Hide +2, Intimidate +4, Jump +2, Knowledge (arcana) +25, Knowledge (nature) +25, Knowledge (religion) +25, Listen +6, Move Silently +4, Perform (song) +4, Ride +4, Search +3, Sense motive +6, Spot +19, Survival +19, Swim +15, Use Rope +2.

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**Feats:** Alertness, Animal Affinity, Brew Potion, Craft Staff, Natural Spell, Palnt Wild Shape, Scribe Scroll, Self-Sufficient.

**Druid Spells Prepared** (6/7/7/6/6/6/5/4/4/4): *0<sup>th</sup>* – Cure Minor Wounds, Detect Magic, Detect Poison, Know Direction, Light, Purify Food and Drink. *1<sup>st</sup>* - Calm Animals, Cure Light Wounds, Detect Snares and Pits, Hide from Animals, Obscuring Mist, Pass Without Trace, Speak With Animals. *2<sup>nd</sup>* - Animal Messenger, Fog Cloud, Heat Metal, Hold Animal, Reduce Animal, Restoration Lesser, Warp Wood. *3<sup>rd</sup>* - Cure Moderate Wounds, Meld Into Stone, Plant Growth, Quench, Remove Disease, Speak With Plants. *4<sup>th</sup>* - Cure Serious Wounds, Reincarnate, Rusting Grasp, Scrying, Unweave Magic. *5<sup>th</sup>* - Animal Growth, Awaken, Baleful Polymorph, Cure Critical Wounds, Death Ward, Wall of Thorns. *6<sup>th</sup>* - Cure Light Wounds Mass, Liveoak, Repel Wood, Stone Tell, Unweave Magic Greater. *7<sup>th</sup>* - Control Weather, Heal, Transmute Metal to Wood, True Seeing. *8<sup>th</sup>* - Animal Shapes, Control Plants, Repel Metal or Stone, Word of Recall. *9<sup>th</sup>* - Antipathy, Foresight, Regenerate, Shapechange.

**Caster Level:** 23

**Clone:** Cave of the Whispering Wind

**Magic Items:** Staff of the Woodlands, Rod of Thunder and Lightning, Ring of Invisibility, 5 Potions Cure Serious Wounds, Druid's Vestment, Heward's Handy Haversack, Bloodstone Talisman.

The queen fell in love with her husband in Zhengyi's time when King Gareth still was a paladin knight and her father, the late Baron Tranth ruled the Bloodstone Barony. After the two married, Tranth stepped down from the baronial office and turned it over to his son-in-law.

From the start, many wondered how well a marriage between such contrasting persons could work. Dragonsbane was a paladin bound to fight for right with his sword, while Lady Christine was a druidess of the forest, pledged to serve more the forests of the barony rather than just its people.

The answer is, that it worked and still works, but not well. The prime interests of the king and the queen are worlds apart, and their positions often are in conflict. Their love has survived, but there is distance between the two partners of the royal couple that in part comes from the king's inability to understand the complex druidic concepts of the queen. The details on this situation are explained under the entry for the king.

One goal that both give a high priority is the restoration of the Warrenwood south of village, once the home of a large number of centaurs. The forest and the centaurs' settlement, Guard, were destroyed by Zhengyi's hordes during the Bloodstone Wars, which led to the centaurs' flight from Bloodstone Valley. The king, the queen and also Emelyn the Grey want the wood restored and the centaurs, who were their allies, back in the Bloodstone Kingdom.

Emelyn the Grey might appear to be an unusual partner for the queen in such an operation, being a mage rather than a druid or a ranger. However, he had spent substantial time among the centaurs before the devastation of their wood, where he had discovered that the centaurs had a strong, natural ability to use magic as sorcerers. He was developing this ability within the ranks of chosen centaurs, making formidable sorcerers of them, when they were driven from their homes. The wizard wishes to continue with this work.

In addition to being a druidess and queen, Lady Christine also is the Royal Minister of Forestry. This job, first and foremost, has led to her conflicts with the king and other members of the government. There have been several proposals to fall other forests in the valley to make way for construction of defensive facilities or housing, but the queen always has been adamant in her opposition to deforestation.

Although the king does not always understand her position, he has been unwilling to risk earning the queen's wrath to date. He knows that the destruction of forest well could drive a wedge into their marriage that no one could remove.

Ironically, one of the things that has served best to keep their life is the old adage that absence makes the heart grow fonder. The queen spends more of her time working on Warrenwood than she does in the Royal Mansion in Bloodstone Valley. She also spends a fair amount of time in the Waukeshire, being the member of the government with the closest personal ties to the halflings there.

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The king spends most of his time in political and strategic sessions in Bloodstone Village. When the queen does return to the village, she and the king are first and foremost happy to be together again. But one or the other and often both usually return quickly to their other duties, leaving little time for routine to bring their differences back to the fore.

That notwithstanding, there are many in the kingdom who are displeased with the status of things between the king and the queen, and in typical manner for the times and for a paladin-dominated kingdom, they give the queen the blame. The royal pair has no offspring and therefore no heir. With the queen already in her 46<sup>th</sup> year, that is unlikely to change.

### DRAGONSbane, KING GARETH

Segment: *Bloodstone*

**NOTE:** Gareth Dragonsbane is an official *Forgotten Realms* NPC. He first was defined in the H-Series of Modules by Douglas Miles and Michael Dobson (TSR - 1985-88). The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

- **King of Bloodstone**, human male, age 48, Paladin of Ilmater 26 (Epic).  
**Size:** M (6'2"/188cm tall).  
**Hit Points:** 244  
**Initiative:** +2 (+2 Dex)  
**Speed:** 30ft/9m (20ft/6m in armor)  
**Armor Class:** AC 12 (+2 Dex), in full plate AC 21 (+1 Dex, +8 full plate, +2 Heavy Steel Shield)  
**Armor Check Penalty:** -6  
**Attack:** +29/+24/+19/+14 melee, or +25/+20/+15/+10 ranged; Crusader Holy Avenger Long Sword +5, Attack +34/+29/+24/+16, damage 1d8+11.  
**SA:** Smite evil 5x daily (Attack +5 and +26 hp dmg), Remove disease 8x weekly, Turn undead (as Cleric lvl 24), Aura of courage (immune to fear, allies within 10'/3m gain +4 save bonus for fear), Divine health (immune all diseases), Divine Grace, Lay on hands, Aura of good, Detect evil at will. From *Crusader sword*: *Greater Unweave Magic*, area only, per round at caster level 26; Spell *Heal* 1x daily, Spell *Bear's Strength* 1x daily, Spell *Charm Person* upon contact 1x daily, *Disintegrate* any minor outsider with a natural attack roll of 20.  
**SQ:** Special mount: *Glendan*, heavy warhorse from the celestial realms, Spell resistance +31 (from *Crusader sword*) for Paladin and anyone within 5ft/150cm.  
**Saves:** Fort +22, Ref +12, Will +15  
**Abilities:** Str 23, Dex 15, Con 20, Int 11, Wis 18, Cha 21.  
**Skills:** Appraise 0, Balance +2\*, Bluff +5, Concentration +5, Diplomacy +12, Disguise +5, Escape Artist +2, Forgery 0, Gather Information +5, Handle Animal +17, Heal +17, Hide +2, Intimidate +5, Jump +6, Listen +5, Move Silently +2\*, Knowledge (Religion) +13, Perform (Song) +5, Ride +2, Search 0, Sense Motive +17, Spot +4, Survival +4, Swim +6\*, Use Rope +2.  
\*Armor penalty applies, double penalty for swim.  
**Feats:** Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Cleave, Epic Leadership, Legendary Commander, Great Cleave, Power Attack, Weapon Focus Long Sword 2x.  
**Paladin Spells Prepared** (0/5/4/4/4/0/0/0/0/0): 1<sup>st</sup> - Bless, Cure Light Wounds, Detect Poison, Divine Favor, Lesser Restoration. 2<sup>nd</sup> - Bull's Strength, Remove Paralysis, Resist Energy, Zone of Truth. 3<sup>rd</sup> - Cure Moderate Wounds, Discern Lies, Remove Curse, Unweave Magic. 4<sup>th</sup> - Cure Serious Wounds, Death Ward, Neutralize Poison, Restoration.  
**Caster Level:** 13  
**Clone:** None, as Ilmatari paladin, cloning refused  
**Magic Items:** *Crusader Holy Avenger Long Sword* +5 (special abilities listed above), Bloodstone Talisman.

Sir Gareth Dragonsbane came to Damara in the Year of the Prince (1357 DR) as 35-year-old 16<sup>th</sup> level Paladin of Ilmater, called by his deity from the West to fight the then 10-year reign of terror by Zhengyi, the Vaasan Witch King.

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The king is a member of the Ilmatari Order of the Golden Cup, which already was among the more battle inclined Ilmatari fellowships 13 years ago. King Gareth now is the order's leader, and under his hand, it has been growing ever closer to the Ilmatari Order of the Golden Maple, which in itself is a martial offshoot of the Order of the Lambent Rose. For more details on these matters, see *Ilmater and his Church* in a later part of this book.

Not only King Gareth but also most Lords of Imphras II in Impiltur are members of the Order of the Golden Cup, although many who ride with the order's paladins in Damara are members of the Order of the Golden Maple. Under the Bloodstone king's leadership, this order has changed its philosophy somewhat over the last dozen years, becoming very close to the Order of the Golden Maple.

King Gareth and his followers live and preach the Ilmatari doctrine of perseverance, but they teach that perseverance must endure until the day of salvation and redemption, which will come when the order's paladins throw down and punish the oppressors. The Order of the Golden Cup is very motivated martially. It seeks to reward those who have endured by fighting to gain their release from suffering.

When the king came to Damara as one of the order's knights, he hardly could have faced a more glorious challenge within the terms of the Order's philosophy than Zhengyi the Witch King. Not even he dared to dream of the success he achieved in the end, destroying not only Zhengyi but also an avatar of Tiamat and the physical manifestation of the demon god Orcus in his own lair in the Abyss.

Nonetheless, it was in these most glorious of his years that the paladin king's greatest weakness became apparent: He has severe problems persevering when he sees the continued suffering of others. He wants his avenging sword *Crusader* to strike down the foe quickly and bring release to the oppressed. When the king faces a great foe like Zhengyi, he has great difficulty dealing with the knowledge that the victory can be won only gradually. When this occurs, the king becomes depressed.

Exactly that was the case after his victory in the first phase of the Bloodstone Wars, when the foe retaliated by sending a wave of terror over Damara. Despite his victory, the people of Damara were suffering more than ever, and the paladin became lost in his own despondency. Only when his friends Celedon Kierney, Riordan Parnell, Friar Dugald, Emelyn the Grey, Olwen Forest-Friend and the late monk Kane encouraged him to go to the heart of the problem and enter Zhengyi's Castle Perilous in Vaasa was the paladin able to deal with things well again.

His psychological weaknesses began gradually becoming evident again after his ultimate victory over Zhengyi, when the then Baron Gareth hesitated in claiming the Damaran throne of the late King Virdin. Baron Dimian Ree of Morov, who had been a puppet of Zhengyi, also claimed the throne through his blood ties, and Baron Gareth remained in Bloodstone Village to wait for others to settle the issue.

Ree and Baron Gareth's other opponents were removed from the scene permanently, in most cases by assassins hired by the Iron Throne, although the power beyond these assassins remains unknown today. One of his leading opponents, Baroness Sylvia of Ostel, was slain by the Thayan bounty hunter Sleyvas in a duel of magic.

The way was open then, for Baron Gareth of Bloodstone to become the uncontested king, and he at last accepted the throne, claiming conquered Vaasa as well and proclaiming the new Bloodstone Kingdom. But the new king could not ignore the fact that he was put on the throne more by assassins and a bounty hunter than through his own deeds.

In the first years of his reign, the new king spent much of his time riding across Damara and urging the folk to help him rebuild their war torn land. In the beginning, King Gareth was heartened at the people's overwhelming support and devotion as well as their willingness and determination to bring Damara back onto its feet.

With time, however, he saw a darker undercurrent running through his new kingdom, one that neither he nor his followers have been able to this very date to get into their grip. Business goes on in the Bloodstone Kingdom, but ruthless elements, interested solely in their own profits, steer a large part of the new monarchy's economy. These interests use unscrupulous tools to drive their competitors out of business and sometimes out of the kingdom.

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Professional assassins have begun operating in the kingdom, and these appear to accept contracts from the dark side of the business community, occasionally eliminating businessmen who refuse to yield to competitors. No one in the king's service has been able to crack the covert operations behind these deeds.

King Gareth gradually came to believe that these same powers were the one's responsible for eliminating his competitors for the throne. He believes that they chose him as king, because they thought he was too weak to interfere in their plans, and he thinks that they were right in this belief to date because of his inability to stem their activity.

Not even Prince Quillan of Damara, one of Faerûn's greatest diviners, has been able to look into the dark corners occupied by those who appear simultaneously to be among the king's worst foes and most powerful supporters. As a result, the king and his nobles and ministers conclude that an enemy with high-powered magic is at least in part responsible for the things going on in the underworld of the Bloodstone Kingdom.

Moonsea Assurance is beginning to draw some attention, although there has been no evidence to date that any of its agents have had contacts with strange or suspicious persons. Fallen Star Holding Co., Fallen Star Trading Coster and the traditional old Damaran Merchants League also have been under scrutiny, because they appear to be key beneficiaries of the growing monopolization of business in the kingdom. The Dragon Cult too is suspect, although the king and his followers have no Dragon Cult suspects to date.

The signs of widespread but covert criminal activity in the new kingdom and further signs that he is their favored candidate for the throne gradually brought King Gareth into new suffering under depressions. The monarch made his last great ride through Damara nearly a decade ago, in the Year of the Wyvern (1363 DR). Since that time, he has been living somewhat reclusively in Bloodstone Village, making only occasional journeys to Prince Quillan in Heliogabalus and to Prince Darren in Darmshall.

The monarch has entrusted the two princes with almost all decisions in the field of domestic politics. Those close to King Gareth say that despite his depressions and unhappiness, he still rules the kingdom competently. He and the Lords of Imphras II are fully agreed that there can be no hope for an enduring peace in their countries until the threats atop Suncatcher and in the ruins of Castle Perilous have been eliminated. In recent years, they say, the king has devoted most of his energy toward the planning of the war he must conduct.

The Impilturian War Captains, it is said, visit the king's mansion regularly but secretly, probably through magic portals or teleportation, and King Gareth reportedly uses similar means to take part in strategy meetings in Lyrabar and Vordric-Dun.

It also is said the neither King Gareth nor the Impilturians are satisfied with the strategies they have developed to date, but they have found no alternatives. Despite the presence of an estimated 50 dragons - some and perhaps all of them undead - the commanders of the two armies believe they can conquer the ruins of Castle Perilous.

However, they are without a good solution for dealing with the faceless and nameless foe atop Suncatcher Mountain. They believe it would be impossible for an army to survive the difficult march across the Triple Ridge to Suncatcher's Peak, and war wizards of the Wand of Impiltur already have determined that magic they are unable to unweave prevents simple teleportation to the mountaintop.

As a result, the Bloodstone and Impilturian strategy rests strongly upon the hope that magic portals to Suncatcher will be found in the ruins of Castle Perilous after they are conquered. If that is not the case, the only hope the king sees for defeating the foe atop Suncatcher is to send a small but mighty, epic-level party with the powers of priest, wizard and warrior upon the march across the Triple Ridge to Suncatcher.

Such an expedition would not be unlike King Gareth's journey through Vaasa and Castle Perilous into the Abyss 13 years ago, and the monarch's counselors believe that King Gareth has every intention of leading such a mission himself, if it is necessary.

**(NOTE:** *In a Northern Journey campaign, King Gareth already will have learned from his own sources and the Impilturian war wizards that the sigyll bearers are heading northward. In this case, it will be his hope that he can convince them to deal with Suncatcher, which he and the Impilturian lords believe to be their destiny. For more information, see King Gareth Dragonsbane under Decisive Encounters in Bloodstone, the 7<sup>th</sup> segment of Northern Journey.*)

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Although King Gareth is not reluctant to have magic used against his foes, he largely eschews the use of magic himself. The only exceptions are among his paladin abilities and spells and the *Crusader*, the special Holy Avenger magical sword he bears. Beyond these things, one would look in vain for magical items among the king's possessions.

Those close to the king are concerned over his repeatedly expressed statement that he would welcome a glorious death in battle at the ruins of Castle Perilous or atop Suncatcher. Prince Quillan, who long as had a good instinct for the future, believes the king will win the day and survive in Vaasa, but he thinks the king may meet his doom if he goes to the summit of Suncatcher.

**NOTE:** *In a Northern Journey campaign, those close to the king also will urge the sigyll bearers to take on Suncatcher, because they fear the king may meet his end there, if the task is left up to him.*

The king's friends believe his apparent death wish is rooted in his depressions, which have two causes:

- King Gareth sought to defeat Zhengyi and make the Bloodstone Kingdom into a nation that would be the sterling example among all lawful good countries in Faerûn. Instead, the king believes he defeated the Witch King but then let his new kingdom fall into the hands of other covert evil powers who steer its course without making their faces known.
- For many years, there have been problems in the king's marriage with Lady Christine, the druidess daughter of the late Baron Tranth.

King Gareth's domestic problems also are difficult to resolve. He and Lady Christine married out of love, and their love has not waned, but they have great difficulty understanding one another. The king is a man of compassion who is ready to defend all that is good with his sword. His goal is to build the Bloodstone Kingdom in a manner that will make it safe from outside threats.

Lady Christine is a powerful druidess of Silvanus. She understands and sympathizes with the king's desire to provide his land with a strong defense, but she sees the Bloodstone Kingdom and above all Bloodstone Valley as something much greater than its people, its settlements, the roads they build to link themselves together and their many constructions of defense.

That is only one of the aspects of Bloodstone Valley that must be maintained, in the queen's view. Just as important are those elements of the valley's nature that are not dependent upon man, dwarf, halfling or half-orc. As integral a part of Bloodstone Valley, in her mind, are the harsh mountainsides of the Galenas, the green plains below them and, above all, the scattered forests.

The king thinks these natural aspects of Bloodstone Valley are beautiful, but he does not understand why they should not yield when they stand where he believes more defensive structures or new housing should be built. When the king wanted to fell the Lakewood north of Bloodstone Village to make room for the expanded city, the queen objected strongly.

In the end result, one can see that the queen tends to a great extent to get her way in such matters. The city's expansion did run northward, but it stands between the Bloodstone Pass Trail and the Lakewood. The forest lies untouched, outside of the wall. In addition, a new forest has been planted between the old city center and the new northern residential area, also an idea of the queen's.

The problem within the royal couple is not unwillingness on King Gareth's part to consider the queen's point of view but rather an inability on his part to understand it well. Although King Gareth is a man of considerable wisdom, he is gifted with only average intelligence. The complexities of the ecological relationships that are the focal point of his wife's druidic being are more than his mind can process.

It puzzles the queen, how a man who can understand the complexity of battle strategies also can have so much difficulty grasping what for her are the basic and logical rules of life on Abeir-Toril. In truth, the king has learned battle strategy through long years of hard experience as a warrior, and his wisdom has put those tools to good use. With the environmental issues important to the queen, his wisdom has no tools with which it can work.

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When the PCs encounter King Gareth Dragonsbane, they will find a serious man who laughs little but who is nevertheless highly charismatic despite his gravity. The king understands the value of friends and allies, and he takes great care not to offend anyone whose goal is the betterment of the Bloodstone Kingdom.

However, the days when King Gareth rode upon his warhorse among the folk, with his sword *Crusader* held high above him, crying out for the cause of good, belong to a chapter of past history.

## DRANDALAR OF CYRIC

Segment: *Tale of 2 Liches*

- **Human male**, Strifeleader of Cyric (Cleric) 10, HP: 68, AC: 16 (chain mail + Dex); Base Attack Bonus +7/+2 Str 14, Dex 12, Con 13, Int 12, Wis 18, Cha 9. Weapon: Morning Star +3, Attack Bonus +12/+7, 1d8+5 hp dmg. Saves: Fort +8, Ref +4, Will +11. Magic potions: 3 vials of Extra-Healing; Scrolls: *Animate Dead*, *Neutralize Poison*, *Protection from Fire*; Magic items: *Ring of Human Influence*, *Rod of Resurrection* (4 charges left). Spells: 6/5+1/4+1/3+1/3+1/2+1/0/0/0/0, Domains: Evil, Trickery. Skills: Concentration 12, Knowledge (religion) 11, Spellcraft 13; Feats: Brew Potion, Craft Wondrous Item, Leadership, Spell Focus (8). AL: CE, CR 10.

Drandalor is a cleric of Cyric and former cleric of Bane who was stationed with the Zhentarim in Scardale. Because the Black Network has turned from Cyric toward Iyachtu Xvim and also because he has seen the abandonment of Zhentilar who had been in remote locations such as Scardale, Drandalor recently deserted the Zhentarim and made off with his own band toward Myth Drannor in hopes of finding the sword Lashan of Scardale had carried into the fallen city and had lost there along with his life.

There are no great stories in Drandalor's history to date, only workaday accomplishments as a cleric of the Zhentarim. Drandalor wants to find Lashan's weapon, in truth one of the *Weapons of Learning*, the *Weapon of Metamorphic Vigilance*, and use it in a form acceptable to his religion to win glory for himself and power for his church. Drandalor is the only one among the various groups seeking this weapon who knew its true nature after its corruption by Bane. Drandalor *does not know* that Azimer has lifted the corruption.

## DUGALD, FRIAR

Segment: *Bloodstone*

**NOTE:** Friar Dugald is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988) and in the Module H4 *Throne of Bloodstone* by Douglas Niles and Michael Dobson. Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

Friar Dugald, now Royal Spiritual Advisor and High Painbearer of Ilmater in Goliad, was one of King Gareth's companions during his journey into the Abyss that led to the destruction of Orcus and the avatar of Tiamat. Although Dugald is among the highest level clerics of his faith, he's viewed as a renegade within his own church.

Perhaps Ilmater views the friar in a similar manner. Although the Crying God has honored Dugald with elevation to the highest levels, he never called Dugald to the specialty priesthood. Then again, it would have been a call that Friar Dugald would have preferred not to have received.

The paunchy cleric is one of Ilmater's most devoted faithful, although the life he leads is anything but Ilmatari. Dugald loves to eat, to the verge of gluttony. He can drink many a barbarian under the table and has, in fact, often done so. He loves to live in the lap of luxury.

The later trait has caused considerable controversy within the friar's own Cathedral of St. Dionysus in Goliad. Dugald not only built the biggest Ilmatari temple in Faerûn, but he also furnished it extravagantly, a point that has stimulated strong criticism from the cathedral priests who serve Ilmater under him.

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Dugald has reacted to the criticism in a typical fashion. He leaves affairs at the cathedral to his priests and spends ever less time there personally. When he is in Goliad, the friar is most likely to be found without frock at a table in the *King's Ford Inn*, consuming appreciable quantities of beer and perhaps sharing his table with knaves, whose company he enjoys more than that of his fellow priests and clerics.

However, he also spends a lot of his time outside of Goliad, wandering the trails of Damara to see that wrongs are set aright and that Ilmater is honored properly, while at the same time searching constantly for a better brew than the one he consumed in quantity a day earlier and a new dish to fill his already substantial frame.

In truth, Friar Dugald is a study in contrasts. He is by no means the evangelist that a specialty priest must be. On the contrary, he describes his own brand of evangelism as using his mace of disruption to smash the skulls of evildoers, in order that their souls might have a chance at rebirth as a better person.

In his career, Friar Dugald has left a long trail of smashed skulls behind him, all of them in the service of Ilmater, in the destruction of oppressors. And the fact is, that Friar Dugald is impatiently waiting for the war in Vaasa to begin. He intends to ride into battle with King Gareth and keep his mace-swinging arm fit.

### **Human male, age 56, AL:LG, Cleric of Ilmater 25 (Epic)**

**Size:** M (5'7"/170cm)

**HP:** 130

**Initiative:** +4 (+4 Improved Initiative)

**Speed:** 30 ft/9m

**AC:** 22 (+7 Chain mail +2; +5 Shield +5)

**Attack:** +20/+15/+10 melee; Mace of Disruption +23/+18/+13 melee, 1d8+5 hp dmg\*; Ranged +19/+14/+9.

**Saves:** Fort +16 Ref +9 Will +19

**Special Abilities:** Turn Undead

**Abilities:** Str 15, Dex 10, Con 14, Int 13, Wis 20, Cha 15.

**Skills:** Concentration +30, Dweomercraft 29, Heal +7, Knowledge (Religion) +29.

**Feats:** Blind-Fight, Combat Casting, Craft Wondrous Item, Diehard, Endurance, Epic Spellcasting, Extra Turning, Improved Initiative, Positive Energy Aura, Self-Sufficient, Spontaneous Domain Access.

**Cleric spells:** 6/7+1/6+1/6+1/6+1/4+1/4+1/4+1/4/Epic 2: Peripety, Ruin.

**Clerical domains:** Healing, Protection

**Magic Items:** Mace (heavy) of Disruption +3\*, Chain mail +2, Shield +5, Bloodstone Talisman, Ring of Truth (as *Zone of Truth* spell), Wand of Resurrection, Potion Heal (as spell).

\* Undead save vs. DC 14 or destroyed.

## EMELYN THE GREY

Segment: *Bloodstone*

**NOTE:** Emelyn the Grey is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988) and in the Module H4 *Throne of Bloodstone* by Douglas Niles and Michael Dobson. Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

Emelyn the Grey is perhaps the strangest member of the fellowship that went with Sir Gareth Dragonsbane into the Abyss to destroy Orcus and the avatar of Tiamat. Emelyn, who is said to have come to Damara from somewhere in the West, never discusses his own background beyond the telling of tales of a youth as an ardent and sometimes reckless adventurer.

By the time he reached Damara, he had become somewhat reclusive. He had befriended the centaurs of the Warrenwood, lived among them and learned to his own astonishment that they had a strong, natural talent for sorcery. Within the centaur settlement of Guard, Emelyn had established a small school in which he trained the centaurs to better develop their sorcerous talents, and in the case of the most gifted, he taught them to channel their talent into wizardry instead of sorcery.



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However, the Bloodstone Wars came to the Warrenwood, the forest was burned and its soil and waterway were poisoned by Zhengyi's hordes. Kiro, chief of the centaurs' Council of Elders, at last was forced to lead his folk into flight out of Bloodstone Pass. Although few are aware of it, the centaurs have established a new home, with the blessing of the local elves, in the Grey Forest in the misty lands between the Vast and Impiltur, but Kiro and his council have pledged to Emelyn and Queen Christine that they will return to Bloodstone Valley when and if the Warrenwood again can sustain them.

The devastation of the Warrenwood and the flight of the centaurs have caused deep seated changes within Emelyn the Grey. Before the destruction of the Warrenwood, the mage was thinking quite seriously of remaining for the rest of his life in the Warrenwood, in semi-retirement there, devoting his time to his magical teachings among the centaurs.

Zhengyi's hordes destroyed that dream, at least for the time being, and brought the archwizard "*out of his grey-robed shell*," as Friar Dugald once put it. With a vengeance, Emelyn joined Sir Gareth in his war against the Witch King and his minions, blazing a path with his magic that is written now in Damaran legend.

Among other things, Emelyn's magic destroyed the pool of mercury in the Bloodstone Mines. In battle, the archwizard also came within a hair of destroying the nemesis wizard Knellic, then in service of the Grandfather of Assassins. Knellic saved his own life only by teleporting an instant before he would have been slain. When Duke Belmont of Carmathan turned his own host against Sir Gareth, Emelyn's lightning bolt slew the duke.

In the time after Zhengyi's fall, Emelyn was one of those who most ardently urged Baron Gareth to proclaim the Bloodstone Kingdom and to reunite Damara, with force, where necessary. When the baron was reluctant to act as quickly as the wizard had urged, Emelyn and Myrddin Viligoth formed the Twilight Riders (now the Bloodstone Riders) to carry the word of Baron Gareth's deeds into those parts of Damara where the local dukes and barons were opposed to the victor of the wars.

However, after the Bloodstone Kingdom finally was proclaimed, Emelyn rather surprisingly withdrew from the stage of events in the kingdom and became reclusive again. He politely declined King Gareth's offer of an appointment as court mage and withdrew instead into the ruins of the Warrenwood with his wife, Gabrielle, the daughter of a former Bloodstone Village baker who had become a druidess of Silvanus under the new queen, the druidess Lady Christine.

In these years, his priority shifted from battling for law and order and good to the sole goal of restoring the Warrenwood. With that shift in focus, his alignment also turned gradually from lawful good to neutral with a parenthetical good element. The archwizard foreswore the schools of illusion and enchantment - forms of magic which always had been somewhat alien to him - and began concentrating his studies in the school of transmutation, in the belief that he could speed the healing of the Warrenwood through magical change.

Queen Christine also is devoted to the restoration of the wood, and she spends much of her time there, in her grove where Guard once stood, working with other druids and rangers to reforest the devastated land. Emelyn and the queen work toward the same end, but their motivations are somewhat different. Emelyn wants to restore the Warrenwood for the sake of the centaurs. The queen wants to reforest the wood for the sake of restoring the natural balance in southern Bloodstone Valley, and re-establishing the centaur's home is a part of that restoration.

While the queen does her reforestation in groups with rangers and other druids, Emelyn prefers to work alone. However, they do coordinate their activities to achieve the ultimate results. The archwizard spent considerable time after his arrival in the ruins of Guard researching new transmutation magic to eliminate the poisoning of the land of the Warrenwood and the waters of Warrenwood Creek.

His achievements to date are the 3<sup>rd</sup> and 5<sup>th</sup> level arcane spells, *Tree Growth* and *Tree Growth Greater*, (see the section *New Spells*) respectively, as well as two epic spells, *Mass Poison to Nitrogen* and *Mass Poison to Oxygen*. Because the two latter spells are unique epic spells of Emelyn's and as such cannot be learned by other magi, we have included no standard spell documentation. When Emelyn attempts to use them, he must make a successful check against a Spellcraft DC of 40.

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Several years ago, Emelyn began cleaning Warrenwood Creek at its source in the Galena foothills southeast of the old Warrenwood perimeter and clearing the lands on both sides of the stream of Zhengyi's poisons. His epic spell *Mass Poison to Oxygen* turns poison in the creek's water into life-giving oxygen, and *Mass Poison to Nitrogen* transmutes poisons in the soil into an element essential to all plant life.

However, it would do no good to clear the creek north of the point where he has cleared the soil, because poisons in the soil simply would flow back into the creek and contaminate it again. At present, Emelyn has cleared all of the contaminated land where Guard once stood and both land and water to a point about 5 miles/8 km southeast of old Guard. The water of the Warrenwood Creek in the settlement remains highly poisonous.

Queen Christine and her workers plant new trees in those areas cleansed by Emelyn, and the mage then returns and uses his spells *Tree Growth* and *Tree Growth Greater* to accelerate the speed at which the new trees can grow and still remain healthy.

Emelyn is in a hurry to see the forest restored. He already is 68 years old. He hopes to be alive on the day when the forest has recovered to the point where it once more can support the centaur tribe, the day when Kiros and his folk return to the Warrenwood from the Grey Forest on the border between Impiltur and the Vast.

The archwizard's wife, Gabrielle, spends her evenings in the couple's own complex, but by day, she usually is busy working with the druids and rangers who serve the druidess queen.

### **Human male, age 68, AL:N(G), Transmuter 24**

**Size:** M (6'/183cm)

**HP:** 122

**Initiative:** +6 (+2 Dex, +4 Improved Init).

**Speed:** 30 ft/9m

**AC:** 20 (+2 Dex, +8 Bracers of Defense +8)

**Attack:** +9/+4 melee, Dagger +1, +10/+5 melee, 1d4+1 dmg, Staff of the Woodlands +2, +12/+6 melee, 2 attacks each 1d6+2 dmg, or +11/+6 ranged

**Saves:** Fort +8, Ref +7, Will +14

**Abilities:** Str 10, Dex 14, Con 16, Int 24, Wis 15, Cha 12.

**Skills:** Appraise +7, Balance +2, Bluff +1, Climb 0, Concentration +30, Craft (Forestry) +7, Decipher Script +34, Diplomacy +1, Disguise +1, Dweomercraft +34 (+4 arcane, +30 divine), Forgery +7, Gather Information +1, Heal +2, Hide +2, Intimidate +1, Jump 0, Knowledge (arcana) +34, Knowledge (local) +8, Knowledge (nature) +34, Knowledge (religion) +11, Listen +2, Move Silently +2, Perform (poetry reading) +1, Ride +2, Search +19, Sense Motive +15, Spot +14, Survival +2, Swim, Use Rope +2.

**Feats:** Brew Potion, Combat Casting, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Efficient Item Creation (Wondrous Item), Empower Spell, Epic Spellcasting, Forge Ring, Improved Initiative, Maximize Spell, Multispell (epic), Quicken Spell, [Scribe Scroll], Widen Spell.

**Permanent Spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, Resistance, See Invisibility, Tongues

**Arcane Spells Prepared** (4+1/6+1/6+1/6+1/5+1/5+1/5+1/5+1/4+1/4+1, Epic 3, at least one of each level 0-9 Transmutation): *0<sup>th</sup>* - Arcane Mark, Detect Poison, Light, Message, Open/Close. *1<sup>st</sup>* - Detect Undead, Expeditious Retreat, Feather Fall, Identify, Jump, Magic Missile, True Strike. *2<sup>nd</sup>* - Alter Self, Detect Thoughts, Fox's Cunning, Levitate, Locate Object, Spider Climb, Whispering Wind. *3<sup>rd</sup>* - Fireball, Nondetection, Tree Growth (5), Unweave Magic. *4<sup>th</sup>* - Detect Scrying, Dimension Door, Globe of Invulnerability Lesser, Remove Curse, Polymorph, Scrying. *5<sup>th</sup>* - Teleport, Tree Growth\* Greater (5). *6<sup>th</sup>* - Antimagic Field, Control Water, Globe of Invulnerability, Guards and Wards, True Seeing, Unweave Magic Greater. *7<sup>th</sup>* - Control Weather, Finger of Death, Reverse Gravity, Spell Turning, Teleport Greater, Teleport Object. *8<sup>th</sup>* - Dimensional Lock, Iron Body, Polymorph Any Object, Protection From Spells, Temporal Stasis. *9<sup>th</sup>* - Foresight, Mordenkainen's Disjunction, Prismatic Sphere, Shapechange, Time Stop. Epic: Peripety (SCDC 27), Mass Poison to Nitrogen (SCDC 40), Mass Poison to Oxygen (SCDC 40).

\* Spell developed by Emelyn the Grey; see the section *New Spells* for details.

**Epic Spells Developed:** Peripety, Mass Poison to Nitrogen\*, Mass Poison to Oxygen\*.

\* Unique spell developed by Emelyn the Grey; see description below..

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**Schools unavailable:** Enchantment, Illusion

**Caster Level:** 24

**Familiar:** Brown Bear.

**Clone:** Cave of the Whispering Wind.

**Magic Items:** Staff of the Magi, Bracers of Defense +8, Staff of the Woodlands, Wand Fireball (caster lvl 10), Wand Unweave Magic (caster lvl 10), Ring of Invisibility, Ring of Protection +5, Rod of Absorption, Various Scrolls and Potions (game master's choice), Robe of the Archmagi (grey), Ioun stones: Vibrant Purple, Pale Lavender, Pearly White; Dagger +1.

## EMENLANDER

Segment: *Tale of 2 Liches*

Sorcerer Lvl 5 / Fighter Level 5, hm, AL:N(E), HP: 57. Abilities: Str 16, Dex 15, Con 13, Int 10, Wis 7, Cha 17. . Base Attack Bonus +10 (Str). AC: 17 (Chain mail + Dex). Attacks: Long sword +3 Attack Bonus: +13, 1d8+6 hp dmg (magic weapon + Str); Knife: Attack Bonus +13, 1d3+3 hp dmg (Str), Long bow 100 ft/30m Attack Bonus +13, 200 ft/60m Attack Bonus +11, 300 ft/90m Attack Bonus +9, 1d8 hp dmg (Str). Magic potions: 2 vials of Extra-Healing; Scrolls: *Hold Undead, Neutralize Poison*; Magic items: *Wand of Enemy Detection* (9 charges left). Arcane Spells: 6/7/5/0/0/0/0/0/0. Skills: Climb 8 Ranks, Concentration 8 Ranks, Knowledge (arcane) 8 Ranks, Move Silently 2 Ranks, Ride 8 Ranks, Scry 8 Ranks, Search 4 Ranks, Spellcraft 8 Ranks, Spot 4 Ranks, Swim 8 Ranks; Feats: Skill Focus - Spellcraft, Blind Fight, Combat Casting, Dodge, Endurance, Run, Brew Potion, Craft Wondrous Item, Spell Mastery (3). Familiar: Cat - Tulin. Challenge Rating: 11.

Emenlander was born in Ordulin, still his home base, the Year of the Great Harvest (1325 DR). Emenlander is basically neutral in alignment with the evil inclination listed because he will attack and kill without justification to attain his goals, although he derives no pleasure from evildoings as such. He prefers to avoid such actions but is not afraid to use evil means to attain his goal. Emenlander has worked for the Iron Throne as an expeditionary since the Year of the Sword (1365 DR) and as an expedition leader since the Year of the Banner (1368 DR). His expedition in the "*Tale of 2 Liches*" segment is his first excursion into Myth Drannor.

## GALL, HARBET

Segment: *The Great Dale*

**GAME MASTER NOTE:** *Northern Journey* is not compatible with the rules changes made in the 3<sup>rd</sup> Edition *FRCS*, and it *will not* be updated to achieve such compatibility. A cleric of two gods, as is the case with Harbet Gall, is specifically prohibited in the *FRCS* rules.)

**(Lich, former human, lvl 24 cleric of Malar and Tiamat)**

Gall was born in Alaghôn in Turmish in the Year of the Broken Branch (864 DR). He rose rapidly through the ranks of Malar clerics active in Guthmere Forest, leaving the Vilhon Reach shortly before his 50<sup>th</sup> birthday in the Year of the Watching Raven (913 DR) and traveling as an evangelist of Malar to the Great Dale, with the successful goal of uniting as unwitting servants of Malar the huntsmen of the Dale who had been fighting the druids of Silvanus in Rawlinswood and Lethyr Forest.

At the beginning, Gall identified himself only as a *True Druid*, proclaiming the druids of the forest to be self-serving, power-hungry men who served no god but only their own lust for power. His gospel was ill-received in prosperous and semi-literate Uthmere. Not only was it ill received, but it quickly became clear to Gall that he must flee the city, if he valued his life.

Gall traveled eastward along the Trade Route. The first leg of his journey was rather rapid, because his gospel found no sympathy in the fertile farm belt of the Western Dale. However, by the time he reached Vulddin, his word already had reached many sympathetic ears of those who had known harder times, Dalesmen who loved their forests but who viewed the druids no longer as protectors of the woods but rather as malicious and unbending men who sought to starve the hunters' families.

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Because druidism had been bred deep into the blood of the Dalesmen, Gall argued that the balance of nature is more complex than the forest druids acknowledge. The druids of Silvanus and Chauntea, who historically had been the most frequently worshipped nature gods in the Great Dale, were advocates of imbalance, according to Gall, as was Nobanion, known mostly only to immigrants from the Vilhon Reach.

Gall preached that such druids sought only to protect specific elements of nature and were ignorant of its full scope. Above all, according to Gall, conventional druidism left mortals and first and foremost man out of its equations dealing with nature, and yet, he argued, man was the ultimate achievement of nature and it is, in fact, the role of nature to serve man, rather than vice versa.

Gall's gospel was well received among the dale's huntsmen, and his church quickly began to thrive, above all in those settlements within the dale's forests, where little other than hunting was possible.

As Gall's church prospered, his argumentation grew stronger. Not only did men have the right to hunt game, he preached, and not only was it the role of game to feed man, but even more so, the hunt in itself was a religious duty of all humans, a tribute to the gods – first and foremost *Herne the Hunter* – who saw to it that there was game to hunt.

The more Gall's following grew, the more radical his church of Herne in the Dale turned toward Malar's true teachings. As a symbol of the high ideal of the hunt and the natural law of survival of the strongest and fittest, ceremonial hunts of humans were organized, with the prey being ardent followers of the "false" druids.

At age 66, in the perhaps appropriately named Year of the Cold Claws (940 DR), Gall, whose health had been slowly failing, conducted the dark rites to ascend from life into the undeath of lichdom, thereby giving the *Claws of Malar* the deathly coldness of a lich's touch. During this time, Gall had summoned hordes of orcs into the Great Dale to enliven the hunt.

Before his followers had returned from the orc wars, Gall also transformed his external appearance into that of a standing stag 8 feet/240cm tall, and in this form, he revealed himself to the returning hunters, claiming to now be an avatar of *Herne the Hunter*, a move that considerably strengthened his influence among his followers.

Gall preached that he had been made into an avatar to award the true Dalesmen for the faith, for the hunters of the Great Dale, he said, were Herne's most loyal followers in all Faerûn. As often is the case, lichdom brought a certain degree of madness to Gall. His claim that he was the avatar of *Herne the Hunter* may have been a first warning sign. Gall's ever more unbridled passion for the hunt then must be viewed as distinctive evidence of his creeping insanity. A mad dream began to haunt Gall: Instead of hunting mere humans, he hungered for the *Hunt of the Dale*, as he intended to call it, a dual hunt, where his followers and hunting dragons worshipped one another as prey.

Shortly thereafter, he also began dealing with the *Cult of the Dragon* in Hlondeth, arguing successfully that dragons who cult members were trying to persuade to ascend as dracoliches would cast a friendlier eye upon the cult if it could offer dragons the tantalizing sport of the dual hunt, in a land where no ambitious magi, heroes or other outsiders could interfere in the hunt of the hunters. Gall's control of most of the Great Dale's eastern woodlands made it possible for him to offer this guarantee.

The cult cell was impressed, as were the dragons who were invited to participate, and for many years, once every fourth year when others celebrated High Harvestide, the Trade Way was evacuated between Bezantil in the Eastern Dale and Kront in Ashanath, where the *Hunt of the Dale* took place over a tenday, sponsored by Herne's Malarite church and the Hlondeth cell of the Dragon Cult.

Few dragons fell in these impassioned hunts, but few of Herne's religiously fanatic hunters were turned by this fact from taking part in the next hunt.

Later, Gall established his own Kront cell of the cult and was one of the cult conspirators who arranged for the destruction of Sammaster's lich in the Year of the Blacksnake (1285 DR). Gall is one of the five that Sammaster and Tiamat/Kargmelchina targeted for destruction through the red sigylls.

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Sometime in Winter late in the Year of the Unstrung Harp (1371 DR) Gall began dealing with the Tiamatist faction of the cult, becoming a lich cleric of the dragon queen as well. Gall has allowed clerics of Tiamat into the Eastern Dale.

The Malarite druids who serve under Gall also believe they venerate Herne, believing Gall's claims that he as an avatar is in Herne's service. Although the druids of the Dale preach that Herne is none other than Malar the Beastlord himself, Gall's followers reject this idea, convinced that they venerate a genuine druidic god of the hunt. The druids of Herne wear robes somewhat different from other clerics of Malar, usually limiting themselves to cloaks made of deer pelts and headwear fashioned from the heads of bucks with large racks of antlers.

- **Lich**, Medium-Sized Undead, AL:CE, Male, CR 24, (5' ft., 10 in./175 cm)  
**HD:** 24d12 (Level 24 Cleric - epic)  
**HP:** 294  
**Initiative:** +1 (Dex +3, Superior Initiative +8)  
**Speed:** 30ft./9m  
**Armor Class:** (22/18) (Natural +5, Dex +3, 1<sup>st</sup> 23 rounds +4 *Unholy Aura*)  
**Attack:** Touch +9 melee (Save for will for half dmg. DC 21), +12 ranged (epic +2)  
**Face/Reach:** 5x5 feet/150x150 cm  
**Save:** Fort +12, Ref +11, Will +19  
**Abilities:** Str 18, Dex 16, Con -, Int 14, Wis 22, Cha 13  
**Special Attacks:** Fear Aura (Su) - Creatures 5 HD or less within a 60-foot/18m radius who look at the lich must save for will at DC 21 or flee and be panicked for 19 rounds, morale penalty -2 on saves, 50% chance drops what it's holding; Paralyzing Touch (Su) - Save for fortitude at DC 21 or permanently paralyzed until lifted by Unweave Magic. Spot check at DC 20 or heal check at DC 15 reveals that the PC still is alive.  
**Special Qualities:** Undead, return resistance +4, damage reduction 15/+1, immune cold, electricity, polymorph, mind-affecting. Rebuke/Command Undead 4x daily; Level: 1d20+1; Number: 2d6 + 25; Command Level 12 and lower, rebukes level 13 and higher.  
**Skills:** Appraise +2, Balance +3, Bluff +1, Climb +4, Craft (pottery) +2, Diplomacy +1, Disguise +1, Dweomercraft +29, Forgery +2, Gather information +1, Handle animals +1, Heal +6, Hide +11, Intimidate +1, Jump +4, Knowledge (Arcane) +5, Knowledge (religion) +32, Listen +30, Move silently +11, Perform +1, Ride +3, Search +10, Sense Motive +14, Spot +14, Survival +6, Swim +4, Use Rope +3.  
**Feats:** Brew Potion, Craft Rod, Craft Staff, Craft Wondrous Item, Epic Spellcasting, Forge Ring, Improved Initiative, Scribe Scroll, Skill focus (knowledge (religion)), Superior Initiative.  
**Cleric Spells Per Day:** 6/8+1/8+1/7+1/6+1/6+1/6+1/4+1/4+1/4+1. 10<sup>th</sup> level Narfelli spells known: None. Epic Spell Slots: 3.  
**Cleric Domains:** Death, Destruction, Earth, Strength (Malar + Tiamat)  
**Key Spells** (*Spells in italic active at start of encounter*): 0<sup>th</sup> - Detect Magic, Guidance, Inflict Minor Wounds, Read Magic, Resistance. 1<sup>st</sup> - Bane, Command, Deathwatch, Divine Favor, Doom, *Entropic Shield*, Obscuring Mist, Protection from Good, *Shield of Faith*. 2<sup>nd</sup> - Aid, Darkness, Death Knell, Desecrate, Enthrall, Hold Person, Soften Earth & Stone, Shatter, Sound Burst. 3<sup>rd</sup> - Animate Dead, Blindness/Deafness, Contagion, Deeper Darkness, Inflict Serious Wounds, Invisibility Purge, Speak With Dead, Unweave Magic. 4<sup>th</sup> - Death Ward, Dimensional Anchor, Divine Power, Inflict Critical Wounds, Restoration, *Spell Immunity (Fireball)*, Spike Stones. 5<sup>th</sup> - Flame Strike, Mass Inflict Light Wounds, Greater Command, Slay Living, *Spell Resistance*, Wall of Stone. 6<sup>th</sup> - *Antilife Shell*, Blade Barrier, Create Undead, Greater Unweave Magic, Harm, Word of Recall, *Stoneskin*. 7<sup>th</sup> - Destruction, Disintegrate, Greater Restoration, Repulsion. 8<sup>th</sup> - Create Greater Undead, Iron Body, Mass Inflict Critical Wounds, *Unholy Aura* (lasts another 21 rounds, SR 25). 9<sup>th</sup> - Energy Drain, Implosion, Storm of Vengeance, Wail of the Banshee. *Epic* - Peripety SCDC 27, Ruin SCDC 27, Mummy Dust, SCDC 38.  
**Climate/Terrain:** Anywhere in the Great Dale.  
**Organization:** Solitary.  
**Treasure:** See Great Dale segment, *Nighthawk Tower*.  
**Advancement Range:** As Cleric

## GARUMBELLY (HILLSAFAR), BARON

Segment: *Bloodstone*

**NOTE:** Garumbelly Hillsafar is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

The dwarven clan thane *Grumble* Hillsafar is known not only in Vaasa but also in northern Damara as one of the heroes of the Bloodstone Wars. Garumbelly (his true full name) today plays the double role of clan thane and Baron of Vaasan Sunderland. He was chosen by the priests of Hillsafar Hall some 70 years ago to be the clan's thane, and he was appointed by Bloodstone King Gareth Dragonsbane to be the first baron of the new Vaasan Barony of Sunderland.

As such, Garumbelly is the regional ruler over humans and half-orcs as well as the 2,000 dwarves of his own Hillsafar Hall. His barony is subordinate to Vaasan Prince Darren in Darmshall and King Gareth in Bloodstone Village.

Some of the other descendant Sarphilan clans in Faerûn have adopted new methods such as inheritance or general clan assemblies to choose their chieftains, but the dwarves of Hillsafar Hall, like their Sarphilan cousins in Ironspur, strictly follow the traditions of old Sarphil to choose a new thane.

The high priest of Moradin in the clan halls calls an assembly of all dwarven priests in the clan to elect the new thane, who serves for life or until he is removed from office by the assembly of priests. Much of old Sarphil's history is lost, but in the runestones that remain, there is no tale of a thane ever being forced from office.

The adding of the clan's name to the thane's name is not traceable in other remnants of the Sarphilan nation; it appears to be a tradition of the Hillsafar Clan alone. In general, Sarphilan dwarves have but a single name, thus the real name of the baron is simply Garumbelly. The clansmen refer to their thane as *the Hillsafar*, and when mentioning him to outsiders, they use the name *Garumbelly Hillsafar*.

However, within Hillsafar Hall, Garumbelly is known openly when also somewhat disrespectfully as *Grumble*, because of his gruff and surly appearance and attitude. The baron-thane often mumbles to himself, usually uttering complaints or making uncomplimentary remarks. In discussions, he always speaks directly to the point, substituting bluntness for diplomacy.

Nonetheless, despite his gruff surface, Garumbelly is a generous and compassionate leader, well beloved, not only by his clansmen but also by humans and more recently even half-orcs who have come to respect the bold warrior's dedication to the dream of the Bloodstone Kingdom.

Garumbelly was slow to extend his thinking beyond the confines of his own halls, and he had considerable difficulty learning to accept the half-orcs of Baron Wingham in Palishchuk as allies and then friends, although the mountain dwarves of Ironspur and hill dwarves of the Orothiar Clanhold in Damara had done so much earlier.

That situation ended abruptly in the Year of the Sword (1365 DR), when Baron Garumbelly and the runecutters he had kept a secret baited the vampire dragons of the ruins and brought on the near destruction of the clan's halls. Garumbelly had taken on more than he could handle in that case, and the clan's salvation was due in no little part to the intervention of half-orc members of the Bloodstone Riders from Palishchuk.

Garumbelly may be slow in changing his mind, but as a seasoned warrior, he has no difficulty recognizing the value of allies like the half-orcs who had placed their own lives on the line to help the Hillsafar Clan defend its halls against attacks that were of their own foolish making. Baron Garumbelly is a dwarf whose friendship lasts a lifetime once it has been won, and Baron Wingham's half-orcs have won a true friend indeed in the Baron of Sunderland.

The Bloodstone Wars, the ongoing threats from Castle Dragonblood and the ruins of Castle Perilous and his own knowledge of the history of ancient Sarphil's fall have convinced Baron Garumbelly that his own clan's survival is dependent upon alliances and friendships with the humans, half-orcs, halflings and other dwarves of the Bloodstone Kingdom, ideals which have made him one of King Gareth Dragonsbane's staunchest and most loyal followers. His clansmen support him completely in this respect.

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**Dwarf male, age 242, AL:LG, Fighter 17**

**Size:** M (4'3"/130cm)

**HP:** 185

**Initiative:** +3 (+1 Dex, +4 Improved Init).

**Speed:** 20 ft/6m

**AC:** 20 (-1 Dex, Mithral Chain Mail +5)

**Attack:** +21/+16/+11/+6 melee, Dwarven Waraxe +4, +25/+20/+15/+10 melee, 1d10+8 dmg, +16/+11/+6/+1 ranged, Heavy Crossbow +3, +19/+14/+9/+4, 1d10 dmg

**Saves:** Fort +14, Ref +6, Will +5

**Abilities:** Str 18, Dex 9, Con 19, Int 13, Wis 11, Cha 8.

**Skills:** Bluff +3.5, Climb +7, Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weaponsmithing) +3, Disguise +5, Hide -1, Jump +23, Knowledge (Nature) +4.5, Listen +0, Move Silently -1, Perform (Percussion Instruments) +1, Ride +19, Spot +0.

**Feats:** Blind-Fight, Cleave, Endurance, Great Cleave, Greater Weapon Focus (Dwarven Waraxe), Improved Bull Rush, Improved Initiative, Lightning Reflexes, Mounted Combat, Power Attack, Quick Draw, Rapid Reload (Crossbow, Heavy), Toughness, Weapon Focus (Dwarven Waraxe), Weapon Specialization (Dwarven Waraxe).

**Magic Items:** Mithral Chain Mail +5, Dwarven Waraxe +4, Heavy Crossbow +3, Bloodstone Talisman

## GINNITH OF CYRIC

Segment: *Backlands*

Ginnith is a level 2 human cleric of Cyric who has gone as mad as Cyric himself: AC: 10, Attack Bonus +1, heavy mace, dmg 1d8 hp, age 34. He was assigned to serve Slater, the former deputy commander of the Zhentilar in Teshwave, who recaptured Dagger Falls after the second disappearance of Randal Morn. Slater has always hated Ginnith. In the past weeks his lunacy has grown to the point that he has begun demoralizing the Zhentilar besieged inside the walls of Dagger Falls.

Slater decided recently that Ginnith will be liquidated at the first convenient opportunity. During the time the PCs are outside the walls of Dagger Falls, this opportunity arises. Ginnith believes he has risen to the position of Cyric's highest cleric in the Realms, and his mad mind has convinced him that he has command over a spell that will inflict the besieging army outside Dagger Falls with the black plague.

All Ginnith believes he needs to do is stand atop the city wall and say the magic words Cyric has given him. Slater will order him to do just that in the *Backlands* segment, in the hope that a Freedom Fighter arrow will remove him permanently.

## GIRTH, TANDAS

Segment: *Impiltur*

Bounty hunter, human male, LE, fighter lvl 6/rogue lvl 4. Str 17, Dex 17, Con 15, Int 12, Wis 12, Cha 8. AC 18 (Dex + Ring); HP: 61, Base Attack Bonus: +9/+1. Weapons: (Long) Sword of Talona +2, Attack bonus: +14/+6, dmg 1d8+3 hp; Garrote, Attack bonus +12/+4, free in 4 rounds or dead; Hand crossbow, Attack bonus 30 feet/9m +12/+4, 60 feet/18m +10/+2, 90 feet/27m +8/+0. Ring of Protection +5, Ring of Invisibility, Cloak of Displacement, healing potions, various poisons. Special abilities: Sneak attack +1d6, Evasion, Uncanny Dodge. Saves: Fort +8, Ref +8, Will +9. Skills: Climb 6 Ranks, Disguise 6 Ranks, Intimidate 6 Ranks, Listen 6 Ranks, Move Silently 13 Ranks, Read Lips 6 Ranks, Search 13 Ranks, Spot 13 Ranks, Swim 6 Ranks, Use Rope 6 Ranks. Feats: Alertness, Blind-Fight, Combat Reflexes, Iron Will, Run, Toughness, Track. Challenge rating: 11.

Tandas' sword, his hand crossbow quarrels and his blowgun needles contain. Tandas lives in Bay Town in the Impilturian swamplands of Trader's Bay. He makes his living hunting down people sought by the powerful Mafia-like Regdresk family as well as fugitives who were sentenced to die by the Regdresks. He is feared throughout the swamplands.

## GOR OF XVIM, KARAT

Segments: *Tale of 2 Liches*, possibly also *Impiltur*, *The Great Dale* and *Bloodstone*  
Also see *Assassin Monk of Iyachtu Xvim* in the Section *Character Class Extensions*

Assassin Monk of Iyachtu Xvim, hf, Monk lvl 6, assassin (prestige class) lvl 2, AL:LE. HP: 48. Abilities: Str 15, Dex 16, Con 15, Int 12, Wis 17, Cha 5. AC: 17 (Monk + Dex + Ring). Base Attack Bonus +5. Unarmed attack bonus: +4/+1. Unarmed dmg: 1d8. Weapons: Mace of the Green Eyes +3, Attack Bonus +10, 1d8+3 hp + special damage (see weapon description), Heavy crossbow with flight arrows, Attack bonus: 120 feet/36m +8, 240 feet/72m +6, 360 feet/108m +4, 1d10 hp dmg. Spells (Assassin's List): 0/1/0/0/0. Ring of Protection +3. Magic items: Toe Ring of Deception (s. New Magical Items). Has poison. Saves: Fort +7, Ref +8, Will +8. Skills:

Disguise 4 Ranks, Hide 9 Ranks, Move silently 9 Ranks, Use Magic Device 4 Ranks, Climb 8 Ranks, Decipher Script 5 Ranks, Disable Device 5 Ranks, Spot 5 Ranks, Intimidate 5 Ranks, Jump 9 Ranks, Balance 4 Ranks, Tumble 5 Ranks. Feats: Deflect arrows (monk), Improved Trip (monk), Alertness, Blind-Fight, Improved Unarmed Strike, Track. Special Skills: Unarmored speed: 50 feet/15m. Unarmed Strike (Monk), Stunning Attack (Monk), Still mind (monk), Purity of body (monk), Slow fall 30 ft/9m (Monk), Sneak Attack +1d6 (Assassin), Death Attack (Assassin), Poison Use (Assassin), Poison Save Bonus +1 (Assassin), Uncanny Dodge +3 (Assassin) and Alignment Transformation with Alter-Ego (see *Assassin Monk of Iyachtu Xvim* in the Section *Character Class Extensions*). Challenge rating: 11.

Karat Gor was born in the Year of the Morningstar (1350 DR) in Zhentil Keep. To date, she is the most skilled of the new monks trained by Rardan Hurn. She is just short of reaching the fourth level and will doubtless be the first of the new Xvimist monks to reach this level. Karat Gor already has significant assassinations to her credit. She has been on two missions into other parts of the Moonsea region, to wipe out new groups of Cyric clerics who were exploring the possibility of setting up new temples.

Karat Gor personally has three notches in her Mace of the Green Eyes. While other new assassin monks are allowed to use Maces of the Green Eyes, Karat Gor has been given her own, as a reward for her high achievement. Karat Gor is so overwhelmed with enthusiasm for her role as an assassin monk that she gladly set aside working as a cleric during her time of training and doubts that she will advance as a cleric after reaching the sixth level as a monk. Iyachtu Xvim could hardly have a more devout worshipper than Karat Gor, and she believes she can serve Xvim best as an assassin monk.

Nothing angers Karat Gor more than the knowledge that Cyric still is the god of murder, and it is her own goal to bring this portfolio to Xvim posthaste. Nothing delights Karat Gor more than to bring a slow and excruciatingly painful death to others. Her sadism is so extreme that a prolonged torture killing can elevate her to a state of ecstasy.

No possession pleases Karat Gor more than her Mace of the Green Eyes, because it helps her cause prolonged, painful deaths. The extremism of Karat Gor is best illuminated in the history of her training.

Usually condemned prisoners are used to teach trainees how to properly whip a victim to cause maximum pain. Karat Gor volunteered to take the place of the prisoners when her fellow trainees learned to deal out stripes, not because she enjoys pain, but rather for two other reasons. She wanted to harden herself to pain, and she also wanted to understand pain thoroughly. She used the pain she suffered herself to analyze the blows she received, so that she might know how to deal such lashes herself in a way that caused the maximum pain.

In return, she was healed immediately by her superiors, so that she could complete her own training, and she then was given all of the prisoners intended for the other trainees to practice upon, with fatal results, of course.

Karat Gor's experiences make her mentally immune to physical and magical pain. She cannot be successfully tortured. This immunity affects only mental reactions to pain. Pain does not hinder in any way, but she has no immunity to damage. She can detect when she is in danger of being crippled, killed, etc., and make rational decisions upon this knowledge, rather than acting under the duress of pain.



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If Karat Gor achieves her goals, she easily will become known as one of the greatest sadists in the history of Faerûn. Probably nothing would disappoint Karat Gor more than the view Fzoul Chembryl and Rardan Hurn have of her. Both men believe that Karat Gor's inclination to excesses and inability to coolly calculate long-term advantages make her virtually worthless as a candidate for future leadership within the church or as an instructor in the assassin's school in Llorkh.

They also believe her future assignments must be chosen with care, because many assassinations must be conducted quickly and quietly, and they are concerned Karat Gor might yield in such situations to the temptation to prolong a killing with torture, endangering the success of the mission. For the present, Chembryl and Hurn wish to see if Karat Gor can survive long enough despite her excesses to hone her abilities into those of a master monk of higher level. If not, she will have made a series of brief but bloody and valuable contributions to the church before dying, and neither Chembryl nor Hurn will mourn her passing.

If she succeeds, Chembryl and Hurn intend to have her known in the Heartlands as a bloody terror who will bring fear to all. As is usual with assassin monks, Karat Gor carries nothing with her to identify her as a follower of Iyachtu Xvim. Quite to the contrary, she claims to be a cleric of Lathander, dressing as a cleric of the Morninglord and bearing his holy symbol. She explains her Mace of the Green Eyes by claiming that it is a cursed mace, one with which she is unable to part, and that as a cleric of Lathander, she is abhorred by the prolonged pain and suffering it causes. But she also claims that she is driven into combat through the mace's curse and cannot help but use it.

Her goal, she says, is to find someone who can lift the mace's curse. She is not afraid to submit the mace to curse-removing magic. All such attempts to date have failed, because the mace is not, in fact, cursed. Karat Gor's Toe Ring of Deception makes her disguise nearly perfect. The one thing that raises questions is the manner in which she strangely seems to avoid contact with other Lathander clerics.

## GORTTH, SZARKH

Segments: Significant in all segments, appears in the form of *Gaard* in *Silverymoon*, personally elsewhere. For a detailed history see Section I as well.

**Dragon Vampire** – for full statistics see *New Official Monsters*: As adult red dragon, 282 hp (22d12 + 110). Necromancer level 21. AL:LE, Base Attack Bonus +31, Str 33, Dex 10, Con NA (Undead), Int 22 (gained as human), Wis 19, Cha 16. Saves: Fort +18, Ref +13, Will +17. Necromancer spells: 4/7/6/6/6/5/5/5/5/(1\* - see D&D high lvl rules), one each lvl necromancy. Immune vs. *Sleep*, *Charm* and other commanding spells, poisons, paralysis, other magic involving life functions, cold-, heat-, gas- and electricity-based attacks. Learns all spells from memory and needs no material component. Commands draconians. Spell resistance: 21. Skills: Bluff 22 Ranks, Concentration 24 Ranks, Diplomacy 22 Ranks, Escape artist 22 Ranks, Gather information 12 Ranks, Innuendo 22 Ranks, Jump 22 Ranks, Perform 2 Ranks, Knowledge (arcane) 46 Ranks, Knowledge (history) 22 Ranks, Knowledge (geography) 22 ranks, Listen 22 Ranks, Scry 24 Ranks, Search 22 Ranks, Sense Motive 12 Ranks, Spellcraft 24 Ranks, Spot 22 Ranks. Feats: Alertness, Brew potion, Cleave (claw attack), Craft Magic Arms & Armor, Craft Rod, Craft Staff, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Forge Ring, Flyby attack (dragon form only); Hover (dragon form only), Improved Initiative, Power Attack, Sunder, Weapon Focus (claw), Weapon Focus (bite), Scribe Scroll, Snatch (dragon form only), Wingover (dragon form only), Empower Spell, Enlarge Spell, , Extend Spell, Maximize Spell, Silent Spell, Quicken Spell, Heighten SpellStill Spell. Special abilities: Locate object once daily. Spell-like abilities: *Suggestion* 3x daily, *Eyebite* and *Discern Location* once daily. Challenge rating: 15.

**Human form** - AC:13. Attacks, Dagger of Venom (see *Dungeon Master's Guide*), Attack Bonus +45/+16/+13, 1d4 +12 hp dmg + poison, save for fortitude at DC 14. Special attacks: vampire bite against humans. Speed 30 feet/9m. Size M – 6 feet/180cm.

**Hybrid form** - AC:18. Attacks, Long sword +3, Attack bonus +47/+18/+16, 1d8+14 hp dmg. Dagger of Venom (see *Dungeon Master's Guide*), Attack Bonus +45/+16/+13, 1d4 +12 hp dmg + poison, save for fortitude at DC 14. Special attacks: Touch with attack roll - Attack bonus +44/+15/+13, 1 negative energy level, vampire bite vs. humans, Slam attack: Attack bonus +44/+15/+13, dmg 1 to 4d6 hp according to *Monster Manual*. Special ability: *Spider Climb*. Speed: Walk 30 feet/9m, fly 30 feet/9m; Size M – 6 feet/180cm.

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**Dragon form** - AC: 26, Abilities: Attack Bonus +31, Bite, 2 claws (see *Monster Manual* for dmg table); Special attacks: Attack bonus +31: wings, tail slap, crush, tail sweep, fire breath 12d10 hp dmg, save for reflex at DC 25, Fear all creatures below 22 HD, save for will at DC 25. Touch with attack roll - Attack bonus +44/+15/+13, 1 negative energy level, vampire bite vs. humans. Special abilities: Blindsight, Keen Senses.

Szarkh Gortth was a Red Wizard of Thay who wandered northward in search of power and ended up in Grafvitnir's cave, where he was bound into service by the spirit of the mighty, sleeping red dragon. Although he is bound to service, Grafvitnir had promised him freedom later, if he fulfilled his quests. Gortth then was put into a magic sleep until his time would come.

While both he and Grafvitnir slept, Kargmelchina slipped into their cave and stole Grafvitnir's body, giving it to Sammaster. They were unaware of Gortth's presence. The two created a vampire dragon out of another Red Wizard named Krepp Nargthong and ordered him to go forth and place the *Sigylls of Contagion* upon the arms of bold adventurers.

Alarmed at the theft of his body. Grafvitnir's spirit awoke Szarkh Gortth and armed him with mighty magics that enabled the wizard to destroy the essence of Nargthong, afterward taking over his physical essence as a vampire dragon and consuming Nargthong's thoughts.

Neither Sammaster's facet atop Suncatcher Mountain nor Tiamat-Kargmelchina had noticed this switch. Instead, they sent the vampire dragon Gortth out into the world (still believing him to be Nargthong), to implant the *Sigylls of Contagion*.

Grafvitnir's spirit, which controls Gortth, has changed these orders slightly. Grafvitnir has told Gortth to seek out adventurers, influence them with his coins of binding and brand them with the sigylls. This magic will not be overridden by the magic of Sammaster's sigylls.

Gortth began with the original PC group in Neverwinter, after killing Gaard, a member of the Many-Starred Cloak there and posing as Gaard. He may show up to individuals in the course of the adventure, from time to time, to show the *Coins of Binding* and the *Sigylls of Contagion* to new characters, to replace those who have fallen.

## GRAFVITNIR

The mighty advanced great red wyrm is a central figure to the *Northern Journey* adventure. His entire history can be found in the sections *Once Upon a Time, Ye Gods!*, *Finders Keepers* and *Sammaster's Mistress* in the beginning pages of this campaign guide.

Grafvitnir not only is an epic level dragon but also an epic level 28 wizard of the ancient Imaskari school. Throughout much of the *NJ* adventure, the great dragon exists only as a spirit, one whose links to Faerûn are the vampire dragon Szarkh Gortth and the *NJ* PCs, who have been linked in part by the Coins of Binding Grafvitnir created thousands of years ago.

In *Bloodstone*, the 7<sup>th</sup> Segment of *Northern Journey*, the chances are excellent that Grafvitnir - *grave wolf* in the old tongue - will be restored to waking life in all of his former glory, particularly of the *NJ* PCs (or perhaps NPCs in a campaign where the PCs have another mission) succeed in bringing to its ultimate end the vampire dragon lich Sammaster (short version) or the Castle Dragonblood facet of the demilich Sammaster (long version).

Using ancient Imaskari magic from Grafvitnir's own library, Kargmelchina stole from the great dragon his physical essence and then, using her own Tiamatist magic and the mercury pool beneath the ruins of Castle Perilous, Kargmelchina bound the dragon's stolen body to the phylactery spirit of the lich Sammaster.

The Imaskari magic that Kargmelchina used to steal Grafvitnir's body from him contains within it an Imaskari dweomer that in most respects is identical to the epic level spell *Contingent Resurrection* in the *D&D 3E Epic Level Handbook*. The contingency is the abandonment of the stolen body by its unwanted possessor.

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In other words, if the *NJ* PCs (or NPCs) destroy Sammaster (or if Sammaster abandons his Castle Dragonblood facet), the magic will be activated and Grafvitnir will be *restored to life and complete health 1 minute later, so long as even a tiny bit of dust remains*, as the epic spell description tells us. Should the *NJ* PCs (or NPCs) manage to destroy Sammaster (or his facet) without even a trace of dust, Grafvitnir will lose his former body forever and be doomed to wander the planes as a bodiless spirit, at least until he can find some means to weld him so to a new physical form.

If Grafvitnir is restored, it is important for the game master who must run this monster NPC to understand what his goals and motivations will be:

- First and foremost, the mighty wyrm will be intent upon destroying those who stole his body, specifically, Kargmelchina and Sammaster, if anything remains of either of them.
- After he is satisfied that Kargmelchina and Sammaster have been destroyed completely, Grafvitnir will dedicate himself to the destruction of Tiamat's church throughout the Realms. He will do this by taking control of the anti-Tiamatist cells of the Dragon Cult and by fighting the church in his dragon form.
- If he succeeds in destroying Tiamat's church, Grafvitnir then will deliberate long in seclusion, deciding what he wishes to conquer next.

The game master should not carefully that the *NJ* PCs (or sigyll-bearing NPCs) play no role in the dragon's goals. In fact, the sigyll bearers are all but fully insignificant to Grafvitnir. They are not even slaves within his perception, but rather simple tools. They interest him about as much as a screwdriver interests the carpenter who owns it.

This can change, of course, if the PCs (or NPCs), who in and of themselves have become powerful, attempt to stand in Grafvitnir's way. In that case, they will be classified as the enemy, and Grafvitnir will attempt to rid himself of them as expeditiously as possible.

If both Kargmelchina and Sammaster are completely destroyed in your campaign, the Coins of Binding will lose their magic and all bonds between the dragon and the PCs (NPCs) will be broken. However, if anything remains of either of the two - most likely a phylactery in Kargmelchina's case and a phylactery and/or second facet in Sammaster's case - the Coins of Binding will remain active, and to the best of his ability, Grafvitnir will use their magic to keep the PCs (or NPCs) on the trail of Sammaster and/or Kargmelchina.

However, more details on this element can be found in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*.

**Special Notes:** Grafvitnir is not a modern Realms dragon, in fact, he knows nothing at all about modern day Faerûn. He comes from another time and place where magic worked outside of Mystra's rules, where the Weave was tapped without Mystra's blessing. Grafvitnir spent much of his dragon life in human form passing as one of the great arch-arcanists of the Raurin Empire.

His knowledge of magic does not correspond entirely to that of a modern advanced red great wyrm, as described in the *Epic Level Handbook*. His long years of study have given him the casting powers of a 28<sup>th</sup> level wizard. Grafvitnir is not, however, an NPC wizard, as such. His abilities continue to be defined by his draconic nature. It decides what his attacks are, how many skill points he has, the number of feats to which he is entitled, etc. However, he does have access to all Class Skills of a wizard as Class Skills, not as Cross-Class Skills.

At this time, Grafvitnir has not yet begun developing his own epic level spells. However, he is able to cast 10<sup>th</sup> level Imaskari spells. To do so, he must make a Spellcraft or Dweomercraft check against a DC to be determined by the game master which would be the same as the Spellcraft DC for a similar epic level spell.

**Human Form:** In this form, Grafvitnir appears as a thin but tall elderly man, bespectacled, with an extremely long nose and thin face. He is 6'0"/183cm tall, weighs 120 pounds/60kg, and his eyes betray a red flashing color at times, which may be a clue to some that he is more than a human wizard. Grafvitnir can suppress the red flash in his eyes, when he thinks purposefully upon it, but his mind usually is upon other things making it possible for most to notice the flashing now and then. When he is not suppressing the flashes, they can be observed with a Spot check against DC 17.

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**Level:** 61HD Advanced Great Wyrms Red Dragon as Wizard lvl 26 (epic).

**Size and Type:** *Human form:* Medium (6'0"/183cm cm), *Dragon form:* Colossal (212ft/64m). Advanced Colossal + Dragon (Fire).

**Hit Dice:** 61d12 + 1,037, 1,549 hp

**Initiative:** *Human form:* +3, *Dragon Form* +0.

**Speed:** *Human form:* 30 feet/9m; *Dragon Form:* 40 ft/12m, Fly 250 ft/75 (clumsy).

**AC:** *Human form:* 15 (Dex +0, Ring of Protection +5), *Dragon Form:* 67 (-8 size, +0 Dex, +60 natural Ring of Protection +5)

**Attacks:** *Human form:* Staff of Transmutation +77; *Dragon Form:* Bite +77, 2 Claws + 73; 2 Wings +72; Tail +72.

**Damage:** *Human form:* Staff of Transmutation 1d6+62/1d6+62; *Dragon Form:* Bite 4d8+12, 2 Claws 4d8+12; Wing 4d6+12; Tail 4d8+36.

**Face/Reach:** *Human form:* 5ft/150cm; *Dragon Form:* 40x80ft/12x24m - 20ft/6m

**Special Attacks:** *Both Forms:* Spell-Like Abilities: Locate object 19x daily, Suggestion 3x daily, Find the Path, Discern Location 1x daily. Caster level 33 SV DC 21 + Spell level. *Dragon Form:* Crush: 8d6+36 (DC 57), Tail Sweep (DC 57), Breath Weapon (Su) 38d10 Cone of Fire 80ft/24m SV DC 51 Reflex, Frightful presence SV Will DC 51 within 30 ft/9m. (No dragon spells).

**Special Qualities:** *Both Forms:* Immune to sleep, paralysis, fire but double damage from cold. Damage reduction 35/magic +6, Blindsight, Keen Senses, Darkvision 7,600ft/2,280m, Fire subtype.

**Saves:** Fortitude +49, Reflex +35 (Dragon form 32), Will +43

**Abilities:** Str 59, Dex 10, Con 45, Int 32, Wis 33, Cha 32.

**Skills:** Appraise +44, Balance +33, Bluff +72, Climb +54, Concentration +78, Diplomacy +78, Disguise +11, Dweomercraft +72 (2 arcane, 70 divine), Escape Artist +39/+36, Gather Information +11, Heal +41, Hide +12/+9, Intimidate +78, Jump +85, Knowledge (arcana) +72, Knowledge (history) +72, Knowledge (local) +72, Knowledge (nature) +72, Listen +72, Move Silently +3/+0, Perform +11, Ride (human form) +3, Search +72, Sense Motive +6.5, Spot +72, Swim +54, Survival +41, Use Rope (human form) +3.

**Feats:** Cleave, Combat Casting, Combat Reflexes, Dodge, Epic Spellcasting, Great Cleave, Hover, Improved Combat Casting (epic), Improved Darkvision, Improved Initiative, Improved Spell Capacity (10<sup>th</sup>), Improved Spell Capacity (11<sup>th</sup>), Mobility, Multispell (epic), Power Attack, Quicken Spell, Quicken Spell-Like Ability, Spell Opportunity, Spellcasting Harrier, Weapon Focus (Claw), Wingover.

**Spell Resistance:** 46

**Environment:** Any, Preferred Warm Mountains

**Organization:** Unique

**Challenge Rating:** 39

**Alignment:** Chaotic Evil

**Advancement Range:** Human lich form abilities continue to advance

**Caster Level:** Wizard Spells 28, save 10 + Int modifier 11 + spell level; Dragon spell-like abilities 33, SV DC 22.

**Spells Ready** (4/7/7/7/6/6/6/6/5/5/10th 7/Epic 0): 0<sup>th</sup> - Arcane Mark, Detect Poison, Light, Open/Close. 1<sup>st</sup> - Grease, Hold Portal, Identify (2), Obscuring Mist, True Strike (2). 2<sup>nd</sup> - Arcane Lock, Darkness, Detect Thoughts, Gust of Wind, Locate Object, Obscure Object, Web. 3<sup>rd</sup> - Clairaudience/Clairvoyance (2), Daylight, Unweave Magic (4). 4<sup>th</sup> - Enervation, Greater Invisibility, Paralysis, Polymorph, Remove Curse, Solid Fog. 5<sup>th</sup> - Baleful Polymorph, Cloudkill, Conduit, Dominate Person, Feeblemind, Teleport. 6<sup>th</sup> - Analyze Dweomer, Circle of Death, Disintegrate, Greater Unweave Magic, Mislead, Wall of Iron. 7<sup>th</sup> - Finger of Death, Greater Teleport, Mass Hold Person, Spell Turning, Teleport Object (2). 8<sup>th</sup> - Discern Location, Otto's Irresistible Dance, Prismatic Wall, Protection from Spells, Trap the Soul. 9<sup>th</sup> - Advanced Maze, Annihilate, Mordenkainen's Disjunction, Prismatic Sphere, Soul Bind. 10<sup>th</sup> - Major Power Word Kill (3), Ravel Magic, Superb Unweave Magic (2), Unravel Magic. *Epic:* None.

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Spells Known:** *Coins of Binding*, *Trigger*, all spells listed above as ready or permanent and all spells in his cave library. These include a 90% chance for all *PHB* spells and a 50% chance for all spells in other *FR* accessories. All of these spells can be found by the PCs if they gain access to Grafvitnir's library while it still is intact.

**10<sup>th</sup> Level Spells Known:** *Major Power Word Kill*, *Mental Door*, *Ravel Magic*, *Superb Unweave Magic*, *Unravel Magic* Wizard Shield and War Shield.

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**Treasure:** *In possession:* Staff of Transmutation, Ring of Protection +5, Potions (Human Form only): *Protection from Arrows/15, Neutralize Poison.* *Other treasure:* See the description of Grafvitnir's Cave in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*.

**Powers Unavailable:** The demilich powers *Paralyzing Touch*, *Fear Aura*, *Trap the Soul* and *Phylactery Transfer* are not available to the vampire dragon lich facet.

### GURTHAN OF ORCUS

Segment: *Impiltur*

Cleric of Orcus (Cyrlic), hm, Level 4, AL: CE, HP: 26. Abilities: Str 14, Dex 12, Con 13, Intelligence 12, Wis 16, Cha 9. . Base Attack Bonus: +3. AC: 15 (Chain mail). Attacks: Spear, Attack Bonus +5 (Str), 1d8+3 hp dmg, Knife of Comfort +2, Attack Bonus +7, 1d3 + 5 hp dmg, dispels cold and creates a weak blue light, radius 10 feet/3m. Magic potions: 2 vials of Extra-Healing; Magic items: *Ring of Xrandulus* (see the *section* Magic Items), Hat of Disguise (see DMG), Ring of Teleportation. Saves: Fort +5, Ref +4, Will +7. Spells: 5/3+1/2+1/0/0/0/0/0/0, Domains: Evil, Destruction. Skills: Concentration 7 Ranks, Knowledge (Religion) 7 Ranks, Spellcraft 7 Ranks, Spot 3½ Ranks. Challenge Rating: 5.

Gurthan was a devoted young cleric of the demon lord of the undead, when Sir Gareth Dragonsbane of Damara destroyed the essence of Orcus. At the time, Gurthan was a new cleric serving under the notorious goat's head high cleric Banak and the Grandfather of Assassins in the Citadel of Assassins, in the Galena Mountains above Damara. Zhengyi, the Witch-King of Vaasa, had served as Gurthan's idol, and his own goal was to one day also ascend to lichdom.

Those dreams were shattered in the Year of the Turret (1360 DR), when Gurthan was on a dangerous trail along the ridge of the Galenas, returning to the citadel as the sole survivor of a covert and murderous mission into the Damaran lowlands. From the distance, Gurthan watched as Zhengyi's Castle Perilous crumbled and fell, and many of the Witch-King's humanoid soldiers in the mountains below fled their lairs in panic.

True fear came over the young cleric, as he realized he had lost all contact with his deity. A madness came over Gurthan then, one which would continue to haunt him, and he too fled, living more as monster than man, slowly making his way through the precarious mountains to the southwest, detouring around the hostile land of Damara to seek refuge in the swamps of Impiltur, with hopes of cementing contact there with his god again.

However, Gurthan barely had reached the northern edge of the swamp, when he ran afoul of Harper rangers who recognized the goat's head he wore for what it was and began to hunt him, perhaps like the wild and mad animal he had become. Gurthan, using his *Ring of Invisibility*, eluded his pursuers and made his way back to the Earthspurs in the north, crossing the range to the west and slipping over the High Country of the Vast beneath Laviguer into the Earthfast Range.

Although many threats lay before him, Gurthan used the advantage of a warm spring and summer to double back through the Earthfasts to the Southeast, constantly haunted by mad visions. He came out of the mountains at last in the young and tiny village of Wye at the foot of the mountains in the Impilturian central valley. Two years had passed by this time, and word of the Damaran war already had spread across Impiltur.

Even peasants had heard of the evil goat's head clerics who had worshipped the demon lord of the undead. When they saw the maddened-looking Gurthan, they recognized what he was; indeed, he looked so crazed that some thought him to be a reincarnation of the demon lord himself. Again, Gurthan was hunted down. Once more, his magic ring saved him, and invisible, he jumped onto a wagon filled with pigs.

He went unnoticed there, although the local farmers troubled themselves over the restlessness of their swine. In the end, however, they attributed the animals' unease to the presence of a demon in the village, locked the doors of the wagons and sent the small, smelly caravan on its way southeastward. Gurthan remained caged in the wagon with the swine for two days, until the caravan reached the Fortress of Mal.

At this destination, he managed to slip off to the Mal Wash, where he bathed. Still invisible, he slipped back into the settlement naked, on a cool summer night, stealing food, new clothing and a traveling satchel, in which he hid his goat's head robe.

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The next day, Gurthan slipped invisibly onto an empty cargo wagon heading on to the southeast. In this manner, he made his way to Outentown and Filur. Both towns were too small for Gurthan, however, so he continued onward, eventually reaching Hlammach. There, still invisible, the cleric decided to make his home.

On his first evening in the coastal city, Gurthan watched a strange series of events. A rogue was working his way through the crowd at the Fish Market, picking pockets, slipping off into the trees above the Orcblood River at the edge of the market, touching the brim of his hat and then changing his appearance, to return in a new form and dip his hand into a new pocket.

After observing the rogue for awhile, Gurthan also slipped into the trees at the market's edge, and still invisible, attacked the rogue from behind with his spear. Had anyone been looking in that instant, they would have seen the rogue slump and Gurthan drawing him behind a tree, taking his hat and emptying his pockets. Gurthan was visible only briefly, just long enough to take the rogue's items and to reactivate his ring.

He then walked to the other end of the trees, donned the hat and assumed an imagined appearance, deactivating his invisibility ring to test his new prize. He headed toward the harbor, intending to use some of the coin he had taken from the rogue to dine at the Fishermen's Chowder House on the wharf.

He hadn't gotten far, however, when he noticed three angry and determined men with a vicious, leashed dog following him. Unknown to Gurthan, they and his murder victim were a team of rogues. One of the four, guiding the watchdog, had been assigned to keep to the side with an eye open for the city watch. He also saw Gurthan's fleeting act of murder and his disappearance. The rogue had a sharp eye, and he noticed the sudden appearance of a strange man minutes later farther down the row of trees and was convinced this man was his comrade's murderer.

He called the two other rogues to him, explained quickly what had happened, and together with the dog, went off in hot pursuit of Gurthan. It was a strange and fateful day for the mad cleric. He activated his Ring of Invisibility and vanished from the men's sight, but the dog remained hot on his trail.

At exactly that time, four members of the city watch began crossing the harbor and took an immediate interest in the three men with the dog, wildly pursuing nothing. Gurthan ducked into a cargo container at the water's edge and watched. The city watch seemed to recognize his three pursuers, who suddenly turned tail and became the pursued.

The invisible Gurthan was about to leave the container and go upon his way, when a group of dock workers suddenly shammed the door shut, striking Gurthan's head so hard that he lost consciousness. When the cleric awoke again, he could tell by the rolling sensation he felt that he was at sea. He tried to open the container door, but it was tight against another container.

For five cold days, the cleric sailed in absolute darkness with neither food nor water, traveling from Hlammach to Lyrabar. In that time, he became sick and then delirious, often losing consciousness, the state he was in when the container was unloaded from the ship to the docks of Lyrabar at night, illuminated only by dim whale oil lamps.

Shortly before the container door was opened, Gurthan awakened, visible, wearing his goat's head, carrying a satchel and stark raving mad. In his crazed state, he had not noticed that his magic ring had slipped from his finger. Gurthan ran screaming violently from the cargo container, giving the dock hands who opened it and several other dock workers such a fright that they too ran for their lives. All that anyone could recall afterward is that a raving mad man with a dead goat's head atop his own had run off toward the sea and then, according to some witnesses, just vanished into thin air. Others said that the lunatic dove into the Sea of Fallen Stars and never emerged again.

Gurthan did neither. There are several wooden hatches on the harbor that workers use to go below, to inspect the condition of the pillars that support the docks. A worker had been beneath the docks on that very day, and he neglected to close one of the hatches.

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Gurthan in his mad dash simply fell through the open hatch and into the water below. The cold sea, near freezing, brought him immediately to what senses he had, and Gurthan, who never had learned to swim, began paddling furiously but unfortunately in the wrong direction, forcing himself downward to the ocean floor, which was a mere 15 feet/5m from the surface at that point.

There was, of course, only darkness, but the drowning Gurthan could see a blue, glowing ring laying on the sand of the seabed. In his madness, he forgot about the fact that he was at death's door and retrieved the ring, putting it on, convinced that it was his Ring of Invisibility, which he noticed was no longer on his finger.

Once he wore the ring, panic began spreading through Gurthan's thoughts, as he became aware that his lungs were about to explode. Instead, the sides of his neck seemed to explode, as gills suddenly grew there. And then Gurthan beheld a second wonder – underwater sight had come to his eyes – followed by a third – he could swim like an expert – and then yet a fourth – the temperature of the water no longer bothered him.

This series of revelations eased Gurthan, making him calmer than he had been at anytime within the past few years. He spent an unknown amount of time swimming around the harbor area, exploring his new environment, until he noticed the light of the sun shining over the harbor water in the east and beginning to illuminate the area beneath the docks.

Gurthan surfaced and again nearly panicked, as he realized that his gills would not function out of the water, but within a minute, they had disappeared and normal breathing returned to him, just as he noticed that the sole ring upon his finger was not the same in appearance as his Ring of Invisibility. Again, driven by his madness, Gurthan dived once more to the bottom, and again, the gills exploded open from his neck. He spent hours searching the bottom for his treasured ring, but it never was found again, for he had lost it in the cargo container in which he had traveled.

At last, Gurthan gave up the search, returned to the surface and waited for his breathing to be restored. Depressed at the lost of the magic item that so often had saved his life and again chilled to the bone, he began searching for his bag, which he hoped still held his Hat of Disguise. He found the satchel resting precariously on the top of a large wooden beam beneath the docks, and he only barely managed to retrieve it. He was relieved to see that at least his magic hat still was his.

Now chilled to the bone but not knowing how to escape the strange area beneath the docks, Gurthan began to examine the world about him above the water. All he could see was an incomprehensible network of huge wooden beams, perhaps understood only by the engineers who designed them, along with occasional storage rooms that no doubt were used as the harbor was being constructed, small rooms that probably were long empty.

With his last strength, Gurthan forced his shivering limbs to crawl into one of the abandoned shelters. It was indeed empty, but it harbored no warmth. Gurthan was too exhausted to go on. He knew that death was near. Had he been a saner man, it might have occurred to him to return to the sea, where the magic that had come to him protected him from the cold, and then to swim to a point where he might find safety and warmth.

But sanity had begun leaving Gurthan the day he watched Castle Perilous collapse, and such thoughts did not occur to him. He knew only that he was trapped somewhere between the water and the surface world above, and he did not know the way out. He knew he would not survive long enough to find it. And as the painless but endless sleep of one who is freezing to death began to creep over Gurthan, he prayed again to the demon god he had served, to Orcus, for the first time in more than two years.

To his surprise, Orcus answered him. Of course, the god who answered wasn't really the lord of the undead, for Orcus has been truly destroyed. The voice who answered Gurthan was Cyric, the lord of strife and illusion, who showed Gurthan a vision of the form of Orcus and gave Gurthan Orcus' voice to hear and who claimed to be Orcus.

A knife with a blue flame licking along its edge appeared before Gurthan, and the voice of Orcus told him he must do only one thing to be restored to the good graces of his god; he must carve in the wooden wall of his shelter the goat's head symbol of Orcus. Gurthan did this thing, and his carving too glowed with the same blue flame that licked on the blade's edge.

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None but Gurthan has seen that symbol, for it has the effect of making all who come within 100 feet/30 m of it desire dearly to change direction and go elsewhere. The blade, which the voice of Orcus called a *Knife of Comfort*, created no heat, but it dispelled cold, and its faintly glowing flame weakly illuminated all things within 10 feet/3m.

"You have created my image, and this shall be my temple," the voice of Orcus told Gurthan. "Honor me now with prayer, and I shall return my power to you. Use the power I gave you to spread strife and death, for it is yours to avenge me against the mortals who thought to destroy me."

In the time that ensued, the mad Gurthan did indeed pray to Orcus, receive spells, and for nearly eight years now, once every month or so, Gurthan slays, to honor his lord. He is fully convinced that he is serving Orcus, and that his refuge beneath the docks is Orcus' temple in waiting, for the day when he and his goat's head clerics once more scour the land, purging it of Ilmatari paladins and others who seek to do good.

Since the Year of the Wave (1364 DR), Gurthan has been holed up beneath the docks of Lyrabar, where none have sought him. Late at night, when few are about, he uses his hat of disguise to prowls the fish market, the green market, the harbor and the waterfront, in search of a victim to slay to honor the lord of the undead.

Gurthan avoids Lyrabar's other districts. What he perceives to be the city's eyes of magic are within them, and he has a growing fear of them. For years, Gurthan used his ring of teleportation to vanish back to his temple when pursued. In more recent years, albeit it unknown to Gurthan, the power of the *Ring of Xrandulus* has been gaining a growing grip upon him. However, his unmitigated, insane devotion to Orcus still gives him an uncanny ability to resist that call.

When he is being pursued, Gurthan has taken ever greater delight in fleeing into the waves of the Sea of Fallen Stars, letting his gills form and then swimming with abandon through the waters, going ever deeper and staying ever longer. It well may soon be, that the horror that Gurthan has become will be only a tale in Lyrabar, and that Gurthan will begin spending the rest of his days beneath the waves as a morkoth.

When Gurthan is in his so-called temple beneath the docks, he wears his tattered, partly rotting goat's head cape. When he wanders about Lyrabar, he always is disguised by his magical hat. When he takes to the water, he usually swims on and far for a day or two, sometimes three.

## GWATH (XULLA)

Segment: *Backlands*

(*Lich, former lvl 27 human mage*)

**Hit Dice:** 27d12 (160 HP)

**Initiative:** +0

**Speed:** 30 feet/9 m as lich, As Xulla: 5 feet/150 cm, Fly 20 feet/6m.

**AC:** 15 as lich, As Xulla: 20

**Attacks:** Bite as Xulla, Touch attack, attack bonus +17/+12. Save for will for half dmg. DC 27.

**Damage:** Bite: 2d4 hp dmg, Touch 1d8+5 hp. Bite always includes touch.

**Face/Reach:** 5x5 feet/150x150 cm

**Special Attacks:** Only in lich form - *Fear Aura* (Su) - Creatures 5 HD or less within a 60-foot/18m radius who look at the lich must save for will at DC 27 or flee and be panicked for 27 rounds, morale penalty -2 on saves, 50% chance drops what it's holding; *Paralyzing Touch* (Su) - Save for fortitude at DC 27 or permanently paralyzed until lifted by *Dispel Magic*. Spot check at DC 20 or heal check at DC 15 reveals that the PC still is alive. *Spells* - Mage 4/6/6/5/5/5/5/4/4/4/4.

**Special Qualities:** Undead, return resistance +4, damage reduction 15/+1, immune cold, electricity, polymorph, mind-affecting..

**Saves:** +6/+6/+15

**Abilities:** Str 12, Dex 10, Con NA (Undead), Int 23, Wis 16, Cha 18.

**Skills:** Decipher Script 22 Ranks, Concentration 22 Ranks, Hide 8 Ranks, Knowledge (arcane) 22 Ranks, Listen 8 Ranks, Move Silently 8 Ranks, Scry 22 Ranks, Search 13 Ranks, Sense Motive 12 Ranks, Spellcraft 22 Ranks, Spot 13 Ranks.



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**Feats:** Spell Mastery (2), Combat Casting, Spell Focus (3), Maximize Spell, Brew Potion, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll.

**Climate/Terrain:** Normally anywhere, in adventure in the Temple of the Sky

**Organization:** Solitary

**Challenge Rating:** 29

**Treasure:** See *Backlands*.

**Alignment:** LE

**Advancement Range:** As Wizard

The smaller eyes have the following functions:

1. *Charm person* (as spell, PHB, save for will)
2. *Charm monster* (as spell, PHB, save for will)
3. *Sleep* (as lvl 1 spell, PHB, but only one target, save for will)
4. *Telekinesis* (as spell, PHB, 325 pound /165 kg weight, save for will)
5. *Flesh to stone* (as spell, PHB, 30-yard/27 m range, save for fortitude)
6. *Disintegrate* (as spell, PHB, 20-yard/18 m range, save for fortitude)
7. *Fear* (as spell, save for will)
8. *Slow* (as spell, PHB, but only a single target, save for will)
9. *Inflict moderate wounds* (as spell, PHB, 50-yard/46 m range, 2d8+10 hp dmg, save for will for ½ dmg.)
10. *Finger of Death ray*, with a single target, save for fortitude or die.

The central eye's *anti-magic ray* has a radius of 90 degrees and 140 yards/128 m range, which covers a 90 degree arc before the creature. No magic functions within this area. A beholder may activate the eyes' powers at will. It can use 1d4 smaller eyes if attackers are within a 90 degree angle in front, 1d6 if attacked from within a 180 degree angle, 1d8 if attacked from a 270 degree arc, and all 10 eyes if attacked from all sides. The central eye can be used only against attacks from the front. If attacked from above, the beholder can use all of the smaller eyes. Gwath cannot escape to her old body from the Temple in the Sky. For more details on Gwath, see the *Backlands* segment.

## HAGURD

Segment: *Bloodstone*

Human, aged 58, necromancer lvl 18, LE. Undercover Zhentarim mage in the service of the Iron Throne. Hagurd is a partner of a mighty Sembian merchant named Dalton Krenn in Sembia. Krenn is the chairman and therefore highest member of the Iron Throne. Hagurd is the Zhentarim's greatest success in infiltrating the Iron Throne.

He is Krenn's closest friend and confidant and also his foremost advisor. No full member of the Throne has as much influence with Krenn as Hagurd, who has been serving the Zhentarim quietly and covertly in Sembia for nearly 35 years. Hagurd is a native of Thay and former Red Wizard.

He entered the ranks of the Zhentarim after fleeing his native land. He serves Manshoon directly and has no contact with Fzoul Chembryl or the Xvimist church. Hagurd has a double mission in Sembia. He is to maintain the full confidence that Krenn now has in him, and he is to see to it that Krenn is fully protected and not allowed to be placed in danger as head of the Iron Throne. Hagurd has been 100% successful in attaining the first goal to date. Krenn has complete trust in him and makes no decisions of importance without consulting him.

To assure Krenn's good health, Hagurd can call upon the full resources of the Zhentarim, if necessary. That has not been necessary to date. In addition to his spells, Hagurd has a huge inventory of magical items and scrolls, many of them from the Citadel of the Raven, old Zhentil Keep and Darkhold. He also has developed a new type of disease-inducing magic. The shaking plague in Scardale was largely a product of his research, and as Hagurd climbed up the ladder of the Iron Throne, other members of the Throne vying with him for power and position often took strangely ill, sometimes fatally ill.

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This no doubt was Hagurd's work. Through Hagurd, the Zhentarim gains information over the activities of the Iron Throne's innermost circles, and Hagurd also is able to introduce subtle suggestions from Manshoon into the thinking of the Iron Throne, to manipulate the Throne itself. At present, Hagurd is the Zhentarim's most prized and important agent in Faerûn.

### HAYSTACKS, TOM BARON

Segment: *Bloodstone*

**NOTE:** Tom Haystacks is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

Tom Haystacks was the farmer-burgomaster of Brotha in Ostel during the reign of Zhengyi and his puppet baroness Sylvia. After the Witch King's fall, he led the rebellion against the baroness, assuming the stewardship of the barony after she was slain by the Thayan bounty hunter Sleyvas.

After King Gareth proclaimed the Bloodstone Kingdom, he appointed Haystacks as the new Baron of Ostel. Haystacks has led his barony out of abject postwar poverty into a new era of growing prosperity. The baron already has informed the king that he hopes to retire after the Vaasan War.

**Human, age 66, AL:NG, Fighter 10, Aristocrat 4**

**Size:** M (5'7"/170cm)

**HP:** 109

**Initiative:** +1 (+4 Dexterity)

**Speed:** 30 ft/9m

**AC:** 11 (+1 Dexterity)

**Attack:** +16/+11/+6 melee; Long sword +2, +18/+13/+8 melee, 1d8+5 hp dmg; Ranged +14/+9/+4.

**Saves:** Fort +12 Ref +5 Will +7

**Abilities:** Str 17, Dex 17, Con 17, Int 12, Wis 11, Cha 19.

**Skills:** Concentration +6, Escape Artist +5.5, Gather Information +10.5, Handle Animal +9, Hide +1, Listen +0, Move Silently +2, Perform (Oratory) +11, Perform (Sing) +10, Profession (Miner) +1, Ride +14, Sleight of Hand +2, Spot +0, Survival +4, Tumble +7.5.

**Feats:** Blind-Fight, Combat Reflexes, Great Fortitude, Mounted Combat, Power Attack, Ride By Attack, Self Sufficient, Track, Weapon Focus (long sword), Weapon Specialization (long sword).

**Magic Items:** Long sword +2.

### HBNASTER

Segment: *Tale of 2 Liches*

Necromancer, hm, Level 6. AL:LE. HP: 16. Abilities: Str 8, Dex 16, Con 9, Int 17, Wis 14, Cha 14. Base Attack Bonus: +2 (Str). AC: 13 (dex). Attacks: Attack Bonus +2, Dagger 1d4-1 hp dmg. Spells: 5/5/5/4/0/0/0/0/0, one each lvl Necromancy. Prohibited school: Enchantment. Magic items: *Potion of Dragon Control*, *Potion of Fire Resistance*, *Potion of Undead Control*, *Scroll Hold Person (2)*, *Blink*, *Hold Undead*, *Ring of Invisibility*, *Wand of Paralysis*. Saves: Fort +1, Ref +5, Will +7. Skills: Concentration 9 Ranks, Hide 4½ Ranks, Knowledge (arcana) 9 Ranks, Scry 9 Ranks, Spellcraft 9 Ranks, Spot 4½ Ranks. Feats: Brew potion, Combat casting, Craft wondrous item. Special abilities: Scribe Scroll. Challenge Rating: 8.

Hbnaster is a relatively young mage, having been born in Archenbridge in the Year of the Lion (1340 DR). He has been a member of the Urmlaspyr branch of the Dragon Cult since the Year of the Maidens (1361 DR).

In the Year of the Tankard (1370 DR), he founded the small and secret Moontassel cell, primarily to keep an eye on the wayward Archtassel cell with a long range goal of purging that cell of bad leadership. Hbnaster is a ruthless but charismatic mage with an usual collection of magical items for his level, all gained from the master he poisoned. He has been tipped of Ralpur's expedition out of Archtassel, and Ralpur also knows of Hbnaster's expedition, but Hbnaster is not aware of this.

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Hbnaster is possessed of both high intelligence and wisdom. He plans before he acts, and his plans are strategically sound. His short term goals for his Myth Drannor mission are to obtain Lashan's sword for the cult and to destroy Ralpur and, if necessary, the men in his party. His long term goals are to become a Wearer of the Purple and a Keeper of the Secret Hoard. However, it also should be mentioned that Hbnaster views the cult solely as a means to high power. He has little genuine interest for creating or serving dead dragons, although other cult members are unaware of this.

### HLIND OF CYRIC, ROBARD

Segment: *Impiltur*

Strifeleader (Cleric of Cyric), hm, Level 14, AL:CE, HP: 94. Abilities: Str 14, Dex 12, Con 13, Int 12, Wisdom 15, Cha 9. AC: 16 (chain mail + dex). Base Attack Bonus: +10/+5. Attacks: Morning Star +3, Attack bonus +15/+10 (magic + Str), 1d8+6 hp dmg. Magic potions: 3 vials of Extra-Healing; Scrolls: *Animate Dead*, *Neutralize Poison*, *Protection from Fire*; Magic items: *Ring of Human Influence*, *Rod of Resurrection* (4 charges left). Saves: Fort +6, Ref +5, Will +11. Spells: 6/6+1/6+1/4+1/4+1/3+1/2+1/0/0, Domains: Evil, Trickery. Skills: Concentration 9 Ranks, Diplomacy 9 Ranks, Gather Information 2½ Ranks, Heal 9 Ranks, Knowledge (arcana) 9 Ranks, Knowledge (religion) 9 Ranks, Scry 9 Ranks, Spellcraft 9 Ranks. Feats: Leadership, Scribe Scroll, Brew Potion, Craft Wondrous Item, Forge Ring. Challenge Rating 16.

Hlind is the highest cleric of Cyric's church in the Vast and the Bloodstone Lands. He has the final word over all other strifeleaders of the Dark Sun in this region. All clerics of Cyric in the Vast and Impiltur work secretly and quietly but effectively.

The strength of Cyric's church in the Vast is low, but the church is there primarily to consolidate the church's behind-the-scenes power rather than to gain new worshippers. Hlind's base is the hidden underground *Temple of the Shadowed Sun* in Calaunt, and his main duty is to orchestrate the establishment of churches of the *Angels of Ilmater* in the Vast.

Cyric's church is keeping a close eye on the development of trade routes through the Vast to Impiltur and beyond, above all watching for chances to infiltrate the Iron Throne, which seems to be building a monopoly in the bloodstone trade south of Vaasa. An integral part of Hlind's plan is to convince the Throne to turn to the Angels rather than the Zhentarim assassins of Xvim, when they have need of murderers.

Hlind oversees the manipulation of the *Angels of Ilmater* as well as their establishment of churches, and he also is responsible for seeing to it that the deluded Ilmatari clerics learn upon whom Ilmater is eager to deliver from suffering and welcome into the City of Joy. While Hlind and his church prefer to use manipulated followers of Ilmater, he is prepared to infiltrate the *Angels of Ilmater* anywhere at anytime with strifeleaders who will pose as Ilmatari Angels.

He already has selected particularly cunning and devoted strifeleaders of achievement and given them the assignment and the necessary magic to pass themselves off as Angels, and these welcomed the refugee Angels from the West as they entered the harbors of Calaunt, Tantras and Ravens Bluff with open arms and with sacks of gold with which to build temples along the trade routes leading to Impiltur. The gold, they explained, came from the coffers of devout followers of the Angels, most of whom already had left their fortunes to the church after being mercifully guided to Ilmater's City of Joy.

Hlind, following Cyric's divine guidance, established the web of his own disguised clerics and the true Angels as a counter to the work of Fzoul, making them unwittingly available to the main rivals of the Zhentarim, whom the Xvimist assassins serve, namely the Iron Throne. And so it is that clerics of Cyric claiming to be *Angels of Ilmater* along with true *Angels of Ilmater* are trying to establish temples on the major trade routes of the Vast and on the Easting Reach. Hlind has a following of six lower level strifeleaders beneath him in Calaunt, all also operating secretly.

### HOOGAN, JASPER

Segment: *Tale of 2 Liches*

Pirate (Fighter), hm, Level 10, AL:LE, HP: 90. Abilities: Str 18, Dex 11, Con 16, Int 10, Wis 12, Cha 14. . AC: 15 (Chain mail). Base Attack Bonus: +10/+5. Attacks: Cutlass +3 (as scimitar) Attack Bonus +17/+12 (Magic + Str), 1d6+7 hp dmg. Saves: Fort +10, Ref +3, Will +4. Skills: Climb 13 Ranks, Jump 13 Ranks, Swim 13 Ranks. Feats: Alertness, Blind-Fight, Combat Reflexes, Endurance, Expertise, Improved Disarm, Improved Trip, Improved Initiative, Leadership, Lightning Reflexes, Power Attack. Challenge Rating 10.

Hoogan is a wanted murderer in Marsember in Cormyr, more recently a Sembian pirate who serves as first mate on the *Iron Maiden* of "Captain" Nenton Binks, a former Mulman warship in the service of the Iron Throne on the Dragon Reach and the Lake of Dragons. Hoogan's main tool in keeping the crew hard-working and disciplined is his charisma and convincing personality. He firmly believes that a well-treated, well-fed crew works best, and he is not afraid to make strong demands on behalf of the crew to "Captain" Binks.

Binks appreciates his crew and Hoogan's work and sees to it that Hoogan can provide his men with proper rations of rum and more than adequate food. Pay also is generous. Hoogan will have a crew member whipped only in the worst of cases, and then only if he believes the majority of the crew believes a whipping is called for, but once he orders a sailor whipped, the man will be richly decorated with blood red stripes. Hoogan also does not believe in half measures. Hoogan's consistently good care for his crew has resulted in Binks having a set of men who serve willingly and loyally and who always are willing to fight on the Maiden's behalf.

### HURDDH, URGRATH

Segment: *The Great Dale*

Hurddh is a Wearer of the Purple, Keeper of the Hoard and leader of the Kront Cell of the Cult of the Dragon in the Great Dale. An epic level necromancer, Hurddh currently is one of the most important magi in the faction of the cult that worships the goddess Tiamat.

At present, he serves the lich Harbet Gall as head of the so-called Kront cell of the cult, holed up in Tower Threespires. In the surrounding Tower Threespires and beneath the ruins of Auststad east of Bezentil, Hurddh commands an army of 300 undead skeletons as well as a detachment of vampire dragons and draconians in Tiamat's service who have slipped quietly into the Eastern Dale from Vaasa.

The fury of his undead is held in rein only by Gall's orders that they not yet move upon the Freemen, but Hurddh and his followers continue to raise skeletons from ancient and more recent battlefields throughout the Eastern Dale. Hurddh's only setback to date is the continuing refusal of the High Huntmaster of Malar, Skith Tsornagar in Bezentil, to allow him to raise the fallen of the two battles of Bezentil.

What Kargmelchina, Gall and Hurddh intend to do with the vampire dragons, the draconians and the army of undead remains an open question. They alone are aware of the vampire dragons, but word of the draconians and the many undead already has spread through the Eastern Dale and into the domain of the Freemen.

Hurddh said the answer to this question was a dark secret of the church to which only the highest priests were privy, but it was known within the church that some 50 vampire dragons already existed and soon would be available to help cult leaders elsewhere.

Hurddh wants nothing more than to see his lich master, Gall, destroyed. From Hurddh's point of view, Gall's history is a tale of hundreds of years of incompetence in the Great Dale, a land he believes any two-bit power should have been able to conquer. He has every intention of achieving this goal, to honor Tiamat, to honor dragonhood and to honor himself. All that stands in his way is Gall.

Hurddh commands 14 other magi in Tower Threespires and their priestess. He also commands the detachment of the Kront cult cell in Kront. Hurddh himself is subordinate to the vampire dragon Knellict - the greatest vampire dragon in Tiamat's service - who commands the detachments of vampire dragons and draconians in Castle Perilous in Vaasa and in the ruins of Veidarthofn in the Great Dale.

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At extremely high cost and to Harbet Gall's displeasure, Hurddh came into possession of the *Narfelli Emperor's Stone* known as *Undalûhn* in early Nightal of the Year of the Unstrung Harp (1371 DR). At the time the PC group reaches the Eastern Dale, Hurddh will only be in the beginning stages of learning how to use *Undalûhn*.

**Human male, age 84, AL:LE, Necromancer 22 (Epic)**

**Size:** M (5'6"/165cm tall)

**HP:** 85

**Initiative:** +3 (+3 Dexterity)

**Speed:** 30 ft/9m

**AC:** 22 (+3 Dexterity, Ring of Protection +5, *Mage Armor* +4 for 22 hours)

**Attack:** +12/+7 melee; Dagger, 1d4+1 dmg.

**Saves:** Fort +9 Ref +10 Will +13

**Abilities:** Str 12, Dex 18, Con 16, Int 22, Wis 12, Cha 12.

**Skills:** Appraise +6, Balance +4, Bluff +1, Climb +1, Concentration +31, Craft (Locksmith) +6, Decipher Script +31, Diplomacy +1, Disguise +1, Dweomercraft +17, Escape Artist +4, Forgery +6, Gather Information +1, Handle animals +1, Heal +1, Hide +4, Intimidate +1, Jump +1, Knowledge (Arcana) +31, Knowledge (Religion) +31, Listen +13.5, Move Silently +21, Open Lock +21, Perform (Song) +1, Ride +4, Search +6, Sense Motive +1, Spellcraft +31, Spot +17.5, Survival +1, Swim +4, Tumble +21, Use Rope +4.

**Feats:** Alertness, Brew Potion, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Enlarge Spell, Extend Spell, Forge Ring, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Penetration. Epic: Epic spellcasting.

**Magic Items:** Short sword +2 *Luck Blade* (0 wishes), Padded armor +5, Bloodstone Talisman, Figurine of Wondrous Power (Ebony Fly), Mirror of Mental Prowess, Rod of Alertness.

**Clone:** In ethereal space.

**Permanent Spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, See Invisibility, Resistance, Tongues.

**Spells Already Active:** (see below) Feather Fall, Globe of Invulnerability, Mage Armor, Protection from Arrows, Protection from Energy (Fire), Repulsion, Stoneskin.

**Spells Available:** 5/7/6/6/6/6/5/5/5/5 (One each daily necromancy, Enchantment, Illusion unavailable).

**Spells Ready:** (*Italic spells active at time of encounter.*) *0<sup>th</sup>* - Arcane Mark (2), Detect Poison (2), Open/close. *1<sup>st</sup>* - *Feather Fall* (lasts another 21 rounds), *Mage Armor* (lasts another 22 hours)(3), Identify, Magic Missile (5 Missiles), Ray of Enfeeblement. *2<sup>nd</sup>* - Command Undead (3), Gust of Wind (2), *Protection from Arrows* (22 hours, 100 points, DR 10/Magic). *3<sup>rd</sup>* - Fireball (2), Nondetection, *Protection from Energy* (Fire) (120 dmg pts - lasts 220 minutes), Unweave Magic, Vampiric Touch. *4<sup>th</sup>* - Animate Dead, Dimension Door, Enervation, Ice Storm, *Stoneskin* (220 minutes, DR 10/Adamantine to 150hp), Wall of Ice. *5<sup>th</sup>* - Baleful Polymorph, Magic Jar, Mordenkainen's Private Sanctum, Telekinesis, Teleport, Waves of Fatigue. *6<sup>th</sup>* - Circle of Death (2), Create Undead, *Globe of Invulnerability* (lasts another 21 rounds), Greater Unweave Magic, *Repulsion* (22ft/66m radius, lasts another 21 rounds). *7<sup>th</sup>* - Finger of Death (2), Greater Teleport, Prismatic Spray, Waves of Exhaustion. *8<sup>th</sup>* - Create Greater Undead, Dweomer Shield, Polymorph Any Object, Prismatic Wall, Trap the Soul. *9<sup>th</sup>* - Soul Bind, Time Stop (2), Wail of the Banshee (2). 10th level Narfelli spells available: 2 (War Shield, Wizard Shield, each save for Will vs. DC 20 or feeble-minded if used alone). Epic level spells: Peripety SCDC 27, Spell Worm SCDC 38, RW Will ½ DC 25).

**Treasure:** See Tower Threespires description in Part 7 *Bloodstone*.

## HURN OF XVIM, RARDAN

Segment: *Tale of 2 Liches*

Assassin Monk of Iyachtu Xvim, hf, Monk lvl 6, assassin (prestige class) lvl 4, AL:LE. HP: 78. Abilities: Str 16, Dex 16, Con 16, Int 8, Wis 17, Cha 10. AC: 14 (Monk + Dex). Base Attack Bonus +7/+1. Unarmed attack bonus: +4/+1. Unarmed dmg: 1d8. Weapons: Mace of the Green Eyes +3, Attack Bonus +10, 1d8+6 hp + special damage (see weapon description), Heavy crossbow with flight arrows, Attack bonus: 120 feet/36m +10/+4, 240 feet/72m +8/+2, 360 feet/108m +6/+0, 1d10 hp dmg. Spells (Assassin's List): 0/1/1/0/0. Magic items: game master's choice. Has poison.

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Saves: Fort +9, Ref +12, Will +9. Skills: Disguise 4 Ranks, Hide 9 Ranks, Move silently 9 Ranks, Use Magic Device 4 Ranks, Climb 8 Ranks, Decipher Script 5 Ranks, Disable Device 5 Ranks, Spot 5 Ranks, Intimidate 5 Ranks, Jump 9 Ranks, Balance 4 Ranks, Tumble 5 Ranks. Feats: Deflect arrows (monk), Improved Trip (monk), Alertness, Blind-Fight, Improved Unarmed Strike, Track. Special Skills: Unarmored speed: 50 feet/15m. Unarmed Strike (Monk), Stunning Attack (Monk), Still mind (monk), Purity of body (monk), Slow fall 30 ft/9m (Monk), Sneak Attack +1d6 (Assassin), Death Attack (Assassin), Poison Use (Assassin), Poison Save Bonus +1 (Assassin), Uncanny Dodge +3 (Assassin) and Alignment Transformation with Alter-Ego (see *Assassin Monk of Iyachtu Xvim* in the Section *Character Class Extensions*). Challenge rating: 13.

Rardan Hurn was a cleric of Bane in Scardale before and during the Time of Troubles. He has long been a loyal follower of Fzoul Chembryl. After the fall of Bane and the rise of Cyric, Hurn fled the Heartlands of Faerûn and to the distant city of Tai Tung in Shou Lang within Kara-Tur rather than convert to Cyric's church or to fight against the Bane Death. In Tai Tung, he at first attempted to live secretly as a cleric of Bane, but his worship of the Dark Prince was in vain, and at last he reconciled himself to the death of the god he had worshipped.

In his career with the Zhentarim Hurn had served under Chembryl's command as a war cleric, active in combat with the Zhentilar. It was often said with much truth that Hurn was much better suited to the role of a fighter than that of a cleric, for he had more than average difficulty mastering the art of learning and using divine spells. However, Chembryl had recognized Hurn's unwavering faith in and worship of Bane and his ability to inspire the Zhentilar to deeds that did Bane honor, and for this reason Hurn had Chembryl's consistent support.

In Tai Tung, Hurn fell in with a group of highly talented bandits who were masters of physical fighting arts, being able to do as much damage with their bodies as many fighters could cause with weapons. Hurn's physical abilities made it relatively easy for him to learn these new styles of combat. However, he and the other members of the band were wanted man sought by many bounty hunters, for their deeds had been daring and their victims often were persons in high places. Late in the Year of the Banner (1368 DR) Hurn learned of the rise of Iyachtu Xvim within Zhentil Keep and of Chembryl's attempts to lead Xvim's church.

Hurn yearned to return home and to serve Bane's son under his old mentor, Fzoul Chembryl. He convinced four of his companions that their lot in the West would be much better than their current existence under the daily threat of capture in the East, and all five journeyed to Zhentil Keep, arriving there in late Tarsakh of the Year of the Gauntlet (1369 DR), where they met with Fzoul Chembryl and forged their plans to found a new and elite order of assassin monks devoted to Iyachtu Xvim.

Hurn, his four companions from Kara-Tur and several hired master assassins from Calimshan and Amn were sent quietly by Chembryl to the Citadel of the Raven, where they founded a small monastery within the citadel in Flamerule of the Year of the Gauntlet, to begin training their elite new band of assassin monks.

At the time the Northern Journey segment No. 3 *Backlands* takes place, Hurn and his companions have arrived in Llorkh and are beginning to turn the city upside down, as they begin transforming it into a secretive and closed training center for assassin monks (as described elsewhere in this segment). In the year of play in this segment and in the segment "Backlands," there are only 12 assassin monks below Hurn and his faculty who have completed their training, and these hold only the first three levels as assassin monks.

## JERELIDAN OF CYRIC, ELEBAEN

Segment: *Impiltur*

Strifeleader (Cleric of Cyric), hm, Level 11, AL:CE, HP: 65. Abilities: Str 13, Dex 13, Con 13, Int 14, Wisdom 15, Cha 7. AC: 16 (chain mail + dex). Base Attack Bonus: +8/+3. Attacks: Morning Star +1, Attack bonus +10/+5 (magic + Str), 1d8+2 hp dmg. Magic potions: 3 vials of Extra-Healing; Scrolls: *Animate Dead*, *Neutralize Poison*. Magical item: Amulet of Control Over Undead (see *Magic Items*). Spells: 6/6+1/5+1/5+1/3+1/2+1/1+1/0/0, Domains: Evil, Trickery. Skills: Concentration 9 Ranks, Diplomacy 9 Ranks, Heal 9 Ranks, Knowledge (religion) 9 Ranks, Scry 9 Ranks, Spellcraft 9 Ranks. Feats: Leadership, Scribe Scroll, Brew Potion, Craft Wondrous Item. Challenge Rating 12.

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Jerelidan is the somewhat insane high strifeleader of the hidden temple of Cyric in the ruins of the *Dark Harvest* inn in Tantras. High Strifeleader Robald Hlind in Calaunt, the first voice of Cyric's church in the Vast and the Bloodstone Lands, sent Jerelidan to Tantras to watch over the activities of the *Angels of Ilmater* in the Vast from Tantras southward to Ravens Bluff and to build a small but elite band of assassins working directly for the church in Tantras, however, it is no secret among Cyricists in the Vast that Hlind also wanted the insane Jerelidan far removed from Hlind himself.

The two strifeleaders do not like each other and have been known to conspire against each other. Jerelidan's strength lies in the power of his Amulet of Control Over Undead, with which he can conjure up to 2d6 shadows, 2d6 wights, 2d6 wraiths, one spectre and one ghost from the souls of the many criminals and murderers who died in the inn in the Year of Shadows (1359 DR), when the deaths of Torm and Bane destroyed the northern part of Tantras. Jerelidan is a secret cleric, and he does his best to keep himself and his whereabouts unknown in Tantras. If encountered, there is a 20% chance per round that he takes some absolutely illogical course of action, due to his insanity, rather than fighting sensibly.

## KARGMELCHINA

Segment: *Bloodstone*

Tiamat is an official deity with an unofficial expansion by the Vintyri Project

The statistics for Sammaster and Kargmelchina are exceptions to the ordinary rule found in this campaign guide. *Northern Journey* offers two versions of Kargmelchina, depending upon the individual game master's intentions. The choices are:

- The goddess Tiamat has decided the time for caution has come. She has been a lesser power in the Faerûnian pantheon for only a short time, and she already has three avatars active in Faerûn. Each could be defeated in battle, and that would seriously weaken the Dark Lady, setting her back to demipower status or less. Kargmelchina is the most threatened of the three avatars, therefore, Tiamat decides to abandon her as an avatar. Kargmelchina once again is a blue vampire dragon lich.
- Events in the Bloodstone Kingdom have not yet reached the point where Tiamat's alarm has sounded. Kargmelchina continues to be an avatar of Tiamat at the time the PCs encounter her.

The complete history of Kargmelchina is told in the earlier section *Sammaster's Mistress* in this campaign guide. The full official *D&D 3E* details for Tiamat and her avatars can be found in the accessory *Deities and Demigods* by Rich Redman, Skip Williams and James Wyatt (Wizards of the Coast - 2002). The official *FR* history of Tiamat and the *AD&D 2E* statistics can be found in the accessory *Powers & Pantheons* by Eric L. Boyd (TSR - 1997), which is available as an ESD download.

The situation in the Realms is tight for Tiamat at the time the PCs begin closing in upon Suncatcher Mountain. It is not at all unlikely the Tiamat will withdraw herself as an avatar from Kargmelchina before the PCs reach the castle. If you dislike the idea of having avatar encounters in your campaign or if you think the combination of Sammaster and Kargmelchina-Tiamat is too high-powered for your campaign, do not hesitate to have Tiamat withdraw.

An avatar encounter is by no means necessary for the *Northern Journey* adventure, and a game master probably should plan one only when the players and PCs in his campaign have been bold and inventive enough to leave the impression that they have a fighting chance of winning such an encounter. In deciding the avatar issue, we strongly urge you to familiarize yourself with the statistics for Sammaster, Knellict and then Kargmelchina, both as an avatar and as herself.

## Kargmelchina as a Vampire Dragon Lich

**Level:** 64HD Advanced Great Wyrms Blue Dragon, Necromancer lvl 24 (epic), 24 HD Lich.

**Size and Type:** *Human lich form:* Medium (5'6"/168 cm), *Dragon form:* Colossal (188ft/57m). Undead (Augmented Humanoid).

**Hit Dice:** 64d12 + 975, 1436 hp

**Initiative:** *Human lich form* +3, *Dragon Form* +0.

**Speed:** 30 feet/9m; *Dragon Form:* 40 ft/12m, Fly 250 ft/75 (clumsy).

**AC:** *Human lich form:* 18 (Dex +3, Lich natural +5), *Dragon Form:* 69 (-8 size, +64 natural)

**Attacks:** *Human lich form:* Melee +59/+52, Touch +59 (1d8 + 59 negative energy + paralysis, SV Will DC 43); *Dragon Form:* Bite +76, 2 Claws + 71; Wing +71 Tail +71.

**Damage:** *Human lich form:* Dagger 1d4+59; *Dragon Form:* Bite 4d8+12, 2 Claws 4d8+12; Wing 4d6+12; Tail 4d8+36.

**Face/Reach:** *Human lich form:* 5ft/150cm; *Dragon Form:* 40x80ft/12x24m - 20ft/6m

**Special Attacks:** *Both Forms:* Lich fear aura, Lich paralytic touch. *Dragon Form:* Crush: 8d6+36 (DC 57), Breath Weapon (Su) 30d18 140ft/42m Line of Lightning SV DC 42 Reflex, Frightful presence SV Will DC 42 within 360 ft/108m. (No dragon spells). Spell-Like Abilities: Create/Destroy Water (Sp) 3x daily SV Will DC 25, Crush SV Reflex DC 42, Ventriloquism 3x daily, Hallucinatory Terrain, Veil, Mirage Arcana each 1x daily. Caster level 32, SV DC 21 + Spell Level.

**Special Qualities:** *Both Forms:* Immune to poison, paralysis, magic relating to life functions, sleep and charm spells, dragon breath, holy water, holy symbols, polymorph and cold-, heat-, electrical-, gas- and acid-based attacks. Command and control all Realms draconians. Damage reduction 20/magic, Blindsight, Keen Senses, Darkvision 7,600ft/2,280m, Fire subtype.

**Saves:** Fortitude +46, Reflex +35 (Dragon form 32), +40 Will

**Abilities:** Str 58, Dex 17 (Dragon Form 10), Con -, Int 33, Wis 32, Cha 33.

**Skills:** Appraise +49, Balance +36, Bluff +70, Climb +24, Concentration +86, Decipher Script +27, Diplomacy +75, Disguise +11, Dweomercraft +98 (8 arcane, 90 divine), Escape Artist +37/+34, Gather Information +11, Heal +41, Hide +12/+9, Intimidate +76, Jump +85, Knowledge (arcana) +98, Knowledge (Dungeoneering) +27, Knowledge (geography) +27, Knowledge (history) +98, Knowledge (local) +27, Knowledge (nature) +27, Knowledge (nobility & royalty), Knowledge (religion) +98, Knowledge (the planes) +98, Listen +70, Move Silently +3/+0, Perform +11, Profession (Sage) +27, Ride (human lich form) +3, Search +70, Sense Motive +24.5, Spot +78.5, Swim +70, Survival +41, Use Rope (human lich form) +3.

**Feats:** Brew Potion, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms & Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Dodge, Enlarge Spell, Epic Spell Focus (Necromancy), Epic Spellcasting, Forge Ring, Great Cleave, Heighten Spell, Hover, Improved Combat Casting (epic), Improved Darkvision, Improved Spell Capacity (10<sup>th</sup>), Improved Spell Capacity (11<sup>th</sup>), Improved Spell Capacity (12<sup>th</sup>), Improved Spell Capacity (13<sup>th</sup>), Magical Aptitude, Maximize Spell, Mobility, Multispell (epic), Power Attack, Quicken Spell, Quicken Spell-Like Ability, Spell Opportunity, [Scribe Scroll], Spellcasting Harrier, [Summon Familiar], Weapon Focus (Claw), Widen Spell, Wingover.

**Spell Resistance:** 38

**Turn Resistance:** +4

**Climate/Terrain:** Any

**Organization:** Unique (Sammaster and Kargmelchina)

**Challenge Rating:** 31

**Alignment:** Chaotic Evil

**Advancement Range:** Human lich form abilities continue to advance

**Caster Level:** Wizard Spells 24, save 10 + Int modifier 11 + spell level; Dragon spell-like abilities 32, SV DC 22.

**Phylactery:** In Grafvitnir's cave in the East Galenas.



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**Spells Ready** (4/7/7/7/6/6/6/6/5/5/Epic 8): *0<sup>th</sup>* - Acid Splash, Arcane Mark, Touch of Fatigue (2). *1<sup>st</sup>* - Chill Touch, Erase, Magic Missile (2), Obscuring Mist, Ray of Enfeeblement, True Strike. *2<sup>nd</sup>* - Blindness/Deafness (2), Command Undead, Ghoul Touch (2), Scorching Ray, Spectral Hand. *3<sup>rd</sup>* - Fireball (2), Gentle Repose, Lightning Bolt (2), Ray of Exhaustion. *4<sup>th</sup>* - Bestow Curse, Contagion, Ice Storm, Solid Fog, Spelltouch<sup>COD</sup>, Wall of Ice. *5<sup>th</sup>* - Cloudkill, Magic Jar (2), Symbol of Pain (2), Teleport. *6<sup>th</sup>* - Chain Lightning, Circle of Death, Disintegrate (2), Flesh to Stone, Symbol of Fear. *7<sup>th</sup>* - Finger of Death, Forcecage, Greater Scrying, Greater Teleport (2), Teleport Object. *8<sup>th</sup>* - Horrid Wilting, Incendiary Cloud, Polymorph Any Object, Symbol of Death (2). *9<sup>th</sup>* - Annihilate, Energy Drain, Mordenkainen's Disjunction, Soul Bind, Teleportation Circle. **Epic:** Animus Blast (SCDC 50), Animus Blizzard (SCDC 78), Epic Counterspell (SCDC 69), Major Power Word Kill (SCDC 49), Momento Mori (SCDC 86), Mummy Dust (SCDC 35), Peripety (SCDC 27), Superb Unweave Magic (SCDC 59).

<sup>COD</sup> = From the collection *Sammaster's Spells* in the *Cult of the Dragon* accessory.

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Spells Known:** *Conduit* (lvl 5), *Greater Contingency* (lvl 8), all spells listed above as ready or permanent, all spells in the Castle Dragonblood library except Illusion and Enchantment. These include a 90% chance for all *PHB*, a 100% chance for all of *Sammaster's Spells* in the *Cult of the Dragon* accessory and a 50% chance for all spells in other *FR* accessories. All of these spells can be found by the PCs if they gain access to the Castle Dragonblood library while it still is intact.

**Epic Spells Known** (Cannot be copied; must be developed): *Animus Blast* (SCDC 50), *Animus Blizzard* (SCDC 78), *Damnation* (SCDC 97), *Demise Unseen* (SCDC 82), *Epic Counterspell* (SCDC 69), *Hellball* (SCDC 90), *Major Power Word Kill* (SCDC 49), *Momento Mori* (SCDC 86), *Mummy Dust* (SCDC 35), *Peripety* (SCDC 27), *Rain of Fire* (SCDC 50), *Ruin* (SCDC 27), *Superb Unweave Magic* (SCDC 59)

**Schools Unavailable:** Illusion and Enchantment

**Treasure:** *In possession:* Staff of Necromancy with Retributive Strike ability, Ring of Evasion, Ring of Dragons<sup>COD</sup>, Ioun Stones: Vibrant Purple and Pale Lavender, Bead of Force. *Other treasure:* See the description of Castle Dragonblood in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*.

## Kargmelchina as a Vampire Dragon Lich Avatar

**Level:** Avatar of Tiamat, 64HD Advanced Great Wyrms Blue Dragon, Necromancer lvl 24 (epic), 24 HD Lich.

**Divine Rank:** 5

**Size and Type:** *Human lich form:* Medium (5'6"/168 cm), *Dragon form:* Colossal (188ft/57m). Undead (Augmented Humanoid).

**Hit Dice:** 64d12 + 975, 1436 hp

**Initiative:** *Human lich form* +3, *Dragon Form* +0.

**Speed:** 30 feet/9m; *Dragon Form:* 40 ft/12m, Fly 250 ft/75 (clumsy).

**AC:** *Human lich form:* 59 (Avatar: Touch 16, Flat-Footed 59), *Dragon Form:* 69 (-8 size, +64 natural)

**Attacks:** *Human lich form:* Melee +65/+60, Touch +60 (1d8 + 59 negative energy + paralysis, SV Will DC 43); *Dragon Form:* Bite +76, 2 Claws + 71; Wing +71 Tail +71.

**Damage:** *Human lich form:* Dagger 1d4+59; *Dragon Form:* Bite 4d8+12 + poison sting, 2 Claws 4d8+12; Wing 4d6+12; Tail 4d8+36.

**Face/Reach:** *Human lich form:* 5ft/150cm; *Dragon Form:* 40x80ft/12x24m - 20ft/6m

**Special Attacks:** *Both Forms:* Lich fear aura, Lich paralytic touch. *Dragon Form:* Crush: 8d6+36 (DC 51), Breath Weapon (Su) 30d18 Line of Lightning 140ft/42m long, 5ft/150cm high and 5ft/150cm wide SV DC 51 Reflex, Frightful presence SV Will DC 51 within 360 ft/108m. (No dragon spells). Spell-Like Abilities: Create/Destroy Water (Sp) 3x daily SV Will DC 25, Ventriloquism 3x daily, Hallucinatory Terrain, Veil, Mirage Arcana each 1x daily. Caster level 32, SV DC 21 + Spell Level.

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**Special Qualities:** *Both Forms:* Immune to poison, paralysis, magic relating to life functions, sleep and charm spells, dragon breath, holy water, holy symbols, polymorph and cold-, heat-, electrical-, gas- and acid-based attacks. Command and control all Realms draconians. Damage reduction 40/magic +4, Blindsight, Keen Senses, Darkvision 7,200ft/2,160m, Electrical subtype, Divine Aura 50ft/15m SV Will 24.

**Salient Divine Abilities:** *Alter Form, Alter Size, Divine Shield, Extra Domain (Law), Shape Change, Spell Immunity.*

**Saves:** Fortitude +46, Reflex +35 (Dragon form 32), +58 Will

**Abilities:** Str 58, Dex 17 (Dragon Form 10), Con -, Int 33, Wis 32, Cha 33.

**Skills:** Appraise +49, Balance +36, Bluff +70, Climb +24, Concentration +86, Decipher Script +27, Diplomacy +75, Disguise +11, Dweomercraft +98 (8 arcane, 90 divine), Escape Artist +37/+34, Gather Information +11, Heal +41, Hide +12/+9, Intimidate +76, Jump +85, Knowledge (arcana) +98, Knowledge (Dungeoneering) +27, Knowledge (geography) +27, Knowledge (history) +98, Knowledge (local) +27, Knowledge (nature) +27, Knowledge (nobility & royalty) +98, Knowledge (religion) +98, Knowledge (the planes) +98, Listen +70, Move Silently +3/+0, Perform +11, Profession (Sage) +27, Ride (human lich form) +3, Search +70, Sense Motive +24.5, Spot +78.5, Swim +70, Survival +41, Use Rope (human lich form) +3.

**Feats:** Brew Potion, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms & Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Dodge, Enlarge Spell, Epic Spell Focus (Necromancy), Epic Spellcasting, Forge Ring, Great Cleave, Heighten Spell, Hover, Improved Combat Casting (epic), Improved Darkvision, Improved Spell Capacity (10<sup>th</sup>), Improved Spell Capacity (11<sup>th</sup>), Improved Spell Capacity (12<sup>th</sup>), Improved Spell Capacity (13<sup>th</sup>), Magical Aptitude, Maximize Spell, Mobility, Multispell (epic), Power Attack, Quicken Spell, Quicken Spell-Like Ability, Spell Opportunity, [Scribe Scroll], Spellcasting Harrier, [Summon Familiar], Weapon Focus (Claw), Widen Spell, Wingover.

**Spell Resistance:** 395

**Turn Resistance:** +4

**Climate/Terrain:** Any

**Organization:** Unique (Sammaster and Kargmelchina)

**Challenge Rating:** 35

**Alignment:** Chaotic Evil

**Advancement Range:** Human lich form abilities continue to advance

**Caster Level:** Wizard Spells 24, save 10 + Int modifier 11 + spell level; Dragon spell-like abilities 32, SV DC 22.

**Phylactery:** In Grafvitnir's cave in the East Galenas.

**Spells Ready** (4/7/7/7/6/6/6/6/5/5/Epic 10): 0<sup>th</sup> - Acid Splash, Arcane Mark, Touch of Fatigue (2). 1<sup>st</sup> - Chill Touch, Erase, Magic Missile (2), Obscuring Mist, Ray of Enfeeblement, True Strike. 2<sup>nd</sup> - Blindness/Deafness (2), Command Undead, Ghoul Touch (2), Scorching Ray, Spectral Hand. 3<sup>rd</sup> - Fireball (2), Gentle Repose, Lightning Bolt (2), Ray of Exhaustion. 4<sup>th</sup> - Bestow Curse, Contagion, Ice Storm, Solid Fog, Spelltouch<sup>COD</sup>, Wall of Ice. 5<sup>th</sup> - Cloudkill, Magic Jar (2), Symbol of Pain (2), Teleport. 6<sup>th</sup> - Chain Lightning, Circle of Death, Disintegrate (2), Flesh to Stone, Symbol of Fear. 7<sup>th</sup> - Finger of Death, Forcecage, Greater Scrying, Greater Teleport (2), Teleport Object. 8<sup>th</sup> - Horrid Wilting, Incendiary Cloud, Polymorph Any Object, Symbol of Death (2). 9<sup>th</sup> - Annihilate, Energy Drain, Mordenkainen's Disjunction, Soul Bind, Teleportation Circle. *Epic:* Animus Blast (SCDC 50), Animus Blizzard (SCDC 78), Epic Counterspell (SCDC 69), Major Power Word Kill (SCDC 49), Momento Mori (SCDC 86), Mummy Dust (SCDC 35), Peripety (SCDC 27), Rain of Fire (SCDC 50), Ruin (SCDC 27), Superb Unweave Magic (SCDC 59).

<sup>COD</sup> = From the collection *Sammaster's Spells* in the *Cult of the Dragon* accessory.

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Spells Known:** *Conduit* (lvl 5), *Greater Contingency* (lvl 8), all spells listed above as ready or permanent, all spells in the Castle Dragonblood library except Illusion and Enchantment. These include a 90% chance for all *PHB*, a 100% chance for all of *Sammaster's Spells* in the *Cult of the Dragon* accessory and a 50% chance for all spells in other *FR* accessories. All of these spells can be found by the PCs if they gain access to the Castle Dragonblood library while it still is intact.

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**Epic Spells Known** (Cannot be copied; must be developed): *Animus Blast* (SCDC 50), *Animus Blizzard* (SCDC 78), *Damnation* (SCDC 97), *Demise Unseen* (SCDC 82), *Epic Counterspell* (SCDC 69), *Hellball* (SCDC 90), *Major Power Word Kill* (SCDC 49), *Memento Mori* (SCDC 86), *Mummy Dust* (SCDC 35), *Peripety* (SCDC 27), *Rain of Fire* (SCDC 50), *Ruin* (SCDC 27), *Superb Unweave Magic* (SCDC 59)

**Schools Unavailable as a Necromancer:** Illusion and Enchantment, however, this does not block access to any spells of these schools that are available to Tiamat.

**Treasure:** *In possession:* Staff of Necromancy, Ring of Evasion, Ring of Dragons <sup>COD</sup>, Ioun Stones: Vibrant Purple and Pale Lavender, Bead of Force. *Other treasure:* See the description of Castle Dragonblood in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*.

## KIERNEY, CELEDON BARON

Segment: *Bloodstone*

**NOTE:** Celedon Kierney is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

Celedon Kierney was one of King Gareth's longtime companions who accompanied him on his journey into the Abyss. After the Bloodstone Wars, King Gareth appointed him to succeed the late Baron Dimian Ree of Morov. After the coming war in Vaasa, the king plans to appoint Kierney as the new Prince of Damara, to succeed the retiring Prince Quillan. Kierney has recommended that Morov be annexed into the Duchy of Brandiar at that time.

**Half-Elf male, age 80, AL:NG, Rogue 14, Wizard 10 (Epic lvl 24)**

**Size:** M (5'9"/175cm)

**HP:** 144

**Initiative:** +12 (+4 Dexterity, +4 Improved Initiative, +4 Superior Initiative)

**Speed:** 30 ft/9m

**AC:** 20 (+4 Dexterity, +6 padded armor +5)

**Attack:** +22/+12/+7 melee; Short sword +2 *Luck Blade* +24/+14/+9 melee, 1d6+4 hp dmg; Ranged +25/+15/+10.

**Saves:** Fort +14 Ref +14 Will +19

**Special Abilities:** Elven Blood; Immune to *Sleep* etc.; Improved Uncanny Dodge; Low-Light Vision; Save +2 vs. enchantments; Sneak attack +7d6; Special abilities: Crippling strike, Defensive Roll; Summon Familiar; Trap Sense +4.

**Abilities:** Str 14, Dex 18, Con 16, Int 18, Wis 12, Cha 16.

**Skills:** Appraise +4, Balance +4, Bluff +3, Climb +19, Concentration +16, Craft (Locksmith) +4, Decipher Script +17, Diplomacy +3, Disable Device +21, Disguise +3, Dweomercraft +17, Escape Artist +21, Forgery +4, Gather Information +20, Hide +21, Intimidate +3, Jump +19, Knowledge (Arcana) +17, Knowledge (Religion) +12, Listen +17, Move Silently +21, Open Lock +21, Perform (Song) +3, Ride +4, Search +21, Spot +17, Swim +2, Tumble +21, Use Rope +4.

**Feats:** Acrobatic, Alertness, Athletic, Combat Casting, Create Rods, Improved Initiative, Investigator, Nimble Fingers, Quick Draw, [Scribe Scroll], Superior Initiative, Tenacious Magic.

**Magic Items:** Short sword +2 *Luck Blade* (0 wishes), Padded armor +5, Bloodstone Talisman, Figurine of Wondrous Power (Ebony Fly), Mirror of Mental Prowess, Rod of Alertness.

**Spells Ready:** 4/5/5/4/4/3/0/0/0/0. 0<sup>th</sup> - Detect Poison, Light, Open/Close, Touch of Fatigue. 1<sup>st</sup> - Detect Undead, Feather Fall, Identify, Magic Missile, True Strike. 2<sup>nd</sup> - Detect Thoughts, Knock, Mirror Image, Protection from Arrows, Resist Energy. 3<sup>rd</sup> - Blink, Fireball, Lightning Bolt, Unweave Magic. 4<sup>th</sup> - Greater Invisibility, Ice Storm, Lesser Globe of Invulnerability, Scrying. 5<sup>th</sup> - Baleful Polymorph, Cloudkill, Teleport.

**Permanent Spells:** Comprehend Languages, Darkvision, Detect Magic, Read Magic, See Invisibility, Resistance, Tongues.

## KINZTHA

Segment: *Tale of 2 Liches*

**(Lich - former lvl 17 human necromancer)**

**Hit Dice:** 17d12 (136 HP)

**Initiative:** +0

**Speed:** 30 feet/9 m

**AC:** 15

**Attacks:** Touch attack, attack bonus +8/+3. Save for will for half dmg. DC 17.

**Damage:** 1d8+5 hp

**Face/Reach:** 5x5 feet/150x150 cm

**Special Attacks:** *Fear Aura* (Su) - Creatures 5 HD or less within a 60-foot/18m radius who look at the lich must save for will at DC 17 or flee and be panicked for 19 rounds, morale penalty -2 on saves, 50% chance drops what it's holding; *Paralyzing Touch* (Su) - Save for fortitude at DC 17 or permanently paralyzed until lifted by *Dispel Magic*. Spot check at DC 20 or heal check at DC 15 reveals that the PC still is alive. *Spells* - Necromancer 4/6/5/5/5/5/4/3/2/1, at least one daily necromancy.

**Special Qualities:** Undead, return resistance +4, damage reduction 15/+1, immune cold, electricity, polymorph, mind-affecting..

**Saves:** +5/+5/+14

**Abilities:** Str 10, Dex 11, Con NA (Undead), Int 20, Wis 18, Cha 17.

**Skills:** Decipher Script 22 Ranks, Concentration 22 Ranks, Hide 8 Ranks, Knowledge (arcane) 22 Ranks, Listen 8 Ranks, Move Silently 8 Ranks, Scry 22 Ranks, Search 13 Ranks, Sense Motive 12 Ranks, Spellcraft 22 Ranks, Spot 13 Ranks.

**Feats:** Spell Mastery (2), Combat Casting, Spell Focus (3), Maximize Spell, Brew Potion, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll.

**Climate/Terrain:** Beneath the Black Altar ruins, Zhentil Keep

**Organization:** Solitary

**Challenge Rating:** 19

**Treasure:** See *Backlands* segment.

**Alignment:** N(E)

**Advancement Range:** As Wizard

Kinztha was born to an important family in Zhentil Keep in the Year of the Shrieker (1272 DR), two years after Lord Manshoon proclaimed the Zhentarim and nine years after Fzoul Chembryl's split with the High Imperceptor of Bane. He was chosen early as a student of the art and began training to be a mage at the age of six, after being singled out for his great intelligence and surprising wisdom, the later already evident in early childhood. Both of these attributes have served him well, making his career as a Zhentarim mage relatively easy in comparison to that of his colleagues.

Already in his teenage years, Kinztha commanded the wisdom to fathom which course of action would best assure his survival, along with the intelligence necessary to forge that path in the dangerous environment of the keep. For a brief period, Kinztha came under Manshoon's scrutiny and in the Year of the Smoky Moon (1287 DR), he also was chosen to be tutored in part by Manshoon himself. The head of the Zhentarim was, however, just as unimpressed with Kinztha's singular devotion to magic as he was impressed with his high intelligence in wisdom.

A mage without ambition for power was not suited for the upper ranks of the Zhentarim, in Manshoon's point of view. Thus, Kinztha was removed from the select group and sent instead to train under an ancient Necromancer in the keep named Gulthar, about whom no great tales are told. Gulthar was the high necromancer among those Zhentarim magi who were assigned to serve the Black Altar, the high cleric Fzoul Chembryl and the church of Bane. For most Zhentarim magi, being assigned to train under Gulthar would be the equivalent to being put out to pasture, albeit a rich pasture.

Neither Chembryl nor most other clerics of Bane trusted the Zhentarim magi that Manshoon sent into their service and called therefore only seldom upon them with deeds to do, although those assignments that did come often bordered upon the suicidal, because the church had not qualms about sacrificing magi to attain its goals. Often, when Chembryl wished not to risk the life of a valued cleric in a dangerous mission, he would call for Gulthar, who would assign the perilous task to Kinztha.

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For Kinztha, it was as good as the answer to the prayers. He was an accomplished necromancer for his age, and his mission in the service of the Black Lord were without exception successful. In the Year of the Deep Moon (1294 DR), when Kinztha was only 22 years old, he already had reaped rare public praise from Fzoul Chembryl for his deeds as a "*devout and devoted servant of Lord Bane*." Kinztha in truth was neither, although his service to Chembryl's faction of the church of Bane was of a quality more than sufficient to justify Chembryl's appraisal. After being sent to single-handedly battle a guerilla troop being sent from the High Imperceptor in Mulmaster to assassinate Chembryl in the Year of the Singing Skull (1297 DR), Kinztha gave Chembryl as a gift the zombie remains of four ranking clerics of Bane who had been in the guerilla troop.

Chembryl used magic upon these, to prevent not only they're being turned, but also to retard decay, so that their former colleagues would recognize who they had been, and he used these zombies frequently in battle against allies of the High Imperceptor, until they at last were destroyed. Nonetheless, despite such shows of loyalty, which Kinztha's wisdom dictated would be of value to him, the mage paid only lip service to the worship of Bane. Kinztha worshipped magic, and above all necromancy. His only goal was to increase his own knowledge in these areas, and he sought this knowledge for its own sake, not for the power he could gain through it. Service in the Church of Bane was ideal in this respect.

Not for the sake of the magi themselves but rather for the stature of the church, Fzoul Chembryl saw to it that his magi were as well equipped, housed and paid as the high magi of the Zhentarim. Above all, however, Chembryl insisted upon a certain distance between the magi set to serve him and the church itself. Chembryl, still wary of spies and agents from Manshoon, did not want the magi involved in the church's day-to-day affairs or its politics. Kinztha hardly could have asked for more.

In Chembryl's service, he had all he needed to advance most of his necromantical magical studies as he wished, and he was given the privacy and time he needed to do it. Only occasional missions from Chembryl interrupted this routine, and Kinztha was willing to perform these tasks, to earn his keep. One of Kinztha's key areas of research was lichdom. He delved deep into questions about the madness and drew his own conclusions that the use of life-extending magic before the ascension to lichdom may be a key cause of the later insanity that infects many liches. For this reason, Kinztha was determined never to use such magic upon himself.

By the time Kinztha reached his 40<sup>th</sup> birthday in the Year of the Griffon (1312 DR), after witnessing the demise of two aged enemy archmagi during the Zhentarim takeover of Darkhold, Kinztha reached the firm decision to seek lichdom himself in later years, but to be more wise as a lich than she who had been conquered by the Zhentarim at Darkhold, falling only to the trickery of Manshoon and Chembryl.

Originally, Kinztha had intended to ascend to lichdom already at the age of 55, before a loss of vitality would make him easier prey to mortal wounds. However, he underestimated the ease with which the necessary components could be made to make the magical potion necessary to undergo the transformation. Not until the Year of the Morningstar (1350 DR), after he had reached the age of 68, did he actually ascend to lichdom and take his rightful place in the vaults of Zhentarim magi loyal to Bane beneath the Black Altar.

Kinztha managed to spend 21 years in the crypts, working in peace, until Kistar arrived, bearing Kinztha's phylactery and using it to drive Kinztha from his chambers and into a corridor of the ancient crypts he now must guard for Kistar. Kinztha's phylactery had been well-hidden at another location far removed from the crypts beneath the Black Altar.

The Time of Troubles in the Year of Shadows (1358 DR), eight years after his ascension to lichdom, and the destruction of Zhentil Keep in the Year of the Banner (1368 DR) went unnoticed by Kinztha, but he now has come to have the basic information on both, through Kistar's taunts.

It has occurred to Kinztha that the place where his phylactery had been hidden must have been totally buried in the collapse of the Black Altar, and that Kistar could have found it only through the divine help of the new god Kistar serves, Cyric. As a result, Kinztha is bent upon regaining his phylactery and then utterly destroying Kistar, not only for Kistar's own sake, but also to avenge himself against Cyric and his church, before returning to his seclusion.

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Largely due to his high wisdom, Kinztha is something of an unusual lich. He is more neutral than evil, although he is evil in the sense that he would destroy others with little thought if that was necessary to reach his goals. His wisdom tempers the degree to which he would exercise destruction. Kinztha has seen among other things through the follies of the Zhentarim that is foolish to make enemies unnecessarily. As a result, he does so only when he finds no other choice. He knows the one adventurer who escapes from a party he destroys well may be the avenging angel who later leads a second band to him, bringing his destruction.

Therefore, Kinztha will do all he can short of jeopardizing himself and his magic to avoid being drawn into combat or conflict. His only desire is to be left alone, to his magic. If Kinztha is forced to kill, he usually will try to do so as quickly and permanently as possible. He receives no pleasure from causing pain and is wise enough to know that a victim being tortured to death always has some possibility of escaping until he is dead and his physical being is destroyed beyond hope of being raised again. And he also is wise enough to know that a torture victim who survives is a mortal enemy. Kinztha would not make a good aide to the modern Fzoul Chembryl, who serves Iyachtu Xvim, where prolonged suffering before slaying are rites of the religion.

### KISTAR, XARTH

Segment: *Tale of 2 Liches*

**(Undead Burnbones of Cyric - former human lvl 18 cleric, official 3E statistics unavailable)**

**Hit Dice:** 18d12 (144 HP)

**Initiative:** +0

**Speed:** 30 feet/9 m

**AC:** 18

**Attacks:** Searing touch attack, attack bonus +17/+12/+7. Save for will for half dmg. DC 18.

**Damage:** 2d10 hp + heat aura for 1d3 hp within 10 feet/3m, save for reflex against DC 18 for half heat dmg.

**Face/Reach:** 5x5 feet/150x150 cm

**Special Attacks:** Can cast spell and attack simultaneously. Cleric spells (Cyric): 6/7+1/6+1/6+1/6+1/4+1/3+1/3+1/2+1, domains: chaos, evil.

**Special Qualities:** Half damage from slashing or piercing weapons, hit only by magical weapons +2 or better, immune to all normal and magical fire, half damage from cold, immune to sleep, charm and mind-affecting spells, hold spells and poison, damaged by cure spells, cured by reversal, damaged only by holy water from lawful good faiths (2d10hp dmg). Can be turned by clerics but burnbones has a turn resistance bonus of +4. Rebukes undead. Damage reduction 15/+1.

**Saves:** +11/+6/+16

**Abilities:** Str 18, Dex 11, Con NA (Undead), Int 18, Wis 21, Cha 5.

**Skills:** Concentration 21 Ranks, Heal 21 Ranks, Knowledge (arcane) 21 Ranks, Knowledge (religion) 21 Ranks, Scry 21 Ranks, Spellcraft 21 Ranks, Spot 1 Rank.

**Feats:** Alertness, Combat Casting, Leadership, Extra Rebuking (3), Craft Rod, Forge Ring.

**Climate/Terrain:** Beneath the Black Altar ruins, Zhentil Keep

**Organization:** Solitary

**Challenge Rating:** 12 (reduced due to madness, see below)

**Treasure:** See *Backlands* segment.

**Alignment:** CE

**Advancement Range:** No advancement

Xarth Kistar was born in Zhentil Keep in the Year of the Rose (1098 DR). He long had served as a cleric of Bane and had prolonged his life several times through magic. One of his main interests in the church of Bane was the exercise of divine necromantic spells.

More than a century ago, in the Year of the Tressym (1263 DR), when Fzoul Chembryl proclaimed the High Imperceptor of Bane in Mulmaster to be an heretical Mulman puppet, himself to be the new head of the Church and its new seat to be the Black Throne in the keep, Kistar allied himself at first with Chembryl.

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Seven years later, when Lord Manshoon proclaimed the Zhentarim publicly in the Year of the Tooth (1270 DR), Chembryl already had formed the alliance of his branch of Bane's church with the Zhentarim. One of his first acts at that time, carried out at Manshoon's suggestion, was to send Kistar into service as a Zhentarim spy within the Cult of the Dragon, not knowing that Kistar long had been a self-serving covert leader of the cult and already had gained secret control over much of it.

At this time, however, Kistar already was dissatisfied with Chembryl's leadership and particularly with what Kistar believed to be Chembryl's subordination of the church to the Zhentarim. He remained among the Dragon Cult, where he began a second career as a necromancer under the tutelage of archmagi of the cult. During this time, Kistar ascended with Bane's help to lichdom, as a Banelich (*see the description in WotC's boxed set The Ruins of Zhentil Keep*).

At the beck of the Dark One, Kistar also switched his alliances back to the High Imperceptor in Mulmaster and became Chembryl's mortal enemy, intending to unseat Chembryl in Zhentil Keep. And such schemes pleased Bane, whose role as the God of Strife did not end at the doors of his own church. Shortly thereafter, Kistar disappeared from the histories of Chembryl's branch of the church, the Zhentarim and the Cult of the Dragon.

In truth, Kistar had spent many years honing his abilities as a necromancer, until the Year of the Weeping Moon (1339 DR), when he believed he was ready to tackle *Those Who Walk by Night - the Night Plague* (*see The Ruins of Zhentil Keep, available as an ESD download from SV Games*). These were the lichs of ancient Zhentarim archmagi who haunted their laboratories in old crypts beneath the keep by day and the streets of the keep by night.

Kistar spent nearly 20 years among these lichs, winning bouts of mortal combat with a few and eventually gaining the command over most of them, blessed with power from Bane. He already had begun planning his march of lichs upon Chembryl, to restore the church in the keep to the High Imperceptor's fold, when he was commanded by Bane's avatar in the Year of the Shadows (1358 DR) to abandon his plot and return to the surface of the keep.

Bane was about to send a large host of Zhentilar marching to Shadowdale, and at the Dark One's command, not only Lord Sememmon of Darkhold but also his High Cleric Fzoul Chembryl were to ride with Bane's army. To both Kistar's chagrin and Chembryl's, Kistar was ordered by Bane to take Chembryl's position in the keep until after the battle had been won, an event that never occurred.

After the Time of Troubles, both Chembryl and Kistar served Cyric under the high clerics Maskul Mirrormane and later Xeno Mirrormane. Chembryl was relegated duties as an administrator, while Kistar served the church in assignments with the Zhentarim.

After Cyric's destruction of the keep in the Year of the Banner (1368 DR), Chembryl disappeared. Fornault Blacksun, a high cleric of Cyric, took over the leadership of the much diminished church and led the construction of Cyric's new temple in the Foreign Quarter, *Twilight Hall*.

Kistar too had turned to Cyric after becoming convinced that Bane truly was dead. As a double lich, he haunted the ruins of the dungeons beneath the keep and began assembling a small army of subterranean undead about him.

After returning to the surface of the keep from underground and pronouncing the Church of Iyachtu Xvim late in the Year of the Gauntlet (1369 DR), Fzoul Chembryl began setting his plot in motion to eliminate the church of Cyric from the keep. One by one, Xvimist Hatemasters and Oppressors trained as assassins managed to secretly murder clerics of the Dark Sun, always disguising the deed as the work of someone else.

Meanwhile, Chembryl continued with his construction of the Temple of the *Heart of the Hand*, a subterranean complex (unofficially) just west of the old harbor among the ruins of the northern part of the city. A large, black, stone slab in the shape of a hand covers the complex, and two green fires burn unendingly as magical eyes within the hand.

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At the end of Hammer in the Year of the Unstrung Harp (1371 DR), Cyric's High Cleric, Fornault Blacksun, was assassinated. Witnesses testified that the assassin was a hired killer from Amn, one of a band of killers allegedly working for the Harpers, according to the authorities. The man denied the deed, but he was found guilty and publicly tortured and burned to death.

A month later, Twilight Hall burned to the ground, again proven by the city authorities to be a Harper plot carried out by agents from Amn who were apprehended and executed in the same manner as Blacksun's alleged assassin.

However, Chembryl's plans failed at one point. Fornault Blacksun met his end in this purge but Chembryl then learned through magic, what has become of Kistar, that he haunts the crypts beneath the ruins, where *Those Who Walk by Night*, the liches of yore, once made their lair and perhaps still do. And to make things worse, Chembryl knows that Cyric turned Kistar into a powerful *Burnbones* (see "The Ruins of Zhentil Keep.") early in this Year of the Unstrung Harp (1371 DR).

To date Kistar has taken no action against Chembryl's church or other surface elements of the keep. But Chembryl knows he must destroy Kistar. He already has implemented the same magic that was used to imprison Xvim beneath the keep to prevent Kistar from returning to the surface, but this has not kept Kistar from sending armies of undead into the ruins of the keep north of the Tesh at night, to destroy what men had attempted to rebuild by day.

Kistar not only has the powers of a burnbones but also those of an 18<sup>th</sup> level specialty cleric and a 15<sup>th</sup> level necromancer. His goals are to destroy Fzoul Chembryl and the church of Iyachtu Xvim in Zhentil Keep, as well as to find a way to release himself from the subterranean imprisonment of Fzoul's Xvimist magic.

**Combat:** The fire of Cyric that burns within Kistar also contains the chaos and madness that haunt Cyric. This considerably hampers Kistar's abilities to function in an encounter with foes. For every round, there is only a 50% (1-50 with 1d100) chance that Kistar will deal rationally, a 25% chance that he will react insanely (51-75 with 1d100) and a 25% chance that he will act chaotically (76-00 with 1d100). If Kistar is reacting rationally in a round, he will use his best weapons and cunning to attempt to destroy his opponents. If he is mad or insane in a round, he will forget his spell powers and make an absolutely reckless physical attack. If he is affected by chaos, he will carry out some strange action in the round, not necessarily one that will damage himself or leave his opponents unscathed, but one that is something other than the most logical and effective action for the situation.

## KLINGSZHRÂD

Segment: *The Great Dale*

**(Lich, former human, lvl 24 Conjurer)**

Klingszhrâd was a powerful Red Wizard conjurer-lich in Thay whose phylactery was taken by his brother, rival lich named Thrúduin. After gaining the phylactery, Thrúduin enslaved Klingszhrâd and eventually sold him to Harbet Gall in the Great Dale.

Gall has known better than to make Klingszhrâd an embittered servant. He wants the services of the conjurer-lich. He does not want to provoke Klingszhrâd to do all within his means to recover his phylactery and then turn upon his master. As a result, Gall seldom demands services from Klingszhrâd. Most of the time, he leaves him free to experiment in summoning and with other magic.

In return for his services, Gall has given Klingszhrâd the 3<sup>rd</sup> Story of Nighthawk Tower, which the conjurer-lich has turned into a conjurer's laboratory with a summoning cage of Narfelli containment magic. Gall turned most of the Narfelli magical items in his treasure chamber that are of use to a conjurer over to Klingszhrâd, and he also has given him most of the Narfelli documents that are pertinent to the slave lich's art. As a result, Klingszhrâd is relatively content with his existence in Nighthawk Tower.



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Gall has ordered him not to leave his 3<sup>rd</sup> Story chamber in Nighthawk Tower without Gall's permission. This irks Klingszhråd as a matter of pride, but he really has no desire to be anywhere else than in his laboratory. Therefore, this restraint has not been a motive for the slave to ponder how he can escape his master's control.

- **Lich**, Medium-Sized Undead, AL:CE, Male, CR 24, (5' ft., 10 in./175 cm)  
**HD:** 24d12 (Level 24 Conjurer - Epic)  
**HP:** 236  
**Initiative:** +9 (Dex +1, Superior Initiative +8)  
**Speed:** 30ft./9m  
**Armor Class:** 20 (16) (Natural +5, Dex +1, Mage Armor +4 24 hours)  
**Attack:** Touch +6 melee (Save for will for half dmg. DC 21), +9 ranged (epic +2).  
**Face/Reach:** 5x5 feet/150x150 cm.  
**Save:** Fort +12, Ref +9, Will +18  
**Abilities:** Str 8, Dex 13, Con -, Int 21, Wis 18, Cha 8.  
**Special Attacks:** Fear Aura (Su) - Creatures 5 HD or less within a 60-foot/18m radius who look at the lich must save for will at DC 21 or flee and be panicked for 19 rounds, morale penalty -2 on saves, 50% chance drops what it's holding; Paralyzing Touch (Su) - Save for fortitude at DC 21 or permanently paralyzed until lifted by Dispel Magic. Spot check at DC 20 or heal check at DC 15 reveals that the PC still is alive.  
**Special Qualities:** Undead, return resistance +4, damage reduction 15/+1, immune cold, electricity, polymorph, mind-affecting.  
**Skills:** Appraise +15, Balance +1, Bluff -1, Climb -1, Concentration +30, Craft (woodcarving) +5, Decipher Script +32, Diplomacy -1, Disguise -1, Dweomercraft +32, Escape artist +1, Forgery +5, Gather Information +9, Handle animals -1, Heal +4, Hide +19, Jump -1, Knowledge (arcane) +32, Knowledge (Religion) +19, Listen +22, Move Silently +19, Perform (oratory) -1, Ride +1, Search +23, Sense Motive +12, Spot 22, Survival +4, Swim -1.  
**Feats:** Brew Potion, Combat Casting, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Epic Spellcasting (epic), Eschew Materials, Forge Ring, Ignore Material Components (epic), Improved Initiative, [Scribe Scroll], Superior Initiative (epic).  
**Permanent Spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, See Invisibility, Resistance, Tongues.  
**Conjurer Spells Per Day:** 5/8/6/6/6/5/5/4/4, at least one daily Conjuration. Enchantment and Necromancy unavailable. 10<sup>th</sup> level Narfelli spells: 2 slots. Epic level spells: 3 Slots.  
**Spells Ready** (*Italic spells already in effect at start of encounter*): 0<sup>th</sup> - Acid Splash (2), Arcane Mark, Daze, Open/Close. 1<sup>st</sup> - Alarm, Grease, Hold Portal, *Mage Armor* (+4, lasts 24 hours), Magic Missile, Nystul's Magic Aura, Obscuring Mist, True Strike. 2<sup>nd</sup> - Fog Cloud, Knock, Melf's Acid Arrow, Misdirection, *Protection from Arrows* (DR 10/Magic, 100 hp, 24 hours), Web. 3<sup>rd</sup> - *Blink* (last 21 minutes), Fireball, *Protection from Energy - fire* (120 points, lasts another 23 minutes), Stinking Cloud, Sleet Storm, Unweave Magic. 4<sup>th</sup> - Dimension Door, Ice Storm, Solid Fog (2), *Stoneskin* (DR 10/Adamantine, lasts another 230 minutes), Wall of Fire. 5<sup>th</sup> - Cloudkill, Cone of Cold, Nightmare, Seeming, Teleport, Wall of Force. 6<sup>th</sup> - Acid Fog, Greater Unweave Magic, Repulsion, True Seeing, Wall of Iron. 7<sup>th</sup> - Forcecage, Greater Teleport, Phase Door, Reverse Gravity, Teleport Object. 8<sup>th</sup> - Dimensional Lock, Incendiary Cloud, Maze, Trap the Soul. 9<sup>th</sup> - Annihilate, Teleportation Circle, Time Stop. 10<sup>th</sup> level Narfelli spells: Major Power Word, Kill, Wizard Shield. Epic level spells: Peripety SCDC 27, Ruin SCDC 27, Eclipse SCDC 42.  
**Climate/Terrain:** Nighthawk Tower in the Great Dale.  
**Organization:** Solitary.  
**Treasure:** None but the materials in his library. Klingszhråd is a slave.  
**Advancement Range:** As Wizard.

### KNELLECT

Segment: *Bloodstone*

**NOTE:** Knellect is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

#### **Knellect, Epic Great Wyrms Red Vampire Dragon HD 40 + Wizard Level 24, Assassin Level 2, AL:LE (Former Great Wyrms Red Dragon and Human Wizard/Assassin)**

Knellect, in life, was the personal mage of Zhengyi the Witch King and the Grandfather of Assassins in the East Galena Mountains. After their fall, he formed his own goblinoid army and attempted to conquer parts of Soravia. However, he misused his powers in a key battle, destroying the Soravian host, his own army, a large mountain and nearly himself.

Kargmelchina rescued him from death but then enslaved him as the first and foremost of her vampire dragons, giving to him the body of the red great wyrms Grueselostipeles, whom she subdued in battle and then slew in the rite of making a vampire dragon of Knellect.

The former wizard now serves Kargmelchina and Sammaster in Castle Dragonblood atop Suncatcher Mountain. The complete history of Knellect through the Year of the Serpent (1359 DR) can be found in the *Forgotten Realms* accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988), which is available as an ESD download. His continued unofficial history can be found in *Bloodstone*, the 8<sup>th</sup> part of *Northern Journey*.

In Castle Dragonblood, Knellect serves as the chief of staff for Kargmelchina and Sammaster, and he was an ideal choice. As great and as powerful a mage as Knellect was, when he was alive, he always lacked the confidence that he could be the top man in any operation. He lacks the necessary confidence in his ability to make solid strategic decisions.

Thus, he made a good mage in the service of Zhengyi the Witch King and an even better wizard in the service of the Grandfather of Assassins, where other magi would have attempted to overthrow either of them and take their place. Knellect is most comfortable when he's in the top echelon of power and when he believes he can stand his own against those who are above him, should they decide that he is expendable.

This wise element of Knellect's personality made him of diminishing usefulness to Zhengyi, because Knellect's doubts made him less than 100% loyal, which Zhengyi demanded of his servants. However, Knellect was too valuable to destroy or to magically subjugate, therefore, Zhengyi sent him to serve the Grandfather of Assassins, a role which Knellect played happily. He carried out the Grandfather's strategies quite willingly, always comfortable in the belief that he could have slain the Grandfather, had the latter ever turned against him.

The events that occurred after the fall of Zhengyi, the Grandfather and his successor, Timoshenko, were proof enough in Knellect's opinion of his own inability to make the judgments necessary to stand alone at the top of an organization of power. With the Witch King and the two leaders of the Citadel of Assassins gone, Knellect could find no other suitable allies. Reluctantly then, he took command of the remnants of the Grandfather's goblinoid hosts in Eastern Soravia.

Knellect decided to launch a rapid attack upon the Soravian ducal seat of Kinbrace, to conquer it and make the duchy his own. He then had planned to bargain with the Baron of Bloodstone (now King Gareth), offering to give Damara a peace treaty and the lands in Soravia south of the Icelace River and the Stormhaven Hills in return for Baron Gareth's recognition of the rest of Soravia, including Justin's Mine, Ironspur and Helmsdale, as Knellect's own sovereign state. Knellect also had intended to offer safe escort of all Damaran humans within Soravia and the dwarves of Ironspur into other parts of Damara.

In retrospect, Knellect sees that his judgment failed him. King Gareth, after defeating Zhengyi, destroying Orcus temporarily and destroying an avatar of Tiamat, was not about to be cowed by Knellect and his orc-and-ogre army. The latter now knows that no matter how bitter and bloody a battle he might have fought, it would have ended in his utter defeat.

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Even greater evidence of his inability to lead and rule successfully, in Knellict's mind, is found in the decision he made in his war for Soravia, which led to the utter destruction of his own army as well as a large Soravian contingent and probably would have cost him his own life, had Kargmelchina not stepped in.

Knellict had a mighty artifact he had taken from the ruins of Castle Perilous after Zhengyi's fall. The item, known as the *Maarish Y'rag*, could unleash fearsome bolts of negative energy. Knellict believed that he understood the artifact. Unknown to him, the *Maarish Y'rag* could be used successfully only where there was no positive energy, a point of critical importance that had escaped Knellict's attention.

The two hosts clashed beneath *Dawngreeter*, one of the easternmost peaks of the Galenas. Although outnumbered 2-to-1, the Soravian army gained the upper hand. At that time, Knellict resorted to the *Maarish Y'rag*. The unleashed negative energy of the artifact destroyed the entire south face of *Dawngreeter*, all of Knellict's remaining army, most of the Soravian host, the *Maarish Y'rag* and much of Knellict himself.

Knellict's devastation became known as the *Battle of the Vanished*. Its site is shunned to this date. It has become known as the *Vale of Silence*, a bleak patch on the landscape where no living thing dwells or grows, where not even ghosts or the wind can be found, where neither the spells of magi nor the prayers of priests function. Local descendants of the Nar tribes call it *Cassaduri*, or the *Void* in the common tongue.

The dying Knellict did manage to teleport himself away from the site of the devastation in the last instant, but he landed unconscious and mortally wounded upon the ruins of Castle Perilous, where he was found by Kargmelchina.

To her, he was a welcome catch. She had watched Knellict in the time in which she had been allied with Zhengyi and had observed his own shortage of self-confidence combined with his pride in his substantial power as a mage. One could hardly find a better or rarer formula for a loyal servant of great power, she thought.

Kargmelchina and Sammaster had subjugated and magically enslaved many dragons Realms after Zhengyi's fall. One of their greatest conquests had been the red great wyrm Grueselostipeles, who had not left his lair in the Godswatch Mountains in northeastern Semphar for more than a century. They had taken the unconscious but stable Knellict back to the ruins of Castle Perilous, and they called Grueselostipeles there too.

In the fell pools beneath the ruins, they slew Grueselostipeles and then performed the rites to begin the transformation of Knellict into a vampire dragon. After that, they took Knellict and vials of blood taken from him and from Grueselostipeles while both still were alive back to Castle Dragonblood, where they performed the final rites of transformation.

Kargmelchina is aware of Knellict's resistance to serving masters who could destroy him. She has promised him - and she intends to keep the promise - that once the pending wars have been won, she will teach Knellict the magic and give him the tools he needs to elevate himself to the level of a vampire dragon lich and to become a member of the ruling troika with her and Sammaster. Knellict senses the sincerity in this promise and is prepared to serve readily and willingly. His loyalty is unwavering.

**CR:** 30

**Age:** ca. 1,350 years as dragon, 62 as human

**Size:** *Human or hybrid forms* - 5' 10"/178 cm tall; *Dragon form* - colossal dragon (fire) (92 feet/27,6 meters)

**AC:** *Human form* - AC9 (-1 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC41 (-8 size, +39 natural, touch 2, flat-footed 41),.

**HD:** 40d12 + 660 (as dragon); hp 688 + epic wizard lvl 24, assassin lvl 2

**Initiative:** *Human and hybrid forms:* +5 (+1 Dex, +4 Improved Initiative); *Dragon form:* +4 (+4 Improved Initiative).

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, fly (poor) 200 ft/60m

**Attack** - *Human and hybrid forms:* +49/+42 (1d4 + 17, dagger); *Dragon form* - Base attack +40, Grapple +73, Full attack melee +49 (4d8 + 17, bite), +47 (4d6 + 9, 2 claws), +47 (2d8 + 9, 2 wings), +47 (4d6+9, tail slap), +47 (2d8+9, tail sweep)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 30/20 ft-9/6m, 30ft/9m (bite)

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**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +39 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon Cone of Fire 70ft/21m (24d10, SV Reflex DC 40 for half), Frightful presence creatures under lvl 40, SV Will DC 38 within 360ft/108m or shaken 4d6 rounds; Crush area 15ft/450cm square, small or smaller opponents, 4d8 + 25 and SV Reflex DC 40 or pinned; Snatch: Grapple bonus +73, claw against medium or smaller, 2d8+8/round, Large 4d8+17/round. Spell-like abilities: Locate Object 12x daily, Suggestion 3x daily, Find the Path 1x daily, Discern location 1x daily. Spells.

**Special qualities:** *All forms* -Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 20/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Darkvision 120ft/36m. Low-Light Vision.

**Spell resistance:** 32

**Caster level:** 24 (epic)

**Save:** Fortitude +32, Reflex +22, Will +30.

**Abilities:** Str 45, Dex 10 Dragon form/13 human and hybrid forms, Con -, Int 26, Wis 27, Cha 26.

**Skills:** Alchemy +18, Appraise +38, Balance +1, Bluff +41, Climb +1, Concentration +59, Craft (Trapmaking) +18, Craft (Woodworker) +7, Decipher Script +9, Diplomacy +4, Disguise +8, Dweomercraft +75 (15 arcane, 60 divine), Escape artist +1, Forgery +7, Gather Information +4, Handle Animal +6, Heal +2, Hide +11, Intimidate +43, Jump +49, Knowledge (arcane) +36, Knowledge (local) +11, Knowledge (nobility and royalty) +11, Knowledge (The Planes) +11, Knowledge (Religion) +31, Ride +1, Listen +39, Move Silently +9, Perform (Lecture) +4, Search +54 (Robe of Eyes +64), Sense Motive +39, Spot +53 (Robe of Eyes + 63), Swim +1, Use rope +1.

**Feats:** Awesome Blow, Brew Potion, Cleave, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Enhance Spell (epic), Epic Spellcasting, Epic Spell Focus, Flyby Attack, Forge Ring, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Multispell (epic), Power Attack, Quicken Spell, Scribe Scroll, Snatch, Spell Focus (Evocation), Wingover.

**Spells Ready** (4/6/6/5/5/5/5/4/4/2 Epic): *0th* - Ray of Frost, Read Magic (3). *1st* - Grease (2), Ray of Enfeeblement (2), Reduce Person (2). *2nd* - Arcane Lock, Detect Thoughts, Gust of Wind (2), Invisibility, Melf's Acid Arrow. *3rd* - Arcane Sight, Blink (2), Lightning Bolt, Unweave Magic. *4<sup>th</sup>\** -- Invisibility, Greater (2), Otiluke's Resilient Sphere (2), Solid Fog. *5<sup>th</sup>* - Feeblemind (2), Teleport (3). *6<sup>th</sup>* - Chain Lightning, Contingency, Disintegrate (2), Misperad. *7<sup>th</sup>* - Spell Turning, Teleport Greater, Teleport Object (2). *8<sup>th</sup>* - Greater Contingency, Iron Body, Otto's Irresistible Dance, Polymorph Any Object. *9<sup>th</sup>* - Power Word Kill (2), Time Stop (2). *Epic* - Mass Frog, Spellworm, *Dragon spells:* Locate Object (3x daily), Find the Path, Discern Location.

\* As long as Knellict is in possession of his *Ring of Wizardry IV*, her has double this number of Level 4 spells daily.

**Spells in Ring of Spell Storing:** Mordenkainen's Disjunction (9), Erase (1).

**Spells Available:** All library, Epic: Spellworm SCDC 45, SV Will DC 27, SR; Epic Repulsion SCDC 52, SV:No, SR; Mass Frog SCDC 55, SV Fortitude DC21, SR; Ruin SCDC 27, SV Fortitude DC 27 (half), SR.

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

**Preferred Form** Hybrid.

**Treasure:** *In possession:* Staff of the Magi, Robe of Eyes, Ring of Spell Storing Major. *In his tower:* 4 scrolls *Mordenkainen's Disjunction*, 4 scrolls *Power Word Kill*, 2 scrolls *Disintegrate*, 3 scrolls *Earthquake*, 2 scrolls *Advanced Maze*, 2 scrolls *Annihilation*, 5 scrolls *Greater Contingency*, 2 scrolls *Realms Sight*, Wand *Magic Missile* (5<sup>th</sup>), Necklace of Fireballs Type VII

## Knellict's Strategy at Castle Dragonblood

By the time that Knellict encounters the PCs, they probably will have destroyed the ghosts of their former colleagues and battled and destroyed several other vampire dragons as well as their draconians. Therefore, it's likely that he will know a fair amount about the PCs before they arrive, and he will be expecting him.

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The list of prepared spells above are those Knellict prepares on a normal day, and they have him set for any *normal* enemy, as an epic level vampire dragon would understand a *normal* enemy to be. However, these are not necessarily the spells he will learn in preparation for the PCs.

In most cases, the inhabitants of Castle Dragonblood will know that the PCs are on the way well in advance of their arrival. However, only in the last 5,000 feet/1,500 meters of their climb to the castle, when they have left Annam's steam spouts behind them, are the inhabitants of Castle Dragonblood able to scry upon them, so there is a certain possibility that the castle inhabitants may gain no substantial knowledge of the PCs before they arrive. If that's the case, stay with the prepared spells listed above.

However, if Knellict has had a chance to learn detailed information about the PCs, their spells, their weapons, their fighting styles, etc., then the game master should change the list of readied spells based upon those listed in the castle library, to be a tailor-made defense against the PCs.

If it comes to an encounter between Knellict and the PCs at Castle Dragonblood, the PCs will have almost no chance to defeat Knellict there. In most cases, his contingencies will sweep him away into the dungeon beneath the ruins of Castle Perilous, where Kargmelchina, Sammaster and the vampire dragon Ragzigul also will flee.

If the ruins of Castle Perilous have fallen in your campaign and the mercury pool there has been destroyed, both Knellict and Ragzigul will have ceased to exist, and the point is moot.

Every 8 days, Knellict uses either the spell *Contingency* or *Greater Contingency* to set one of three contingencies in Castle Dragonblood:

- Contingency No. 1 triggers when Knellict's hit points fall to 75 or less. It automatically teleports Knellict to his tower in Castle Dragonblood. There he will collect whatever possessions he wishes to save, trigger the raveled *Earthquake* and teleport to the mercury pool in the ruins of Castle Perilous.
- (Greater) Contingency No. 2 triggers upon a mental command from Knellict. It triggers the spell *Teleport Object* to teleport the bookshelf in the library with spellbooks of levels 7 and higher to the library cave beneath the ruins of Castle Perilous.
- (Greater) Contingency No. 3 also triggers upon a mental command from Knellict. It triggers the spell *Teleport Object* to teleport the closet in the treasure room with high level magical items to the treasury cave beneath the ruins of Castle Perilous.

Roll 1d20 to decide when Knellict needs to reset which contingencies. Use the following table:

1d20 Result	Teleport Knellict	Teleport Spellbooks	Teleport Objects
1	in 20 days	in 12 days	in 4 days
2	in 19 days	in 11 days	in 3 days
3	in 18 days	in 10 days	in 2 days
4	in 17 days	in 9 days	in 1 day
5	in 16 days	in 8 days	today*
6	in 15 days	in 7 days	in 24 days
7	in 14 days	in 6 days	in 23 days
8	in 13 days	in 5 days	in 22 days
9	in 12 days	in 4 days	in 21 days
10	in 11 days	in 3 days	in 20 days
11	in 10 days	in 2 days	in 19 days
12	in 9 days	in 1 day	in 18 days
13	in 8 days	today*	in 17 days
14	in 7 days	in 24 days	in 16 days
15	in 6 days	in 23 days	in 15 days
16	in 5 days	in 22 days	in 14 days
17	in 4 days	in 21 days	in 13 days
18	in 3 days	in 20 days	in 12 days
19	in 2 days	in 19 days	in 11 days
20	in 1 day	in 18 days	in 10 days

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\* Normally, Knellict will have prepared these spells before encountering the PCs. If this is the case, strike either *Contingency* or *Greater Contingency*, as applicable, and *Teleport Object* one time from the list of ready spells above.

On any day in which Knellict specifically expects to encounter the PCs, he will have used the following spells in advance:

- **Level 3:** *Blink*, set directly before encounter, duration 24 rounds.
- **Level 7:** *Spell Turning*, set directly before encounter, duration 4 hours or until 1d4 + 6 spell levels are turned.
- **Level 8:** *Iron Body*, set directly before encounter, duration 24 minutes.

If Knellict has to face the PCs, his main initial concern will be the spellcasters. With 660 hp, he thinks he can deal leisurely with fighters, rogues and the like. His first combat strike will be with the epic spell *Mass Frog*, with which he will attempt to turn as many of the PCs as possible into frogs. The duration is permanent, and he thinks he can keep any spellcasters who avoid the effect too busy to try unweaving his magic during the brief span the frogs will survive in the frigid temperatures atop Suncatcher.

After he has determined with some certainty which spellcaster in the group is the greatest danger to him, Knellict will attempt to attack him/her with his epic spell *Spellworm*.

Knellict usually is in hybrid form. He does not like using his dragon form, but if it proves to be his best battle strategy, he will do so. If Knellict is in combat and wishes to take dragon form, he will use his *Mislead* spell to create an illusory double and then escape invisible to the roof of the castle to undergo the transformation.

### Knellict's Strategy in the Ruins of Castle Perilous

As long as the mercury pool in the ruins of Castle Perilous is not endangered, it is unlikely that Knellict will be anywhere but in Castle Dragonblood. Knellict is no necromancer, but he knows from indirect insinuation that Ragzigul has made that his own continued existence and that of the other vampire dragons probably is contingent both upon the continued existence of Kargmelchina and the mercury pool remaining intact and unpolluted.

If Knellict is engaged in a decisive battle in the ruins of Castle Perilous, he will fight with all he has there until he is destroyed, and he will do his best to wage that battle at the pool of mercury, which he will defend as well as possible. Knellict thinks it's likely that the loss of the pool will mean his own permanent destruction. If he believes that to be unavoidable, he will break his Staff of the Magi in a retributive strike.

## LAN'TELUN, ALTHFINDL

Segment: *Tale of 2 Liches*

**(Baelnorn - undead elven watcher - former elven lvl 18 wizard, official 3E statistics unavailable)**

**Hit Dice:** 12d10 (80 HP)

**Initiative:** +0

**Speed:** 30 feet/9 m

**AC:** 20 (Su)

**Attacks:** Spells only.

**Damage:** According to spell.

**Face/Reach:** 5x5 feet/150x150 cm

**Special Attacks:** Mage spells: 4/6/5/5/5/5/4/3/2/1.

**Special Qualities:** +1 or better magic weapon to hit, spell resistance. Damage reduction 15/+1. Cannot be turned.

**Saves:** +6/+6/+15

**Abilities:** Str NA (Undead), Dex NA (Undead), Con NA (Undead), Int 21, Wis 18, Cha 18.

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**Skills:** Concentration 21 Ranks, Knowledge (arcane) 21 Ranks, Knowledge (nature) 21 Ranks, Knowledge (architecture) 21 Ranks, Scry 21 Ranks, Spellcraft 21 Ranks.

**Feats:** Scribe Scroll (Wizard), Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell, Still Spell, Craft Staff, Craft Rod.

**Climate/Terrain:** Myth Drannor

**Organization:** Solitary

**Challenge Rating:** 12

**Treasure:** See *Tale of 2 Liches* segment.

**Alignment:** LG(N)

**Advancement Range:** As wizard

Althfindl, a baelnorn guarding his family's holdings in Myth Drannor, does not attack intruders immediately, if he is uncertain of their intentions, but he will deal mercilessly with any intruder who attempts to steal anything from the remains of his family's house.

He is passingly curious about events in the rest of Faerûn and particularly interested in any news of the elven race. In all his years in Myth Drannor, Althfindl has never encountered an adventurer who has been to Evermeet. He would do much in exchange for news of whether his family reached the island and, if so, how it fares there. House Lan'telun was among the later holdouts in Myth Drannor, departing for Evermeet only when no hope was left.

The magi of House Lan'telun were above all diviners and scribes who used their magic over the years – beginning long before the founding of Myth Drannor – to write thousands and thousands of books on elven history and culture as well as elven magic. When the family finally fled Myth Drannor, there was no possibility of taking the library with it. Althfindl and his brother Halfaring, both among the more powerful family magi, were not willing to abandon the library to its fate. They chose instead to guard it as baelnorns, until the family could return from Evermeet to reclaim the library and to take the two undead brothers with them.

Halfaring was destroyed early after the fall of Myth Drannor, in a battle in which agents of phaerimm tried to conquer the library. There never has been any word from the family after its flight to Evermeet, if indeed it did arrive there. It is up to you to decide at what point Althfindl appears, but in no event will the PCs be more than 1d4 rounds in area E before he appears there. He also will show up quickly if the PCs do any loud damage, such as breaking in doors. Althfindl spends almost all of his time in the family library (area E), guarding the books there, the only true treasures left in what remains of the family home.

## LUNWINSDÓTTIR, L'ARANA

Segment: *The Great Dale*

Female half-elf Druidess18 (Rillifane Rallathil): CR 18; Size M (5 ft., 6 in./165 cm tall); HD 18d8; hp 75; Init +3 (+3 Dex); Speed 30 ft./9 m; AC 13 (+3 Dex); Attack +13/+8/+3 melee, or +16/+11/+6 ranged; SV Fort +11, Ref +9, Will +14; AL NG; Str 10, Dex 17, Con 10, Int 13, Wis 16, Cha 15. Languages Spoken: Common, Druidic, Elven, old Turami. Skills and feats: Diplomacy +23, Handle animal +18, Hide +3, Knowledge (arcana) +5.5, Knowledge (nature) +18, Listen +6, Move silently +6, Profession +10, Search +2, Spot +6, Swim +15, Wilderness lore +22; Alertness, Blind-fight, Combat reflexes, Endurance, Heighten spell, Improved unarmed strike, Silent spell. Druid Spells per Day: 6/6/6/6/5/4/4.

The commander of the Mucklestones Druids is a half green elf whose human father, Lunwin Sinfjötliðssonur, also a member of the band, was slain by Skith Tsornagar's hunters of Malar shortly after the Time of Troubles in Lethyr Forest. That was more than a decade after her green elven mother, Tin'wual, had been slain by Gallists. The ravaging of Lethyr Forest is sufficient for Lunwinsdóttir to make relentless war on both the Gallists and the Malarites, but the two slayings cemented her resolve.

The Mucklestones Druids are a hard and merciless lot. Basically, they view eastern Lethyr Forest as the part of the world they are sworn to preserve. When someone other than their own are in the wood, they have a strong historical tendency to unleash their arrows and spells first and ask questions later, if at all. No member of the band is a stronger champion of this philosophy than Lunwinsdóttir.

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However, she also has a sensitive side. She was the first member of the band to understand that the former Zhentish orcs who deserted from Thesk are using Lethyr Forest in a way that damagi it little, and that the orcs seek to avoid conflict with the druids. Instead, they slay Hunters of Herne and the hunters of Malar. Because of this, Lunwinsdóttir gave her own surprised band orders not to engage or attack the orcs unless the change their ways in a negative manner.

Due to her wisdom, the Mucklestones Druids and the orcs seem to have sealed an unwritten peace treaty without ever exchanging a word. She commands 12 human and half elven druids of Silvanus, three half elven druids of Rillifane, 34 human and half elven rangers who worship Silvanus, seven half elven rangers who worship Rillifane, 23 human warriors who worship Silvanus, four human rogues who worship Silvanus and two halfling rogues who pray to both Sheela Peryroyl and Brandobaris.

## MARIABRONNE

Segment: *Bloodstone*

**NOTE:** Mariabronne is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

Long known as *Mariabronne the Rover*, the aging ranger was of considerable help to King Gareth when the latter still was a paladin trying to overthrow the lich Zhengyi the Witch King. There are few people who known as many nooks and crannies and secrets of Vaasa as the sun- and wind-browned ranger who most believe to be of Nar barbarian lineage.

After the proclamation of the Bloodstone Kingdom. Mariabronne accepted King Gareth's appointment as commander of the Vaasan branch of the Bloodstone Riders. It was a perfect opportunity for the 62-year-old ranger to settle into a rewarding desk job and retirement from active duty, but Mariabronne did not take advantage of this chance. He still rides with his men and can be found only some of the time in the Bloodstone Riders' garrison in Darmshall.

Mariabronne reports directly to Vaasan Prince Darren Thunderclap. The Bloodstone Riders work for the prince, maintaining surveillance over the ruins of Castle Perilous and, as well as possible, the activities far above atop Suncatcher Mountain. Prince Darren and Vaasan Barons Garumbelly Hillsafar and Wingham know the day will come when King Gareth calls them as well as the forces of the Damaran principedom into battle against the evils in Zhengyi's ruins.

In addition to their surveillance missions, Mariabronne and his Bloodstone Riders are slowly eliminating the bandits, brigands and monster bands that infest and plague the vast open and unsettled areas of the principedom, making travel possible only in large numbers or with heavy defenses. Military units under the command of Baron Garumbelly are gradually scouring and destroying the Black Holes of Sunderland. in another branch of that effort.

Mariabronne and his 24 Bloodstone Riders in Darmshall report directly to the prince. Sub-detachments in Hillsafar Hall, Palishchuk and Ironspur report instead to the local nobles there.

- **Mariabronne**, human male, age 62, AL:NG, Commander of the Vaasan Bloodstone Riders, Ranger 12. CR 12; Size M (5'8"/173cm); HD 12d8; hp 57; Init +4 (+4 Dex); Speed 30 ft.; AC 14 (+4 Dex); Attack +13/+8/+3 melee, or +16/+11/+6 ranged; SV Fort +8, Ref +8, Will +6; AL NG; Str 12, Dex 18, Con 11, Int 14, Wis 14, Cha 9. Skills: Climb +16, Craft (Armor maker) +7, Craft (Leatherworking) +10, Craft (Woodworking) +10, Hide +20, Knowledge (Nature) +5, Knowledge (Nobility and Royalty) +5, Listen +16, Move Silently +6, Profession (Hunter) +16, Ride +16, Spot +2, Survival +17, Swim +14, Use Magic Device +5; Brew Potion, Enlarge Spell, [Evasion], [Improved Precise Shot], Improved Unarmed Strike, [Manyslot], Mounted Combat, [Rapid Shot], Stealthy, [Track], Weapon Finesse. Ranger Spells Per Day: 2/2/1. Magic Item: Bloodstone Talisman. Clone: In the Cave of the Whispering Wind.



## MELTASSIAN, LANAHLA and RINOLD

Segment: *Impiltur*

**Lanahla**, Known as the *Lonely Scrag*. Harper Agent in Impilturian Hlammach, Level 11, Wizardess enchantress, hf. AL: CG. HP: 30, AC 20 (Dexterity, Ring of Protection +7). Abilities: Str 11, Dex 17, Con 13, Int 17, Wis 10, Cha 16. Base Attack Bonus +5, Attacks Dagger, Attack bonus +5, 1d4 hp dmg; Magical items: Ring of Human Influence. Saves +4/+6/+7. Spells: 5/6/6/6/4/3/2/0/0/0, one daily enchantment. Prohibited schools: Divination, Necromancy. Challenge rating 11.

**Rinold**, Harper Agent in Impilturian Hlammach, Level 8, Bard, hm,. AL: NG. HP: 40, AC 18 (Dex + Chain Mail). Abilities: Str 12, Dex 16, Con 12, Int 14, Wis 9, Cha 16. Base Attack Bonus +6/+1, Attacks: Short sword, Attack bonus +6/+1, 1d6 hp dmg; Bard abilities. Saves: +3/+6/+5. Bard spells: 6/5/5/4/0/0/0. Challenge rating 8.

Lanahla and Rinold both are natives of the Shadowdale area. Lanahla was born in the Year of the Watching Cold (1320 DR), and her husband Rinold two years earlier, in the Year of the Tired Treant (1318 DR). After training and carrying out certain contracts for the Shadowdale faction of the Harpers, the two, who did not know each other at the time, were sent on separate missions across the Dragon Reach into the Vast and the Bloodstone Lands, to earn their Harper pins.

After Zhengyi the Witch-King arose in Vaasa in the Year of the Bright Blade (1347 DR), Storm Silverhand sent Rinold eastward to remain in the Bloodstone Lands, to gather information about the Witch King and to send it back eastward via Harper messengers.

Lanahla, an extremely plain looking lady with a large nose and long, equine face, was sent to Impiltur two years later by Elminster of Shadowdale, in the Year of the Bridle, to spy upon the Kingdom of Impiltur. At that time, the Sage of Shadowdale was curious what events were in motion in the kingdom of Imphras and how the paladin lords would react to Zhengyi's invasion. He was particularly interested in whether Queen Sambryl would ally with the late King Virdin of Damara.

Lanahla long had been interested in the work of a prostitute, and she took up that profession in Hlammach despite her poor looks. Helped by her enchantress' magic, she became a curiosity and then an alluring attraction, and in not too long a time, many of the more important men of Hlammach had found their way to her bed, including, it is said, some of the paladin Lords of Imphras II.

Be that as it may, Lanahla, who quickly earned the nickname the *Lonely Scrag*, bought a tavern in Hlammach unimaginatively named *The Green Tree* in the Year of the Crown (1351 DR) and immediately renamed it *The Lonely Scrag*. With the exception of Rogad (half-orc male, Fighter lvl 18, Strength 19, AL: CG), her bouncer, and her husband, Rinold, all the employees of the *Scrag* are ladies, who share the profession Lanahla continued to pursue for years after acquiring the *Scrag*.

Many of Impiltur's most important heads rested on Lanahla's pillow in the years that followed, and since her retirement as a prostitute, many still come to her clandestinely, to tell her of their worries, their problems and their successes. Few in Hlammach know so many secrets as Lanahla. None who have told her secrets have the slightest distrust of her, for there never has been a sign that a word she has been told has been repeated by her.

In truth, the news that she and her girls have gleaned has traveled a great distance, to Shadowdale in the West, and when it has returned eastward, but it has done so in a manner that none would associate with Lanahla.

Rinold had come to the *Lonely Scrag* for many years in his role as a Harper messenger. In the Year of the Shield (1367 DR), Lanahla retired from prostitution and Rinold ended his years of traveling for the Harpers, an organization in which both remain active. They now are the key agents of the Harpers in Impiltur. The girls of the *Lonely Scrag* still practice the world's oldest profession and win new information daily for Those Who Harp.

Lanahla talks with people, charming them if necessary, and always has time for private talks with her old customers. Rinold entertains evenings in the *Scrag*, playing his lute and singing songs carefully designed to put customers at ease and make them more inclined to talk freely.

## MUNDELRAUN

Segment: *Bloodstone*

**NOTE:** Mundelraun's intended role in this accessory is as a sage who will sell information. Mundelraun's magical items all are on Pelvuria, the Great Glacier. There is nothing wrong with your PCs traveling to the glacier to find the archwizard there, but this area is far outside of the scope of this accessory. If you take your campaign there, you will need to develop your own material for it, just as you would if you suddenly shift your action to the Raurin Desert. It is to be assumed that Mundelraun has accumulated a substantial cache of Imaskari magical items in Bohuclav's Tower on the glacier, but you will need to develop most of these yourself, based upon your campaign's needs or random factors if you shift your campaign to the glacier.

The PC group is likely to encounter Mundelraun only if it goes to Kinnery to buy information. There is almost no chance that the PCs will come into conflict with Mundelraun, because he's really in Bohuclav's Tower on Pelvuria the Great Glacier. Mundelraun uses the old Imaskari magic in his possession to watch what's happening in the Cold Lands, among other things, and he's willing to sell some of the information he knows at a high price – usually tallied in magical items rather than gold coins.

Details on Mundelraun, what he is doing and Bohuclav's Tower can be found in the artifacts section of this guide and in *Bloodstone*, the 7<sup>th</sup> part of *Northern Journey*.

**Human male, age 96, AL:N, Wizard 26**

**Size:** M (5'8"/173cm)

**HP:** 123

**Initiative:** +1 (+1 Dex, +4 Improved Init).

**Speed:** 30 ft/9m

**AC:** 12 (+2 Dex)

**Attack:** +12/+7 melee, Dagger (1d4) or +14/+9 ranged

**Saves:** Fort +8, Ref +8, Will +14

**Abilities:** Str 10, Dex 14, Con 18, Int 24, Wis 15, Cha 12.

**Skills:** Appraise +10, Balance +2, Bluff +1, Climb 0, Concentration +31, Craft (Woodworking) +7, Decipher Script +34, Diplomacy +11, Disguise +1, Dweomercraft +34 (+4 arcane, +30 divine), Forgery +7, Gather Information +16, Heal +2, Hide +2, Intimidate +1, Jump 0, Knowledge (arcana) +34, Knowledge (religion) +34, Listen +2, Move Silently +2, Perform (poetry reading) +1, Ride +2, Search +22, Sense Motive +16, Spot +2, Survival +2, Swim +0, Use Rope +2.

**Feats:** Brew Potion, Combat Casting, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Efficient Item Creation (epic), Empower Spell, Epic Spellcasting, Forge Ring, Improved Initiative, Maximize Spell, Multispell (epic), Quicken Spell, [Scribe Scroll], Widen Spell.

**Permanent Spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, Resistance, See Invisibility, Tongues

**Arcane Spells Prepared** (4/6/6/6/5/5/5/4/4, Epic 3): 0<sup>th</sup> - Arcane Mark, Detect Poison, Light, Open/Close. 1<sup>st</sup> - Detect Secret Doors, Detect Undead, Feather Fall, Identify, Magic Missile, True Strike. 2<sup>nd</sup> - Continual Flame, Detect Thoughts, Fox's Cunning, Levitate, Locate Object, Spider Climb. 3<sup>rd</sup> - Daylight, Fireball, Nondetection, Suggestion, Unweave Magic (2). 4<sup>th</sup> - Detect Scrying, Dimension Door, Dimensional Anchor, Remove Curse, Scrying. 5<sup>th</sup> - Arcane Eye, Dismissal, Persistent Image, Telekinesis, Teleport. 6<sup>th</sup> - Control Water, Globe of Invulnerability, Guards and Wards, True Seeing, Unweave Magic Greater. 7<sup>th</sup> - Arcane Sight Greater, Finger of Death, Spell Turning, Teleport Greater, Teleport Object. 8<sup>th</sup> - Dimensional Lock, Discern Location, Prying Eyes Greater, Temporal Stasis. 9<sup>th</sup> - Foresight, Mordenkainen's Disjunction, Prismatic Sphere, Time Stop. Epic: Peripety (SCDC 27), Banish Greater (to 27 HD) Outsider (SCDC 40)\*, Shift Time Stream (SCDC 40)\*

\* Unique spells developed by Mundelraun.

**Epic Spells Developed:** Peripety, Banish Greater Outsider, Shift Time Stream.

**Caster Level:** 26

**Familiar:** Polar Bear (Great Glacier).

**Clone:** Bohuclav's Tower

**Magic Items:** Bohuclav's Tower, Kniha hvezdí - *Book of Stars*. Other magical items at the game master's discretion.

## MURNAROS, IRON DUKE

Segment: *Bloodstone*

**NOTE:** Iron Duke Murnaros is an official *Forgotten Realms* NPC. He was defined in the accessory FR11 *Dwarves Deep* by Ed Greenwood (TSR - 1990). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

Unlike the thanes of the Hillsafar Hall mountain dwarf clan or thethane of the Orothiar Clanhold of hill dwarves, High Iron Duke Murnaros of Ironspur is not well-known in the Bloodstone Kingdom. He also is not known among his own clan as a thane but rather has the traditional clan title of *Iron Duke*, a rank that won human recognition as well when King Gareth Dragonsbane proclaimed the Bloodstone Kingdom and within it the Duchy of Ironspur, giving the ruler the title *Iron Duke*.

Geographically, Duke Murnaros and the mountain dwarves of his Sarphilan clan played only a small role in the Bloodstone Wars, although they were just as involved in it tactically as anyone else. Throughout the latter part of Zhengyi's reign, the Ironspur dwarves were under constant attack from the hordes of giants and goblinkind fighting under the banner of the nearby Citadel of Assassins. The clan also performed heroic deeds during the wars, but usually alone defending their own halls.

Some soldiers who fought under Sir Gareth Dragonsbane returned home with tales of the courageous and heroic deeds of fighting Hillsafar and Orothiar dwarves, but only relatively few in Soravian Helmsdale and among the half-orcs of Palishchuk actually fought side by side with Ironspur dwarves, and then only in the latter phases of the war, when the giants, ogres, orcs and goblins had been driven away from Ironspur.

Some of the other descendant Sarphilan clans in Faerûn have adopted new methods such as inheritance or general clan assemblies to choose their chieftains, but the dwarves of Ironspur, like their Sarphilan cousins in Hillsafar Hall, strictly follow the traditions of old Sarphil to choose a new iron duke.

The high priest of Moradin in the clan halls calls an assembly of all dwarven priests in the clan to elect the new duke, who serves for life or until he is removed from office by the assembly of priests. Much of old Sarphil's history is lost, but in the runestones that remain, there is no tale of a thane or in Ironspur's case, iron duke, ever being forced from office.

Murnaros' realm includes all of the East Galenas northeast of the Barony of Bloodstone and the Bloodstone Mines, except for Justin's Mine, which is Soravian. Murnaros' sole business partner is the Iron-Throne-influenced Damaran Merchants League based in Heliogabalus, which also runs Justin's Mine. The league signed a contract with Murnaros in the Year of the Sword (1365 DR), making it the exclusive distributor of all iron products and raw iron bars taken from the Ironspur Clan mines.

Murnaros rules over nearly 4,000 Sarphil descendants in Ironspur, perhaps one of the few halls of the Sarphil empire to have survived the centuries unscathed. His clan mines the biggest deposits of iron ore in the Bloodstone Kingdom. It also has found respectable veins of mithral silver ore. The many master smiths of the clan produce fine weapons, high quality agricultural and industrial tools and most other kinds of metal products.

The iron duke is known as a quiet ruler and warrior, extremely conservative in his viewpoints but open to all who are true friends of his folk, thus his strong alliance with the half-orcs of Palishchuk, although most conservative dwarves would have great difficulty sealing friendship with any creature with orc blood.

**Dwarf male, age 251, AL:LG, Fighter 20**

**Size:** M (3'11"/119cm)

**HP:** 193

**Initiative:** +6 (+2 Dex, +4 Improved Init).

**Speed:** 20 ft/6m

**AC:** 22 (+2 Dex, Mithral Chain Mail +5)

**Attack:** +25/+20/+15/+10 melee, Dwarven Waraxe +5, +30/+25/+20/+15 melee, 1d10+10 dmg,  
+22/+17/+12/+7 ranged, Heavy Crossbow +3, +25/+20/+15/+10, 1d10 dmg

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**Saves:** Fort +16, Ref +10, Will +9

**Abilities:** Str 20, Dex 18, Con 18, Int 11, Wis 13, Cha 10.

**Skills:** Climb +21, Craft (Armorsmithing) +2, Craft (Blacksmithing) +2, Craft (Stonemasonry) +2, Craft (Trapmaking) +2, Craft (Weaponsmithing) +2, Handle Animal +13, Hide +2, Intimidate +17, Listen +1, Move Silently +2, Spot +1.

**Feats:** Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (Dwarven Waraxe), Improved Initiative, Improved Sunder, Iron Will, Leadership, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Reload (Crossbow, Heavy), Rapid Shot, Weapon Focus (Dwarven Waraxe).

**Magic Items:** Mithral Chain Mail +5, Dwarven Waraxe +5, Heavy Crossbow +3, Bloodstone Talisman

## NARDO, ZUWYR

Segment: *Impiltur*

Conjurer, lvl 19, hm, AL: N, HP: 89, AC: 16 (Dex + Cloak); Base Attack Bonus +9/+4; Str 10, Dex 12, Con 14, Int 21, Wis 16, Cha 9. Attacks: Dagger +2, Attack bonus +11/+5, 1d4+2 hp dmg. Spells: 4/7/6/6/6/6/5/5/4/4. at least one of each level from school conjuration. Prohibited School: Evocation. Magic: Ring of Spell Turning, Ring of Invisibility, Rod of Security, Staff of the Magi, Wand of Lightning, Wand of Polymorphing, Cloak of Protection +5, Miscellaneous magic and scrolls of game master's choice. Saves: +8/+7/+14. Challenge rating 20.

Nardo is devoted only to his research of magic in his school of conjuration and summoning, but this is enough in itself to keep local superstitions at a high level, simply because of the strange blasts of light and explosions that occur from time to time on his island. Nardo used to travel regularly – quietly, invisibly and without a trace – to find articles, objects and components that he needed for his research. Since sealing his deal with the late Senwan Regdresk, this no longer is necessary as often as once was the case.

The items delivered by the Regdresks take care of the majority of his needs. Nardo has agreed to make life miserable in the Eel Bayou area for Impilturian troops who ride there and to use his magic if anyone ever attempts to damage the Regdresk complex with force. The latter has not been the case to date, but Nardo did summon to Eel Bayou that swamp trolls who regularly attack patrols of the Sword of Impiltur coming into the settlement.

The Regdresks in turn not only deliver supplies to Nardo, but they also keep a close watch on his island and prevent strangers from bothering Nardo. It is unlikely that PCs in any campaign will reach the island without engaging in a major battle with the local forces of the Regdresks, which in turn is guaranteed to draw Nardo's attention and his magical participation from the distance on the side of the Regdresks.

## NARGTHONG, KREPP

See: Gortth, Szarkh

## NENTYARCH - CYNRIC EVENHAND

**Based Upon the Work of Dr. Jeffrey David Bray**

**As Expanded by the Vintyri Project**

Segment: *The Great Dale*

**NOTE:** The Nentyarch is an official *Forgotten Realms* NPC. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of Dr. Jeffrey David Bray and the *Vintyri Project*.

Human male, epic character level 31: epic sorcerer lvl 23<sup>1</sup>, druid (Silvanus) lvl 8<sup>2</sup>, AL: N(E), HP: 140 (Feat Epic Toughness +20), AC:18 (+3 Dex, +5 Torque, Cloak). Base attack bonus: +21/+11, Str 10, Dex 16, Con 10, Int 18, Wis 19, Cha 20. Attacks: Scimitar +3, Attack bonus +24/+14 (magic weapon), Damage 1d6+3 hp (magic). Saves: Fort +13/+12/+23. Sorcerer spells known: 9/5/5/4/4/4/3/3/3/3; available (caster level 31): 6/8/7/7/7/7/6/6/6/6, Epic Spells: Dislocate (own spell), Depollute (own spell); 10th level Narfelli spells known: 4<sup>3</sup>; 10<sup>th</sup> level Narfelli spells available: 6<sup>3</sup>; Druid spells (caster level 31): 6/8/4/4/3/0/0/0/0/0. Magic items: Rod of Epic Rulership, Cloak of Protection +2, Torque of Protection +3, Epic Ring of Universal Elemental Immunity, Ring of Spell Turning, Boots of Striding and Springing, Staff of the Woodlands, Artifact: K'Ahlob's Transmogrifier (see Magic Items section).

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Familiar: Nighteye - owl. Animal companion - Bronwyn - brown bear. Druid abilities: Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (large). Epic level skills: Animal empathy +16, Appraise +4, Balance +2, Bluff +5, Climb +2, Concentration +37, Craft (Carpentry) +4, Diplomacy +13.5, Escape artist +2, Forgery +4, Gather information +5, Handle animal +5, Heal +35, Hide +2, Intimidate +5, Jump 0, Knowledge (arcane) +30, Knowledge (divine) +15, Listen +4, Move silently +4, Perform +5, Ride +2, Scry +37, Search +4, Sense motive +4, Spellcraft (arcane) +30, Spellcraft (divine) +15, Spot +4, Swim +11, Use rope +4, Wilderness lore +15. Feats: Brew Potion, Combat Casting, Craft Epic Wondrous Item, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Epic Spell Knowledge, Epic Spellcasting, Epic Toughness, Maximize Spell, Scribe Scroll. Challenge rating: 35. Clone: Dun Tharos.

<sup>1</sup> Sorcerer instead of wizard and eight levels higher and <sup>2</sup> two levels lower than in Dr. Bray's general definition. <sup>3</sup> The Nentyarch uses 10th level spells only together with the spirit of the transmogrifier. This spirit has a considerably higher level as a wizard or sorcerer than the Nentyarch, but its effective level is unknown, therefore the number of useable 10<sup>th</sup> level spells also is unknown.

Cynric Evenhand is a former member of the Tellerth Druids Circle of Silvanus in the Western Dale. As a circle member, he had devoted his life to preventing human encroachment into the forests of the Dale. His militant stance estranged him from the other druids of the circle, and he left it and set out on his own.

As he wandered westward through the wood contemplating his choices, he encountered survivors of the ancient green elves who once inhabited the forest. With time, the elves led him to the abandoned keep Dun Tharos, a ruin of the fallen empire of Narfell, deep in the woods. The fortress once had been home to a Narfelli alchemist known as K'Ahlob. (*These events are related in full detail in the history of the Dale, found in The Great Dale, Part 6 of Northern Journey*). After battling his way through the guardians and wards, he found a strange artifact, *K'Ahlob's Transmogrifier*.

Cynric sensed its power and felt an odd sense of ease and rightness radiating from it. He decided to devote himself to learning the secrets of this wonderful device. Quickly this passion became all-consuming and he turned to the instinctive sorcerer's art which called to him, to help in his self-given quest.

Eventually he learned enough to use the artifact and to understand how it could help him reach his goals. He repaired the keep, keeping its ancient name in the green elven tongue, *Dun Tharos*, which had been selected by the Narfelli alchemist named K'Ahlob. *Dun Tharos* means *Refuge of Change*.

Together with his servant creatures, the Nentyarch actively wages war against those that he sees despoiling Rawlinswood. He has attracted a number of creatures to his service. They are: 90 green elves, all fighters and fighter/rogues, magi and rangers who formerly served the Tellerth Circle; 6 treants; 12 renegade centaurs, 100-200 transmogrified hobgoblins and 2 to 20 sabre tooth tigers. He also has a stone golem.

Some of the rumors about the Nentyarch are untrue. He does not make monstrous creatures to serve himself; he uses the transmogrifier to transmute intruders into hobgoblins and other creatures. Their unusual ferocity has distorted the tales told by foes. The disappearances attributed to the Nentyarch often are due to the clerics of Malar instead (some of the survivors of these attacks see man-like beasts, the clerics).

Nonetheless, the Nentyarch goes after all within his domain who do not wear the badge of the Freeman. His servants warn intruders once to leave. If they ignore that warning, they are in grave danger. Anyone wearing the badge of the Hunters of Herne is an immediate target for destruction or transmogrification.

The Nentyarch is coming ever more under the influence of the spirit within the transmogrifier, a process which is making his neutrality absolute and his relationship to other mortal races ever more remote. Like the spirit within the transmogrifier, he is beginning to view other mortals with something of the same detachment as farmers have to animals they raise for slaughter.

Neither within the farmer nor within the Nentyarch is there the slightest trace of true evil, although animals being led by the farmer to slaughter might perceive of him as being abjectly evil, just as victims being transmogrified might do with respect to Cynric Evenhand. To what end this will lead in the Nentyarch's future is uncertain.

Because the Nentyarch's actions affect humans and other sentient races in a damaging matter outside of those things normally classified as good and within the scope often viewed as being evil, his otherwise neutral alignment has gained a parenthetical evil element. In running the Nentyarch as a key NPC, it is important to do his seemingly evil deeds with true detachment.

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The Nentyarch, after all, takes no delight at all in evil and is not consciously self-serving. Instead he serves the forest and to a growing degree that he does not perceive, his magic, through the transmogrifier. The ever more important element in Cynric's life is the subtle but growing dominance the spirit within the transmogrifier is gaining over him.

Thus, one will note that Cynric Evenhand acts with a reluctant sense of duty, when he turns the transmogrifier upon intruders, rather than with delight in evil or with a sense of satisfaction upon gaining revenge. He also has one weakness that smart PC intruders can turn to their own advantage. The Nentyarch is curious. If a PC group reaches or is brought to Dun Tharos and it manages to stimulate the Nentyarch's curiosity, it stands a chance to ward off immediate transmogrification.

Such PCs may be allowed to stay for an indefinite time as captive *guests* in the castle building of Dun Tharos. The PCs will not be the first adventurers who have been spared transmogrification for awhile as the Nentyarch's guests.

However, only five such human guests ever have endeared themselves sufficiently to the Nentyarch to become his allies within the Dun Tharos complex. These are the Jonas Sabin who works for the Nentyarch in Ilmwatch, the conjurer Tulunyr from Impiltur, the female ranger Yngi Tifilsdóttir who once served the Tellerth Circle, the renegade druidess of Silvanus named Nuthla Xibbig who came to the Nentyarch from Lyon's Oak in Impiltur and the fighter Darturugh Henselssonur. All five are totally loyal to Cynric Evenhand and will do nothing to aid the PCs or any other outsiders marked for transmogrification.

Despite the influence the transmogrifier's spirit is having upon him, Cynric Evenhand is an extremely charismatic person. Since he has been within Dun Tharos, his charisma has grown stronger. Any PCs who become captive *guests* in Dun Tharos are almost certain to like the Nentyarch.

However, a time will come when Cynric Evenhand will find that his guests no longer serve a purpose in Dun Tharos. He will not be prepared to simply turn them loose, so that they can tell the world beyond tales of him and Dun Tharos.

When that day comes, the PCs are doomed to unexpectedly find the Nentyarch before them with a strange device that looks a bit like a lantern on a tripod. A ray will be emitted from it and strike the PCs, turning them into hobgoblins. And the Nentyarch's Rod of Epic Rulership will bind them as his servants.

To take care of his dealings in the outer world, the Nentyarch uses a pair of agents in Ilmwatch to do his bidding. Both he and the agents believe they are operating secretly, but the Impilturian crown, the Lords of Imphras II and the Heralds of Imphras II have become aware of them. The servants, Jonas Sabin and Bronwyn, both human, bring ancient Narfelli coins of high value into Ilmwatch and exchange them for large quantities of highly valuable jewels, which the Nentyarch uses to feed the transmogrifier.

Bronwyn is a transmogrified brown bear whom the transmogrifier gave the memories of a too-persistent ranger from the Vast, who now serves the Nentyarch as a hobgoblin guard. His partner, Sabin, is a human rogue whom the Nentyarch saved from a Malarite Great Hunt. They are a classic brains-and-brawn duo with a twist. Bronwyn makes a perfect bodyguard except in the winter when he still feels urges to take long naps.

Sabin is not fully enthused with the arrangement, but he owes the Nentyarch his life, and he won't betray him. The Nentyarch charms the pair before it starts out on a mission. The two are willing and a charm is unnecessary, but the Nentyarch likes them to register as charmed in order to add an air of menace to himself to keep out intruders. He also has both protected with mighty Narfelli wards. Attempts to rob the two have ended in the immediate, magical death of the thieves.

## OLWEN FOREST-FRIEND, DUKE

Segment: *Bloodstone*

**NOTE:** Olwen Forest-Friend is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988) and in the Module H4 *Throne of Bloodstone* by Douglas Niles and Michael Dobson. Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

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The Duke of Soravia wandered into Damara during Zhengyi's reign after spending his life up to that time in the forests of the Forgotten Realms, where he helped the treants of Faerûn save themselves from a wizard who had been intent upon eradicating him. The treants rewarded him with the special magical long bow they made for him. (*Source H4, Throne of Bloodstone.*)

In Damara, he recognized the threat of the Witch King immediately and joined with Sir Gareth Dragonsbane's band to fight him. In the end, Olwen was one of the companions who joined Baron Gareth on his journey into the Abyss, where they destroyed Orcus and Tiamat's avatar, bringing about Zhengyi's fall. After the proclamation of the Bloodstone Kingdom, King Gareth appointed Olwen as Soravia's new duke.

During his reign, Olwen has cleaned the remnants of the armies of the Witch King and the Citadel of Assassins out of Soravia and, more recently, he has been commanding the Soravian Bloodstone forces in their coordinated effort with the Sword of Impiltur to fight the hobgoblins of the Giantspire Mountains. Duke Olwen will serve King Gareth as a troop commander in the coming war in Vaasa.

**Human male, age 46, AL:NG, Ranger 24 (Epic)**

**Size:** M (6'2"/188cm)

**HP:** 163

**Initiative:** +12 (+4 Dexterity, +4 Improved Initiative, +4 Superior Initiative)

**Speed:** 30 ft/9m

**AC:** 22 (+4 Dexterity, +10 Chain mail +3)

**Attack:** +22/+17/+12/+7 melee; Long sword +3 +25/+20/+15/+10 melee, 1d8+7 hp dmg; Ranged +24/+19/+14/+9, Long Bow of the Forest +1 (double range), +26/+21/+16/+11, 1d8+1 dmg.

**Saves:** Fort +17 Ref +18 Will +12

**Special Abilities:** 6 favored enemies (orc, goblin, ogre, green dragon, red dragon, demon); Hide in plain sight, Camouflage, Combat style mastery, Evasion, Swift Tracker, Woodland Stride, Animal Companion, Endurance, Track, Wild Empathy.

**Abilities:** Str 19, Dex 18, Con 16, Int 13, Wis 18, Cha 14.

**Skills:** Appraise +1, Balance +4, Bluff +2, Concentration +3, Craft (Fletcher) +1, Diplomacy +2, Disguise +2, Escape Artist +4, Forgery +4, Gather Information +2, Handle Animal +16, Heal +18, Hide +31, Intimidate +2, Jump +4, Listen +31, Move Silently +31, Perform (Song) +2, Ride +31, Search +30, Sense Motive +4, Spot +31, Survival +17, Swim +18, Use Rope +4.

**Feats:** Alertness, Blind-Fight, Diehard, Improved Favored Enemy (Epic), Improved Initiative, Leadership, Mounted Combat, Point Blank Shot, Precise Shot, Superior Initiative (Epic).

**Ranger spells:** 0/4/4/4/0/0/0/0/0.

**Magic Items:** Bow of the Forest +1, Bloodstone Talisman, Cloak of Elvenkind, Boots of Speed, Bracers of Archery (Greater), 10 Slaying Arrows (Demons), 2 Slaying Arrows (Giants), 13 Arrows +1, 12 Arrows +2, 6 Arrows +3, Chain mail +3.

## PARNELL, RIORDAN DUKE

Segment: *Bloodstone*

**NOTE:** Riordan Parnell is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988) and in the Module H4 *Throne of Bloodstone* by Douglas Niles and Michael Dobson. Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

Riordan Parnell was one of King Gareth's longtime companions who accompanied him on his journey into the Abyss. After the Bloodstone Wars, King Gareth appointed him to succeed the vanished Duke Belmont XV of Carmathan.

**Half-Elf male, age 87, AL:NG, Bard 24 (Epic)**

**Size:** M (5'8"/173cm)

**HP:** 110

**Initiative:** +8 (+4 Dexterity, +4 Improved Initiative)

**Speed:** 30 ft/9m

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**AC:** 22 (+4 Dexterity, +5 chain mail +3, +3 Ring of Protection +3)

**Attack:** +17/+12/+7 melee; long sword +3 +20/+15/+10 melee, 1d8+4 hp dmg; Ranged +19/+14/+9, Sling 1d4 dmg.

**Saves:** Fort +9 Ref +18 Will +16

**Special Abilities:** Elven Blood; Immune to *Sleep* etc.; Inspire Courage +4, Mass suggestion, Inspire heroics, Song of Freedom, Inspire Greatness, Suggestion, Inspire Competence, Bardic Music, Bardic Knowledge, Countersong, Fascinate.

**Abilities:** Str 15, Dex 18, Con 12, Int 16, Wis 15, Cha 20.

**Skills:** Appraise +3, Balance +4, Bluff +5, Climb +11, Concentration +31, Craft (Woodcarver) +3, Diplomacy +14, Disguise +5, Dweomercraft +32 (+30), Escape Artist +13, Forgery +3, Gather Information +32, Handle Animal +5, Heal +2, Hide +13, Intimidate +5, Jump +2, Knowledge (Arcana) +30, Listen +11, Move Silently +4, Perform (Song) +45 (+32), Ride +4, Search +12, Sense Motive +2, Spot +4, Survival +2, Swim +2, Use Magic Device +34 (+32), Use Rope +4.

**Feats:** Dodge, Epic Skill Focus (Perform), Improved Initiative, Improved Spell Capacity (2 - Epic), Leadership, Magical Aptitude, Martial Weapon Proficiency (long bow), Scribe Scroll, Skill Focus (Perform),

**Magical Items:** Long sword +3, Chain mail +5, Ring of Protection +3, Anstruth Harp (Harp of Charming), Figurine of Wondrous Power (Ebony Fly), Bloodstone Talisman.

**Spells Known:** 6/5/5/5/5/4/1\*/1\*/0. 0<sup>th</sup> - Message, Open/Close, Prestidigitation, Read Magic, Resistance, Summon Instrument. 1<sup>st</sup> - Charm Person, Comprehend Languages, Cure Light Wounds, Detect Secret Doors, Feather Fall. 2<sup>nd</sup> - Cure Moderate Wounds, Enthrall, Misdirection, Sound Burst, Tongues. 3<sup>rd</sup> - Charm Monster, Cure Serious Wounds, See Invisibility, Sculpt Sounds, Unweave Magic. 4<sup>th</sup> - Break Enchantment, Cure Critical Wounds, Legend Lore, Modify Memory, Rainbow Pattern. 5<sup>th</sup> - Dream, Greater Unweave Magic, Mass Cure Light Wounds, Mass Suggestion, Mislead. 6<sup>th</sup> - Analyze Dweomer, Geas/Quest, Mass Cure Moderate Wounds, Veil. 7<sup>th</sup>\* - Resurrection. 8<sup>th</sup> - Mass Charm Monster.

**Spells Available:** 4/6/5/5/5/5/4/1\*/1\*/0

\* Epic Feat *Improved Spell Capacity*

## PELKOV

Segment: *Tale of 2 Liches*

Human, aged 51, Wizard lvl 14, LE. Undercover Zhentarim mage in the service of the Iron Throne. Pelkov is the house mage for the *East Sembian Trade Fleet* of the Toedlig family in Yhaunn. In the Year of the Gauntlet (1369 DR), Kerel Toedlig, head of the *East Sembian Trade Fleet*, sent Pelkov to Scardale, to serve his brother, Rendar Toedlig, who now heads the provisional government in Scardale.

Pelkov and his magelings deal quietly with problems in Scardale that can't be handled by other means. They are in town to further strengthen the foundation of Toedlig's power. To date, Toedlig has not used Pelkov's services to deal with problems among the local population; there has been no cause to do this. But Pelkov and his magelings are enlisted to deal with adventurers and other outsiders who make trouble within greater Scardale, not just the port town. There are rumors in the deal that troublesome outsiders have suddenly and simply vanished without trace, and the magic of Pelkov and his underlings have been the cause of these disappearances.

Pelkov is a student of several Zhentarim magi in Zhentil Keep and the Citadel of the Raven. His final teacher was Manshoon, head of the Zhentarim, and he serves Manshoon directly. He also is under instructions from Manshoon to deal hospitably with Fzoul Chembryl and representatives of the Xvimist church that Fzoul sends to Scardale. Manshoon has made it clear to both Fzoul and Pelkov that Pelkov is the leader of the Zhentarim in Scardale and that he is to be made fully aware on any and all Zhentarim activities in the area. Pelkov has a double mission in Scardale.

He is to maintain the full confidence of the Toedlig brothers now have in him, and he is to see to it that Rendar Toedlig is fully protected and not allowed to be placed in danger as head of Scardale's government. Pelkov has been 100% successful in attaining the first goal to date. The Toedlig brothers have complete trust in him and make no decisions of importance without consulting him.



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As a result, the Zhentarim gain through Pelkov information over the activities of the Iron Throne's innermost circles, and Pelkov also is able to introduce subtle suggestions from Manshoon and Fzoul into the thinking of the Iron Throne, to manipulate the Throne itself to some extent.

At present, Pelkov is one of the Zhentarim's most prized and important agents in Faerûn, and Manshoon and Fzoul willingly pay a high price to keep their mage seated at so high a level. A main contribution that Pelkov makes to the Iron Throne is the discovery of Zhentarim enclaves within Sembia. Manshoon and Fzoul decide which of their own enclaves they are willing to sacrifice, and they pass this information on to Pelkov by magical means.

Pelkov in turn claims that he uncovers this information through new types of scrying magic he has developed. Most of the Zhentarim in Sembia who are "*uncovered*" by these means are expendable, but Manshoon and Fzoul twice have sacrificed highly valuable operatives in Ordulin, a dear price for the Black Network. These sacrifices would make it virtually impossible to convince members of the Iron Throne's inner circles that Pelkov's discoveries are staged. Anyone would believe the Zhentarim to be insane to sacrifice such valuable agents.

### PRALEVER

Segment: *Backlands*

Owner of Pralever's Provisions in Loudwater. NE (Tooth: NG), 43-year-old human male, Rogue lvl 14, Fighter lvl 8, 110 hp. AC: 18 with chain mail, 13 without. Base Attack Bonus: +18/+8, Main Weapon Long Knife +3 Attack bonus: +21/+11, Dmg 1d4 + 3 hp. Magical items: Ring of Protection +3, 2d4 Messenger Coins, Tooth of Alignment Disguise, Tooth vs. Lie Detection, Tooth vs. Magic Detection. Saves: +10/+11/+6. Challenge rating 18.

Pralever was the son of a high-ranking Zhentilar officer in Zhentil Keep, an officer who took pride in military tradition and saw to it that his son was well brought up in the same traditions. The evil element in Pralever's alignment is not a reflection of any desire to do evil. It is rather, that Pralever is willing to do evil when that's the method to achieve his ends.

For the most part, one could describe him as amoral. He takes no pleasure in causing pain, and when he does have to use physical violence, he attempts to use the skills he gained from his assassin's training to kill his target quickly and painlessly. The "loveable guy" role he plays for the Zhentarim in Loudwater fits him well. He enjoys it, but he is a Zhentarim through and through. Pralever is a close confidante of High Lord Nanathlor and is privy to the most confidential information available in the river city, information which he passes on to the Zhentarim Lord Sememmon in Darkhold. Because of his high value, the Zhentarim avoid any action which could lead to the impression that they have a high-placed spy in Loudwater.

They use the information they obtain from Pralever to avoid or detour around confrontations, rather than to win them. The fact that Pralever has the ear of the High Lord also has been used quite successfully on a number of occasions to help the Zhents. Pralever was able to convince both the High Lord and most of the important merchants in Loudwater that it is better to let disguised Zhentarim caravans and barges pass through Loudwater and control their contents, than it would be to enter into a running feud with Geildarr and his Lord's Men in Llorkh.

Pralever's voice also was the first to mention that there is no dishonor in Loudwater earning some of the Zhent Gold Talers that are spent by merchants doing business with Llorkh, as long as Loudwater can control what passes through their city to forbid the movement of contraband and slaves. Winning this concession was a great victory for the Zhentarim. Loudwater could successfully hold off an attack from Llorkh until the Lord's Alliance sent in troops to eradicate all traces of the Zhents in the Greyvale, and any large troop movement out of Darkhold far to the South could be reacted to quickly by Waterdeep and the Lords Alliance. The Zhentarim are not capable at present of militarily conquering Loudwater.

They also know they would have little chance of moving slaves through the lower Delimbyir Valley beyond Loudwater, and while a law forbidding contraband sounds good, the Zhentarim are quite aware that the militia of Loudwater and its so-called customs officers have no means of telling which Zhent cargoes are contraband.

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In convincing High Lord Nanathlor to adopt this system, Pralever won for the Zhentarim all they had practically hoped to gain. Another important victory of Pralever's was his ability to convince the High Lord and the leading merchants of Loudwater that the city lacks the military strength it would need to investigate possible attempts by the Zhents to open a detour to Secomber through the High Forest.

The Harpers had been urging Nanathlor to undertake such action. The Harpers laud Pralever's system for allowing but controlling the passage of Zhent merchandise through Loudwater. The Harpers think this system has made most Zhentarim slave-trading in the North impossible, although they are quite aware that the customs officers of the militia are not able to determine if the Zhents are transporting contraband. Pralever is highly respected by the Harpers and they do not suspect in the least that he is a highly valued agent of the Zhentarim.

Pralever can get away with this because he is a walking vault of Sememmon's finest magical work, literally thousands of Gold Taler worth of magic. Neither Pralever's lies nor his alignment can be detected, due to Sememmon's magical ensorcement of Pralever's gold-filled teeth. One tooth has been magicked to show his alignment as being neutral good, another to avoid his lies being detected and still another to make detection of all magic on his person impossible.

Another of Sememmon's great magical works are his Messenger Coins. At very high cost, Sememmon placed strong and complicated magic in 10 Cormyr Gold Crowns. Through concentration Pralever can record thoughts into these coins, which also have been ensorcelled to prevent magic detection. He gives these coins to known Zhentarim agents who pass through Loudwater in caravans, and these agents deliver the coins to a select few Zhentarim magi who have the spells necessary to read the thoughts Pralever has placed in the coins. With this method Pralever has been passing on the most sensitive intelligence to Darkhold. He has 2d4 of these coins upon him at any time.

Because there has been no reliable Llorkh-bound traffic from Loudwater for some time, Pralever will attempt to pass a messenger coin to the PCs. Geildarr personally will be able to detect the presence of this coin in Llorkh, and he will use some means to relieve the PCs of it.

During his service in Loudwater, Pralever has performed three successful assassinations, all against Zhentarim agents passing through the city who Darkhold had pegged as double dealers and marked for the kill. Because of Pralever's high value as a spy and the risk involved in conducting assassinations, Sememmon has issued strict orders that no further assassination orders can be given to Pralever without his own personal approval. During his training in Darkhold, Pralever learned to brew an herbal poison that causes heart stoppage. The victim appears to become naturally ill and to die unsuspiciously.

Pralever's talents became clear to a Zhentarim mage under whom he had served as a young Zhentilar officer. The mage had Pralever removed from the army and brought into the ranks of the Zhentarim with a transfer to Darkhold, where he was trained.

## PROGATH

Segment: *Tale of 2 Liches*, possibly also *Impiltur*, *The Great Dale* and *Bloodstone*

Necromancer lvl 7, hm, AL: CE, HP: 17. AC: 11 (Dex +1). Base attack bonus: +3. Abilities: Str 10, Dex 11, Con 10, Int 17, Wis 15, Cha 10. Attacks: Dagger ,Attack Bonus +3, 1d4 hp dmg. Magical item: Dragon Rune. Familiar: Hawk. Saves: +2/+2/+7. Spells: 5/6/5/4/2/0/0/0/0, one daily necromancy. Prohibited schools: Illusion. Skills: Concentration 10 Ranks, Hide 5 Ranks, Knowledge (arcana) 10 Ranks, Scry 10 Ranks, Spellcraft 10 Ranks, Spot 5 Ranks. Feats: Scribe Scroll (Wizard), Combat Casting, Brew Potion. Challenge rating 5.

Progath is a new enemy who may leave the impression that he's a bigger problem than really is the case. He is Progath, a 7<sup>th</sup> level Necromancer who is a religiously fanatic member of the faction of the Cult of the Dragon opposing Tiamat. Progath was in Dagger Falls at the same time the PCs were there, and he managed to overhear some remarks made there that the PCs were bearing magic sigylls that would help them carry out a mission in Tiamat's service.

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Progath is an example of a person made dangerous by a little bit of knowledge. He knows little more about the PCs than this bit of scuttlebutt, but he has managed to firmly convince himself that the PCs are behind that draconians who are attacking important members of his cult faction. Progath has made it his life's goal to completely destroy the PCs, from a distance, if at all possible. He came to Cormanthor to wait for the PCs, to ambush them if possible.

He traveled into Cormanthor with a band of two lesser magi and five cult warriors, all under his disposal. Here at the encounter point we've named *Sculptor's Glade*, Progath and his men were attacked by a band of six cockatrices who often gaze here, but are not present when the PCs arrive. Only Progath escaped, through the use of his magic. The rest of his band was artistically immortalized by the cockatrices. Progath's first plan is to attack the PCs with a dragon rune (s. New Magical Items) he took from the corpse of an archmage of the cult. He has only one of them.

### PRYTH OF MASK, WILMA

Segment: *Impiltur*

Demarchess of Mask (Cleric), hf, lvl 6, AL: NE, HP: 38. AC: 20 (Dexterity + Chain mail +2). Abilities: Str 10, Dex 15, Con 12, Int 13, Wis 17, Cha 12. Base Attack Bonus +4. Attacks: Heavy mace, Attack bonus +4, 1d8 hp dmg; Dagger, Attack Bonus +4, 1d4 hp dmg. Saves: +6/+4/+8. Spells 5/3+1/3+1/2+1/0/0/0/0/0, Domains: Trickery, Luck. Skills: Concentration 9 Ranks, Heal 9 Ranks, Scry 9 Ranks, Spellcraft 9 Ranks. Feats: Combat Casting, Improved Initiative, Leadership, Brew Potion. Challenge Rating 4.

Wilma's real name is Jhannivvar, not Pryth. Her cousin was the pretender prince Yusef Jhannivvar of Myratma in Tethyr, who captured Queen Zaranda in the Year of the Banner (1368 DR) and was killed by the queen after being rescued by Prince Haedrak in the Year of the Gauntlet (1369 DR). Not knowing where to run after her family's fall, the low level cleric of Mask fled to the very heart of the church she serves, the *House of the Master's Shadow* in Telflamm. Wilma was quickly accepted into the temple's lower ranks, but with her family background in Tethyr, she was not one to easily settle for being *lower* anything. She cast her eye about for a means to accelerate her rise in her new homeland and found the middle level Demarch Matt Darby (see separate description), who not only was a rising, ambitious and respected member within the church but also was the brother of a key member of Telflamm's Merchant Council.

Wilma quickly attached herself to Darby (who believes she's hopelessly in love with him), and she has indeed been rising since then. She and Darby intend to establish thieves guilds and temples to Mask throughout the Bloodstone Lands. They already have presented this as their master plan to the High Demarch in Telflamm and it has been accepted as part of the regional strategy of the church. Their operation is centered in the new, secret temple called the *Maiden's Shadow* beneath the ruins of a bordello above the Fortress of Mal in Impiltur.

### QUILLAN (Prince of Damara)

Segment: *Bloodstone*

**NOTE:** Quillan the Sage is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

The 83-year-old Quillan, now a prince, was better known during most of his life as *Quillan the Sage*, the wise man who advised Baron Tranth of the Bloodstone Barony before Zhengyi's time and during much of the Witch King's reign. When Tranth resigned from power, he turned the barony over to Sir Gareth Dragonsbane. Quillan continued to advise Dragonsbane as baron and still does so today as monarch of the Bloodstone Kingdom.

After claiming the throne and crown, Dragonsbane appointed the sage as prince of the former kingdom of Damara. Quillan's seat of power is the Royal Damaran Castle upon the hill of the castle district in the Free City of Heliogabalus, which also is the capital of the current Damaran principedom.

Detailed information over Quillan and his career following Zhengyi's fall can be found in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*.

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The prince began his career as a druid in western Rawlinswood in the part of the Great Dale that Damaran maps shows as now belonging to the Duchy of Soravia and formerly belonging to the Barony of Polten, although no Damaran king, duke or baron ever has attempted to assert rule in the forest.

Quillan was in the junior ranks of the Tellerth Druids Circle, when he was called by Silvanus to serve him in another manner. The Oak Father recognized that young Quillan had an extraordinary talent as a seer. Furthermore, he recognized that more than one serious threat to Rawlinswood was brewing. The conflict between the druids of Silvanus in the west of the Great Dale and the so-called *true druids* of Herne the Hunter (who really was the lich Harbet Gall) in the Eastern Dale already had enflamed centuries earlier.

But Silvanus sensed a new and perhaps even greater threat to the forests forming in the North, no doubt a deific foreboding of the coming of Zhengyi the Witch King, and he wanted to employ Quillan's gift of sight on that front, as an advisor to the nobles and kings whose fate it would be to stem whatever tide would advance across Damara to threaten the wide woodlands of the Great Dale.

Following the call of Silvanus, young Quillan took up the study of the magical School of Divination, and after gaining a certain degree of ability in that field, he traveled northward, to Bloodstone Village in the Barony of Bloodstone, on the border to Vaasa. There he advised Baron Deichsel, father of Baron Tranth, later Tranth himself and at last Baron and then King Gareth Dragonsbane.

Known to fewer people, however, Quillan continued to be a great lover and scholar of nature during these years. He maintained his low level abilities as a druid. When the young Lady Christine, daughter of Baron Tranth and now wife of King Gareth, began coming of age, Quillan instructed her in the druidic arts and the teachings of Silvanus. She advanced onward after gaining the knowledge of nature and the lesser secrets of druidism that she was able to learn from Quillan.

The prince not only learned his diviner's art but also the secrets and tales of the land in which he lived. His knowledge of the natural and human history of Northern Damara and the lore of the land knows few bounds and can find few equals.

Today, Quillan remains in his tower in Heliogabalus, where he maintains a magical watch first and foremost over his own principedom but also over the entire Bloodstone Kingdom. He also has spent considerable time in his tower laboratory, recording Damaran law that not yet has been committed to writing and developing new spells and magical items that strengthen the diviner's art.

Quillan already is an octogenarian, but his body and physical condition are more those of a 65-year-old. He can defend himself, if necessary, but because of his age, he remains behind all battle lines, contributing instead the knowledge he gains and the magic he can work from his tower. He focuses almost entirely upon Divination, although he has learned and employed combative magic of other schools in troubled times.

### **Human Male**

**Character Level:** 25 (Epic)

**Diviner/Druid,** Lvl 23/2 (Epic)

**AL:** LG

**CR:** 25

**Size:** 5'9"/175 cm tall

**AC:** 12 (Dex +2)

**HP:** 71

**Initiative:** +2 (+2 Dex)

**Speed:** 30 ft/9m

**Attack** - Melee +12/+5 (+2/+0 Druid, -1/-1 Str); Ranged +16/+9 (+2/+0 Druid, +3/+3 Dex). **Weapon:** Quarterstaff (1d6-1/1d6-1 hp dmg, -1 Str)

**Space/reach:** 5 ft/150cm

**Special attacks:** Spells

**Spell resistance:** 0

**Caster level:** 23/2

**Save:** Fortitude +8, Reflex +8, Will +14.

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**Abilities:** Str 9, Dex 15, Con 10, Int 21, Wis 16, Cha 10.

**Skills:** Appraise +5, Balance +2, Bluff +0, Concentration, Craft (Bowmaking) +8, Craft (Woodworking) +8, Decipher Script +5, Diplomacy +4, Disguise +0, Dweomercraft +26 (+6 Arcana, +20 Divine), Escape Artist +2, Forgery +5, Gather Information +0, Handle Animal +4, Heal +3, Hide +2, Intimidate +0, Jump -1, Knowledge (Arcana) +26, Knowledge (Geography) +14, Knowledge (History) +26, Knowledge (Local) +15, Knowledge (Nature) +26, Knowledge (Nobility and Royalty) +26, Knowledge (Religion) +26, Listen +3, Move Silently +2, Perform -1, Ride +2, Search +5, Sense Motive +3, Spot +5, Survival +3, Swim -1, Use Rope +2.

**Feats:** Craft Staff, Craft Wondrous Item, Enlarge Spell, Extend Spell, Forge Ring, Heighten Spell, Magical Aptitude, Maximize Spell (Drd), [Scribe Scroll], Spell Mastery (Foresight, Realms Sight), [Summon Familiar], Track (Drd), Widen Spell.

**School Unavailable:** Illusion.

**Diviner Spells Ready** (4/6/5/5/5/5/4/4/4/Epic X): *0<sup>th</sup>* - Detect Magic (3), Read Magic. *1<sup>st</sup>* - Comprehend Languages (3), Identify (3). *2<sup>nd</sup>* - Detect Thoughts (3), Locate Object, See Invisibility. *3<sup>rd</sup>* - Arcane Sight, Clairaudience/Clairvoyance, Tongues (2), Unweave Magic. *4<sup>th</sup>* - Arcane Eye, Detect Scrying (2), Locate Creature, Scrying. *5<sup>th</sup>* - Conduit, Perceive Ravel, Prying Eyes, Rary's Telepathic Bond, Teleport. *6<sup>th</sup>* - Analyze Dweomer, Greater Unweave Magic, Legend Lore, True Seeing. *7<sup>th</sup>* - Greater Arcane Sight, Greater Scrying, Realms Sight (2)\*, Vision. *8<sup>th</sup>* - Discern Location, Greater Prying Eyes, Moment of Prescience. *9<sup>th</sup>* - Foresight, Mordenkainen's Disjunction, Prismatic Sphere, Teleportation Circle. *Epic* - Whole Realms Sight (2).

\* One lvl 8 slot used for lvl 7 *Realms Sight*.

**Druid Spells Ready** (4/3/0/0/0/0/0/0/0/00): *0<sup>th</sup>* - Create Water, Cure Minor Wounds, Detect Poison, Purify Food and Drink. *1<sup>st</sup>* - Calm Animals, Cure Light Wounds, Speak With Animals.

**Spells Available:** In tower library - all Divination spells in official (A)D&D and FR publications, 10% chance any other official spell except School of Illusion. Epic level: Dreamscape, Ravel Magic, Unravel Magic, Whole Realms Sight.

**Treasure:** *In possession:* Staff of Divination, Major Ring of Spell Storing, Ring of Spell Turning, Bloodstone Talisman. *In laboratory in tower:* Crystal Ball With True Seeing, Gem of Seeing, Robe of Eyes. *Monetary Treasure:* 850,000 gp in coins and jewels, in the castle treasury. *Other magical items:* 6d20 scrolls, content determined by DMG dice roll tables, no illusion.

## RALPUR OF TIAMAT

Segment: *Tale of 2 Liches*

Cleric of Tiamat hm, lvl 6, AL:LE, HP: 38. AC: 18 (Dexterity + Chain mail). Abilities: Str 10, Dex 15, Con 12, Int 13, Wis 17, Cha 7. Base Attack Bonus +4. Attacks: Morning Star +2, Attack Bonus +6, 1d8+2 hp dmg; Magic potions: 2 vials of Extra-Healing; Scrolls: *Flame Barrier*. Saves: +6/+4/+8. Spells 5/3+1/3+1/2+1/0/0/0/0/0/0, Domains: Law, Evil. Skills: Concentration 9 Ranks, Heal 9 Ranks, Scry 9 Ranks, Spellcraft 9 Ranks. Feats: Combat Casting, Improved Initiative, Leadership, Brew Potion. Challenge Rating 5.

Ralpur is a relatively recent convert from Cyric's faith to that of the Dragon Queen, and he also is the religious counselor to the mage Frennadon, leader of a small Tiamatist Dragon Cult cell in Archtassel, affiliated with a Tiamatist faction in Daerlun. Frennadon is a strong advocate of bringing Tiamat's power into the cult, and he has assigned Ralpur to lead a small expedition into Myth Drannor, in the firm conviction that Tiamat's help will pave the way to success and prove to undecided cult members that the affiliation with the Dragon Queen is the proper way for the cult to follow.

Ralpur is in complete agreement with Frennadon and also is confident that Tiamat will help him attain his quest. Cell members in Archtassel who are less infatuated with Tiamat are convinced that Cyric's insanity rubbed off an Ralpur while he still served his first church, and that he is a threat to the cult.

If Ralpur returns from Myth Drannor with Lashan's sword, it is possible that non-Tiamatists will attempt to assassinate him and Frennadon. Ralpur is an absolutely reckless, fanatical cleric who takes almost any risk and constantly underestimates his foe.

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He has seriously underestimated the danger of Myth Drannor. Although his men are basically loyal to Frennadon, they have a strong aversion to Ralpur (Cha 7) and would probably desert to the Moontassel cultists under Hbnaster in Myth Drannor, if Ralpur risks their lives needlessly. Enemies of the Tiamatists in Archtassel have tipped the anti-Tiamatists in Moontassel that Ralpur's expedition is under way. Frennadon also has informed Ralpur that he was tipped by friends in Moontassel that Hbnaster's expedition is under way.

### RANDAGOR

Segment: *Bloodstone*

**Malaugrym male**, medium-sized shapechanger, age 54, AL:NG (CE), Wizard 18 (disguised as Kardann Rundul, human male, AL:NG, Wizard 12). Human size: 5'8"/173cm tall. Natural malaugrym form: 4ft/122cm sphere with beaked mouth and three razor-sharp tentacles.

**Hit Dice:** 18d8+5 (69 hp)

**Initiative:** +4 (Improved Initiative)

**Speed:** 30ft/9m, Malaugrym form: Fly 30 ft/9m (perfect)

**AC:** 17 (+2 Dex, +5 natural)

**Attacks:** Human form: +7/+2 melee (dagger), Malaugrym +17/+12/+7/+2 melee tentacles, additional slam per round +12/+7/+2/-3

**Damage:** Human form: Dagger 1d4+1 dmg; Malaugrym form: 3 tentacles 1d6+1 dmg, Slam 1d6 dmg

**Face/Reach:** Both forms: 5x5 ft/150 x 150 cm; 5 ft/150 cm

**Special Attacks:** -

**Special Qualities:** Alternate Form (Su), Poison immunity, DR 15/Silver; Silver vulnerability (Ex); Fast healing 3, SR (Ex) 28; Malaugrym form has a clone hidden in a cave in the Galenas.

**Saves:** Fort +11, Ref +10, Will +18.

**Abilities:** Str 12, Dex 14, Con 12, Int 18, Wis 13, Cha 15.

**Skills:** Concentration +17, Disguise +10, Hide +1, Knowledge (Arcana) +25, Knowledge (Dungeoneering) +24, Knowledge (Geography) +23, Knowledge (Local) +24, Listen +1, Move Silently +1, Spellcraft +23, Spot +1

**Feats:** Craft Magic Arms and Armor, Craft Wondrous Item, Enlarge Spell, Forge Ring, Heighten Spell, Improved Unarmed Strike, Leadership, Quicken Spell, [Scribe Scroll], Silent Spell, Skill Focus (Knowledge (Arcana)), Still Spell

**Climate/Terrain:** Any

**Organization:** Solitary

**Challenge Rating:** 19

**Treasure:** See *Bloodstone* segment

**Magic Items:** Stone of Transferal, 2 Potions Protection from Arrows 15/Magic, Ring of Spell Turning, Rod of Cancellation.

**Advancement Range:** By character class

**Permanent spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, See Invisibility, Resistance, Tongues.

**Spells available:** 4/5/5/5/5/4/4/3/3/2. 0<sup>th</sup> - Arcane Mark, Detect Poison, Light, Open/Close. 1<sup>st</sup> - Feather Fall, Identify, Jump, Magic Missile, True Strike. 2<sup>nd</sup> - Detect Thoughts, Invisibility, Knock, Protection from Arrows, Spider Climb. 3<sup>rd</sup> - Blink, Clairaudience/Clairvoyance, Fireball, Hold Person, Unweave Magic. 4<sup>th</sup> - Detect Scrying, Lesser Globe of Invulnerability, Polymorph, Scrying, Solid Fog. 5<sup>th</sup> - Cloudkill, Passwall, Prying Eyes, Teleport. 6<sup>th</sup> - Antimagic Field, Disintegrate, Flesh to Stone, Globe of Invulnerability. 7<sup>th</sup> - Finger of Death, Teleport Greater, Teleport Object. 8<sup>th</sup> - Horrid Wilting, Iron Body, Mind Blank. 9<sup>th</sup> - Prismatic Sphere, Time Stop.

Randagor is a shadowmaster on the lam: He slew another malaugrym on the Plane of Shadow and now is being hunted by other shadowmasters who are seeking revenge. Randagor was unaware that his victim was a malaugrym with powerful connections. His involuntary flight is the penalty he is paying for that ignorance.

When he fled the Plane of Shadow, Randagor sought refuge in the coastal city of Tsingtao in Shou-Lung in Kara-Tur. He chose this goal knowing that the shadowmasters on his home plane are reluctant to go to the Far East, preferring instead Faerûn in the West of Abeir-Toril. The approaches to philosophy, life and magic itself in Kara-Tur are alien to the malaugrym and difficult for them to understand.

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Nonetheless, this aversion was not strong enough to put off Randagor's pursuers. His search for sanctuary became desperate, drawing him into a guided tour of Tsingtao's Museum of Evil Magic, an institution operated by the ocean city's good-aligned White Tower.

To understand what happened next, one must know about the philosophies prevalent in Tsingtao. There are as many kinds of evil magic in the East as in the West, but many of these evil magicks are anathema to fell wizards in Shou-Lung, although their western counterparts would use them without compunction.

There are few prospects more terrible in Shou-Lung than the loss of one's identity. That would be far worse to most oriental wizards than the prospect of spending a decade in a torture chamber and being subjected to horrible pain there day after day. Some evil western wizards, in contrast, would like nothing more than to bury their own identities.

The White Tower's Museum of Evil Magic was built to show how the use of the art to achieve evil ends often can exact this price from the evil wizard who employs it. With this lesson in mind, the good wizards of the White Tower built a museum that contains the worst identity-robbing magical items created by evil magi of the East. The wizards of the White Tower hope that the museum will sway some young magi on the crossroads between good and evil to choose the path of white magic and eschew that of black wizardry.

The museum is not well guarded, nor does it need to be. White and black magi alike in Shou-Lung look upon the museum's contents as prime examples of wizardly foolishness. No one in Tsingtao would want to steal anything from the museum. It is considered to be a permanent exhibit of grave mistakes.

There are, of course, wizards and sorcerers in Shou-Lung who recognize that some western magi would have no compunction about stealing objects from the museum, but western magi seldom ever have visited Tsingtao, and when one does visit, high security measures are taken to guard the museum's contents. The institution contains many items that white and black wizards alike do not want to see active again.

When Randagor gated into Shou-Lung and traveled to Tsingtao, he drew no attention there. He is a shapechanger, and he spent his time there in the form of a young Shou merchant he had slain. Some people looked upon his golden eyes with curiosity but they did not betray him, because few in Tsingtao are aware that there are malaugrym.

When Randagor heard tales of the Museum of Evil Magic, he slew a young mage from provincial To'ming who had come to the coastal city for the first time, and he assumed his shape. As the visiting wizard, he was able to take part in a guided tour of the museum, where he saw the exhibit of the ill-guarded Stone of Transferral of Wung-Lei and immediately concluded that he had found the answer to his problems. With his wizard abilities, Randagor had little trouble slaying the museum's guards in the middle of the night and stealing the magical diamond.

Once he had the gem, he used it to switch forms with a young visiting merchant from the Vast. His victim was a rising mercantile agent of the Iron Throne whose thoughts taught Randagor much about the lower middle levels of the clandestine organization. With himself in the merchant's body and the merchant trapped within Randagor's body inside of the stone, the malaugrym made the journey back to the West, safe from the eyes of the pursuing shadowmasters, who lost trace of him.

In Tsurlagol, Randagor freed and slew the merchant whose shape he had taken and then performed a transfer that gave him the identity of a wandering sellsword. He had decided to seek a remote area where he could build a new life for himself without having to worry about being scrutinized. He believed that the Bloodstone Kingdom best offered him the kind of sanctuary he sought.

His travels eventually brought him to Bloodstone Village, where he learned of the small but bustling town of Viridin with but a single mage of rank, Kardann Rundul, whose credentials were of the best quality. Rundul had attended Baron Celedon's College of Magic in Morovar, and he was a key member of the new group of wizards and sorcerers that were going into the Damaran and Vaasan provincial towns to provide a foundation of magical protection for them.

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Randagor traveled to Virdin in the Year of the Tankard (1370 DR), freed the sellsword from the stone, slew him and then succeeded in his current transferal, taking over the identity of Kardann Rundul. In his new role, Randagor has been highly successful to date, although his intrinsically chaotic nature has betrayed the fact that he still exists to the high malaugrym on the Plane of Shadow who are seeing his neck.

Randagor's greatest weakness is the manner in which his chaotic alignment manifests itself. The shadowmaster is unable to analyze his plans and deeds well and then consider all the implications that result from them. He makes decisions too quickly and then implements them, seldom seeing that their repercussions eventually might betray him.

The shadowmaster is privy to the thoughts of the trapped Rundul. Therefore, he knows how to play the wizard's role well. Sometimes, however, he plays it too well, and at other times, he plays the role unwisely. One of Rundul's key objectives was to root out and end criminal activity between the Bloodstone Mines and the Bloodstone Pass Trail west of Virdin.

To the best of his ability, Rundul used his abilities as a 12<sup>th</sup> level wizard to achieve these ends. In the two years since Randagor stole his identity, Rundul appears to have become spectacularly successful. To date, the leaders of the Bloodstone Barony have celebrated these successes rather than questioning them, but the fact remains that Randagor is doing Rundul's work with his own abilities as an 18<sup>th</sup> level wizard and with his shapechanging abilities as a malaugrym. These tools already have drawn the attention of the shadowmasters who are seeking him, and they also one day may draw unwanted attention from within the Bloodstone Kingdom.

The high malaugrym on the Plane of Shadow who want his throat have assigned a shadowmaster diviner on their home plane to search constantly for Randagor. From the shadow plane, the diviner is unable to pinpoint Randagor precisely, but the spark of his life has glowed briefly within the diviner's observations each time he has performed a new transferal and upon the too frequent occasions when he has used his natural shapechanging abilities.

Randagor uses these abilities to take the form of smugglers and other criminal elements, and in that form, he infiltrates their ranks and learns the details of their operations. As Rundul, then, he apprehends the evildoers. However, Randagor is unaware that he returns to his own identity with golden eyes each time he is in a changed shape.

It is at these times that the diviner on the Plane of Shadow finds the rekindled spark of Randagor's life. He knows that his target is somewhere in northern Impiltur, the Great Dale or the Bloodstone Kingdom, and the shadowmasters who were sent to Faerûn to seek Randagor are searching for him in those areas. Randagor does not know that his pursuers are drawing closer to him.

He also faces a second danger that he underestimates. His greatest success to date as Rundul was the uncovering of a small skimming operation involving a few corrupt dwarves in the Bloodstone Mines and corrupt caravan guards of the Royal Damaran Bloodstone Trust. Neither Randagor nor the Bloodstone authorities are aware of it, but the operation was a test run set in motion by the Zhentarim.

The Black Network now is debating whether it should eliminate Rundul (who they believe Randagor to be) or to work around him. The Zhentarim thinks that Rundul has become too powerful, but it also is concerned that the assassination of Rundul might result in the placement of one or more even mightier magi in Virdin, which would be counterproductive from the Black Network's point of view.

Randagor seems to be oblivious to these threats. For the time being, he intends to remain on the path he has set for himself as Rundul. However, he does not plan to spend the rest of his life as a provincial wizard in Virdin. He also has not yet decided whether to remain in Rundul's identity and to advance Rundul into a higher level of power within the Bloodstone Kingdom, or whether to eventually seek a new victim and identity.



## RANZAN

Segment: *Backlands*

### **Beholder**

**Hit Dice:** 11d8+11 (66 hp)

**Initiative:** +4 (Improved Initiative)

**Speed:** 5 ft/150 cm, Fly 20 ft/6m

**AC:** 20

**Attacks:** Eye rays, Attack bonus +7, range; Bite, Attack Bonus +2, melee

**Damage:** Eye rays special, Bite 2d4 hp

**Face/Reach:** 5x5 ft/150 x 150 cm; 5 ft/150 cm

**Special Attacks:** Eye rays, see below.

**Special Qualities:** All-round vision, magic cone, fly

**Saves:** Fort +4, Ref +3, Will +11.

**Abilities:** Str 10, Dex 10, Con 12, Int 17, Wis 15, Cha 15.

**Skills:** Hide 7 Ranks, Knowledge (arcana) 10 Ranks, Listen 15 Ranks, Search 18 Ranks, Spot 20 Ranks.

**Feats:** Alertness, Flyby attack, Improved initiative, Iron Will, Shot on the Run.

**Climate/Terrain:** Ruins of Dekanter

**Organization:** Solitary

**Challenge Rating:** 13

**Treasure:** See *Backlands* segment

**Alignment:** LE

**Advancement Range:** 12-33 HD

Ranzan is a mutated beholder. Three of its secondary eyes have been mutated by the Beast Lord to give it the ability to deal with magic. Three of the eyes have the abilities *Detect Magic*, *Dispel Magic* and *Legend Lore*. It does not have the abilities *Charm Person*, *Telekinesis* and *Fear* that normal beholders can use.

**Ranzan's Anti-Magic Ray** from the main eye is effective everywhere where the PCs are. The powers of the 10 smaller, numbered eyes are:

1. **Slow** (as spell, save vs. will)
2. **Sleep** (as spell, but only one target, save vs. will)
3. **Dispel Magic** (as spell)
4. **Charm monster** (as spell, save vs. will)
5. **Disintegrate** (as spell, , save vs. fortitude)
6. **Inflict Moderate wounds** (as spell, save vs. will for ½ dmg)
7. **Detect Magic** (as spell)
8. **Legend Lore** (as spell)
9. **Flesh to stone** (as spell, save vs. fortitude)
10. **Finger of Death** (as spell, save vs. fortitude)

Ranzan is a servant of the Beast Lord in Dekanter and a double agent serving the Sememmon, Zhentarim lord of Darkhold. He isn't absolutely loyal to either and serves first and foremost himself.

## RAUGH

Segment: *Impiltur*

Illusionist lvl 6, gm, AL: CE, HP: 22. Abilities: Str 10, Dex 14, Con 13, Int 19, Wis 10, Cha 9. AC: 23 (Dex + Ring of Protection +3 + Ward of Protection +7 + size). Base Attack Bonus +3. Attack: Dagger +3, Attack Bonus +6, 1d4+3 hp dmg + poison first two hits – save for fortitude for 20 hp dmg or die immediately; Ring of Invisibility, Wand of Wonder – Trigger word *Narghizzt*, Wand of Illusion – Trigger word *Khizalbuam*, Cloak of Displacement, Deck of Illusions. Saves: +3/+4/+5. Spells: 5/5/5/4/0/0/0/0/0, one each daily illusion. Prohibited schools. Divination, Necromancy. Special abilities: Low-light vision, special race bonuses. Skills: Alchemy 11 Ranks (gnome), Concentration 9 Ranks, Knowledge (arcana) 9 Ranks, Listen 6.5 Ranks (gnome), Spot 4.5 Ranks, Spellcraft 9 Ranks.. Feats: Scribe Scroll (Wizard), Combat Casting, Craft Wand. Challenge rating 7.

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Raugh's real name is Raugnannordroghhitindrum Ebestarneddlkinnbartnedsoalang Metooweilichzfowl-amtuoffnenmyfuggungbuchs. Raugh is a 250-year-old gnome who slowly moved eastward with a chip on his shoulder, traveling as a practiced rogue at the young age of 40 from the village of Hardbuckler in the Backlands of the Sword Coast to Baldur's Gate and then migrating in steps over Arylon, Iriaebor, Eversult, Westgate, Urmlaspyr and Saerloon to Selgaunt. It was in the Sembian city that he gave up thieving, after suffering a few nearly fatal beatings from a thieves guild that preferred gnome rogues to be dead rather than having them become guild members.

While still in Selgaunt, Raugh, then 52, heard rumblings of a hidden temple to the gnome god Baravar Cloakshadow in the Sembian peninsula between Selgaunt and Saerloon. He investigated and came upon a small, combined temple and gnomish illusionists school concealed there. With his rogues' earnings, he was able to pay the tithe necessary to gain admittance, although the Hoodwinkers of the temple and the illusionist faculty of the school looked dubiously upon him.

To their surprise, Raugh was able to give up his career as a rogue and did indeed succeed in mastering the art of illusion. Four years after entering the school, Raugh departed with a plan in his heart. He returned to Selgaunt, but because of the racism, stayed only long enough to book sea passage to Procampur in the Vast. Once he reached the southern coastal city, he managed gain entrance into the thieves' guild, where he offered his magical services for guild operations, in return for a cut, of course.

Raugh spent more than 180 years in Procampur, 120 of them as guildmaster, when a large guild operation fell apart at the seams, leading to the capture of many rogues and bringing Raugh's identity as guildmaster for the first time to the attention of the authorities. He became the prime subject of a sweeping manhunt, or gnomehunt, if you will.

One human guild member on the run with Raugh was in reality a cleric of Mask affiliated with the temple in Telflamm. Ironically, it had been his mission to subtly undermine Raugh and bring the Procampur guild under the arm of the temple in Telflamm. But the cleric saw the value of having an experienced illusionist like Raugh in a thieves guild. He invited Raugh to flee with him by night on a boat to Telflamm, and Raugh accepted.

Since that time, Raugh has been in the service of the *House of the Master's Shadow*, obtaining an invaluable collection of magical objects as his reward for participating in guild operations. When the High Demarch in Telflamm approved Matt Darby's plans to open a new operation in Impiltur, Raugh not only was willing but also was excited at the prospect.

Raugh prays to both Baravar Cloakshadow and Mask, but he is first and foremost a devoted follower of Baravar. After arriving in Telflamm, he began making an annual pilgrimage to the hidden Baravar temple at the Hill of Tombs west of Lyrabar in Impiltur. Since moving to Mal, he has increased that to four times annually, using *Gate* scrolls that he buys.

## RULMGAR

Segment: *Impiltur*

Royal Impilturian Minister of Finance, Fighter lvl 10, Rogue lvl 6, hm, AL: N(LG), HP: 139. Abilities: Str 17, Dex 17, Con 16, Int 13, Wis 11, Cha 14. AC: 16 (Ring of Protection +3, dexterity). Base Attack Bonus: +14/+5. Attacks: Short sword +3, Attack Bonus +20/+11, 1d6 + 6 hp dmg (Str); Long Bow, 100 ft/30m Attack Bonus +14/+5, 200 ft/60m Attack Bonus +18/+9, 300 ft/90 m Attack Bonus +16/+7, 1d8 hp dmg. Saves: +12/+11/+5. Special abilities (Rogue): Sneak attack +3d6, Evasion, Uncanny Dodge,. Skills: Climb 13 Ranks, Forgery 9 Ranks, Gather information 9 Ranks, Handle animal 13 Ranks, Listen 9 Ranks, Move Silently 9 Ranks, Read Lips 9 Ranks, Ride 13 Ranks, Search 9 Ranks, Sense Motive 9 Ranks, Spot 9 Ranks, Swim 13 Ranks, Use Magic Device 4 Ranks. Feats: Alertness, Ambidexterity, Blind-Fight, Combat reflexes, Dodge, Endurance, Mobility, Mounted Combat, Improved Initiative, Leadership, Quick Draw, Run, Toughness, Track. Challenge rating: 14.

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Rulmgar, a distant relative of Impiltur's dowager Queen Sambryl, is viewed as something of a renegade in his homeland. He was born in Lyrabar in the Year of the Smiling Hawk (1326) DR. He graduated from the University of Hlammach as a master of economics in the Year of the Bloodbird (1346 DR). Some of his fellow graduates contended that Rulmgar earned his diploma more through trickery, a glib tongue and perhaps even cheating than through diligence.

In his early 20s, Rulmgar already had gotten himself into a number of skirmishes *"defending the queen's honor,"* and some say that only his noble blood led the holy justices of Tyr to levy substantial fines against him for cases of assault that might have drawn a few months time in jail for other offenders.

Rulmgar had little love for the law-and-order Ilmater-persevering paladin Lords of Imphras II or the divine judges of Tyr who served them. Shortly after Rulmgar's 21<sup>st</sup> birthday in the Year of the Bright Blade (1347 DR), the former Red Wizard turned lich known as Zhengyi the Witch-King rose in Vaasa. A year later, in early summer of the Year of the Spur (1348 DR), Rulmgar left Impiltur and crossed into neighboring Damara, looking for excitement and people who might have more respect for his talents than the holy justices of Tyr in Impiltur.

In the intervening years, Rulmgar teamed up with followers of Sir Gareth Dragonsbane, who later defeated Zhengyi and then became king of Damara. After peace returned to Damara, Dragonsbane appointed Rulmgar as finance minister of his Barony of Bloodstone. After his coronation as Damaran king, Dragonsbane assigned Rulmgar to build an undercover organization intended to infiltrate and destroy the Tightpurse Thieves Guild of Heliogabalus headed by the late Tarkos Ree (unofficially dead).

Rulmgar managed to have several of the more talented rogues in Tightpurse captured and then convinced them to serve him as double agents working against Tarkos Ree. Rulmgar's organization called itself internally the *Crooked Key of Heliogabalus*.

In the Year of the Tankard (1370 DR), Queen Sambryl of Impiltur called upon Rulmgar to return to his homeland after 22 years' absence and take on duties as the Royal Minister of Finance, to replace the late Minister Soarlbrar.

Many of the paladin War Captains of Impiltur, the Lords of Imphras II, felt that the queen's appointment was a grave mistake, and Regent War Captain Kyrilraun too told the queen he had grave doubts about the appointment, but the queen stood by her decision in this case.

The paladins' reservations about Rulmgar begin already with his clearly exhibited alignment. In principle, Rulmgar believes strongly in law and in serving good, thus the lawful good element of his alignment. But he also is ready, willing and even quick to bend laws and choose morally questionable means to gain his ends, when it comes to preserving order and basic righteousness in the kingdom, thus his basically neutral alignment.

It was for these very reasons, in fact, that the queen sent for Rulmgar to return from Damara to assume the role of finance minister in Hlammach. Aware of the nature of Rulmgar's services in Heliogabalus, she has quietly given Rulmgar the task of finding out what is behind the anti-paladin dissension that has arisen among the kingdom's merchant class, above all among the money movers of Hlammach, and to resolve these problems, with whatever means may be necessary. Only Regent War Captain Kyrilraun in Lyrabar is fully aware of the assignment that the queen has given Rulmgar.

Over the protests of most of the Lords of Imphras II, the queen has given Rulmgar a free hand to deal with what he discovers, short of murder and mayhem. Hlammach's War Captains Imbrar and Silmgar are somewhat more open and looser in their understanding of their duties than most other Lords of Imphras II, and they have raised no objection to the appointment of Rulmgar to date.

Most Impilturians outside of Lyrabar and Hlammach know little about Rulmgar. In both cities, however, there still are lingering tales of a brawling young noble who regularly chalked up (and paid) respectable tavern bills, and who also made regular appearances before the holy justices of both cities. Some think it is a scandal that the queen has made him a minister, others, referring to his duty to catch those who are evading taxes, arguing it was a wise appointment, often citing the old adage that it *"takes a thief to catch a thief."*

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The Royal Ministry of Finance has tax investigators who enjoy full police powers throughout Impiltur. The Wand and Sword of Impiltur, the Heralds of Imphras II, city watches and even the Lords of Imphras II are forbidden by royal edict from interfering with tax investigators in the exercise of their royal duties. They are directly under the Minister of Finance, who is overseen only by Regent War Captain Kyrtraun and the queen herself.

When Rulmgar agreed to return to Impiltur, he won the queen's consent that he could bring with him from Damara a dozen of his most trusted members of the *Crooked Key of Heliogabalus*. These dozen talented men and women, who have combined talents as spying rogues and fighters, share Rulmgar's rather elusive scruples when it comes to dealing with their enemies.

Rulmgar has appointed them as a special investigative squad known officially as the *Shield of Impiltur*, in his opinion the foundation in the kingdom's coat of arms which supports the wand and sword. Rulmgar and his agents use the name *The Queen's Rats* among themselves.

The *Queen's Rats* are a totally clandestine, undercover organization. Only the members themselves and Rulmgar know who they are. The *Rats* often are arrested for their questionable investigative activities, but they always are hauled out of jail on warrants from the finance ministry, as alleged tax fraud suspects, before they can be brought before the holy justices of Tyr.

Rulmgar and his rats are not squeamish in their methods for gaining information, which often are on the border to mild physical and mental torture. But the organization is slowly beginning to learn of things like the presence of Mask's church and the dealings of the Iron Throne. The low-level presence of the Zhentarim has not come to their attention yet, nor have they detected the minimal presence of Strifeleaders of Cyric in Impiltur.

Rulmgar keeps few secrets from the queen. She knows what he is doing and what means are being used and has no intention of interfering. It is becoming clear to her that more than changing times are threatening the kingdom's foundation as it nears the beginning of its fourth century. What the queen does not know and would not condone is that Rulmgar himself, using his *Hat of Disguise*, often joins his *Rats* on their investigative expeditions. And maintaining his disguise, the Minister of Finance too has been hauled out of jail more than once.

## SAMMASTER

Segment: *Bloodstone*

**NOTE:** Sammaster is an official *Forgotten Realms* NPC. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

The statistics for Sammaster and Kargmelchina are exceptions to the ordinary rule found in this campaign guide. *Northern Journey* offers more than one version of Sammaster, depending upon the individual game master's intentions. The choices are:

- Run the basic *Northern Journey* adventure in 7 segments without the optional sequel, *In the Land of the Lich Lords*: In this case, the version *Sammaster as Vampire Dragon Lich* should be chosen.
- Run the extended *Northern Journey* including the optional sequel, *In the Land of the Lich Lords*, with Sammaster's trail leading across the Abyss into these haunted lands of the Northwest: In this case, the version *Sammaster as Vampire Dragon Lich Facet* should be chosen.
- Run the extended *Northern Journey* including the optional sequel, *In the Land of the Lich Lords*, but eliminating Sammaster and using the original TSR demilich *Acererak*: In this case, the version *Sammaster as Vampire Dragon Lich* should be chosen.

The complete history of Sammaster is told in the accessory *Cult of the Dragon* by Dale Donovan (TSR - 1988), which is available as a free download from the *Wizards of the Coast* website in Internet at:

<http://www.wizards.com/default.asp?x=dnd/downloads>

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Any game master who intends to use Sammaster in his or her campaign should by all means download this important reference work. The further history of Sammaster is related in detail in *Sammaster's Mistress* at the beginning of this campaign guide. Sammaster's preferred form is the human or lich form. He seldom has used the dragon form.

### Sammaster as a Vampire Dragon Lich

If you are planning to end your adventure with *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey* or if you plan to use Acererak and not Sammaster in *In the Land of the Lich Lords*, the optional sequel to *Northern Journey* for *D&D 3E*, the outcome will be decisive in whether Sammaster continues to be an existing factor in the *Forgotten Realms*. The events will correspond to those described under *Short Version* in the section named *Sammaster's Mistress* at the beginning of this campaign guide.

In this case, Sammaster will use whatever he has to in order to avoid destruction and the need to take a new form again. To that end, however, one should mention that Kargmelchina has hidden her phylactery and Sammaster's in Grafvitnir's cave. Should the PCs go there after destroying Sammaster, he will attempt to use one of the PCs as his vessel for returning as a lich.

### Sammaster as a Vampire Dragon Lich Facet

If you are planning to continue your adventure with *In the Land of the Lich Lords*, the optional sequel to *Northern Journey*, and you intend to use Sammaster as Acererak's successor in the Greypeak Mountains, the outcome of *Bloodstone* will be decisive only for the fate of Kargmelchina.

In this case, Sammaster is a faceted demilich (explained in detail in *Sammaster's Mistress* at the beginning of this campaign guide). Sammaster will withdraw from the Vaasan facet if its destruction appears inevitable rather than risking the loss of power associated with the facet's destruction. At that point, the demilich in the Greypeak Mountains would remain Sammaster's sole facet in the Realms.

### Sammaster and Grafvitnir's Stolen Body

The dragon bodies taken by Kargmelchina and her vampire dragons are kept in stasis in Tiamat's lair in Avernus when the vampire dragons are using their human or hybrid forms. Kargmelchina's magic did not succeed, however, in binding Grafvitnir's body to Avernus. The Imaskari magic that Grafvitnir used to enter his magical sleep of restoration was stronger than Kargmelchina's spells, and that magic bound Grafvitnir's body to his cave in the East Galenas west of the High Walk between Palishchuk and Ironspur.

Kargmelchina did not want to take the time to learn what magical effect kept the dragon body bound to the cave. Instead, she settled for that result. Therefore, at any time that Sammaster is not using his dragon form (and that is almost all of the time), Grafvitnir's body is in a state of hibernation-like stasis in Grafvitnir's cave.

When the dragon body is in this state, it can be awakened only by Sammaster entering its form. If the body is discovered and subjected to damaging attacks, Sammaster will become immediately aware of the attack and can awaken in the dragon form within the cave within a single round (an exception to the time required for shifting into dragon form at other locations). If Kargmelchina has not yet been destroyed, she will teleport into Grafvitnir's cave in the second round after an attack upon the body has begun (in the same round that Sammaster reclaims active control of the body), and the intruders will find themselves in deadly battle against Kargmelchina in human form and Sammaster in dragon form.

If Sammaster prefers to battle the intruders in human form, he can switch inside of the cave between human and dragon form at will. Each transformation requires only a single round, along as he remains within the cave.

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**Level:** 65HD Advanced Great Wyrms Red Dragon, Necromancer lvl 26 (epic), 26 HD Lich or Demilich\*.

\* Dependant upon the version selected by the game master.

**Size and Type:** *Human lich form:* Medium (5'11"/180 cm), *Dragon form:* Colossal (212ft/64m). Undead (Augmented Humanoid).

**Hit Dice:** 65d12 + 1,037, 1,505 hp

**Initiative:** *Human lich form* +3, *Dragon Form* +0.

**Speed:** 30 feet/9m; *Dragon Form:* 40 ft/12m, Fly 250 ft/75 (clumsy).

**AC:** *Human lich form:* 20 (Dex +3, Staff of Power +2, Lich natural +5), *Dragon Form:* 66 (-8 size, +61 natural)

**Attacks:** *Human lich form:* Staff of Power +62/+57, Touch +60 (1d8 + 60 negative energy + paralysis, SV Will DC 44); *Dragon Form:* Bite +77, 2 Claws + 73; Wing +72; Tail +72.

**Damage:** *Human lich form:* Staff of Power 1d6+62/1d6+62; *Dragon Form:* Bite 4d8+12, 2 Claws 4d8+12; Wing 4d6+12; Tail 4d8+36.

**Face/Reach:** *Human lich form:* 5ft/150cm; *Dragon Form:* 40x80ft/12x24m - 20ft/6m

**Special Attacks:** *Both Forms:* Lich fear aura, Lich paralytic touch. *Dragon Form:* Crush: 8d6+36 (DC 57), Breath Weapon (Su) 31d10 70ft/21m Cone of Fire SV DC 47 Reflex, Frightful presence SV Will DC 44 within 360 ft/108m. (No dragon spells). Spell-Like Abilities: Locate object 21x daily, Suggestion 3x daily, Greater Planar Ally<sup>DL</sup> 2x daily. Find the path, discern location each 1x daily. Alter self<sup>DL</sup>, Astral Projection<sup>DL</sup>, Create Greater Undead<sup>DL</sup>, Create Undead<sup>DL</sup>, Death Knell<sup>DL</sup>, Enervation<sup>DL</sup>, Greater Unweave Magic<sup>DL</sup>, Harm (self-healing)<sup>DL</sup>, Summon Monster I-IX<sup>DL</sup>, Telekinesis<sup>DL</sup>, Weird<sup>DL</sup>, at will. Caster level 33, SV DC 22 + Spell Level. <sup>DL</sup>=Demilich spell-like abilities, DC 36.

**Special Qualities:** *Both Forms:* Immune to poison, paralysis, magic relating to life functions, sleep and charm spells, dragon breath, holy water, holy symbols, polymorph and cold-, heat-, electrical-, gas- and acid-based attacks. Command and control all Realms draconians. Damage reduction 35/magic +6, Blindsight, Keen Senses, Darkvision 7,600ft/2,280m, Fire subtype.

**Saves:** Fortitude +49, Reflex +36 (Dragon form 33), +43 Will

**Abilities:** Str 59, Dex 17 (Dragon Form 10), Con -, Int 32, Wis 33, Cha 32.

\* Sammaster's true Wisdom value is 33, but in matters that involve the making of decisions, his madness gives him a practical Wisdom ability score of only 8.

**Skills:** Appraise +49, Balance +36, Bluff +73, Climb +24, Concentration +90, Decipher Script +29, Diplomacy +78, Disguise +11, Dweomercraft +101 (11 arcane, 90 divine), Escape Artist +39/+36, Gather Information +11, Heal +41, Hide +12/+9, Intimidate +78, Jump +85, Knowledge (arcana) +101, Knowledge (Dungeoneering) +29, Knowledge (geography) +29, Knowledge (history) +101, Knowledge (local) +29, Knowledge (nature) +29, Knowledge (nobility & royalty) +101, Knowledge (religion) +101, Knowledge (the planes) +101, Listen +72, Move Silently +3/+0, Perform +11, Profession (Sage) +29, Ride (human lich form) +3, Search +72, Sense Motive +26.5, Spot +80.5, Swim +72, Survival +41, Use Rope (human lich form) +3.

**Feats:** Brew Potion, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms & Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Dodge, Enlarge Spell, Epic Spell Focus (Necromancy), Epic Spellcasting, Forge Ring, Great Cleave, Heighten Spell, Hover, Improved Combat Casting (epic), Improved Darkvision, Improved Spell Capacity (10<sup>th</sup>), Improved Spell Capacity (11<sup>th</sup>), Improved Spell Capacity (12<sup>th</sup>), Improved Spell Capacity (13<sup>th</sup>), Insight<sup>DL</sup>, Magical Aptitude, Maximize Spell, Mobility, Multispell (epic), Power Attack, Quicken Spell, Quicken Spell-Like Ability, Snatch, Spell Opportunity, [Scribe Scroll], Spellcasting Harrier, [Summon Familiar], Weapon Focus (Claw), Widen Spell, Wingover.

**Spell Resistance:** Magic Immunity<sup>DL</sup>

**Turn Resistance:** +20

**Climate/Terrain:** Any

**Organization:** Unique (Sammaster and Kargmelchina)

**Challenge Rating:** 32

**Alignment:** Chaotic Evil

**Advancement Range:** Human lich form abilities continue to advance

**Caster Level:** Wizard Spells 26, save 10 + Int modifier 11 + spell level; Dragon spell-like abilities 33, SV DC 22.

**Phylacteries:** Main phylactery in Sammaster's lair in the Fortress of Conclusion, second facet's phylactery in Grafvitnir's cave in the East Galenas.

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**Spells Ready** (4/7/7/7/6/6/6/6/5/5/Epic 10): 0<sup>th</sup> - Arcane Mark, Disrupt Undead, Touch of Fatigue (2). 1<sup>st</sup> - Chill Touch, Erase, Magic Missile (2), Obscuring Mist, Ray of Enfeeblement, Undead Servant<sup>COD</sup>. 2<sup>nd</sup> - Blindness/Deafness (2), Command Undead, Ghoul Touch (2), Scorching Ray, Spectral Hand. 3<sup>rd</sup> - Fireball (2), Gentle Repose, Lightning Bolt, Putrefaction<sup>COD</sup>, Ray of Exhaustion. 4<sup>th</sup> - Bestow Curse, Contagion, Sammaster's Lash<sup>COD</sup> (2), Spelltouch<sup>COD</sup>, Wall of Ice. 5<sup>th</sup> - Cloudkill, Deathmaster's Vial<sup>COD</sup>, Magic Jar, Symbol of Pain, Teleport, Thrice<sup>COD</sup>. 6<sup>th</sup> - Chain Lightning, Circle of Death, Disintegrate (2), Dweomerburst<sup>COD</sup>, Symbol of Fear. 7<sup>th</sup> - Finger of Death, Forcecage, Greater Teleport, Improved Thrice<sup>COD</sup> (2), Persistence<sup>COD</sup>, Unlife<sup>COD</sup>. 8<sup>th</sup> - Horrid Wilting, Spellcaster<sup>COD</sup>, Symbol of Death, Thrice Supreme<sup>COD</sup>. 9<sup>th</sup> - Algarth's Embattlement<sup>COD</sup>, Annihilate, Energy Drain, Soul Bind. *Epic*: Damnation (SCDC 97), Demise Unseen (SCDC 82), Hellball (SCDC 90), Major Power Word Kill (SCDC 49), Memento Mori (SCDC 86), Mummy Dust (SCDC 35), Peripety (SCDC 27), Rain of Fire (SCDC 50), Ruin (SCDC 27), Superb Unweave Magic (SCDC 59).

<sup>COD</sup> = From the collection *Sammaster's Spells* in the *Cult of the Dragon* accessory.

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Spells Known:** *Conduit* (lvl 5), *Create Lich Facet* (lvl 10), *Greater Contingency* (lvl 8) All spells listed above as ready or permanent, all spells in the Castle Dragonblood library except Illusion and Enchantment. These include a 90% chance for all *PHB*, a 100% chance for all of *Sammaster's Spells* in the *Cult of the Dragon* accessory and a 50% chance for all spells in other *FR* accessories. All of these spells can be found by the PCs if they gain access to the Castle Dragonblood library while it still is intact.

**Epic Spells Known** (Cannot be copied; must be developed): *Damnation* (SCDC 97), *Demise Unseen* (SCDC 82), *Hellball* (SCDC 90), *Major Power Word Kill* (SCDC 49), *Memento Mori* (SCDC 86), *Mummy Dust* (SCDC 35), *Peripety* (SCDC 27), *Rain of Fire* (SCDC 50), *Ravel Magic* (SCDC 35 + Factor), *Ruin* (SCDC 27), *Superb Unweave Magic* (SCDC 59), *Unravel Magic* (SCDC 35+Factor).

**Schools Unavailable:** Illusion and Enchantment

**Treasure:** *In possession:* Staff of Power, Ring of Wizardry III, Ring of Dragons<sup>COD</sup>, Pearl of Power (Lvl 8), Wings of Flying. *Other treasure:* See the description of Castle Dragonblood in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*.

**Powers Unavailable:** The demilich powers *Paralyzing Touch*, *Fear Aura*, *Trap the Soul* and *Phylactery Transfer* are not available to the vampire dragon lich facet.

## SHANDARIL

Segment: *Bloodstone*, also relevant in *Impiltur* and *The Great Dale*

**NOTE:** Shandaril is an official *Forgotten Realms* NPC. She was defined in the accessory FR4 *The Magister* by Ed Greenwood and Steve Perrin (TSR - 1988). The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

Shandaril, human female, true age 59, physical age 24, AL:NE, epic wizardess level 26, lives in Damaran Heliogabalus, where she is known only as the reclusive lady, Mde. Madeleine Tiegarth. As far as the city knows, she is the mistress of a powerful but secretive businessman named Titus Traud (described a few pages ahead in this section). In truth, she is one of the three Shadow Lords at the top of the Sembian Iron Throne, and she is the head of all Throne operations east of the Dragon Reach.

Shandaril is an official *Forgotten Realms* NPC whose tale first was told by Ed Greenwood with Steve Perrin in the 1988 TSR accessory FR4 *The Magister*. Those interested in this *AD&D 1E FR* product can purchase it as an ESD download.

TSR said at the time of publication that this accessory was current through the Year of the Prince (1357 DR). According to FR4, Shandaril disappeared from sight years earlier after a run-in with Cormyr's court mage Vangerdahast, an encounter from which she barely escaped with her life. At that time, she already had reached the 19<sup>th</sup> level as a wizardess.

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In *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*, the unofficial rest of Shandaril's story from the Year of the Bloodbird (1347 DR) until the Year of Wild Magic (1372 DR) is told in considerable detail. In this biographical description, we'll capsule what's told in *Bloodstone* and also add some critical personal details about Shandaril that aren't mentioned in *Bloodstone* and that are unknown to the Iron Throne, except for her consort Titus Traud.

Shandaril, who long was a resident of Sembian Selgaunt, now is a part of the secret troika that runs the Iron Throne in Faerûn. The other two members are the Ordulin merchant Dalton Krenn, who is the *first among equals*, and his close partner Hagurd, both of Ordulin. Unknown to Krenn and Shandaril, Hagard is an operative of the Zhentarim serving Fzoul Chembryl.

Shandaril was born in Telflamm but moved as a child to Selgaunt, where she began receiving magical training. Her first tutor was the good-aligned Halahave. After she had learned all that Halahave could teach her, she began instruction under her second tutor, Mairgaer of Selgaunt. It was during these years that Dalton Krenn first took note of her after becoming a business acquaintance of her father. His notice was drawn above all by her ravishing beauty.

From the beginning, Shandaril had an evil bent. She joined the *Company in Crimson* of the mage Thalaver in the city of Suzail in Cormyr, but she slew Thalaver and all other members of the company to steal their magic and then returned to Suzail to loot Thalaver's tower. It was then that she had her near fatal encounter with Vangerdahast.

After escaping Vangerdahast in the Year of the Wandering Maiden (1337 DR), Shandaril fled to Telflamm, where she hired a band of adventurers to travel with her to Almorel, the old Raumathari city on the southeastern shore of the Lake of Mists, and from there, the band made an expedition into the wasteland, traveling southeast in the direction of the Khopel Dag, also known as the Spiderhaunt Peaks.

Shandaril was following the path described by a map, one of many items she had stolen from Thalaver after slaying him. It took the band to a group of overgrown ruins that at first seemed to be of no further value, until the adventurers at last found the entryway into a partially collapsed dungeon that had belonged to the Raumathari.

Two thieves in her party died when tunnels collapsed upon them, but the survivors found a wealth in treasure, including the foundation of Shandaril's current collection of magic. Shandaril made a proposal to her colleagues that clearly was an ultimatum. She suggested that they take the precious metal and jewels they had found, worth nearly a million gold pieces, and that she take the magical treasure.

None of the surviving party members were magi who could use what Shandaril wanted. They also had seen her powerful magic in action many times, and they were aware of her Staff of Power, which she had taken from Thalaver after slaying him. They agreed to her terms. The parting was almost immediate. Shandaril risked using a 10<sup>th</sup> level Raumathari scroll she had found, and it whisked her and her new magical treasure to Volothamp on the Lake of Steam. Her goal had been Amn, but Volothamp served her needs.

After Shandaril had slain Thalaver and the rest of the *Company of Crimson*, a warrant for her arrest had been issued in Suzail and the crown of Cormyr had offered a reward of 25,000 platinum tricrowns for her return to Suzail, either as a captive or as a corpse. The reward notices also mentioned that a Staff of Power was among the items in her possession, which drew the attention of many capable magi.

Some of these had learned through magic that Shandaril was in the wastelands. They had set off to apprehend her, with visions of gaining her Staff of Power for themselves. However, when they at last arrived in Almorel, the only reward they received for their work were tales of how some of Shandaril's companions had returned to the city without her but with unimaginable riches, and how - a few days later - their bodies were found on the Golden Way between Almorel and the Dead Dwarf Bridge, with no trace left of the riches.

Although no one ever has resolved the mystery of Shandaril's dead companions and some did indeed put the blame for their demise upon the vanished wizardess, the truth is that they encountered a stronger band of evil adventurers who had robbed and murdered them.



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Before that, however, all further attempts to locate Shandaril with magic failed. It appeared that the wizardess had ceased to exist. Even Vangerdahast had begun to believe that she had died upon her quest on the Endless Wastes, however, he soon was to learn otherwise.

What Vangerdahast did not know and still does not know is that one of the treasures that Shandaril had found in the Endless Wastes was an Imaskari artifact that had fallen into the hands of the Raumathari known as the *Red Torque of Neviditelny*. (see the description in the section *Artifacts*), which makes it impossible for any spell known in today's Realms to magically discern the location of its bearer.

Shandaril began a new phase of her career in Volothamp, becoming one of the worst banes of other magi in the South. There she created a valuable spellbook known as *Shandaril's Workbook* (fully detailed in FR4), which she used as a trap for other magi. Although she had gone beyond the ability of other magi to locate her with magic, Shandaril's evil reputation spread in the South, restoring her name to life.

Mile-by-mile, Shandaril made her way from Volothamp to Halruua, leaving many dead magi in her wake. She tricked and slew one wizard after another, stealing their magic and using powerful Raumathari objects to transport what she had won back to a secret vault she had north of Selgaunt.

However, one person who knew where to find Shandaril was the Sembian Dalton Krenn. Iron Throne spies in the South had reported on Shandaril's activities. Krenn ordered her watched. He had one of the Throne's most talented master assassins sent South, not to slay her, but to follow her and to always know her whereabouts and report on what she was doing.

At that time, Krenn had become the sole leader of the fledgling Iron Throne, after his two partners had been assassinated. Krenn remembered the beautiful, youthful Shandaril he had seen in her father's home and also was impressed by tales coming from the South of the many magi Shandaril had slain.

He was seeking two new Shadow Lords to join him in the Iron Throne's leading triumvirate, and he wanted to recruit Shandaril as one of them. Krenn also was interested in taking the beautiful wizardess as his mistress, at least for a time. He sent a high level Throne mage to Halruua to bring Shandaril his proposition - which included both power and a place in his bed.

In Halruua, Shandaril had been caught by four powerful Halruaan magi seeking revenge for her murder of a colleague. Three of them who had survived her magical traps had overpowered her and were slowly blasting her to death in the tower she had occupied, ravaging her with painful spells.

The Throne mage whom Krenn had sent learned the location of her tower from the assassin, but he was unable to enter it by conventional means. Taking a substantial risk, he used the spell *Teleport Without Error* to enter the tower, landing on a magical trap that normally would have gated him into the Abyss. However, a Halruaan mage already had triggered that trap and was whisked away, making the spot harmless.

The Throne mage had arrived while the three remaining Halruaans were attacking Shandaril. He caught them totally off guard and left them momentarily indecisive. The Halruaans were surprised to see anything emerging where their colleague had vanished. They hesitated while they digested the fact that the emerging person was not their colleague and then were unable to decide immediately whether to attack the newcomer or to continue blasting Shandaril. The Sembian was a bit faster. With *Circle of Teleportation*, he sent himself and the dying Shandaril back to Ordulin before the Halruaans could act again.

Krenn made Shandaril a member of the Throne's troika, along with Hagurd. He gave her the responsibility for all Throne operations east of the Dragon Reach, and he assigned a middle level member of the Sembian Throne, Titus Traud, whom he thought would make a good front man, to serve Shandaril in her new position.

Traud, who began as an aide and then became Shandaril's partner and lover, was an interesting exception to her previous love life. She had been used to using the men in her life and then abandoning them or even slaying them. However, the wizardess and Traud truly had fallen in love with one another. It was the first and still only time in Shandaril's life.

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Shandaril grew to trust in Traud's love. It was proven conclusively to her in a later time when she had been reduced to a drooling, blabbering idiot by her artifact, *The Tower of Feeble-mindedness*. In the ranks of evil to which she and Traud belonged, most partners would have robbed her of her possessions and left her in the mountains to die.

However, Traud was truly in love with Shandaril. He had been taught how to use her *Ring of Mass Teleportation*. With it, he went to the lonely mountain where the feeble-minded wizardess was slowly freezing to death, her own wits no longer useful to her. He brought the two of them safely back to Heliogabalus and then did all he could to see her restored.

While he did that, Traud preserved her power for her, rather than trying to claim any of it for his own. Since that time, Shandaril's love for and loyalty to Traud is absolute. If Traud ever were to come into mortal danger, Shandaril would defend him to the end, even at the cost of her own life.

In Heliogabalus, one aspect of Shandaril has come to public attention, although those who have taken note believe their observation applies to Mde. Madeleine Tiegath and not to the wizardess Shandaril. Indeed, Shandaril, who vanished in Halruaa 27 years ago, is believed to be dead, even by Vangerdahast in Suzail.

When Madeleine Tiegath and Titus Traud came to Heliogabalus, most who saw her estimated her to be in her middle 30s, and they placed Traud at about 40. Today, Shandaril appears to be about 25 and Traud about 30. While some tongues have clacked over this rejuvenation, most people have written it off rather quickly (and accurately) to magic, adding that a man of Traud's apparent wealth doubtless can afford the magic it takes to keep his mistress young and beautiful and himself in his manly prime.

Among many other things, Shandaril is a vain, sensual and sensuous woman, and like many over powerful magi, she intends to live forever. After settling in Heliogabalus, her priority was to develop her first epic spell, the evil *Transfer Life* dweomer (see *New Spells* for the description). Since that time, she has been using the spell to transfer life from victims to herself and to Traud.

Shandaril believes that she reached the peak of her beauty at age 24, therefore she has used her magic to transfer the life of others to maintain her body at this physical age. Traud is most attractive to her at the physical age of 30, therefore she maintains him at that level. Because their bodies actually are restored to that physical age, Shandaril believes that she has overcome the limits of other life-extending magicks, and that she and Traud will live forever. It remains to be seen whether she is correct.

She is aware, of course, that either she or Traud could be slain. For this event, she maintains five clones apiece of herself and Traud, each created at the physical ages of 24 and 30, respectively. They are hidden in her *Severny Tajemství* tower on Pelvuria, the Great Glacier.

### Human female

**Wizard**, Lvl 26 (Epic)

**AL:** NE

**CR:** 26

**Size:** 6'1"/186 cm tall

**AC:** 20 (+1 Dex, +5 Ring of Protection, +2 Staff of Power)

**HP:** 116

**Initiative:** 7 (+3 Dex, +4 Improved Initiative)

**Speed:** 30 ft/9m

**Attack** - +12/+7 melee or +9/+4 ranged, Staff of Power, +14/+9 1d4+4/1d6+4 hp non-lethal dmg, 1 Charge double damage, Critical 20 triple damage.

**Space/reach:** 5 ft/150cm

**Special attacks:** Spells

**Special qualities:** Spells, Staff of Power: *Magic Missile* (1), *Ray of Enfeeblement* lvl 5 (1), *Continual Flame* (1), *Levitate* (1), *Lightning Bolt* 5<sup>th</sup> level (1), *Fireball* 5<sup>th</sup> level (1), *Cone of Cold* (2), *Hold Monster* (2), *Wall of Force* 10ft/3m diameter from caster (2), *Globe of Invulnerability* (2). Charges at time of 1<sup>st</sup> encounter: 43.

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**Spell resistance:** 0

**Caster level:** 26

**Save:** Fortitude +13, Reflex +14, Will +20. (+2 Staff of Power; Permanent *Resistance* - +1 vs. harmful)

**Abilities:** Str 14, Dex 16, Con 15, Int 22, Wis 15, Cha 18.

**Skills:** Appraise +6, Balance +3, Bluff +4, Climb +3, Concentration +31, Decipher Script 26, Diplomacy +8, Disguise +4, Dweomercraft +35 (5 Arcana, 30 Religion), Escape Artist +3, Forgery +6, Gather information +4, Heal +2, Hide +3, Intimidate +4, Jump +2, Knowledge (Arcana) +35, Knowledge (Religion) +29, Knowledge (Local) +29, Listen +2, Move Silently +3, Perform (Song) +4, Ride +3, Search +6, Sense Motive +28, Spot +2, Survival +2, Swim +2, Use Rope +3.

**Feats:** Brew Potion, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Combat Casting, Epic Spellcasting, Epic Spell Focus (Divination), Forge Ring, Iron Will, Magical Aptitude, Maximize Spell, Multispell (epic), Permanent Emanation (Epic - True Seeing), Quicken Spell, Scribe Scroll, Spell Focus (divination), Spell Mastery (Annihilation, Greater Unweave Magic).

**Spells Ready** (4/6/5/5/5/5/4/4/4/4/Epic 3): *0<sup>th</sup>* - Arcane Mark (3), Detect Poison. *1<sup>st</sup>* - Detect Undead, Erase (2), Feather Fall (2), Nystul's Magic Aura. *2<sup>nd</sup>* - Detect Thoughts, Misdirection, Protection from Arrows (2), Spider Climb. *3<sup>rd</sup>* - Arcane Sight, Blink, Lightning Bolt, Nondetection, Unweave Magic. *4<sup>th</sup>* - Dimension Door, Globe of Invulnerability, Greater Invisibility (2), Scrying. *5<sup>th</sup>* - Feeblemind, Sending, Magic Jar, Teleport (2), *6<sup>th</sup>* - Disintegrate, Greater Unweave Magic, Mislead, True Seeing. *7<sup>th</sup>* - Finger of Death (2), Greater Teleport, Teleport Object. *8<sup>th</sup>* - Iron Body (2), Otto's Irresistible Dance, Polymorph Any Object. *9<sup>th</sup>* - Mordenkainen's Disjunction, Prismatic Sphere, Shapechange, Time Stop., *Epic* - Peripety, Ruin, Spellworm.

**Spells in Place:** *Contingency*, *Teleport* - Teleports Shandaril to *Severny Tajemstvi* when an attack drops her hit points below 15. With *Permanency*: Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, Resistance, See invisibility, Tongues.

**Spells Available:** All spells in Shandaril's Library. See the description of Shandaril's Tower under *Bethlraun's Manor* in the description of Heliogabalus in *Bloodstone*, the 7<sup>th</sup> Segment of *Northern Journey*. Epic level: Greater Spell Resistance, Greater Transfer Life, Major Power Word Kill, Mental Door, Peripety, Ravel Magic, Ruin, Spellworm, Transfer Life, Unravel Magic.

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Clone:** Severny Tajemstvi

**Treasure:** *In possession:* Artifact: Red Torque of Neviditelny Staff of Power (43 charges at 1<sup>st</sup> encounter), Wand of Restoration (39 charges at 1<sup>st</sup> encounter), Ring of Protection +5, Ring of Spell Turning, Medallion of Thoughts, Ioun Stone (lavender and green ellipsoid - absorbs 20 lvl 4 spells or lower). *In laboratory in Shandaril's Tower* (see the description under *Heliogabalus* in *Bloodstone*): Lantern of Revealing, Crystal Ball With Telepathy, Figurine of Wondrous Power - Obsidian Steed, Universal Solvent, Mirror of Life Trapping, Boots of Levitation, Carpet of Flying, Mask of the Skull. *Monetary Treasure:* In the chamber of Bethlraun's Manor in Heliogabalus (see the description in *Bloodstone*), in the Severny Tajemstvi tower of Pelvuria 20,000 pp, 500,000 gp, 500,000 sp, jewels and precious stones with a worth of 1,000,000 gp. *Other magical items:* In Severny Tajemstvi tower 5d20 + 50 magical items to be determined by the game master with the tables in the *DMG*.

## SKJÖLDURSSONUR, FRIEDHLEIF

Segment: *The Great Dale*

Ranger (Silvanus) lvl 24, Epic lvl 4 (Con +1, Dex +1, Attack +2), human male, AL: NG, HP 220, AC: 22 (Dex +4 + Ring of protection +3 + Chain Mail +5). Age: 54; Abilities: Str 18, Con 18, Dex 18, Int 16, Wis 14, Cha 18. Base Attack Bonus: +22/+17/+12/+7 Weapons: Long Sword +4, Attack Bonus +30/+25/+20/+15, 1d8+8 hp dmg; Long bow +3, 100 ft/30m, Attack Bonus +29/+24/+19/+14, 200ft/60m +27/+22/+17/+12, 300ft/90m +25/+20/+15/+10, 1d8+3 hp dmg. Saves: Fort +16 / Ref +10 / Will +8. Initiative: +5 (Dex). Divine spells 0/4/4/3/3 (Wis), Languages Spoken: Common. Skills and feats: Climb +18, Concentration +22, Hide +5, Knowledge (nature) +19, Listen +1, Move silently +24, Search +18, Spot +1; Combat reflexes, Dodge, Exotic weapon proficiency (hammer, gnome hooked), Point blank shot, Precise shot, Skill focus (knowledge (nature)), Skill focus (concentration), Still spell, [Track]. Size M (5 ft., 8 in. tall). Challenge Rating 26.

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General Skjöldurssonur, stationed in Uthmere, is the commander of the entire Freeman's militia in the Great Dale which has an average strength of almost 6,000 men. As such, Skjöldurssonur also is one of the more formidable political powers in the Dale.

Although he speaks little of it, he has a vision; the general hopes one day to see the lich Harbet Gall vanquished, his Hunters of Herne destroyed or driven out of the land and all of the Dale united into a nation, perhaps including Ashanath as well. There are many Dalesmen who are beginning to share this vision, and most who do so think of Skjöldurssonur as the man to lead that new country, whenever it is born.

Skjöldurssonur is inclined to share this goal too, but he gives it little thought. Dreams of being the first ruler of a united Dale are pointless, he thinks, as long as the Dale is not united. As a result, his focus is entirely upon the defeat of Harbet Gall, not upon attaining power for himself.

The general is the orphaned son of Skjöldur, a native of Vulddin who commanded a battalion of the Freeman's militia stationed there. Brindurssonur was taken prisoner by the Gallists in the Battle of Vulddin in the Year of the Behir (1342 DR), and he died later in the slave camps of Kront in Ashanath. The rest of Skjöldurssonur's family died in the Battle of Vulddin.

Skjöldurssonur, who followed in his father's footsteps as a ranger, vowed to avenge his family and chose to do so as a career member of the Freeman's militia. With his talents and skills, he rose quickly through the officers' ranks.

When the PC group reaches the Great Dale in the Year of Wild Magic (1372 DR), the general will be pondering how he can draw more users of arcane and divine magic into his following. His fighting forces are clearly superior to those of the Gallists, and there is an approximate balance in the strength of druids serving with or helping the two camps, but the priests of Malar in Bezantil and the priests of Garagos in Fortress Clymph tip the scales of divine magic somewhat in Gall's favor.

Arcane magic poses an even greater problem for Gall. Most Dalesmen are uneducated and illiterate, hardly the material that wizards are made of. There are some sorcerers of natural talent in the western and Central Dale, and most of these serve or support the Freeman. But the magic of the Malarite lich and the powers of the Dragon Cult wizards in Tower Threespires are far stronger than the arcane magic that Skjöldurssonur can call to his service. And the threat remains that Gall's cult cell can call dragons to its service.

In campaigns that are running the *NJ* adventure, the general will take great interest in the PC sigyll bearers and support them, if he becomes aware of them and understands that the sigylls are drawing the PCs toward Gall, to destroy him.

## SLATER

Segment: *Backlands*

Slater is a creation of the authors of WotC's *Avatar* trilogy of novels. Her history has been substantially (and unofficially) expanded upon for this adventure.

Fighter lvl 10, hf, 44-years old, AL: NE, 92 hp, AC 0 (chain mail +3 and dexterity), Base Attack Bonus +10/+5, long sword +3, Attack Bonus +13/+8, 1d8+3 hp dmg, long bow 100 feet/30 m Attack Bonus +10/+5, 200 ft/60m Attack Bonus +8/+3, 300 ft/90 m Attack Bonus +6/+1, dmg 1d8 hp. Saves: +7/+3/+3. Challenge rating 8.

Slater was the human female Zhentilar commander at Teshwave who was driven out of Teshendale by the forces of Tyran the Outlaw Lord. She then recaptured Dagger Falls after the second disappearance of Randal Morn.

Slater was a member of the Zhentilar who rode with Cyric between Blackfeather Bridge and Scardale while he still was human in the Time of Troubles. After the Godswar and Cyric's ascension to godhood, Slater used this fact to rise within the Zhentilar. Until the Year of the Banner (1368 DR), when Cyric caused the destruction of Zhentil Keep, Slater was an important troop commander in the keep.

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After the destruction of the keep, Slater's reputation decreased somewhat, as did Cyric's. She was farmed out as deputy commander of the Zhentilar garrison in Teshwave, under Guthbert Golthammer. When Golthammer was transferred to Dagger Falls and the size of the Zhentilar force stationed in Teshwave was reduced, Slater was appointed new commander of the Zhentilar in Teshwave.

Slater has a reputation as a cold master of strategy who is merciless when circumstances demand that, but who does not waste her time enjoying useless cruelties. She is much more inclined to deal with opponents with quick, summary executions rather than torture. Slater is hanged by her own Zhentish follower in Dagger Falls in the *Backlands* segment of *Northern Journey*.

### SÖGGRIN

Segment: *Silverymoon*

Barbarian rogue lvl 4, hf, AL: LN, HP: 24, AC: 13 (Dexterity), Abilities: Str 13, Dex 17, Con 14, Int 15, Wis 14, Cha 12. Base Attack Bonus +3. Attack: Club, Attack Bonus +4, 1d6+1 hp dmg. Saves: +5/+7/+3. Special abilities: Sneak attack +2d6, Evasion, Uncanny Dodge. Skills: Bluff 7 Ranks, Climb 6 Ranks, Escape Artist 7 Ranks, Hide 7 Ranks, Listen 7 Ranks, Move Silently 7 Ranks, Pick Pocket 7 Ranks, Search 7 Ranks, Spot 7 Ranks, Use Rope 7 Ranks. Skills: Dodge, Run. Challenge rating 2.

Söggrin is the proud daughter of a northern barbarian chieftain who is abducted by Manshoon, Xred and Manshoon again in that order in the 1<sup>st</sup> *NJ* segment. Söggrin is not a man-hater as such, but she despises macho males, particularly those of her own tribe, and will belittle them as much and as often as possible. To avoid confusion, her class is rogue, not barbarian.

### STARRAIN, JELTAR

Segment: *Impiltur*

Rogue lvl 16, hm, AL: LE, HP: 96, AC: 23 (Dexterity and Shadow Shield). Abilities: Str 14, Dex 17, Con 15, Int 16, Wis 14, Cha 15. Base Attack Bonus +12/+7/+2, Attacks: Short Sword +3, Attack Bonus +17/+12/+7, 1d6 + 5 Hp dmg. Saves: +7/+13/+7. Special abilities: Slippery Mind, Sneak Attack +8d6, Uncanny Dodge (+2 vs. traps), Defensive Roll, Evasion. Skills: Appraise 19 Ranks, Bluff 19 Ranks, Decipher Script 19 Ranks, Disable Device 5 Ranks, Escape Artist 19 Ranks, Forgery 19 Ranks, Gather Information 19 Ranks, Intimidate 5 Ranks, Innuendo 19 Ranks, Listen 19 Ranks, Move Silently 19 Ranks, Open Locks 4 Ranks, Search 19 Ranks, Spot 19 Ranks, Use Magic Device 5 Ranks. Skills: Alertness, Ambidexterity, Leadership, Toughness (3). Challenge rating 16.

The real Jeltar Starrain (hm, Lvl 0, AL: LE) is dead. The imposter taking his place is one of the most dangerous men in Impiltur. The real Starrain was captured by agents of the Sembian Iron Throne in the Year of Shadows (1358 DR), magically robbed of his thoughts and killed. The stolen thoughts were then transferred by magic to Warbin Twoomb (statistics above), an agent of the Throne, who was polymorphed to look like Starrain and has been impersonating him ever since.

The real Jeltar Starrain was one of the richer men in Impiltur and the richest in Hlammach. He lived alone on Starrain Isle just offshore from Hlammach in Impiltur, which he owned in its entirety. He kept the island guarded by vicious dogs and hired mercenaries and magi who dispatched intruders without hesitation.

Starrain owned two of the largest ships on Hlammach's docks and shares in many of Hlammach's businesses, including the Harbor Foam Brewery, South Coast Iron Works, Fallen Stars Holding, Hlammach Grains, Leviathan Rendering, Star Arisen Lamp Oil, Fallen Star Furriers and Nester Investments. Starrain also owned several taverns and inns.

In addition to his investments, Starrain also was a blackmailer, using secret information he had collected on other businessmen and threatening them with disclosure if they did not agree to certain business activities Starrain was attempting to push through.

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When the Iron Throne killed and replaced Starrain with the Sembian imposter Twoomb, it acquired immediate influence in most of the major businesses of Hlammach and also gained Starrain's archives, which gave the Throne considerable and highly detailed information on business, politics and key people in Hlammach and other parts of Impiltur. From Starrain Isle, Twoomb/Starrain now directs all activities of the Throne in Impiltur and in New Sarshel across Easting Reach, as well as the lesser activities of the Throne in Damara.

As far as the rest of Hlammach is concerned, Jeltar Starrain is the same hard businessman he always was. The only people who have noticed a difference are his extortion victims, whom he has slowly appeared to forget. They are the last who would mention the matter. In truth, the Throne decided to end the blackmailing, to reduce the threat of revenge attempts by victims.

Both the Throne and Twoomb/Starrain want nothing more than to have the imposter left alone in his seeming seclusion on Starrain Isle, to pull the Throne's strings in the Bloodstone Lands in undisturbed peace. In addition to the watchdogs and mercenaries of the Throne who guard Starrain Isle, there also are three powerful Sembian archmagi hired by the Throne to assure Twoomb/Starrain's peace. These magi will defend the isle with all their might. Their main goal is to further their own magical research, and the Throne provides them with everything they need to do that.

No one who has attempted to infiltrate Starrain Isle has survived. The bodies are disposed of. No infiltrator ever has been publicly missed in Hlammach. Some rogues have been aware of attempts by former comrades to crack the island, but they know better than to tell tales of the disappearances.

### **SZURKH, RAGZIGUL**

Segment: *Bloodstone*

#### **Vampire Dragon HD 28 + Necromancer Lvl 18, AL:LE (Former Old Red Dragon and Human Necromancer)**

Human male necromancer and old red vampire dragon, human age 182, dragon age 507. Szurkh is an outcast Red Wizard of Thay who was fatally wounded in a foolish battle with Kargmelchina, who took him to the ruins of Castle Perilous and turned him into the vampire dragon and charged him with creating all of her other vampire dragons except for Knellict, whom she created herself.

One of Szurkh's shortcomings is that he is mad, demented. This madness causes him to ponder whenever he is threatened, depriving him from ever gaining the initiative over a conscious foe. He has been persecuted, suffered tortured and undergone one defeat after another throughout his life. He now has a mad fascination with taking the life out of things while keeping them moving, which his mind believes was done to him. He loves the art of necromancy like few before him. His mind thinks of little else.

Szurkh knows that his own continued existence and that of the other vampire dragons is totally dependent upon the mercury pool beneath the ruins of Castle Perilous staying unpolluted and - he thinks - the continued existence of Kargmelchina also is necessary. He does not understand the latter point completely. As long as Kargmelchina remains Tiamat's avatar, the Dragon Queen doubtless will funnel her sustaining magic through Kargmelchina into the vampire dragons.

However, if Tiamat abandons the avatar, only Tiamat knows whether she will continue to sustain the vampire dragons or simply abandon them to death by withdrawing her magic from them. This is more than Szurkh has pondered. But he does not intend to stand by and watch his existence collapse around him again, should strangers attempt to pollute the mercury pool. If such comes to pass, he will fight to preserve it until he is on the verge of his own destruction, and then he will break his Staff of Power in a retributive strike.

At present, however, Szurkh is the vampire dragon responsible for producing more of his kind, but he is unable to do so because Kargmelchina has exhausted her ability to continue drawing more dragons and magi with the Dragon Diamond. Instead, he now spends much of his time in the transmutation chamber where he has used Imaskari magic to complete the vampire dragon creations, but he spends that time now pouring over tomes dealing with necromancy that he has taken from the library of Castle Dragonblood.

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**CR:** 26

**Size:** *Human or hybrid forms* - 5' 3"/160 cm tall; *Dragon form* - huge dragon (earth) (32 feet/9,6 meters)

**AC:** *Human form* - AC11 (+1 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC33 (-4 size, +27 natural, touch 6, flat-footed 33).

**HD:** 28d12 + 196 (as dragon); hp 398 + Necromancer lvl 18

**Initiative:** Never (Special dementia - bars initiative, +1 Dex, +4 Improved Initiative)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, fly (poor) 200ft/60m

**Attack** - *Human and hybrid forms*: +36 (1d4 + 12, dagger); *Dragon form* - Base attack +28, Grapple +52, Full attack melee +36 (2d8 + 12, bite), +31 (2d6 + 6, 2 claws), +31 (1d8 + 6, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 15/10 ft-4.5/3m (bite 3m)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +36 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon fire, 50ft/15m cone (16d10, SV Reflex DC24 for half), Create/Destroy Water SV Will DC 27, Frightful presence creatures under lvl 28, SV Will DC28 within 240ft/72m or shaken 4d6 rounds; Crush area 15ft/450cm square, small or smaller opponents, 2d8 + 13 and SV Reflex DC31 or pinned, Snatch, Grapple Bonus +52, claw against creature M or smaller, 2d8+6sp/round or larger bite 4d6+13/round. Spell-like abilities, Spells.

**Special qualities:** *All forms* -Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 10/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Blindsense 60 feet/18m, Darkvision 120ft/36m, Low-Light Vision.

**Spell resistance:** 24

**Caster level:** 18

**Save:** Fortitude +23, Reflex +16, Will +22.

**Abilities:** Str 33, Dex 12, Con -, Int 19, Wis 19, Cha 18.

**Skills:** Appraise +31, Bluff +35, Concentration +33, Craft (Trapmaking +35), Decipher Script +25, Dweomercraft +37 (7 arcane, 30 divine), Hide +6, Intimidate +34, Jump +44, Knowledge (Arcana) +35, Knowledge (History) +23, Knowledge (Local) +24, Knowledge (Nature) +18, Knowledge (The Planes) +24, Knowledge (Religion) +35, Listen +37, Search +35, Move Silently +1, Sense Motive +35, Spot +37.

**Feats:** Awesome Blow, Blind-Fight, Cleave, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Enlarge Spell, Forge Ring, Flyby Attack, Great Cleave, Greater Spell Penetration, Heighten Spell, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell, [Scribe Scroll], Snatch, Spell Penetration, Wingover.

**Spells Ready** (4/5/5/5/4/4/3/3/2): 0<sup>th</sup> - Arcane Mark, Disrupt Undead, Read Magic, Touch of Fatigue. 1<sup>st</sup> - Cause Fear, Chill Touch, Detect Undead, Ray of Enfeeblement, True Strike. 2<sup>nd</sup> - Blindness/Deafness, Command Undead, False Life, Ghoul Touch, Spectral Hand. 3<sup>rd</sup> - Gentle Repose, Halt Undead, Ray of Exhaustion, Vampiric Touch, Unweave Magic,. 4<sup>th</sup> - Animate Dead, Bestow Curse, Contagion, Enervation, Ice Storm. 5<sup>th</sup> - Blight, Magic Jar, Teleport, Waves of Fatigue. 6<sup>th</sup> - Circle of Death, Contingency, Phase Door, Symbol of Fear. 7<sup>th</sup> - Finger of Death, Teleport Object, Waves of Exhaustion. 8<sup>th</sup> - Horrid Wilting, Polar Ray, Symbol of Death. 9<sup>th</sup> - Soul Bind (2).

**Unavailable Schools:** Enchantment, Illusion

**Spells Available:** All spells in the Castle Dragonblood library.

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

**Preferred Form:** Human.

**Treasure:** *In possession:* Staff of Power, Robe of Bones, Ring of Evasion, Rod of Withering.

### Szurkh's Strategy at Castle Dragonblood

Szurkh's order in case he becomes endangered from an attack is to use the spell *Teleport Object* to teleport the chest with the texts on vampire dragon transformations, and then the spell *Teleport* to teleport himself as quickly as possible to the mercury pool beneath the ruins of Castle Perilous, and he will do so only too gladly. Szurkh is not interested in fighting; he is interested only necromancy.

### Szurkh's Strategy in the Ruins of Castle Perilous

As already mentioned, in a battle in the ruins, Szurkh will fight to the bitter end to save the mercury pool, and if he is on the brink of his own destruction, he will break his Staff of Power in a retributive strike. Szurkh does not like using his dragon form, preferring the hybrid form. But if the dragon form proves to be his best strategy to defend the mercury pool, he will take dragon shape there, suffering whatever attacks are brought upon him, until the transformation is complete.

## TARAN, DUKE

Segment: *Bloodstone*

During the reign of Zhengyi the Witch King, Taran was the Damaran loyalist Burgomaster of the ducal seat of Arcata, the town of Valls. In that position, Taran did all he could to undermine edits by puppet Duke William the Lazy that were against the interests of Valls, the duchy of the former Kingdom of Damara. He also was a spiritual leader of the resistance against Duke William, which eventually led to the desertion of many members of the Arcatan Ducal Guard to the army of then Bloodstone Baron Gareth Dragonsbane.

After Duke William was tried and convicted on a charge of treason and expelled into Vaasa, where he disappeared, Dragonsbane appointed Taran as the new Duke of Arcata. Now at age 72, Taran is seeking to step down from that position. King Gareth has agreed to appoint a new duke after the coming Vaasan war has ended.

#### Human male

**Fighter**, lvl 6

**Aristocrat**, lvl 8

**AL:** NG

**Size:** M (6'2"/188cm tall)

**HP:** 71

**Initiative:** +1 (+1 Dex)

**Speed:** 30ft/9m

**AC:** 11 (+1 Dex)

**Attack:** +15/+10/+5 melee, Dagger 1d4+3 dmg; or +13/+8/+3 ranged

**Save:** Fortitude +7, Reflex +5, Will +9

**Abilities:** Str 16, Dex 13, Con 10, Int 13, Wis 9, Cha 16.

**Skills:** Climb +10.5, Forgery +9.5, Handle Animal +13, Hide +1, Jump +10, Listen +9, Move Silently +1, Perform (Keyboard Instruments) +14, Perform (Sing) +12, Profession (Miner) +0, Ride +11, Search +5.5, Sleight of Hand +2.5, Spot -1.

**Feats:** Combat Expertise, Dodge, Improved Unarmed Strike, Iron Will, Mobility, Persuasive, Quick Draw, Skill Focus (Ride), Toughness, Weapon Focus (lance, heavy).

## TARGURDH

Segment: *Bloodstone*

**NOTE:** When a PC party first encounters Targurdh, he is a helpless, bodiless lich captured within his phylactery which is in the grip of petrified Anador. Targurdh can do nothing at all except observe what is happening around the phylactery. If the phylactery is freed from Anador's stone hands, Targurdh can begin using the five *Magic Jar* spells that he has available to begin attempting to gain a new body.



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Among all still existing beings in Faerûn, only the vampire dragon Knellict and the inanimate Targurdh himself know anything of the stymied lich's story.

It's believed widely in the Cold Lands that the two top henchman of Zhengyi the Witch King were the Grandfather of Assassins and the archmage Knellict, in that order. That's incorrect; No. 2 was Targurdh, but he vanished from Faerûn's pages at the beginning of the Witch King's campaign history barely before it had begun.

Zhengyi never operated upon his own undead feet; he always had been beholden to Orcus in the Abyss, and he was so dependent upon the power of Orcus that the demon god's fall brought about the Witch King's destruction as well.

Targurdh was Orcus' highest cleric in Faerûn, with the 19<sup>th</sup> level. After reaching that stage he succeeded in crossing over into undead lichdom, the only cleric-lich serving the demon god of the undead at that time. He was the right hand of Zhengyi.

The Witch King never kept records or diaries of his thoughts or actions. As a result, nothing ever was found in the ruins of Castle Perilous to explain his plans or intentions, although it was clear that he had intended to bring Orcus into Faerûn. That was one part of the price that Zhengyi was required to pay the demon deity. The other was to establish an empire of the undead, dominated by vampires in the service of Orcus under the leadership of the Witch King.

In Eleint of the Year of the Spur (1348 DR), Zhengyi opened his campaign in service to Orcus. While one part of his force concentrated upon capturing the Bloodstone Mines to establish the gate for Orcus in the Imaskari Pool of Mercury, the Witch King sent Targurdh and three Goat's Head Priests off with the *Skull of Negation*, an artifact created by Orcus, to begin creating the vampire empire that the demon god had wished.

Zhengyi was too intelligent to immediately try spreading vampirism on a wide scale. He knew if he did so, that the forces of good throughout Faerûn would pounce upon Damara and Vaasa and destroy him and his work. He hoped to create a large number of vampires without drawing particularly notice and then keep them under control, until they had reached such numbers that they no longer could be stopped.

There was no better place in Damara for the Witch King to begin than the isolated hamlet of Monte Veldelio. Few people ever visited there, and the 140 villagers did not travel elsewhere. The only exceptions would be small caravans driving into Valls a few times a year with the yields of the hamlet's mines.

However, there was a factor in Monte Veldelio of which Zhengyi was unaware and therefore did not include in his calculations. Anador, an epic 24<sup>th</sup> level priest of Lathander who served the Shadowdale branch of the Harpers had been sent to Damara to keep an eye upon the strange iron castle that had arisen from the Vaasa swamps a year earlier.

He too chose Monte Veldelio as his starting point because it was isolated and would draw little attention to him. When he arrived in Monte Veldelio early in the Year of the Spur (1348 DR), he introduced himself as a minor priest of the Morninglord, and he said he had come to the hamlet to serve it.

The villagers welcomed him for two reasons that had little to do with faith. Monte Veldelio had no cleric nor anyone else with healing powers, and Anador had come with money to pay the villagers to build a temple to Lathander.

All went as Anador, Zhengyi and Targurdh had planned until nightfall of the 10<sup>th</sup> day of Eleint in the Year of the Spur. After darkness had settled Targurdh and his three goat's head priests slipped unnoticed into the hamlet's cemetery and used powerful magical items to quietly dig 140 graves, one for each man, woman and child in Monte Veldelio.

With the artifact from Orcus, the Skull of Negation, one could turn as many as 200 humans simultaneously into vampires. High-powered adventurers and foes could resist the artifact's effects, of course, but Targurdh doubted he would find anyone of that caliber in Monte Veldelio.

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Shortly before sunrise, when Monte Veldelio still slept, he and his three priests walked into the village square, and Targurdh lifted the artifact high, prepared to command it to unleash its magic. However, the four did not see Anador on the edge of the square, standing before his temple, prepared to say his daily morning prayer as the sun rose over the horizon. The Harper had sensed the abject evil emanating from the Skull of Negation. He prayed to Lathander for support and mustered all of his power in a magical blast at the minions of Orcus.

The Morninglord recognized that his priest was facing the deific magic of Orcus himself, so he funneled his own godly power through Anador. Neither god nor man - not Lathander, not Orcus, not Zhengyi, not Anador and also not Targurdh - could have guessed what the result of such conflicting magic would be.

Diviners across eastern Faerûn sensed the unleashing of horrible magic. A wave of death swept through Monte Veldelio. Targurdh and his three goat's head priests were destroyed beyond all trace. Lathander's power drew Targurdh's phylactery from its hiding place beneath Castle Perilous into the hand of Anador.

At the same time, the magic of the Skull of Negation was unleashed before Anador's blast of fury had caused it to explode. However, the conflicting poles of high magic caused it to go amok too. It slew and petrified Anador on the spot, as he still was holding Targurdh's phylactery.

Anador's blast, amplified by the skull's magic, already had slain every man, woman and child in Monte Veldelio. The mutated magic of the Skull of Negation then crept forth and stole all of their souls, not making vampires of them but rather turning them into half-dead (see the section *New Unofficial Monsters* for details). The blast from Lathander's magic rebounded upon Orcus' magic and sent both the half-dead of Monte Veldelio and one phase of their hamlet to the Plane of Time.

The people awoke after sundown, thinking they had just heard terrible explosions outside their house doors. They were unaware that they no longer were alive, nor did they know that they were undead. The sun was setting in the west behind the Galenas, but they saw it rising in the east, thinking the new day was dawning and the previous day's rain had ended.

A few moments passed before anyone noticed that a new statue had materialized on the marketplace. It was a strange statue, one of the hamlet's priest Anador, perfect to the finest detail. The statue's hand held a strange, glowing red jewel. A few hours had passed before anyone had noticed that Anador himself apparently had disappeared.

So things have remained since Eleint of the Year of the Spur. Anador's soul is trapped in the statue, observing all that happens in Monte Veldelio on the perpetually repeating 12<sup>th</sup> of Eleint in the Year of the Spur, and Targurdh is trapped in his phylactery in Anador's stone hand, doing the same.

If Targurdh's phylactery is released in some way from Anador's stone grip, his soul again will be free to act. For just such a contingency, Targurdh learned the 5<sup>th</sup> level *Magic Jar* spell five times on the day of the devastation, using his higher 6<sup>th</sup> through 9<sup>th</sup> level domain spell slots for the additional four spells. One round after being freed, he will begin looking for candidates for a *Magic Jar*, to claim a new body before anyone has thoughts about destroying his phylactery.

If all five *Magic Jar* spells fail, the game master will need to decide what occurs next. The spells Targurdh now commands are spells that he had gained before Orcus' destruction. Cyric has been taking over the surviving goat's head priests of Orcus, but he does not give his followers the special domain of *Necromancy*, as Orcus did, therefore, the soul of Targurdh in the phylactery ordinarily would be not able to learn *Magic Jar* again.

There is no "official" *Northern Journey* answer to this question. Each game master should decide in his or her campaign whether Cyric decides to claim Targurdh and help him return in some manner, or whether he simply abandons him to his fate in his phylactery.

**(Former lvl 19 human Goat's Head Cleric of Orcus)**

**Hit Dice:** 19d12 (176 HP)

**Initiative:** +0

**Speed:** 30 feet/9 m

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**AC:** 15 (+5 natural)

**Attacks:** Touch attack, attack bonus +9/+4. Save for will for half dmg. DC 21.

**Damage:** 1d8+5 hp

**Face/Reach:** 5x5 feet/150x150 cm

**Special Attacks:** *Fear Aura* (Su) - Creatures 5 HD or less within a 60-foot/18m radius who look at the lich must save for will at DC 21 or flee and be panicked for 19 rounds, morale penalty -2 on saves, 50% chance drops what it's holding; *Paralyzing Touch* (Su) - Save for fortitude at DC 21 or permanently paralyzed until lifted by *Dispel Magic*. Spot check at DC 20 or heal check at DC 15 reveals that the PC still is alive. *Spells* - Necromancer 8/8/6/6/6/6/5/5/4/4, at least one daily necromancy, Prohibited School: Conjuraton.

**Special Qualities:** Undead, return resistance +4, damage reduction 15/+1, immune cold, electricity, polymorph, mind-affecting..

**Saves:** +6/+6/+15

**Abilities:** Str 10, Dex 11, Con NA (Undead), Int 18, Wis 22, Cha 5.

**Skills:** Decipher Script 22 Ranks, Concentration 22 Ranks, Hide 8 Ranks, Knowledge (religion) 22 Ranks, Listen 8 Ranks, Move Silently 8 Ranks, Scry 22 Ranks, Search 13 Ranks, Sense Motive 12 Ranks, Spellcraft 22 Ranks, Spot 13 Ranks.

**Feats:** Spell Mastery (2), Combat Casting, Spell Focus (3), Maximize Spell, Brew Potion, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll.

**Cleric Domains:** Death, Necromancy\*, learning new spells Chaos, Death

**Cleric Spells Available:** 6/7+1/7+1/6+1/6+1/6+1/5+1/4+1/3+1/3+1

**Cleric Spells Still Ready at Time of Release:** 0<sup>th</sup> - Inflict Minor Wounds (3), Resistance (3). 1<sup>st</sup> - Entropic Shield, Ghoul Touch (2), Obscuring Mist(3), *Used* (2). 2<sup>nd</sup> - Darkness, Death Knell, Desecrate, Ghoul Touch (3), *Used* (2). 3<sup>rd</sup> - Animate Dead, Unweave Magic (3), Vampiric Touch, *Used* (2). 4<sup>th</sup> - Enervation, Inflict Critical Wounds (4), *Used* (2). 5<sup>th</sup> - Magic Jar, Raise Dead (4), Slay Living. 6<sup>th</sup> - Create Undead (2), Inflict Moderate Wounds Mass (3), Magic Jar. 7<sup>th</sup> - Regenerate, Resurrection, Magic Jar, *Used* (2). 8<sup>th</sup> - Antimagic Field, Magic Jar, *Used* (2). 9<sup>th</sup> - Implosion, Magic Jar, *Used* (2).

**Climate/Terrain:** Any, at start ruins of Monte Veldelio

**Organization:** Solitary

**Challenge Rating:** 21

**Treasure:** None in Monte Veldelio.

**Alignment:** CE

**Advancement Range:** As Cleric

\* **Necromancy** was a unique domain similar to the general domain *Magic*. Orcus made *Necromancy* available to Goat's Head priests and clerics which included the following necromantic Sorcerer/Wizard spells: 1. Chill Touch, 2. Ghoul Touch, 3. Vampiric Touch, 4. Enervation, 5. Magic Jar, 6. Circle of Death, 7. Finger of Death, 8. Horrid Wilting, 9. Soul Bind.

## THIRKULIN

Segment: *Bloodstone*

Thirkulin is the personal servant and bodyguard of Shandaril, the hidden head of Iron Throne operations east of the Dragon Reach. Thirkulin, a combatant monk, lives in the same quarters tower as her mistress, within the Bethlraun's Manor complex in Damaran Heliogabalus. She is a former member of the Long Death monastic order in Thay. Today, she serves only her mistress and also Titus Traud, when Shandaril wishes that.

- **Human female**, Monk 18, age 34. CR 18; Size M (4'10"/147cm tall); HD 18d8; hp 83; Init +3 (+3 Dex); Speed 90 ft.; AC 19 (+3 Dex, +3 Wis, +3 Monk); Attack +16/+11/+6 melee, or +14/+14/+14/+9/+4 monk, or +16/+11/+6 ranged; SV Fort +11, Ref +14, Will +16; AL LE; Str 17, Dex 16, Con 11, Int 13, Wis 17, Cha 12. Skills: Climb +16, Concentration +8, Escape Artist +21, Hide +3, Knowledge (Religion) +17, Listen +23, Move Silently +3, Sense Motive +22, Spot +23, Tumble +20. Feats: Alertness, Combat Expertise, [Deflect Arrows], Dodge, Endurance, [Evasion], Improved Disarm, [Improved Evasion], [Improved Trip], [Improved Unarmed Strike], Iron Will, Mobility, Skill Focus (Knowledge (Religion)), [Stunning Fist].

## THUNDERCLAP, DARREN (Prince of Vaasa)

Segment: *Bloodstone*

Darren Thunderclap, a descendant of Darmshall founder Romas Thunderclap, was Lord Burgomaster of the Vaasan city during the reign of Zhengyi the Witch King, and during the lich's dozen years of tyranny and assassination, the mountain city held out against Zhengyi under Thunderclap's leadership. After proclaiming the Bloodstone Kingdom and uniting Vaasa into it, King Gareth named Thunderclap as the first prince of Vaasa.

Darmshall was made the capital of the new principedom. Thunderclap rules it from Darmshall castle.

- **Darren Thunderclap**, human male, age 49, AL:NG, Prince of Vaasa, Fighter 8, Aristocrat 3. CR 10; Size M (5'7"/170cm tall); HD 8d10+16 + 3d8+6; hp 79; Init +1 (+1 Dex); Speed 30 ft.; AC 11 (+1 Dex); Attack +13/+8 melee, or +11/+6 ranged; SV Fort +9, Ref +4, Will +5; AL NG; Str 17, Dex 12, Con 15, Int 12, Wis 11, Cha 18. Skills: Bluff +7, Concentration +5, Craft (Weaponsmith) +4, Escape Artist +5, Gather Information +10, Handle Animal +9, Hide +1, Listen +2, Move Silently +1, Perform (Oratory) +10, Ride +12, Spot +2, Survival +1, Tumble +5. Feats: Alertness, Blind-Fight, Combat Reflexes, Mounted Combat, Power Attack, Ride By Attack, Track, Weapon Focus (long sword), Weapon Specialization (long sword). Magic item: Bloodstone Talisman. Clone: In the Cave of the Whispering Wind.

## TOEDLIG, RENDAR

Segment: *Tale of 2 Liches*

Rogue, hm, lvl 14, LE. Toedlig is a wealthy Sembian merchant in Yhuann. His family owns a fleet of merchant ships that sail the Dragon Reach and the Dragonmere. Rendar's brother, Kerel Toedlig, heads the *East Sembian Trade Fleet*, as the company is called. The brothers both are high-ranking, members of the Iron Throne, and it is believed that the Toedlig family was among the Throne's founders.

In the Year of the Banner (1368 DR), the Throne began implementing its long-range plans to gain control of the eastern dales and to take over Scardale town, and Rendar Toedlig was sent to the port city to represent himself as a philanthropic businessman who was willing to invest substantial money in the rebuilding of Scardale, in the belief that his investment would be returned in the long run by Scardale's revival as an important port.

Three months after Rendar's arrival in Scardale, the former cleric Myrian (official WotC NPC, unofficially dead), head of the city's provisional government under the occupation forces, was poisoned. Who was responsible for the poisoning never was quite clear. Accusations were made against both the Zhentarim and agents of Hillsfar (The Zhents were the true murderers). More than half a year passed before a successor was named. In the first tending of the Year of the Gauntlet (1369 DR), petitions by merchants and other leading citizens of Scardale had strongly urged the occupation forces to recognize Rendar Toedlig as the new provisional leader.

Both the Zhent and Hillsfar garrisons named counter-candidates, Sarbut Kargle for the Zhents and Zandar Seeth for Hillsfar, but when the leaders of the other occupational forces voted unanimously for Toedlig, neither the Zhents nor the Red Plumes blocked his appointment. Five months later, ships of the Toedligs' *East Sembia Trading Fleet* began arriving in Scardale's harbor with men and supplies needed to start the long job of reconstruction.

Although the impact may not have been noticed directly, the men who arrived then and in greater numbers later on the Toedligs' ships stayed in Scardale, substantially increasing the percentage of Sembians in the city's population. Since the departure of most of the occupying forces in Scardale, Rendar Toedlig has evolved into the town's true ruler.

More than one of the surviving merchants in Scardale also has been heard to remark that the Sembian garrison in Scardale now seem to dance to Rendar Toedlig's tune, rather than vice versa. (The rumor is true.)

The Iron Throne has gained a strong grip on Scardale Town and it has a contingent of an estimated 100 Sembian soldiers to assert its position. Exactly what the Throne plans in Scardale remains unclear. To date, Rendar Toedlig has done exactly what he promised, brought in money to begin rebuilding. He is popular with the remaining locals, who have become very favorably inclined toward Sembia and very negatively inclined toward Zhentil Keep, Hillsfar, Cormyr and the western dales.

## TRAUD, TITUS

Segment: *Bloodstone*

- **Human male**, Rogue 18: Size M (5'8"/173cm tall); 94 hp; Init +5 (+5 Dex); Speed 30 ft/9m.; AC 15 (+5 Dex); Attack +13/+8/+3 melee, Short sword (1d6); Save Fortitude +7, Reflex +16, Will +10; Strength 11, Dexterity 20, Constitution 12, Intelligence 13, Wisdom 14, Charisma 9. Skills and feats: Balance +25, Decipher Script +18, Disable Device +20, Disguise +20, Escape Artist +13, Hide +23, Intimidate +19, Jump +13, Listen +4, Move Silently +5, Search +21, Sense Motive +20, Speak Language +4, Spot +4, Swim +19, Use Magic Device +15; Alertness, Dodge, Endurance, [Evasion], Iron Will, Mobility, Nimble Fingers, Persuasive, Point Blank Shot. Clone: Severny Tajemství. AL:NE, CR 18.

Traud, age 65 but with a body of physical age 30, is the lover and link to the outside world of the epic wizardess Shanadaril in Damaran Heliogabalus, who heads all Iron Throne operations east of the Dragon Reach. Traud appears to be a powerful merchant who runs his own import and export business in Damara and who has taken the reclusive Madeleine Tiegarth as his mistress (who in reality is Shandaril).

Traud is a key figure in the 7<sup>th</sup> *Northern Journey* segment *Bloodstone*. The full details on Traud can be found in that segment. More details on Traud also can be found under the description of Shandaril in this section.

Titus Traud considers himself to be one of the luckiest men in Faerûn. As a young man, he entered employment as a merchant in a shipping company in his native Sembian Ordulin that - unknown to him at the time - had gone into the ownership of the fledgling Iron Throne. He was successful in his work, although no one who had stood out as a star in the Throne's operations.

There were many merchants in Throne operations who had generated substantially more income for the organization than Traud, nonetheless, his superiors were impressed with Traud's solid if somewhat amoral character, his reliability and his loyalty to his employers. He was known in middle mercantile circles in Ordulin as a man whose word was gold. He could bargain hard and drive his opposite in negotiations into the corner, if he had to do so, but Traud never lied, tricked or cheated.

He had one other characteristic that is valued in the upper levels of the Iron Throne: An unyielding sense of self respect. The Throne leadership, and above all, Dalton Krenn, believe that the best leaders are those who have no doubts about themselves, men and women who can work in subordinate positions and carry out the orders of others without acting as if they are the subjects of those above them.

In Ordulin, Traud had earned a reputation for telling those who were high placed when he thought they were wrong. If they insisted upon following the path they had set, Traud would see to it that their instructions were carried out to the letter, although it was clear that he disagreed with what was being done. This irked many who were above Traud in the Throne chain of command, but complaints about his insubordination created a counter reaction on higher Throne levels. Traud's name began being inscribed on lists of those junior members who were showing strong signs of leadership.

When Dalton Krenn and Shandaril were planning her move to Heliogabalus, Krenn perused such lists to find an ideal front man for her operation, and Traud's description impressed Krenn the most, even though he was one of the lower-ranking Throne members named. Krenn thought that a man who succeeded in realizing Throne goals without ever lying, tricking or cheating would be an ideal candidate for a paladin-ruled land. He also thought Traud would be a good counter to the headstrong Shandaril.

She was not overwhelmed by Krenn's choice. Traud impressed her at first as being a fine enough physical specimen of a man, but also as a grey, conservative business type. Nonetheless, Traud's lack of fear of her and his disinclination to subjugate himself to the mighty wizardess made him strangely attractive to her. But she resisted the attraction for a time.

Shandaril had been used to using the men in her life and then abandoning them or even slaying them. However, Traud was a member of the Throne whom Krenn had appointed to his position in Heliogabalus. She knew it would be unwise to mistreat Traud, and therefore, she attempted to keep some distance from him.

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However, Shandaril is a woman who needs a man in her life - regularly. She had been without one since the end of her relationship with Krenn. Because of her new position within the Throne, she needed someone who was "safe." Traud was the only one who could fill that bill. In addition, Traud's unwillingness to view Shandaril on anything but peer level made him rather irresistible. The wizardess needed to conquer him.

There was no conquest. Instead, the wizardess truly had fallen in love with Traud, for the first and only time in her life, and he had fallen in love with her. They make an unusual pair in the history of Realms villains. Their love for and devotion to the other is so deep that each would sacrifice his or her own life to save the other. In some respects, that makes the dangerous opponents, because they will react unreasonably at times, as true lovers usually do. It also probably will damn them to an eventually tragic end.

Be that as it may, their immediate and definitive demise is not likely. Shandaril has five clones of herself and five of Traud waiting in her *Severny Tajemství* tower on the Great Glacier Pelvuria to replace them.

### TSORNAGAR, SKITH

Segment: *The Great Dale*

Official NPC, expanded by the Vintyri Project

Cleric (Huntmaster of Malar) lvl 14, hm, AL:CE, HP: 87, AC: 15 (-1 Dex), Init 1d20 - 1, Speed 30 feet/9m. Abilities: Str 18, Dex 8, Con 13, Int 13, Wis 19, Cha 11. Base Attack Bonus: +10/+5 (melee), +9/+4 range (not allowed). Weapons: Claws of Malar (critical 19-20, double damage), Attack Bonus: +14/+9, damage 1d6 + 4 hp dmg. Mace, (critical 20, double damage), Attack Bonus: +14/+9, damage 1d8 + 4 hp dmg. Armor: Leather +4. Saves: Fortitude 1d20 + 10, Reflex 1d20 + 3, Will 1d20 + 13. Spells: 0: 6 / 1: 6+1 / 2: 6+1 / 3: 5+1 / 4: 5+1 / 5: 3+1 / 6: 3+1 / 7: 2+1 / 8: 0 / 9: 0. Domains: Animal, Strength. Skills: Balance 0.5 Ranks (1d20 - 1), Hide 3 Ranks (1d20 + 2), Listen 5.5 Ranks (1d20 + 9), Move Silently 3 Ranks (1d20 + 2), Knowledge - religion 11 Ranks (1d20 + 12), Scry 11 Ranks (1d20 + 12), Spellcraft 11 Ranks (1d20 + 12), Spot 5.5 Ranks (1d20 + 6). Feats: Combat casting, Craft rod, Craft wand, Leadership, Lightning reflexes, Spell penetration. Challenge Rating 14.

Skith Tsornagar was first defined in the FR accessory *Faiths & Avatars* (TSR - 1997) by Julia Martin with Eric L. Boyd. The *Northern Journey* definition is an unofficial expansion upon the small amount of official information offered in that publication.

Tsornagar had served under Harbet Gall as a true druid of Herne until the Time of Troubles. During his tenure as a true druid, Tsornagar was more inclined to share the views of High True Druid Hardhkjarkur Arnulfssonur than those of Gall. Arnulfssonur served Gall loyally but felt that the lich cleric should have brought the faith in the Great Dale slowly back to open worship of Malar, rather than serving Malar under the name of Herne the Hunter.

When Malar came to the Great Dale in the Time of Troubles, he took Arnulfssonur as his avatar. The high true druid did not survive Malar's departure from his form at the end of the Time of Troubles, so the Beastlord appointed Tsornagar to be his High Huntmaster of the Divine Den, the temple Malar's avatar had established in Bezentil.

Although both Tsornagar and Harbet Gall serve Malar, their relationship can best be described as estranged and rivalrous. Tsornagar and his followers worship the Beastlord openly and scorn the idea of soft-selling Malar as Herne, however, Tsornagar has won no great following in the Dale. His church is relatively isolated in Bezentil, which Tsornagar rules.

In his earlier years in Bezentil, Tsornagar was highly successful in driving the Mucklestones Druids from eastern Lethyr Forest, in what he called the *Magnificent Hunt*. However, his glory lasted a mere five years.

His success against the Mucklestones Druids made Tsornagar overconfident, and he decided to mount what he called the *Ultimate Hunt*, intended to destroy the mysterious Nentyarch in Dun Tharos, within central Rawlinswood. Tsornagar was sorely defeated. Of the more than 200 followers he led to Dun Tharos, only he and a handful of others survived.

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After his devastating defeat at Dun Tharos, Tsornagar had too few resources to keep the Mucklestones Druids from returning, and within five years they had ended their banishment and regained control over eastern Lethyr Forest, driving Tsornagar's minions out.

Tsornagar has vowed to again drive the Mucklestones Druids out of Lethyr Forest and to destroy the Nentyarch, but to date he has made no moves to attain either goal. Instead, he conducts two large Great Hunts annually in no man's land areas of Lethyr Forest, and he often is absent from the Dale, conducting Great Hunts in widespread areas of Faerûn east of the Dragon Reach.

### TULPIN MARY

Segment: *The Great Dale*

Ranger (Rillifane Rallathil) lvl 14, half elf female, AL:CN, HP: 150, AC: 21 (+3 Dex, +8 magic armor), Initiative: 1d20+3. Speed 30 feet/9m. Abilities: Str 18, Dex 17, Con 16, Int 12, Wis 18, Cha 13. Base Attack Bonus: +18/+13/+8 melee (+4 Str), +17/+12/+7 range (+3 Dex). Weapons: Long sword +3 (critical 19-20, double damage), damage 1d8 + 7 hp; Handaxe (critical 20, triple damage), Attack Bonus: +18/+13/+8, damage 1d6 + 4 hp; Composite Long Bow (critical 20, triple damage): Attack bonus to 110 ft/33 m: +17/+12/+7; to 220 ft/66m: +15/+10/+5; to 330 ft/99m: +13/+8/+3. Armor: Magic elven chain +3 (no Dex penalty). Saves: Fortitude 1d20 + 12, Reflex 1d20 + 7, Will 1d20 + 8. Spells: 0: 0 / 1: 2 / 2: 2 / 3: 2 / 4: 0. Skills: Heal 10 Ranks (1d20+14, Wis +4), Hide 12 Ranks (1d20+15, Dex +3), Knowledge - nature 12 Ranks (1d20+13, Int +1), Listen 12 Ranks (1d20+14, Wis +4, Halfelf +1), Search 12 Ranks (1d20+14, Int +1, Halfelf +1), Spot 12 Ranks (1d20+17, Wis +4, Halfelf +1). Feats: Combat reflexes, Expertise, Far shot, Point blank shot, Precise shot, Track (Ranger), Ambidexterity (Ranger), Two-Weapon Fighting (Ranger). Special abilities (half elf): Immune to *Sleep* spells, saving throw bonus +2 vs. enchantment spells, low light vision. Languages: common, elven, troll, hobgoblin, dwarf, orc. Favored enemies: Hobgoblin (1), Troll (2), Orc (3). Challenge Rating 14.

Timbertown's constable's name isn't really Tulpin Mary at all. She was given the name *T'ualpan Mara* by her elven mother. The name by which she's known today is a human bastardization of the elven original. However, Mary lives and deals almost exclusively with humans, and she uses only the changed form of her name.

Tulpin Mary also is sensitive about her name. PCs who keep their ears open will note that few people in Timbertown call her *Mary*; almost all use her full name, *Tulpin Mary*. From her point of view, she has no last name. Her complete and only name, in her opinion, is *Tulpin Mary*, and only her closest friends can call her simply *Mary* without raising her ire. PCs who address her as *Mary* will find themselves off on a wrong foot and to a bad start with the constable, and their error is not one that will be easy to set right again.

Tulpin Mary knows little of her own background. All her elven mother was willing to tell her about her father is that he was human and already dead. She and her mother, also a ranger, lived a lonely life in the rocky hills between the Great Imphras and Lench rivers north of Traders Bay in Impiltur.

In the Year of the Helm (1362 DR), Turpin Mary and her mother were ambushed and captured by bandits from the Regdresk family in the swamps northeast of Trader's Bay. The bandits demanded to know the whereabouts of something called the *Tardana*, of which her mother would say nothing and Tulpin Mary to this day knows nothing.

Both women were taken bound to Bay town, where they were separated. Tulpin Mary never saw her mother again after that time. Tulpin Mary was questioned and tortured mildly by the Regdresks, who demanded information from her about the *Tardana*, but they finally gave up when a priestess of Talona determined that she was telling the truth about knowing nothing about the *Tardana*.

The Regdresks turned Tulpin Mary over to the priestesses of Talona, to do with her what they wished, and the Talontar began taking her to Huddl's Landing deeper with the swamps, but she escaped them before arriving. After two years surviving on her own in the swamps, she ran into and joined Sir Tumbrar's patrol of the Sword of Impiltur, which was taking part in War Captain Rilaunyr's abortive cleanup action in the swamps in the Year of the Wave (1364 DR).

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When Sir Tumbrar, several of his men, the now dead halfling scout named Beetle and Badeye Tom deserted the Sword and Wand of Impiltur and headed toward the Great Dale, Tulpin Mary stayed with them, already having taken up with Tumbrar as her lover. The band reached Timbertown in the middle of a large scale hobgoblin attack and joined in on the side of the defenders.

The alderman and constable of Timbertown already had fallen in the battle. After it had ended, Tumbrar was elected as the new alderman of the town, and he appointed Tulpin Mary as the new constable. She in turned named Tumbrar her deputy.

Tulpin Mary's motto is *Better to take 'em alive than dead, but better to take 'em dead than not at all*. She's a hard enforcer of the law and an expert at tracking down refugees who flee into the wood. Tulpin Mary is Tumbrar's liaison with the rangers and druids of the Tellerth Circle, and she always can count on help from the Tellerth rangers when she's tracking a fugitive in the wood.

### TUMBRAR, DEACON

Segment: *The Great Dale*

Fighter (former paladin) lvl 14, human male, AL:LN, HP: 150, AC: 24 (+4 Dex, +11 magic armor), Initiative: 1d20+3. Speed 30 feet/9m. Abilities: Str 19, Dex 18, Con 16, Int 10, Wis 18, Cha 16. Base Attack Bonus: +18/+13/+8 melee and range (+4 Str, +4 Dex, has no range weapons). Weapon: Great sword +3 (critical 19-20, double damage), Attack Bonus: +21/+16/+11, damage 1d6 + 9 hp (Weapon specialization). Armor: Magic magical full plate +3 (no Dex penalty). Saves: Fortitude 1d20 + 17, Reflex 1d20 + 13, Will 1d20 + 8. Skills: Intimidate 3 Ranks (+6), Ride 15 Ranks (+19), Sense Motive 8 Ranks (+12), Swim 14 Ranks (+18). Feats: Alertness, Ambidexterity, Blind-Fight, Cleave (Great Sword), Great Fortitude, Improved Critical (Great Sword), Iron Will, Leadership, Mounted Combat, Power Attack (Great Sword), Ride-By Attack, Spirited Charge, Weapon focus (Great Sword), Weapon Specialization (Great Sword - Fighter). Language: common. Challenge Rating 14.

Tumbrar, a former paladin of Tyr, is not and never was a deacon. The folk of Timbertown in the Great Dale have given him the nickname, which he accepts proudly, because of his inclination to preach and the signs in his speech of what once was religious devotion.

Tumbrar had been the fair-haired child of War Captain Admiral Rilaunyr, commander of the Royal Impilturian Navy and also a paladin of Tyr. Rilaunyr thought that Tumbrar would rise high in the ranks of the Sword of Impiltur and the kingdom's system of justice. The admiral now looks upon Tumbrar as a mortal enemy, although he is forbidden by both his queen and his commander from raising a hand or taking any other action against his former protégé.

The parting of ways for the two paladins came rather abruptly and was caused by events during Rilaunyr's abortive scouring action in the swamps of Traders Bay in the Year of the Wave (1364 DR). Early in that campaign, the halfelven ranger Tulpin Mary (see her description farther above) had joined with Sir Tumbrar's patrol in hunting down agents of the criminal Regdresk family in the swamps.

The two fell in love. When Rilaunyr learned of this, he ordered Sir Tumbrar into his tent and admonished the younger paladin to forget about the ranger, saying she was below Tumbrar's station. Sir Tumbrar resented this violation of Impilturian military code. Such interference in a soldier's private affairs are forbidden by the Impilturian law a paladin of Tyr, above all, is sworn to uphold.

Sir Tumbrar rather brusquely reminded War Captain Rilaunyr that his admonishment was a violation of the law, adding that such was below Rilaunyr's station as a paladin of Tyr, and he added that he had no intention of following Rilaunyr's advice.

That scene already had driven a permanent wedge between the two paladins, but the tension between them was not resolved at that time, because the campaign was about to launch new attacks, and Sir Rilaunyr and Sir Tumbrar had different directions to follow. After completing his next mission, Sir Tumbrar returned to see Garyl's Cove burning at the hands of Impilturian soldiers, who also were performing summary executions of men from the Bay, without proper trial.



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These acts shocked Sir Tumbrar. They also quickly led to the queen's humiliating reprimand of Sir Rilaunyr along with her orders that he and his soldiers immediately abandon Traders Bay and end their action there.

After the troops had reached Ilmwatch, Sir Tumbrar went immediately to Holy High Justice Holumbrar, the high priest of Tyr in Ilmwatch, and filed formal murder charges against Sir Rilaunyr. Within a few days, Holumbrar informed Sir Tumbrar that the charges had been dismissed, that the acts done in Garyl's Cove could not be viewed as murder but rather as errors in the heat of battle, and that Tyr and Queen Sambryl had other forms of penitence planned for War Captain Rilaunyr.

Within a matter of minutes, Sir Tumbrar not only had lost his faith in Tyr entirely, but he also felt nothing but the utmost scorn for a god of justice who would allow one of his own paladins to go unpunished. As far as Tumbrar was concerned, Rilaunyr belonged on the gallows, an opinion he still holds today. Before he had left Justice Holumbrar's chambers, he already had silently renounced his paladinhood. He no longer would serve Tyr or the Impilturian crown.

He returned to his unit and informed his trusted officers and his battle mage from the Wand of Impiltur, Badeye Tom (see description farther above), of what had happened, what his reactions were and what he planned to do next - leave Impiltur. Badeye Tom and the others decided to let the man stick with Tumbrar, and Badeye Tom set about stealing as many of the Wand of Impiltur's magic items as he could take without drawing suspicion.

Sir Tumbrar was high enough in rank to ride out of the compound in Ilmwatch without having to offer the guards an explanation. He and his followers remained in Ilmwatch only long enough to get Tulpin Mary and then ride hard up Merchants Run, traveling by day and by night, reaching Guidodale and turning off there, somewhat to the surprise of the hamlet's guards, and riding on toward Timbertown in the Great Dale.

In Ilmwatch, two days passed before it became clear that the paladin, his mage, two officers and several sergeants of his unit had deserted, probably taking a number of magical items from the Wand of Impiltur with them. Another few days passed before it became clear that Tumbrar and his company had ridden to Guidodale and then turned eastward, crossing over the Impilturian border and beyond the reach of Impilturian law.

Sir Rilaunyr received no news of these matters for 30 days. During that time, he had been ordered by High Justice Holumbrar to remain in his chambers, to contemplate, meditate and do penitence for his wrongdoing in Garyl's Cove. The justice had no intention of relieving the War Captain of this obligation merely to inform him of Sir Tumbrar's desertion.

Instead, Holumbrar conferred with Archwand Daerthnur, and the two agreed to undertake no action themselves but rather to pass the matter on to Lyrabar. Daerthnur gated to the capital and discussed the desertions and thefts with Regent War Captain Kyriraun and, if necessary, Queen Sambryl.

As Tumbrar's party reached Timbertown in the Great Dale, they had other matters to deal with than Impiltur's wheels of justice. The town was under a heavy attack from hobgoblins who had come up from the old gnome delvers beneath Rawlinswood. Tumbrar and his men were keen for a good fight and joined in the battle. With time, the hobgoblins were routed, but Timbertown had suffered severe losses, among them the ruling aldermen and the constable. Tumbrar's party lost its halfling scout, Beetle.

Tumbrar, Tulpin Mary and the rest of his company decided to rest for a few days in Timbertown. Before they left, a delegation of townsmen came to them, telling Tumbrar that the town council had unanimously elected him to be their new ruling alderman, and they hoped he would accept in Timbertown's time of dire need. He did, and he appointed Tulpin Mary to be his new constable.

Tumbrar had not been in office long when Regent War Captain Kyriraun had decided what to do about the paladin's desertion. Kyriraun said Impiltur had no legal jurisdiction anywhere in the Great Dale, but the kingdom could send a small group of paladins as far as Timbertown to determine whether Tumbrar and the other deserters still were there, and if so, present an official request from the crown to the alderman of Timbertown, requesting that the wanted men be turned over.

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The four paladins were quite surprised upon reaching Timbertown to find that the alderman to whom they presented their request was Tumbrar himself. They were less surprised that he denied the petition.

When Holumbrar received this news in Ilmwatch, he decided that there was little more that could be done at present. Impiltur had neither authority nor jurisdiction in Timbertown. There was no legal basis that could be used to send Impilturian troops into the Great Dale to take Tumbrar prisoner.

Not long after this Rilaunyr's 30 days of cloistered penitence ended. High Holy Justice Holumbrar informed the paladin of what had happened, what had been undertaken in the matter and what had been decided.

Rilaunyr, still seething over the murder charges Tumbrar had filed against him, was outraged to learn that Tumbrar and his men apparently had gotten away with desertion and with stealing precious magical items from the Wand of Impiltur.

However, Rilaunyr was a paladin in disgrace, and it was clear that the crown had made other choices than he would have advocated. His counsel was not sought in the matter, and so, he reluctantly let it rest for the time being, to fester in his mind.

During this time, Tumbrar, who already had gained his nickname *Deacon* in Timbertown, began dealing with his own questions of just who he now was. He found within himself a man who still believed strongly that laws should be clearly defined, so that all can understand them easily, and those who violate the law should be dealt with harshly.

He had become aware of the church of Hoar, but its teachings and advocacy of poetic justice bypassed Tumbrar's own ideals somewhat. The atrocities in Garyl's Cove had left an indelible impression upon his mind. The result was that Tumbrar believed strongly that a wrongdoer's guilt must be proven conclusively before punishment can be meted. He swore never - as alderman and judge of Timbertown - to allow the innocent to be punished, as he believed had happened under Rilaunyr in the burnt swamp town.

Under Tumbrar's reign, Timbertown became a safer and more peaceful town. The deacon and his followers were well-liked among the lumberjacks and their families. They stood 100% behind Tumbrar and were ready to fight behind him, should the Impilturians ever return.

As time passed, Rilaunyr pondered time again how he could get Tumbrar into his hands and before an Impilturian court of justice. With time, he reasoned and rationalized and at last convinced himself that although Timbertown indeed was outside of Impilturian jurisdiction, it was under no other country's jurisdiction either. In addition, he argued to himself, while Impilturian law did not permit actions outside of the kingdom's borders, it did not prohibit them either.

Finally, in the Year of the Staff (1366 DR), he decided he could deal with Tumbrar. He sent a team consisting of eight of his finest paladins of Tyr and a battle mage from the Wand of Impiltur off to Timbertown, with orders to bring Tumbrar, Badeye Tom and the other deserters back to trial.

It was a foolish operation, doomed to failure from the start. Opinions were sharply divided within the Sword of Impiltur over Rilaunyr's dealings at Garyl's Cove. No small number of soldiers believed that Rilaunyr had disgraced the Sword of Impiltur, and many shared Tumbrar's belief that Rilaunyr belonged on the gallows.

In addition, Tumbrar had been a popular commander, and he still had many friends within the Sword of Impiltur. These saw to it that news of Rilaunyr's orders seeped out of the military command and dashed up Merchants Run faster than Rilaunyr's paladins could ride. When they arrived at Timbertown's gate, they were awaited not only by Tumbrar and his men, but also several hundred armed lumberjacks ready to defend their alderman.

Nonetheless, the Impilturian paladins boldly demanded that all of those named in Rilaunyr's warrant surrender immediately and peacefully and return with them to Ilmwatch to stand trial, a demand which drew an immediate and course round of laughter from the lumberjacks defending Timbertown.

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Tumbrar had earned his nickname *Deacon* through his inclination to preach, and he responded to the paladins with a sermon that at first left them uncertain of their own position. He reminded them that they were beyond Impiltur and beyond the laws of Impiltur in another place with its own legal system. The teachings of their own church, he said, bound them to honor the legal systems of other jurisdictions, as long as these were just.

The *Deacon* added that the paladins knew nothing of the legal system in Timbertown and therefore were in no position to judge it. Until they were thoroughly familiar with the laws of Timbertown, he argued, the paladins could only violate the tenets of their own faith by using violence in Timbertown.

Sir Belimbrar, commander of the Impilturian unit, recognized the truth in Tumbrar's words and found himself in a dilemma. On the one hand, he had been ordered by Rilaunyr to bring back the deserters and the stolen magical items. On the other hand, however, he was on foreign soil and had no legal authority to carry out that order.

In addition, Sir Belimbrar was a paladin of no little wisdom. He recognized the tremendous complications that any further actions on his part could cause. Impiltur was a great military power, but he doubted that his queen or her regent war captain had the slightest interest in going to war with the Dalesmen, and yet, an overreaction on his part could precipitate such a war.

If Impiltur marched into Timbertown or any other part of the Great Dale, he believed, his kingdom would pay dearly for its aggression and gain nothing. Both the Freeman and the Hunters of Herne would unite against Impiltur and disappear into the forests, to plague the Impilturian occupiers with endless guerilla attacks. The Sword of Impiltur was ill-prepared for such warfare. He could imagine the death toll being 10 to 1 in the Dalesmen's favor.

On a more immediate level, he and his paladins faced the same problem. They had not the slightest chance of surviving any attempt to take Tumbrar and his men with violence. They would be slain to the man, and the queen and her regent would find themselves with a serious incident upon their hands, without knowing ahead of time that such an incident was in the making.

Had things come to a standstill at that point, little would have happened. Sir Belimbrar was about to order his men back to Impiltur, but Deacon Tumbrar continued with his sermon and began berating Tyr and his church, saying he expected fully that the paladins would violate their own principles and attack the Dalesmen.

The church of Tyr idolized words on parchment, not justice, Tumbrar proclaimed. For that reason alone, a mass murderer like Rilaunyr continued to be accepted by Tyr and continued to rise within the ranks of the Sword of Impiltur when his neck belonged in a noose. Deacon Tumbrar warned the Impilturians not to draw steel, saying if they did so, they would learn quickly and for the first time what justice is, justice true, fair and hard, as it is known in Timbertown.

Sir Belimbrar saw the tempers rising within his own unit, and he ordered his men to turn about and ride back, but two of the younger paladins had been driven over the brink by Deacon Tumbrar's insults of Tyr and rode into the crowd of Dalesmen, intending to slay Tumbrar. One of the paladins used his sword to cut down a huge lumberjack who blocked his way. The Dalesmen immediately closed in upon the two paladins and brought them down, but two more Dalesmen lay dead.

Deacon Tumbrar barked orders to the Dalesmen to hold the two paladins captive but not to move against the rest of Sir Belimbrar's party. Belimbrar again ordered his men to hold, and they obeyed, albeit reluctantly.

Sir Belimbrar and Deacon Tumbrar stared long and wordlessly at each other. It was the deacon who at last broke the silence.

*"Go home, Belimbrar," Tumbrar said. "You can only make trouble for your queen here, and I be doubting that she knows what you're up to. Your two men here we'll be keeping for trial. Murder's been committed here today."*

Again, Sir Belimbrar stared long into the eyes of his adversary. At last he said, *"Aye, we'll be returning to Ilmwatch. Let us be hoping that we haven't started something this day that no one can end."*

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Sir Belimbrar looked down sadly at the two young paladins being held captive by the Dalesmen.

*"Ye've violated my orders," he said, "ye've disgraced your queen and ye've turned your backs on the teachings of Tyr. If ye were Dalesmen, and ye did in Impiltur what ye did here today, ye'd be on your way to trial in Tyr's court of law. Tyr seems to have little influence here, but methinks a similar fate awaits ye here. Ye made the choice. Ye broke the law. There's nothing more I can do for ye."*

Tulpin Mary charged both of the young paladins with murder, but testimony at their trial indicated that only one of the two, Sir Wethrinraun, was responsible for the three slain Dalesmen. Deacon Tumbrar found Wethrinraun guilty of triple murder and he was hanged on the following day. He found the second paladin, Sir Garanbrar, guilty of armed assault and sentenced him to one year hard labor in Quarzbeard's quarry in Timbertown. Garanbrar was returned to Guidodale after completing that sentence.

When Sir Belimbrar reached Ilmwatch again, there already was turmoil. The alderman of Cairnpur and representatives of Maracrath and Guidodale already had filed protests in Ilmwatch over Sir Belimbrar's mission. When High Holy Justice Holumbrar learned of Rilaunyr's deed, he was enraged over what he considered to be a clear violation of the law on the paladin's part.

Exactly what happened thereafter is known only to the participants, but it is said that Holumbrar and Archwand Daerthnur summoned Rilaunyr to them, and that Regent War Captain Kyriraun and Queen Sambryl were brought into the conference as well, through magic. It is claimed that Rilaunyr was reprimanded severely and warned that a further violation of the law would result in his dismissal from both the Sword of Impiltur and the church of Tyr.

Be that as it may, an order on parchment was signed by both the queen and Kyriraun giving all Impilturian soldiers a direct order not to cross the borders of Impiltur without the explicit consent of one of them. The order's implication was clear to all; Admiral Rilaunyr no longer had the authority to send men out of Impiltur without the consent of Kyriraun or the queen.

Again, Rilaunyr had a chance to let the matter rest, but instead it continued to fester within him. In the Year of the Banner (1368 DR), he came up with a new approach, this time discussing it at first with Holy High Justice Holumbrar. The high priest was less than enthused with Rilaunyr's idea, but he found nothing in it that was illegal or that violated standing orders. Later, in retrospect, Holumbrar wished that he also had discussed the matter with Daerthnur and Kyriraun, for Rilaunyr was about to open another troublesome can of worms.

Rilaunyr placed a bounty of 1,000 gold talers on the heads of Tumbrar, Badeye Tom and each of the other deserters, in the hope that bounty hunters would bring the fallen paladin and his companions in. The admiral doubtless was unaware that Tulpin Mary frequently gave contracts to prominent head hunters to bring in fugitives or that Deacon Tumbrar had befriended many of them, among them the feared Thayan bounty hunter Sleyvas, and that many bounty hunters would not work for Impiltur in its cause against the deacon.

When Tumbrar heard of the reward placed upon his head by Rilaunyr, he placed a reward of 100,000 Impilturian gold talers upon Rilaunyr's head, accusing him of mass murder in Garyl's Cove in the Year of the Wave (1364 DR). The deacon's offer sought Rilaunyr alive or dead. To the deacon's amusement, news soon came that the Regdresks had posted parchment notices in most settlements of the Impilturian swamps repeating the details of Tumbrar's wanted poster.

These developments caused considerable consternation in Impiltur. Level heads in the kingdom thought it was doubtful that anyone would succeed in claiming the reward Rilaunyr had offered, because Tumbrar remained within Timbertown, where he was well protected.

But Kyriraun and the other Lords of Imphras II felt that Tumbrar's reward offer posed a genuine threat to Impilturian security, because the 100,000 gold taler reward offered by the deacon was certain to draw a number of bounty hunters and assassins who would stir up trouble in Impiltur. Their fears were compounded by a widespread rumor that Sleyvas had taken a contract from Tumbrar and agreed to bring the admiral in, alive or dead, although this rumor was in fact unfounded.

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In addition, the war captains had hoped that the issue of Rilaunyr's actions in Garyl's Cove would die down. Instead, the dual bounty offers flamed the matter up again, and people began again to question the ethics that prevented the admiral from being brought to justice.

After conferring with the queen, Kyriraun in Lyrabar took steps to resolve the dispute for all time. He gave Rilaunyr a direct order to withdraw the reward offer and to never again take any action, direct or indirect, against Deacon Tumbrar. He then had the Heralds of Imphras II make it known throughout the kingdom that the bounty no longer was valid and that Queen Sambryl had given Tumbrar, Badeye Tom and their followers a royal pardon for any and all crimes they may have committed.

Kyriraun then sent a secret delegation to Timbertown to negotiate with Deacon Tumbrar. The delegates brought the deacon and his followers parchments signed by the queen confirming the pardons and giving Tumbrar and his men the right to move freely and safely through Impiltur.

The documents also donated the magical items stolen by Badeye Tom to the town of Timbertown for its collective defense, pointing out that this deed is in the kingdom's own interest, because Timbertown is the last outpost in the east before the Impilturian border.

In return, the delegates asked only that Deacon Tumbrar withdraw the bounty offer on Rilaunyr's head, which he agreed to do. Since that time, Deacon Tumbrar's interest in Admiral Rilaunyr has faded considerably. The deacon knows that Rilaunyr has been humiliated several times because of Tumbrar's deeds, and he has resigned himself to the fact that the admiral will not be punished further for his deeds in Garyl's Cove.

Deacon Tumbrar remains one of the great thorns in Rilaunyr's side, but it is clear to the paladin that all options are closed to him. Should Tumbrar ever come to Ilmwatch, Rilaunyr knows that he would have to tolerate the deacon's presence there. He too has more or less resigned himself to the fact that he can do nothing more about Tumbrar. Nonetheless, the paladin's animosity for the deacon still festers within him.

Since the feud with Rilaunyr was laid upon ice, Deacon Tumbrar's focus has shifted away from his native Impiltur and moved to his new home, Timbertown. The deacon likes the high-spirited, friendly but rough and rowdy ways of his new folk. He knows that many a logger enjoys nothing more than a good fight, but he knows that his people also want protection from thieves and murderers.

Many of Timbertown's lumberjacks have to travel in areas that are threatened by hobgoblins at times. A woodsman who encounters hobgoblins usually has only one chance of survival, to ride away on his horse as fast as possible. Hobgoblins seldom have mounts, so a rider can outrun them. To steal a man's horse could be tantamount to taking his life.

The cattlemen of Timbertown are poor farmers. Stealing a cattleman's herd could condemn his family to starve. In the Impilturian settlements and in Uthving, horse thievery and cattle rustling are crimes. In Timbertown, they are capital offenses. Anyone found guilty of either is quickly dispatched by Deacon Tumbrar to the gallows, which is a permanent structure on the market square.

Most other offenses are punished more severely in Timbertown than in Impiltur or elsewhere in the Great Dale. Tulpin Mary has a small stockade, but its only prisoners are those whose cases have not yet been closed by the deacon. Any offense for which the deacon finds one guilty results in at least 10 days of hard labor.

Such sentences, which can be as long as 20 years, are served at Quarzbeard's stone quarry. Quarzbeard, who reveals neither his true name nor his clan, is a crusty and dour dwarf who ran the quarry along with his four brothers until the hobgoblin attacks in the Year of the Wave (1364 DR). Quarzbeard was the only family survivor.

Deacon Tumbrar determined that the quarry, which provides Timbertown's brick, is vital to Timbertown's interest. He worked out an agreement with Quarzbeard to turn the quarry into a penal colony. It is worked by those convicted in Tumbrar's court. Quarzbeard pays the town no fees for this service, but he is required to pay for and maintain the guards who watch over the prisoners, and he is responsible for housing and feeding the prisoners, who are kept in chains. The town also pays nothing for Quarzbeard's services, but he is allowed to continue keeping the quarry's profits.

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Deacon Tumbrar is a stern man but one who believes in fair justice rather than adhering to the letter of often obscure or incomprehensible laws, which he contends is the main purpose of Tyr's church. Some priests and paladins of Tyr in Impiltur claim that Tumbrar has gone over to the worship of Hoar, contending that the deacon's justice is moody, bitter and arbitrary.

The contrary often is true. Before the deacon will speak a guilty verdict, he must be convinced not only that the accused is in fact guilty of the crime of which he or she has been accused, but also that the conviction represents fair play rather than blind adherence to the law. This system of justice is foreign to the teachings of both Tyr and Hoar.

Outside of his public duties, Deacon Tumbrar leads a relatively quiet life with his life's companion, Tulpin Mary. Although he has abandoned the church of Tyr, he is not faithless. He now worships both Tymora and Tempus.

## TURGARTH

Segment: *The Great Dale*

Turgarth was one of the most powerful conjurer-liches of the fallen Narfelli Empire. His base of operations was the Narfelli Věžpeklo Tower in the eastern part of the Great Dale, where Nighthawk Tower stands today. Turgarth also was in possession of one of the *Narfelli Emperor's Stones* named *Bunlûhn*. The stone now is in possession of the lich Harbet Gall in Nighthawk Tower.

Turgarth shunned the tower laboratories and used his dungeons beneath Věžpeklo Tower for his arcane work. His dungeon, according to old parchments in the Royal Impilturian Library in Lyrabar, was six levels deep. There are some hints in these parchments that conjurers in the southeast of the empire had succeeded in summoning large numbers of lesser devils and then sending these forth in small hosts to attack the Raumathari on the other side of Lake Ashane. Although this tower's name and specific location are not named, they seem to describe Věžpeklo well.

The summoning of the Narfelli conjurers and the Raumathari warrior sorcerers escalated in the last years of the war between the two empires. Ever higher level tanar'ri and baatezu were being drawn into the war by the two sides. In the last days before their mutual destruction in the Year of Recompense (-150 DR), Turgarth appears to have achieved his greatest success. Already, both sides had succeeded in summoning and binding a few pit fiends and balor, but Turgarth at last summoned and bound a tanar'ri infernal named Zabaroath (see his own entry in this section) to fight the Raumathari.

However, Zabaroath never went to war. He still was confined in his magical cage deep in Věžpeklo's dungeons when a Raumathari blast of magic blasted Věžpeklo Tower to oblivion. Nothing that was above the surface survived, and the dungeons were blocked and totally buried.

At the time of the blast, only Turgarth, two other conjurers, his jailer, two prisoners and the infernal Zabaroath were in the dungeon. The five humans died in short order of a lack of oxygen, but the undead Turgarth and the outsider Zabaroath survived.

Turgarth had been losing interest in the war above and already had begun making preparations to ascend to demilichdom. After the blast, he could sense that his phylactery had survived, buried deep beneath rubble but quite safe from anyone who might attempt to destroy him. As a demilich, the devastation of Věžpeklo or for that matter of all of Narfell would be of little consequence to him.

Thus, he followed his chosen path, succeeded in becoming a demilich and began exploring strange and remote paths far from the home of his skull and phylactery on the material plane. The only drawback is that he is a weak demilich. He has been unable to swallow souls into his gems. However, he believes men again will come one day to the site of Věžpeklo, and with luck, his magic will draw them to excavate and then bring their souls to him.

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- **Demilich**, Diminutive Undead, AL:NE, Male, CR 29, (Skull about 10"/25cm)  
**HD:** 27d12 (Level 27 Conjurer - epic)  
**HP:** 216  
**Initiative:** +7 (Dex +3, +4 Improved Initiative)  
**Speed:** Fly 180 ft./54 m (perfect)  
**Armor Class:** 39 (+4 size, +3 Dex, +5 natural armor, +27 insight)  
**Attacks:** +27 melee, Damage: Touch 10d6+20 + paralyzing touch.  
**Face:** 1 x 1 ft./0 ft. or 30 x 30 cm/0 cm.  
**Special attacks:** Trap the Soul (Su) DC 36, Fear Aura (Su) DC 19, Paralyzing Touch (Su) DC 36, Perfect Automatic Still Spell, Spell-like abilities: *Alter Self*, *Astral Projection*, *Create Greater Undead*, *Create Undead*, *Death Knell*, *Enervation*, *Harm* (to heal self), *Summon Monster I-IX*, *Telekinesis*, *Weird* (2x daily), *Greater Planar Ally*, Save DC 36.  
**Saves:** Fort +13, Ref +15, Will +20  
**Abilities:** Str 10, Dex 16, Con -, Int 35, Wis 24, Cha 20.  
**Skills:** Alchemy +38, Concentration +25, Dweomercraft +38, Hide +27, Knowledge (arcana, undead) +44, Knowledge (planes, dragons, history, local) +28, Listen +26, Move silently +27, Scry +27, Search +38, Sense Motive +26, Spot +26.  
**Feats:** [Automatic Quicken Spell], [Blinding Speed], Brew Potion, Combat Casting, Cast Wondrous Item, Enlarge Spell, Epic Spellcasting, Heighten Spell, Improved Initiative, Improved Spell Capacity (10<sup>th</sup>), Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Penetration, [Tenacious Magic], Toughness.  
**Permanent Spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, See Invisibility, Resistance, Tongues.  
**Conjurer Spells Per Day:** 5/8/8/8/8/7/7/7/6, at least one daily Conjunction. Enchantment and Illusion unavailable. 10<sup>th</sup> level Narfelli spells: 2 slots. Epic level spells: 3 Slots.  
**Spells Ready** (*No spells already in effect at start of encounter; Turgarth expects no visitors.*): 0<sup>th</sup> - Acid Splash (3), Arcane Mark, Daze, Open/Close. 1<sup>st</sup> - Alarm, Chill Touch, Grease, Hold Portal, *Mage Armor* (+4, lasts 24 hours), Magic Missile, Obscuring Mist, True Strike. 2<sup>nd</sup> - Fog Cloud, Gust of Wind, Knock, Levitate, Locate Object, Melf's Acid Arrow, Protection from Arrows, Web. 3<sup>rd</sup> - Blink, Fireball, Nondetection, Protection from Energy - fire, Stinking Cloud, Sleet Storm, Slow, Unweave Magic. 4<sup>th</sup> - Dimension Door, Ice Storm, Mass Reduce Person, Polymorph, Solid Fog (2), Stoneskin, Wall of Fire. 5<sup>th</sup> - Baleful Polymorph, Cloudkill, Cone of Cold, Nightmare, Teleport, Wall of Force, Waves of Fatigue. 6<sup>th</sup> - Acid Fog, Disintegrate, Globe of Invulnerability, Greater Unweave Magic, Repulsion, True Seeing, Wall of Iron. 7<sup>th</sup> - Forcecage, Greater Teleport, Insanity, Mordenkainen's Sword, Phase Door, Reverse Gravity, Teleport Object. 8<sup>th</sup> - Dimensional Lock, Discern Location, Incendiary Cloud, Maze, Meteor Swarm, Moment of Prescience, Prismatic Wall, Protection from Spells. 9<sup>th</sup> - Annihilate, Imprisonment, Prismatic Sphere, Teleportation Circle, Time Stop. 10<sup>th</sup> level Narfelli spells: Major Power Word, Kill, Wizard Shield. Epic level spells: Peripety SCDC 27, Ruin SCDC 27, Eclipse SCDC 42.  
**Climate/Terrain:** Nighthawk Tower in the Great Dale.  
**Organization:** Solitary.  
**Treasure:** See Part 6 *The Great Dale*, Nighthawk Tower.  
**Advancement:** As Conjurer.

## UNDRABANS OF CYRIC

Segment: *Impiltur*

Cleric (Strifeleader of Cyric) lvl 8, hm. AL: LE, HP: 51, AC: 15 (Chain mail). Abilities: Str 14, Dex 10, Con 13, Int 12, Wis 16, Cha 9. Base Attack Bonus: +6/+1. Attacks: Heavy Mace +2, Attack Bonus +10/+5, 1d8 + 5 hp dmg. Saves: +7/+2/+9. Spells: 6/5+1/4+1/4+1/2+1/0/0/0/0/0, Domains: Evil, Destruction. Skills: Concentration 11 Ranks, Disguise 5.5 Ranks, Escape Artist 5.5 Ranks, Heal 11 Ranks, Hide 5.5 Ranks, Knowledge (arcana) 11 Ranks, Knowledge (religion) 11 Ranks, Scry 11 Ranks, Spellcraft 11 Ranks, Spot 5.5 Ranks. Feats: Combat Casting, Brew Potion, Craft Wondrous Item, Craft Wand. Challenge Rating 7.

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Undrabans is one of the weak links in Cyric's clergy. A former Dreadmaster of Bane in Zhentil Keep, Undrabans converted to the Faith of the Dark Sun rather than losing his head during the Bane Death-Nonetheless, the lawful Undrabans never has been able to come to terms with the chaos of Cyric and his church. He wishes Bane would return, and if approached properly by Xvimists, he easily could be converted to the Godson's faith.

Because of his problems in coming to terms with his god's chaos, Undrabans began having difficulties with the Mirrormanes who then headed Cyric's Black Temple in the keep. In the Year of the Sword (1365 DR), Undrabans was sent to Impiltur with orders to begin sowing seeds of strife among the merchants of Hlammach, with hopes of eventually weakening and toppling the ever more stable government of Queen Sambryl.

The church bought a building in Hlammach known as Greystone House. It had long served as the Seaman's Hall, but it had been replaced by a new structure on the water. The church also saw to it that a bloodstone reserve worth some 100,000 gold talers was smuggled to Undrabans, to finance remodeling of the building as well as the purchase of influence and the payment of bribes to bring strife to Impiltur's financial capital.

After the destruction of Zhentil Keep in the Year of the Banner (1368 DR), two junior Strifeleaders of levels 2 and 3 who were aware of Undrabans' operations fled to Impiltur, going to Greystone House and telling the senior Strifeleader that they were sent there by High Cleric Xeno Mirrormane to aid him.

Undrabans since has learned that the Mirrormanes and the keep were destroyed, but he has made no move to rid himself of the younger clerics, Dragohan (hm Lvl 3, AL: CE) and Redokrans (hm, Lvl 2, AL: CE) although they do plot chaotically and ineffectively against him and each other.

Together, the three and their money have achieved a moderate modicum of success in sowing strife in Hlammach, but their achievements are nothing in comparison to the results achieved by the clerics of Mask from Telflamm. However, Undrabans is unaware of the clerics of Mask, and he credits himself with creating the wave of unrest rolling over Hlammach's financial circles.

If a serious attempt were made to convert Undrabans to the Xvimist faith, he would not hesitate to see to it that Dragohan and Redokrans were liquidated.

## VARGIN, GERNOT

Segment: *Bloodstone*

Vargin is an Iron Throne agent about whom little is known including most of his contacts within the organization. When Vargin visits some regional Throne leader, usually unannounced, it means that there is a message from up above. No one in the Throne knows who's up above, but everyone knows that word from there is law within the Throne and that Vargin delivers messages from the law.

Vargin has no home base, but he does have treasure stashed in various parts of his territory. He constantly is under way in the Vast, Impiltur, the Great Dale or the Bloodstone Kingdom, living in inns along his route. Titus Traud contacts him magically when he has work for Vargin to do.

- **Human male**, age 37, AL:NE, Size M (5'9"/175 cm tall); Wizard 9, Assassin 9, 73; Init +3 (+3 Dex); Speed 30 ft.; AC 13 (+3 Dex); Attack +10/+5 melee, or +13/+8 ranged; Saves Fort +7, Ref +12, Will +13; Str 10, Dex 16, Con 12, Int 16, Wis 15, Cha 14. Skills: Climb +12, Concentration +10, Craft (Blacksmithing) +7, Craft (Carpentry) +14, Diplomacy +14, Disable Device +15, Forgery +15, Hide +5, Intimidate +14, Knowledge (Arcana) +7.5, Knowledge (Architecture and Engineering) +12.5, Knowledge (History) +15, Knowledge (Local) +14, Knowledge (Nobility and Royalty) +14, Listen +2, Move Silently +17, Spellcraft +13, Spot +2, Use Magic Device +14. Feats: Brew Potion, Craft Wondrous Item, [Evasion], Investigator, Iron Will, [Scribe Scroll], Spell Mastery (Acid Arrow, Protection from Evil), Stealthy, Toughness, Track, Widen Spell. CR 18.



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**Spells Ready** (4/5/5/4/2/1/0/0/0/0): 0<sup>th</sup> - Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. 1<sup>st</sup> - Cause Fear, Color Spray, Enlarge Person, Expeditious Retreat, Mage Armor, Magic Missile, Protection from Chaos, Protection from Evil, Reduce Person, Shocking Grasp. 2<sup>nd</sup> - Acid Arrow, Bull's Strength, Command Undead, Protection from Arrows, Resist Energy. 3<sup>rd</sup> - Arcane Sight, Blink, Clairaudience/Clairvoyance, Lightning Bolt, Nondetection, Shrink Item. 4<sup>th</sup> - Black Tentacles, Charm Monster, Dimension Door, Polymorph, Shout. 5<sup>th</sup> - Magic Jar, Seeming.

## VILIGOTH, MYRDDIN

Segment: *Bloodstone*

**NOTE:** Quillan the Sage is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

Viligoth is a former Red Wizard of Thay who fled his homeland due to the preponderance of evil there. After hearing tales of Sir Gareth Dragonsbane's battles against Zhengyi the Witch King, Viligoth decided to go to Damara, to throw his lot in with the young Ilmatari paladin who later became king.

After Zhengyi's defeat, Viligoth and Emelyn the Grey formed the Twilight Riders to help build support throughout Damara for the coronation of Sir Gareth as king. Later, the current day Bloodstone Riders evolved from the Twilight Riders. Following the example of King Gareth, Viligoth also took up the faith of Ilmater, although he is neither cleric nor paladin.

In the last few years, Viligoth has observed that weapons often are more effective than high level spells in dealing with bandits and small monster bands. For that reason, he has set aside his further study of magic for the time being and has been taking active training from other Bloodstone Riders as a fighter. This also is the reason why he has not, to date, developed any epic level magic.

Detailed information of Viligoth and the Bloodstone Riders can be found in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*. Viligoth is based in the Damaran capital of Heliogabalus, where he commands the Damaran branch of the Bloodstone Riders. His counterpart Mariabronne in Darmshall commands the Vaasan branch.

- **Human male**, age 51, size M (6'0"/183cm tall), Bloodstone Commander of the Bloodstone Riders, Character Level 22 (Epic), Wizard 18, Fighter 4. HD (18d4+18 - Wizard) + (4d10+4 - Fighter); hp 80; Init +3 (+3 Dex); Speed 30ft/9m.; AC 13 (+3 Dex); Attack +16/+9 melee and +16/+9 ranged, favored weapon Short Sword +3, Attack +19/+12, 1d6+8 hp dmg; Long Bow, Attack +16/+9, 1d8 hp dmg. SV Fort +11, Ref +9, Will +13; Str 18, Dex 16, Con 13, Int 21, Wis 13, Cha 15. Skills: Appraise +5, Balance +3, Bluff +2, Climb +9, Concentration +26, Craft (Fletcher) +5, Diplomacy +7, Disguise +2, Dweomercraft +25 (5 arcane, 20 divine), Escape artist +3, Forgery +4, Gather information +2, Heal +1, Hide +3, Intimidate +2, Jump +4, Knowledge (arcana) +25, Knowledge (local) +10, Listen +1, Move Silently +3, Perform +2, Ride +3, Search +5, Sense Motive +1, Spot +1, Survival +6.5, Swim +4. Use Rope +3. Feats: Combat Casting, Craft Magic Arms & Armor, Enlarge Spell, Extend Spell, Epic Spellcasting, Improved Counterspell, Magical Aptitude, Quicken Spell, [Scribe Scroll], Spell Focus & Greater Spell Focus (Evocation), [Summon Familiar], Widen Spell. AL:LG, CR:22. Magic items: . Potions: Cure Serious Wounds (3), Remove Disease (2), Neutralize Poison (2). Monetary possessions: 120,000 gp in coins, jewels and precious metals in the garrison. Other: Bloodstone Talisman. Clone: In the Cave of the Whispering Wind.

**Spells Ready** (4/6/5/5/5/5/4/3/3/2/Epic 0): 0<sup>th</sup> - Acid Splash, Detect Poison, Disrupt Undead, Light. 1<sup>st</sup> - Detect Secret Doors, Detect Undead, Feather Fall, Magic Missile(2), Sleep. 2<sup>nd</sup> - Darkness, Fog Cloud, Invisibility, Protection from Arrows, Web. 3<sup>rd</sup> - Blink, Fireball, Lightning Bolt, Stinking Cloud, Unweave Magic. 4<sup>th</sup> - Ice Storm, Locate Creature, Solid Fog, Wall of Fire, Wall of Ice. 5<sup>th</sup> - Cloudkill, Cone of Cold, Teleport, Wall of Force. 6<sup>th</sup> - Chain Lightning, Disintegrate, Greater Unweave Magic, Wall of Iron. 7<sup>th</sup> - Forcecage, Greater Teleport, Mordenkainen's Magnificent Mansion. 8<sup>th</sup> - Discern Location, Incendiary Cloud, Iron Body. 9<sup>th</sup> - Mordenkainen's Disjunction, Teleportation Circle. *Epic* - None.

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**Permanent Spells in Effect:** Arcane Sight (lvl 3), Comprehend Languages (lvl 1), Darkvision (lvl 2), Detect Magic (lvl 0), Read Magic (lvl 0), Resistance (lvl 0), See Invisibility (lvl 2), Tongues (lvl 3).

**Clone:** Cave of the Whispering Wind

### VON FEDEL OF CYRIC, HARTMUT

Segment: *Silverymoon*

Cleric (Strifeleader of Cyric) lvl 3, hm. AL: CE, HP: 16, AC: 10. Abilities: Str 14, Dex 10, Con 13, Int 12, Wis 16, Cha 9. Base Attack Bonus: +2. Attacks: Heavy Mace (has none in NJ adventure), Attack Bonus +4, 1d8+2 hp dmg. Saves: +4/+1/+6. Spells: 4/2+1/1+1/0/0/0/0/0/0. Domains: Chaos, Evil. Skills: Concentration 6 Ranks, Heal 6 Ranks, Knowledge (religion) 6 Ranks, Spellcraft 6 Ranks. Feats: Combat Casting, Scribe Scroll, Brew Potion. Challenge Rating 2.

Von Fedel was one of the few Strifeleaders still surviving in the Citadel of the Raven. He was assigned by Manshoon to guard his abductee Söggrin and instead ended up being abducted himself by the ogre mage Xred, along with Söggrin. Von Fedel entertains illusions of evil power and is somewhat deranged. The Zhentarim wrote him off long ago as cannon fodder.

### WARDDH

Segment: *Backlands*

Warddh, a clanless dwarf, is the smith at Pralever's Provisions in Loudwater. He is a 126-year-old dwarf male, Fighter Level 12, AL:LG, 88hp, AC 16 with chain mail and shield, Base Attack Bonus +12/+7/+2. Attack: Battleaxe, Attack Bonus +17/+12/+7, 1d8+5 dmg. Saves: +12/+4/+6. Magic: Ring of Good Conversation. Challenge Rating 11.

It is one of the great unknown ironies of Loudwater, that the key Harper agent in the river city is the smith of the key Zhentarim spy, and neither knows of the role the other plays. Warddh is the smith at Pralever's Provisions. His loyalty to Pralever is second only to his loyalty to the Harpers.

Unlike Pralever, Warddh is anything but friendly. Rather, one could say that he is a moody, often depressed dwarf who snarls and growls, but nonetheless, just like Pralever, sees in the end that the needed good deed is done. Warddh's loyalty to the Harpers stems from the indelible impression that was stamped upon him when his life was saved by a Harper.

Warddh's loyalty to Pralever stems from his absolute conviction that his boss has an unswerving dedication to doing his duty and doing what is right (and as Pralever sees things, that's probably exactly what he does do). His moodiness and depression stem from the fact that Warddh is amnesiac, and this keeps him from reestablishing ties to his own clan, because he has no recollection which clan is his.

This in turns lowers him in his own eyes to being a clanless dwarf, which he considers to be the lowest kind of dwarf. When Warddh appears as an NPC, and a PC dwarf comes along, Warddh will immediately and hopefully ask the PC if he or she knows him. Until now that question always has been answered with no, which immediately depresses him. During the daytime one usually finds Warddh working hard in Pralever's smithy. Nights he's usually found alone over several tankards of Loudwater Owl in The Old Owl.

His Harper contacts usually take place in the Owl too. Warddh wears a Ring of Good Conversation which he received from a senior Harper. The rings allows him to speak openly on Harper business with contacts in the Owl. Anyone who is nearby and might be trying to listen in will hear only a normal, empty bar conversation.

The part of his own story that Warddh remembers is brief. Some 20 years ago, he and other members of his forgotten clan were engaged in a fierce battle with a group of Zhentarim atop a mountain. During the course of this battle, Warddh suffered a severe head wound. The other dwarves were nearly destroyed when a band of riders came along and destroyed the Zhents, mainly through the spells of a powerful mage.

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When Warddh came to in a Harper safe house in Sundabar, he learned who his rescuer was, a Harper mage he attempted without success to track down later. While other thoughts are confused, it was quite clear to Warddh that the Zhents are his enemy and the Harpers his only friends.

His duties as a Harper agent in Loudwater are to be eyes and ears for the Harpers and a relay of messages. The kind of diplomatic work Pralever does for the Zhentarim in Loudwater isn't necessary for Warddh to do.

Many high ranking Harpers are close friends of the High Lord's, and they pass their messages to him personally. Warddh receives word when Harpers and Harper friends are passing through Loudwater, and they often are advised to visit him, so that both sides can pass on news and messages, if necessary.

### WINGHAM, BARON

Segment: *Bloodstone*

**NOTE:** Wingham is an official *Forgotten Realms* NPC. He was defined in the accessory FR9 *The Bloodstone Lands* by R.A. Salvatore (TSR - 1988). Those statistics, valid in the Year of the Serpent (1359 DR), are the last published officially. The following expanded definition, current in the Year of Wild Magic (1372 DR), is the unofficial creation of the *Vintyri Project*.

The Baron of Palishchuk is an interesting character in all respects. He is the offspring of an act of jealous revenge. Wingham's father, Adelbert Wingham, was a successful bard who roamed the Kingdom of Damara before the war. He was scheduled to perform at the Inn of Clowns in Bloodstone Village when Zhengyi's assassins attacked there, and he fell as one of the victims.

Wingham, who has never carried a name other than his father's last name, was born nearly 25 years earlier. He saw the light of the world because another envious bard wanted to make a fool of his father in Heliogabalus. The other bard hired a half-orc prostitute to lure Adelbert Wingham into her chambers, disguised as a ravishing human through illusionary magic. She succeeded.

The rival bard then had intended to begin singing and circulating a song of his own composition to ridicule the senior Wingham for spending the night with a half-orc prostitute. However, he never got the opportunity. The rival bard, like many of his profession, was curious, and his curiosity led him to learn too much about a few secret operations of Tightpurse. The late Guildmaster Tarkos Ree had the bard assassinated.

Adelbert Wingham never realized his lady for an evening had been a half-orc. To him, the experience had been simply one of many similar nights when his overwhelming bardic charm had won the heart of another ravishing young damsel. He left Heliogabalus and continued on his tour without ever becoming aware that he was (once more) a father. Wingham's mother simply gave him the name of his father, or all of it that she knew: *Wingham*.

The young Wingham stayed with his mother until he was 12, when she sold him to a mercenary band. For a year, he worked as a slave for the mercenaries, until one of them, drunken, attempted to beat him. Wingham managed to get the inebriated mercenary's sword and slew him. As he faced the rest of the band, all with swords drawn, the leader gave him the choice of replacing the slain man or being slain. Wingham decided to stay alive and become one of the mercenaries.

In these years, it became clear that Wingham had inherited the best talents of both of his parents, although he never knew and probably never will know who his father was. He began composing songs about his band's adventures and entertaining his companions around evening campfires with his excellent baritone voice, and he had an unusual natural talent with swordplay, no doubt inherited from the line of orc warriors in his mother's blood.

When Wingham was 15, his mercenary band had come to Ironspur to buy new weapons from the dwarven smiths there. Wingham, as a half-orc, was viewed with great suspicion by the Ironspur dwarves, until his song and his charisma won their hearts. Their acceptance of him may have been eased by the fact that he looked more like an oversized dwarf than a typical half-orc. At that time, Wingham left the mercenary band and stayed for several years in the dwarven halls, composing a number of songs about the great smiths of Clan Ironspur that still are sung by their own skalds today.

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During Wingham's first year among the dwarves, in the Year of the Bright Blade (1347 DR), Zhengyi's Castle Perilous arose from the Vaasan Plain. Two years later, refugees started making a desperate flight out of Vaasa over the High Walk, ending their flight at Ironspur with tales of the horrible deeds being perpetrated by Zhengyi's monster hordes.

The refugees' flow dwindled with time to a trickle, with the last few escapees reporting that the entire human farming city of Palishchuk had been destroyed and all of its human inhabitants had been slain. Trolls, the refugees said, were being led into the swamps to keep the land under the Witch King's control.

The only survivors left in northeastern Vaasa, the refugees said, were small bands of half-orc swamp farmers who had been forced to abandon their holdings. The half-orc bands knew the ways of the swamps much better than Zhengyi's minions and were able to elude them, often drawing the monsters into quicksand traps. At other times, they waged guerilla warfare against them, turning the weapons they had captured from slain giants and ogres who had shepherded the trolls into the East.

Wingham heard the refugees' tales in the Ironspur settlement, and they spoke to his heart. At age 20, in the Year of the Dragon (1352 DR), he left the dwarves and crossed the treacherous High Walk alone, entering the deadly swamp maze of northeastern Vaasa with no idea how to proceed safely through it. Fortunately for him, a band of half-orc guerillas found Wingham before Zhengyi's hordes or the trolls could do so, and they accepted Wingham into their ranks.

During his time with the dwarves, Wingham had mastered the use of several weapons. He also became fascinated by some of the strange weapons taken from giants, ogres, orcs and goblins that had died in quicksand pits, mastering some of these as well. His charismatic personality and his good sense of strategy led the members of his band to select Wingham as their new leader when his predecessor died in battle.

In later phases of the war, when Zhengyi began sending large numbers of giants, ogres, orcs and goblins across the northeastern swamps to join the Grandfather of Assassins, Wingham and his band reduced their numbers with hit-and-run guerilla attacks from the flanks, however, they were unable to stop the tide of monsters that was flowing into the East Galenas with both Ironspur and Damaran Soravia as their eventual goals.

Before things turned better, they grew worse. The Ironspur dwarves had to flee their halls, leaving behind not only their forge and smithies but also the bodies of their fallen comrades. To the northeast, the hordes also took Justin's Mine in Damaran Soravia.

When the wars finally ended, it took long to clear the Ironspur halls of the last of the Grandfather's minions, and the threat did not end when Baron Gareth's men destroyed the Citadel of Assassins. Instead, a new Citadel of Assassins arose in the Year of the Turret (1360 DR), nearer to Ironspur and the High Walk than the first, and the monsters remaining in middle and outer reaches of the iron mines were fed, supplied with weapons and otherwise supported by the new citadel.

Through other machinations, however, Shandaril of the Iron Throne saw to it that Baron Gareth learned the location of the new citadel without knowing of her involvement or that of the Iron Throne. In Flamerule of that year, the baron led his old companions back into battle, attacking and destroying the new citadel. In that clash, both the Grandfather of Assassins and Baron Gareth's old friend, the monk Brother Kane, slew one another.

When the fighting was done, all of the important assassins except the mage Knellict lay dead, and the citadel was destroyed. With the fall of the citadel, the monster hordes were leaderless, and the Ironspur dwarves began gaining ground in their attempts to cleanse their mines of goblinkind.

One more attempt was made by Knellict to reunite the monsters under his banner, but he used a magical artifact he did not understand properly and with it destroyed his own monster horde of 1,000 as well as 500 Soravian soldiers. By summer of the Year of Maiden (1361 DR), the last of the monsters had been driven from Ironspur.

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During this time, Wingham and his followers began to be known among Damaran humans by the not completely complimentary name *Whacky Wingham's Weird Weapon Wielders*, due to their unusual battle tactics and the strange weapons they often wielded in battle. Some of the members of the band wielded exotic weapons taken from their foes, while Wingham and a few others designed weapons of their own and commissioned the Ironspur smiths to make them.

With the battles in the mountains dying down, Wingham and his followers looked back to Vaasa, and they saw both half-orc farmers who were attempting to claim land on the high ground near the ruins of Palishchuk and trails who were determined to feast on the half-orcs. Believing the farmers to have no chance against the trolls, Wingham's band traveled to the ruins of Palishchuk to help the settlers defend their new homes and farms.

In the following Year of the Helm (1362 DR), Gareth Dragonsbane proclaimed the Bloodstone Kingdom and claimed its crown. The new kingdom was a realization of the monarch's own vision, combining Damara and Vaasa into two princedoms under a single crown. Structuring the princedom of Damara was not difficult; the new king simply maintained the old duchies and baronies as well as the Free City of Heliogabalus.

But Vaasa was another matter. It never had been governed before Zhengyi's time. Darren Thunderclap in Darmshall seemed to be an easy choice for the new prince, and Hillsafar Hall and Ironspur also were natural choices for two of the regional governments. But the large heart of Vaasa northeast of Dead Man's Walk and northwest of the East Galenas was another matter.

Before the wars, there had been only one true settlement in that area, the fallen City of Palishchuk in the East. The only other point of significance was what remained of Zhengyi's Castle Perilous, which still was enemy territory, held by 50 dragons and large numbers of draconians.

In planning the kingdom he was about to proclaim, Gareth Dragonsbane saw that it would not do to attach this large, troll-infested triangle of the Vaasa Plain to the Duchy of Ironspur. Baron Gareth knew Iron Duke Murnaros, and he knew that the duke's focus was upon his own mountains; the duke would not succeed in casting his gaze beyond the foot of the mountains for long. He was not the ruler central Vaasa needed.

It was then that Baron Gareth recalled the iron duke's tales of a half-orc bard who had accomplished himself as a warrior in the eastern flank of the Bloodstone Wars, where Baron Gareth never had been. The iron duke also had told him that this half-orc, named Wingham, now was leading nearly 800 other half-orcs who were attempting to rebuild old Palishchuk into a Vaasan farming center.

With a halfling baron in Bloodstone Valley, a dwarven duke and a dwarven count in Hillsafar Hall and Ironspur and human dukes and barons in the rest of Damara and in Vaasan Darmshall, Baron Gareth had given representation to all of the races in his new kingdom but one, the half-orcs. By making of the Vaasan triangle a third barony, that of Palishchuk, and appointing Wingham as its first baron, the king-in-the-making would at last have regional governments representing all of the important races in the new kingdom.

Baron Gareth sent messengers to Ironspur and then across the High Walk to Wingham, to present his proposal, and Wingham accepted. The warrior bard never had been one to back off from a big challenge. Ruling the new Barony of Palishchuk certainly was the biggest challenge he ever had accepted. His constituency consists of 50 vampire dragons, thousands of draconians, thousands more of trolls and a relatively small number of half-orcs and humans in Palishchuk, Asfaloth, Swampgate and the northern halves of Moortown and Gatehold.

One of Baron Wingham's first great successes occurred in summer of the Year of the Shield (1367 DR), when he concluded difficult negotiations with Hea-Rem, chieftain of the White Worm barbarians who live between the border of his barony and Pelvuria, the Great Glacier. Wingham sought an agreement under which the Barony of Palishchuk and the barbarian tribe could live in peace with each other. Until then, beginning with Zhengyi's time, the barbarians had been hostile.

The talks closed with a verbal treaty, in which both the barony and the Bloodstone Kingdom acknowledged that the White Worm Plain south of the glacier as well as the barbarians' sacred Ice Run were the territory of the White Worm tribe. In turn, the barbarians agreed not to enter the Vaasan Plain south of their domain. Baron Wingham also agreed to post warnings in all settlements of the barony that the northern territory was the land of the White Worm and that trespassers would be subject to tribal justice.

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When Wingham ponders the work still ahead of him as Baron of Palishchuk, a favorite saying of Iron Duke Murnaros of Ironspur often captures his thoughts: *Nothing good will come of this!* Instead, however, the baron grins at the idea and the challenge ahead of him. He entertains no dreams of Vaasa or his barony being tranquil lands of peace-loving farmers and foresters within his own lifetime, but he believes he, Prince Darren, King Gareth and their combined followers can set things on the track to eventual success.

He is confident that the Bloodstone Kingdom and Impiltur will win the pending war at the ruins of Castle Perilous. Baron Wingham is one of those people whom one tends to call lucky. Most things in his life - Duke Murnaros' saying notwithstanding - have indeed turned out for the better, and Wingham believes that trend will continue throughout his tenure as baron. With Impiltur and the Bloodstone Kingdom determined to bring Castle Perilous to its definitive ruin and with the success that priests of Istishia have had in destroying swamp trolls, the baron is optimistic.

Wingham is a charismatic half-orc with stronger facial characteristics from his father's human side than his mother's half-orc side, although his large frame and ashen skin tend to betray her heritage. The baron is short for a half-orc but stocky. He has a stubby nose but shows no signs of an orcish snout or fangs. He does have a broad chin, but it goes unnoticed behind his bushy beard. Many mistake him for a very large dwarf. Only his rounded but partly pointed ears tend to betray his non-dwarven heritage.

Despite his title, the baron is an unassuming person. His lodge, a modest alternative to other barons' small castles, manor houses and mansions, is a wooden structure made of timber from the East Galenas' foothills, like all other buildings in Palishchuk. A second wooden structure behind the lodge houses his famous collection of exotic weapons. The well guarded museum is open to the public.

During the Bloodstone Wars, Wingham was well-known for the strange and exotic weapons he could wield with confidence, but before the wars had ended, he already had returned to his original weapons, those he had learned in his younger years among the Ironspur dwarves - dwarven warhammer and heavy crossbow.

After the wars, Iron Duke Murnaros rewarded Wingham with great dwarven treasures - the magic warhammer *Örlöghöggr* (Fate's Blow), a magic crossbow and a precious shirt of magical mithral chain mail. Since that time, the baron uses only these weapons and armor.

*Örlöghöggr* is the greatest of these dwarven treasures. It is a rune-adorned warhammer made of mithral, forged by one of the greatest master smiths of the Ironspur clan and enchanted with song by the high priest of Moradin. The hammer has an enchantment of +5, is invulnerable against all magical attacks against metal and when thrown, it always returns to the hand of its owner.

Evenings, the baron often can be found performing as a bard in the Smirking Snout Inn's public room in Palishchuk. Only by asking will one learn that he's the baron. Most of those who live in Palishchuk simply call him Wingham, as they always have.

**Half-orc male, age 40, AL:NG, Fighter 10, Bard 8**

**Size:** M (5'0"/152cm)

**HP:** 124

**Initiative:** +5 (+1 Dex, +4 Improved Init).

**Speed:** 30 ft/9m

**AC:** 20 (+1 Dex, Mithral Chain Mail +4)

**Attack:** +21/+16/+11/+16 melee, *Örlöghöggr* Warhammer +5, +28/+23/+18/+13 melee, 1d8+14 dmg, +17/+12/+7/+2 ranged, *Örlöghöggr* Warhammer +5 (thrown), +24/+19/+14/+9, 1d8+9 dmg; Heavy Crossbow +3, +20/+15/+10/+5, 1d10 dmg

**Special attacks:** None

**Special Qualities:** Darkvision 60ft/18m, Orc Blood, Bardic Music, Bardic Knowledge, Countersong, Fascinate, Suggestion, Inspire Competence, Inspire Courage +2.

**Saves:** Fort +13, Ref +10, Will +10

**Abilities:** Str 20, Dex 13, Con 18, Int 13, Wis 13, Cha 18.

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**Skills:** Appraise +1, Balance +1, Bluff +4, Climb +10, Concentration +7, Craft (Make Crossbow Bolts) +1, Diplomacy +4, Disguise +4, Dweomercraft +1, Escape Artist +1, Forgery +1, Gather Information +15, Handle Animal +4, Heal +1, Hide +1, Intimidate +4, Jump +5, Listen +12, Move Silently +1, Perform (Sing) +15, Ride +8, Search +1, Sense Motive +1, Spot +1, Survival +1, Swim +13, Use Magic Device +15, Use Rope +1.

**Feats:** Blind-Fight, Cleave, Exotic Weapon Proficiency (3x for exotic weapons no longer used), Greater Weapon Focus (Warhammer), Greater Weapon Specialization (Warhammer), Improved Initiative, Leadership, Power Attack, Weapon Focus (Warhammer), Weapon Specialization (Warhammer).

**Bard Spells Available:** 3/4/4/2/0/0/0/0/0/0.

**Bard Spells Known:** 6/4/4/3/0/0/0(0/0/0): 0<sup>th</sup> - Detect Magic, Know Direction, Light, Read Magic, Resistance, Summon Instrument. 1<sup>st</sup> - Charm Person, Comprehend Languages, Cure Light Wounds, Feather Fall. 2<sup>nd</sup> - Cure Moderate Wounds, Delay Poison, Hold Person, Tongues. 3<sup>rd</sup> - Blink, Clairaudience/Clairvoyance, Cure Serious Wounds, Unweave Magic.

**Magic Items:** Mithral Chain Mail +4, Örlöghöggr Warhammer +5, Heavy Crossbow +3, Bloodstone Talisman

## XRED

Segment: *Silvermoon*

Non-Canon Ogre Sorcerer, lvl 16, HP: 91, AC 18, Base Attack Bonus: +7. Attacks: Huge Greatsword, Attack Bonus +7, 2d8+7 hp dmg. Abilities: Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17. Saves: +10/+1/+5, Spells: 6/7/7/7/6/6/5/3/0. Skills: Concentration 6 Ranks, Listen 5 Ranks, Spellcraft 4 Ranks, Spot 5 Ranks. Feats: Improved Initiative. Treasure: game master's choice if not destroyed (see segment for details). Challenge Rating 17.

Xred is an insane ogre mage who was among the forces that besieged Zhentil Keep but then changed sides and entered Manshoon's service within the Zhentarm. Later, he kidnapped Manshoon's prisoner, the barbarian daughter Söggryn and holed up with her in Neverwinter Wood, betraying Manshoon as well. More details can be found in *NJ* installment 1, *Silvermoon*.

## YARTH, REENED

Segment: *Impiltur*

Swamplord of Talona (evil ranger), lvl 10, hm, AL: CE; HP: 97; AC: 3; Str 17, Con 16, Dex 16, Int 13, Wis 14, Cha 3. Base Attack Bonus: +10/+5. (Long) Sword of Talona +4, Attack bonus: +17/+12 (Str + Magic), 1d8+7 hp dmg + poison; Knife, Attack Bonus: +13/+8, 1d3+3 hp dmg; Long bow 100 ft/30m Attack Bonus +13/+8, 200 ft/60 Attack Bonus +11/+6, 300 ft/90 m Attack Bonus +9/+4, 1d8 hp dmg. Has poisons. Saves: +7/+3/+3. Special abilities: Track, 3 favored enemies: Human, Elf, Halfelf. Spells: 2/2/0/0 (Wis). Skills: Handle animal, 13 Ranks, Listen, 13 Ranks, Search 13 Ranks, Spot 13 Ranks. Feats: Alertness, Blind-Fight, Endurance, Improved Initiative, Power attack. Challenge Rating 8.

Before the fall of the Citadel of Assassins in the Galena Mountains between Damara and Vaasa in the Year of the Turret (1360 DR), Yarth was one of the more trusted killers in the ranks of Grandfather of Assassins Timoshenko. In those days, Yarth still combined his talents as a fighter and rogue with the scout's kit. It was a bitter day indeed for Timoshenko when Reened turned his back on his patron and deserted the mountain citadel together with her Most Fatal Horror Rigdra Darnasch, the high cleric of Talona who also had served Timoshenko.

Had the Grandfather of Assassins survived the battle with the forces of Damara, both Yarth and Rigdra Darnasch would have had a mortal enemy in Timoshenko, an enemy who would have had them pursued to all ends of Toril, until both had paid painfully for their desertion with their lives.

On the other hand, if Timoshenko had heeded Yarth's advice, he too would have fled the citadel on that fateful day, and the Grandfather of Assassins might still be alive rather than falling to the Damaran force.

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For three long years Yarth and other deserted assassins crossed the Galenas and Earthspurs with Rigdra Darnasch, at last overtaking Huddl's Landing in the Impilturian swamplands of Trader's Bay, where they remain today. Yarth leads the Talonite Swamplords. He lives in a swamp cabin on an isle near the temple. The cabin is called *Death Cup House*, named after the death cup toadstool (Knollenblätterpilz - *Amanita caesara*), which is a basic ingredient of many Talontar poisons.

### ZABAROTH

Segment: *The Great Dale*

Zabaroath is the son of the pit fiend Genurgôrhn and the human goddess of poison Talona. Shortly after his birth, his father was slain in the Blood War by the Abyssal Prince Graz'zt, who then was a pit fiend. Due to the strong hereditary influences of his mother, Zabaroath has a deadly poisonous bite not common to other infernals. (See *Unique Abilities* below.)

Some 1,500 years ago, the Narfelli conjurer-lich Turgarth used the *Narfelli Emperor Stone* known as *Bunlûhn* to construct a thread which helped him to summon and cage Zabaroath beneath Věžpeklo Tower. Turgarth had not yet closed the thread when Věžpeklo Tower fell in the last mutual battle between Narfell and Raumathar.

The thread still remained open in the Year of Wild Magic (1372 DR), and Zabaroath still was caged then in a buried Narfelli dungeon deep beneath Nighthawk Tower in the Great Dale. If freed by the PCs while they are in the Great Dale, Zabaroath will destroy the demilich Turgarth (if he still exists) and will hope to destroy Věžpeklo Tower as well. However, he will sense that the tower no longer exists and instead immediately gate himself to the Greypeak Mountains in the northwest of Faerûn.

If Zabaroath is not freed while the PCs are in the Great Dale, other explorers of the dungeon ruins will free him later, and he already will have arrived in the Lich Lords' domain in the Northwest before the PCs arrive there, if you are running *In the Land of the Lich Lords*, the optional sequel to *Northern Journey*.

### Unique Abilities

**Entrancement:** Any living mortal hearing Zabaroath is unable to leave his presence as long as the infernal is talking. One can escape this effect beginning only after the second round in which Zabaroath is talking. After that, each listener is entitled to a saving throw for Will against DC 35 once every 10 minutes, to break the entrancement.

**Poison Bite:** Any creature susceptible to poison must save for Fortitude against DC 40 or die immediately if bit by Zabaroath. Anti-Poison spells cannot counter this magic. Those who succeed in their saving throw lose 40 hp. The poison is effective only upon the first bite within one 24-hour period. Subsequent bites during this time cause no additional poison damage. This ability replaces the ability *Spell Suck* which is common to most infernals but not available to Zabaroath.

- **Infernal** (epic level devil or baatezu - see *Epic Level Handbook*), Large Outsider (Evil).

**AL:** LE

**HD:** 40d8 + 360

**HP:** 680.

**Initiative:** +11 (+7 Dex, -1 size, +4 improved initiative)

**Speed:** 80 ft./24 m, Fly 240 ft./72 m (perfect)

**Armor Class:** 50 (+7 Dex, -1 size, +34 Natural)

**Attacks:** 2 claws +56 melee, bite +50 melee, 2 wings +50 melee. 1 tail slam +50 melee. Damage: Claw: 4d6 + 16; Bite 4d8 + 8 + poison, , Wing 2d6 + 8, Tail: 4d8 + 8.

**Face/Reach:** 5 b 5 ft./10 ft. or 150 x 150 cm/3 m



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**Special attacks:** Improved grab, Poison bite, Learned spell immunity, Summon Fiend, Entrancement  
Spell-like abilities: At will - *Animate Dead*, *Blasphemy*, *Blur*, *Charm Person*, *Create Undead*, *Darkness*, *Deeper Darkness*, *Desecrate*, *Detect Chaos*, *Detect Good*, *Detect Law*, *Detect Magic*, *Fear*, *Fireball*, *Greater Teleport* (self plus 1,000 pounds/500kg), *Greater Unweave Magic*, *Hold Person*, *Improved Invisibility*, *Major Circle Against Good*, *Major Image*, *Produce Flame*, *Polymorph Self*, *Pyrotechnics*, *Read Magic*, *Scrying*, *Suggestion*, *Symbol*, *Telekinesis*, *Unholy Aura*, *Unholy Blight*, *Unhallow*, *Wall of fire*. Once daily: *Firestorm*, *Hellball*, *Implosion*, *Meteor Swarm*. Caster level: 26. Save DC: 19 + spell level.

**Special qualities:** Abomination traits, Fast healing 15, Regeneration 15, SR 38, DR 35/+7.

**Skills:** Balance +11, Concentration +52, Diplomacy +13, Escape Artist +50, Hide +46, Jump +21, Knowledge (arcana) +49, Knowledge (the planes) +49, Listen +53, Move silently +50, Scry +49, Listen +53, Move silently +50, Scry +49, Search +49, Sense motive +51, Spellcraft +49, Spot +53, Tumble +50.

**Feats:** Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (claw). Epic Feats: Blinding Speed (x2), Tenacious magic (improved invisibility), Tenacious magic (blur).

**Saves:** Fort +31, Ref +29, Will +30

**Abilities:** Str 43, Dex 25, Con 28, Int 22, Wis 26, Cha 29.

**Climate/Terrain:** Any (currently imprisoned).

**Organization:** Solitary.

**Challenge Rating:** 27

**Advancement:** 41-50 HD (Large), 51-56 HD (Huge), 57-72 HD (Gargantuan)

## 2. Unofficial NPC Encounters

### Anragh's Orcs

Segment: *Tale of 2 Liches*

- **Anragh, orc leader**, Lvl 5 Fighter, AC 15 (chain mail), AL: LN(E), HP 42, Base attack bonus: +5, Str: 18, Con 16, Dex 10, Int 12, Wis 8, Cha 8 (Among orcs 16). Attacks: Long Sword +3 Attack Bonus +12 (Str + magic), dmg 1d8+7 hp; Long Bow, 100 ft/30m Attack Bonus +5, 200 ft/60 m Attack Bonus +3, 300 ft/90 m Attack Bonus +1, 1d8 hp dmg. Saves: +7/+1/+0. Listen +2, Spot +2. Feats: Alertness. Treasure: 4 magic rings, magical long sword +3, long bow, a quiver with 22 flight arrows, chain mail (too broad for PCs), helmet, backpack, suspicious smelling rations of half-dried meat, 2 glasses lantern oil, flint etc., 50 foot/15m rope, 2 rubies in value of 200 gp each, 4 Thayvian greyskulls (electrum), 7 Thayvian Silverskulls, 13 Thayvian Goldskulls, 4 Zhentish Gold Suns, 14 Sembian Silverhawks, 8 Sembian Goldpentars, 12 Sembian Steelpennies, 2 Cormyr Tricrowns (platinum), 12 Cormyr Gold Lions, 14 Cormyr Silver Falcons, 1 Cormyr Blueeye (electrum), 6 Cormyr Copper Thumbs, 3 Waterdeep Toals, 8 Waterdeep Moons (electrum), 8 Waterdeep Gold Dragons. Challenge Rating 3.
- **7 Orc warriors, Lvl 3 Fighters**, AC 15, AL: LN(E), HP 16, 21, 8, 13, 12, 24, 19. All with Str 18, Dex 10, Con 11, Int 9, Wis 8, Cha 8 (among orcs 13). Base attack bonus +3. Attacks 1: Long sword Attack Bonus +7, 1d8+4 hp dmg; Long bow 100 ft/30 m Attack Bonus +3, 200 ft/60m Attack Bonus +1, 300 ft/90m, Attack Bonus -1. Saves: +7/+1/+0. Listen +2, Spot +2. Feats: Alertness. Monetary treasure in this band is kept in the backpack of Anragh. Each band member has a long sword, a long bow, a quiver with 10 + 3d4 flight arrows, chain mail (too broad for PCs), helmet, backpack, suspicious smelling rations of half-dried meat, lantern, 2 glasses lantern oil, flint etc., 50 foot/15m rope. Challenge Rating 1.

### Asfaloth - the Key NPCs

Segment: *Bloodstone*

- **Landra Freel, so-called Duchess of Asfaloth and Iron Throne leader**, human female, age 46, AL:NE, Rogue 12, Wizardess 5, Size M (5'7"/170cm tall); hp 42; Init +5 (+5 Dex); Speed 30ft/9m; AC 15 (+5 Dex); Attack +10/+5/+0 melee, or +16/+11/+6 ranged; SV Fort +4, Ref +14, Will +10; Str 8, Dex 20, Con 8, Int 16, Wis 14, Cha 12. Skills: Appraise +15, Balance +18, Bluff +16, Concentration +1, Decipher Script +14, Diplomacy +14, Disable Device +16.5, Disguise +16, Escape Artist +18, Hide +18.5, Knowledge (Arcana) +10, Knowledge (Architecture and Engineering) +11, Knowledge (Dungeoneering) +9, Listen +4, Move Silently +20, Open Lock +16, Sleight of Hand +16.5, Spellcraft +4, Spot +4, Use Magic Device +15. Feats: Alertness, Deceitful, Dodge, Empower Spell, [Evasion], Persuasive, Point Blank Shot, [Scribe Scroll], Still Spell, Weapon Finesse. Wizard Spells Known (4/4/3/2/0/0/0/0/0): 0th -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. 1st -- Burning Hands, Charm Person, Floating Disk, Magic Missile, Ray of Enfeeblement, Shocking Grasp, True Strike. 2nd -- Bull's Strength, Detect Thoughts, Fox's Cunning, Invisibility, Mirror Image, Spectral Hand. 3rd -- Vampiric Touch.
- **Hardur Gruust, head of the Zhentarim assassins in the Brothers of the Living Swamp monastery**, human male, age 36, AL:LE, Assassin Monk of Xvim 10, Size M (5'7"/170cm tall); hp 44; Init +3 (+3 Dex); Speed 60ft/18m; AC 19 (+3 Dex, +4 Wis, +2 Monk); Attack +8/+3 melee, or +6/+6/+1 monk, or +10/+5 ranged; SV Fort +7, Ref +10, Will +11; Str 12, Dex 16, Con 11, Int 16, Wis 19, Cha 11. Special abilities: Alter Ego, Alignment Transformation. Skills: Balance +16, Climb +12, Concentration +13, Diplomacy +15, Hide +3, Jump +9, Knowledge (Arcana) +16, Listen +17, Move Silently +3, Sense Motive +12, Spot +6, Swim +9, Tumble +11. Feats: Alertness, Combat Expertise, [Combat Reflexes], Dodge, Endurance, [Evasion], [Improved Disarm], [Improved Evasion], [Improved Grapple], [Improved Unarmed Strike], Negotiator.

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- **Marianne Dart, controller for Vaasa of Moonsea Assurance Co.**, human female, age 33, AL:LE, Rogue 12, Size M (5'7"/170cm tall); hp 67; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +7/+2 melee, or +13/+8 ranged; SV Fort +6, Ref +12, Will +8; Str 6, Dex 18, Con 14, Int 10, Wis 14, Cha 13. Skills: Craft (Blacksmithing) +7, Decipher Script +15, Disguise +16, Escape Artist +15, Hide +11, Listen +15, Move Silently +18, Open Lock +17, Sleight of Hand +16, Spot +2, Tumble +18, Use Rope +18. Feats: Dodge, [Evasion], Improved Unarmed Strike, Investigator, Iron Will, Run, Shield Proficiency.
- **Destrin Haun, agent of Ordulin Personnel (Iron Throne slave trade)**, human male, age 46, AL:NE, Rogue 10, Size M (5'6"/168cm tall); hp 49; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +8/+3 melee, or +11/+6 ranged; SV Fort +4, Ref +13, Will +4; Str 12, Dex 18, Con 12, Int 14, Wis 13, Cha 12. Skills: Appraise +15, Balance +16, Decipher Script +10, Disable Device +15, Escape Artist +16, Forgery +15, Gather Information +13, Hide +12, Jump +7, Knowledge (Local) +9, Listen +1, Move Silently +9, Search +15, Spot +1, Swim +11, Tumble +16. Feats: Dodge, [Evasion], Lightning Reflexes, Martial Weapon Proficiency (pick, light), Skill Focus (Escape Artist), Weapon Focus (mace, heavy).
- **Ningra Tard, Mistress of the Swampriider's Rest bordello**, human female, age 35, AL:LE, Cleric of Loviatar 5, Size M (4'8"/142cm tall); hp 15; Init +0; Speed 30ft/9m; AC 10; Attack +4 melee, or +3 ranged; SV Fort +2, Ref +1, Will +7; Str 13, Dex 10, Con 6, Int 14, Wis 16, Cha 11. Skills: Craft (Leatherworking) +9, Craft (Painting) +7, Craft (Stonemasonry) +7, Heal +11, Hide +0, Knowledge (History) +9, Knowledge (The Planes) +10, Listen +3, Move Silently +0, Spot +3. Feats: Extra Rebuking, Quicken Spell, Widen Spell. Cleric Domains: Evil, Strength. Cleric Spells Per Day: 5/4+1/3+1/2+1/0/0/0/0/0.
- **Mundul Malag, leader of the Swamp Rats**, human male, age 34, AL:NE, Ranger 12. Size M (5'7"/170cm tall); hp 45; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +15/+10/+5 melee, or +16/+11/+6 ranged; SV Fort +7, Ref +8, Will +7; Str 16, Dex 19, Con 8, Int 14, Wis 17, Cha 13. Skills: Craft (Woodworking) +8, Hide +18, Knowledge (Architecture and Engineering) +7, Knowledge (Nature) +17, Listen +18, Move Silently +18, Profession (Miner) +16, Search +14, Spot +17, Survival +15, Swim +13. Feats: Combat Reflexes, Craft Wand, [Evasion], [Improved Precise Shot], Improved Unarmed Strike, [Manyslot], Point Blank Shot, [Rapid Shot], Toughness, [Track]. Ranger Spells Per Day: 0/2/2/2/0.

## Auststad Encounters

Segment: *The Great Dale*

- **Narling, male vampire dragon, AL: LE**, old red vampire dragon and wizard lvl 16, hybrid form, CR: 30. HD: 28d12 + 196. HP: 378. Init: +3 (Dex +3). Speed: 30 ft./9 m, Fly: 40 ft./12 m. AC: 18 (Natural). Attacks: Long sword melee +36. Damage: 1d8 + 36. Face/Reach: 5x5ft./5 ft. or 150x150 cm/150 cm. Special attacks: Vampire domination, Energy drain, Vampire slam. Arcane spells (Wizard): 4/6/5/5/5/5/6/3/2/0. Arcane Spells Available (Dragon): 6/8/7/7/7/5/0/0/0/0. Arcane Spells known (Dragon): 9/5/5/4/3/2/0/0/0/0. Spell-like abilities: Suggestion 3x daily, Eyebite 1x daily, Discern location 1x daily. Special abilities: Spider Climb, Permanent Blink, Damage Reduction 15/+1, Invisibility 3 times daily, Teleport Without Error once daily to Castle Dragonblood, Command Realms draconians, Locate Object. Special defenses: Immune to Sleep and Charm spells, poisons, paralysis, magic that affects life, dragon breath and cold-, heat, electrical- and gas-based spells. Saves: Fort +23, Ref +19, Will +21. Abilities: Str 35, Dex 16, Con -, Int 20, Wis 21, Cha 20. Climate/Terrain: Any. Organization: Solitary, but usually leading draconians. Advancement Range: Human form abilities continue to advance
- **Nadul Hiad, male vampire dragon, AL: LE**, old blue vampire dragon and wizard lvl 14, hybrid form, CR: 17. HD: 27d12 + 162. HP: 337. Init: +3 (Dex +3). Speed: 30 ft./9 m, Fly: 40 ft./12 m. AC: 18 (Natural). Attacks: Long sword melee +35. Damage: 1d8 + 35. Face/Reach: 5x5ft./5 ft. or 150x150 cm/150 cm. Special attacks: Vampire domination, Energy drain, Vampire slam. Arcane spells (Wizard): 4/5/5/5/5/3/3/2/0/0. Arcane Spells Available (Dragon): 6/7/7/7/5/0/0/0/0/0. Arcane Spells known (Dragon): 8/5/4/3/2/0/0/0/0/0.

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Spell-like abilities: Ventriloquism 3x daily, Hallucinatory Terrain 1x daily, Veil 1x daily, Mirage arcana 1x daily. Special abilities: Spider Climb, Permanent Blink, Damage Reduction 15/+1, Invisibility 3 times daily, Teleport Without Error once daily to Castle Dragonblood, Command Realms draconians, Imitate Voice. Special defenses: Immune to Sleep and Charm spells, poisons, paralysis, magic that affects life, dragon breath and cold-, heat, electrical- and gas-based spells. Saves: Fort +21, Ref +18, Will +19. Abilities: Str 31, Dex 17, Con -, Int 19, Wis 19, Cha 18. Climate/Terrain: Any. Organization: Solitary, but usually leading draconians. Advancement Range: Human form abilities continue to advance

- **Wanda Tully, female vampire dragon, AL: LE**, mature adult green vampire dragon and wizard lvl 12, hybrid form, CR: 15. HD: 23d12 + 115. HP: 264. Init: +2 (Dex +2). Speed: 30 ft./9 m, Fly: 40 ft./12 m. AC: 18 (Natural). Attacks: Long sword melee +30. Damage: 1d8 + 30. Face/Reach: 5x5ft./5 ft. or 150x150 cm/150 cm. Special attacks: Vampire domination, Energy drain, Vampire slam. Arcane spells (Wizard): 4/5/5/4/4/2/0/0/0/0. Arcane Spells Available (Dragon): 6/7/7/5/0/0/0/0/0/0. Arcane Spells known (Dragon): 7/5/3/2/0/0/0/0/0/0. Spell-like abilities: Suggestion 3x daily, Dominate person 3x daily, Palnt growth 1x daily, Command plants 1x daily. Special abilities: Spider Climb, Permanent Blink, Damage Reduction 15/+1, Invisibility 3 times daily, Teleport Without Error once daily to Castle Dragonblood, Command Realms draconians. Special defenses: Immune to Sleep and Charm spells, poisons, paralysis, magic that affects life, dragon breath and cold-, heat, electrical- and gas-based spells. Saves: Fort +21, Ref +18, Will +19. Abilities: Str 29, Dex 14, Con -, Int 18, Wis 17, Cha 16. Climate/Terrain: Any. Organization: Solitary, but usually leading draconians. Advancement Range: Human form abilities continue to advance
- **Lanala Kalar, female vampire dragon, AL: LE**, mature adult white vampire dragon and wizard lvl 11, hybrid form, CR: 13. HD: 22d12 + 110. HP: 253. Init: +1 (Dex +1). Speed: 30 ft./9 m, Fly: 40 ft./12 m. AC: 18 (Natural). Attacks: Long sword melee +27. Damage: 1d8 + 27. Face/Reach: 5x5ft./5 ft. or 150x150 cm/150 cm. Special attacks: Vampire domination, Energy drain, Vampire slam. Arcane spells (Wizard): 4/5/5/4/3/1/0/0/0/0. Arcane Spells Available (Dragon): 6/7/5/0/0/0/0/0/0/0. Arcane Spells known (Dragon): 6/4/2/0/0/0/0/0/0/0. Spell-like abilities: Suggestion 3x daily, Eyebit 1x daily, Discern location 1x daily. Special abilities: Spider Climb, Permanent Blink, Damage Reduction 15/+1, Invisibility 3 times daily, Teleport Without Error once daily to Castle Dragonblood, Command Realms draconians, Locate Object. Special defenses: Immune to Sleep and Charm spells, poisons, paralysis, magic that affects life, dragon breath and cold-, heat, electrical- and gas-based spells. Saves: Fort +18, Ref +13, Will +17. Abilities: Str 31, Dex 13, Con -, Int 18, Wis 17, Cha 16. Climate/Terrain: Any. Organization: Solitary, but usually leading draconians. Advancement Range: Human form abilities continue to advance
- **Henley Dart, male vampire dragon, AL: LE**, adult red vampire dragon and wizard lvl 9, hybrid form, CR: 14. HD: 22d12 + 110. HP: 269. Init: 0. Speed: 30 ft./9 m, Fly: 40 ft./12 m. AC: 18 (Natural). Attacks: Long sword melee +31. Damage: 1d8 + 31. Face/Reach: 5x5ft./5 ft. or 150x150 cm/150 cm. Special attacks: Vampire domination, Energy drain, Vampire slam. Arcane spells (Wizard): 4/5/5/4/3/1/0/0/0/0. Arcane Spells Available (Dragon): 6/7/7/5/0/0/0/0/0/0. Arcane Spells known (Dragon): 4/5/3/2/0/0/0/0/0/0. Spell-like abilities: Darkness 3x daily - 70 ft./21 m Radius, Insect Plague 3x daily, Plant growth 1x daily. Special abilities: Spider Climb, Permanent Blink, Damage Reduction 15/+1, Invisibility 3 times daily, Teleport Without Error once daily to Castle Dragonblood, Command Realms draconians, Corrupt Water (Su), Charm Reptiles (Sp). Special defenses: Immune to Sleep and Charm spells, poisons, paralysis, magic that affects life, dragon breath and cold-, heat, electrical- and gas-based spells. Saves: Fort +21, Ref +18, Will +19. Abilities: Str 33, Dex 11, Con -, Int 18, Wis 19, Cha 16. Climate/Terrain: Any. Organization: Solitary, but usually leading draconians. Advancement Range: Human form abilities continue to advance
- **Antalia Sundar, female vampire dragon, AL: LE**, adult white vampire dragon and wizard lvl 8, hybrid form, CR: 9. HD: 18d12 + 72. HP: 189. Init: +3 (Dex +3). Speed: 30 ft./9 m, Fly: 40 ft./12 m. AC: 18 (Natural). Attacks: Long sword melee +23. Damage: 1d8 + 23. Face/Reach: 5x5ft./5 ft. or 150x150 cm/150 cm. Special attacks: Vampire domination, Energy drain, Vampire slam. Arcane spells (Wizard): 3/2/0/0/0/0/0/0/0/0. Arcane Spells Available (Dragon): 5/3/0/0/0/0/0/0/0/0. Arcane Spells known (Dragon): 4/2/0/0/0/0/0/0/0/0. Spell-like abilities: Ventriloquism 3x daily, Hallucinatory Terrain 1x daily, Veil 1x daily, Mirage arcana 1x daily. Special abilities: Spider Climb, Permanent Blink, Damage Reduction 15/+1, Invisibility 3 times daily, Teleport Without Error once daily to Castle Dragonblood, Command Realms draconians, Imitate Voice.

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Special defenses: Immune to Sleep and Charm spells, poisons, paralysis, magic that affects life, dragon breath and cold-, heat, electrical- and gas-based spells. Saves: Fort +15, Ref +14, Will +11. Abilities: Str 23, Dex 16, Con -, Int 18, Wis 11, Cha 10. Climate/Terrain: Any. Organization: Solitary, but usually leading draconians. Advancement Range: Human form abilities continue to advance

- **Naebie Tingol, male vampire dragon, AL: LE**, juvenile blue vampire dragon and wizard lvl 5, hybrid form, CR: 7. HD: 15d12 + 45. HP: 142. Init: +3 (Dex +3). Speed: 30 ft./9 m, Fly: 40 ft./12 m. AC: 18 (Natural). Attacks: Long sword melee +18. Damage: 1d8 + 18. Face/Reach: 5x5ft./5 ft. or 150x150 cm/150 cm. Special attacks: Vampire domination, Energy drain, Vampire slam. Arcane spells (Wizard): 3/2/0/0/0/0/0/0/0. Arcane Spells Available (Dragon): 5/3/0/0/0/0/0/0/0. Arcane Spells known (Dragon): 4/2/0/0/0/0/0/0/0. Spell-like abilities: Suggestion 3x daily, Eyebite 1x daily, Discern location 1x daily. Special abilities: Spider Climb, Permanent Blink, Damage Reduction 15/+1, Invisibility 3 times daily, Teleport Without Error once daily to Castle Dragonblood, Command Realms draconians, Locate Object. Special defenses: Immune to Sleep and Charm spells, poisons, paralysis, magic that affects life, dragon breath and cold-, heat, electrical- and gas-based spells. Saves: Fort +12, Ref +12, Will +11. Abilities: Str 23, Dex 16, Con -, Int 18, Wis 11, Cha 10. Climate/Terrain: Any. Organization: Solitary, but usually leading draconians. Advancement Range: Human form abilities continue to advance
- **7 Troll Draconians, AL: LE**, CR: 8, HD: 8d8+24, HP: 56, 44, 48, 61, 50, 55, 49. Init +6 (+2 Dex, Probed Initiative). Speed: 40 ft./12 m. AC: 17 (+2 Dex, -1 size, +6 natural). Attacks: 2 claws, +11/+6 melee. Damage: Claw 1d6 + 4. Face/Reach: 10 x 5 ft./10 ft. or 300 x 150 cm/300 cm. Special Attacks: Spells, Flame Shroud, Ball Lightning. Special Qualities: Damage reduction 10/+1, Transformation, Darkvision, Regeneration +3. Saves: Fortitude +5, Reflex +8, Will +5. Abilities: Str 19, Dex 15, Con 16, Int 18, Wis 8, Cha 16. Skills: Climb +12, Concentration +14, Intimidate +6, Jump +8, Listen +3, Spot +3. Feats: Improved Initiative, Combat Reflexes, Combat Casting.
- **7 Ogre Draconians, AL: LE**, CR: 5. HD: 6d8+21. HP: 45, 41, 32, 36, 39, 46, 45. Initiative: +6 (+2 Dex, Improved Initiative). Speed: Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m. AC: 17 (+2 Dex, -1 size, +6 natural). Attacks: Claw +9/+4 melee or long sword +9/+4 melee and Tail +4/+1 melee. Damage: Claw 1d6+4, long sword 1d8+4, tail 1d4+6. Face/Reach: 10 x 5 ft./10 ft. or 300 x 150 cm/300 cm. Special Attacks: None. Special Qualities: Shapechanging, SR 15. Saves: Fortitude +5, Reflex +7, Will +4. Abilities: Str 19, Dex 15, Con 16, Int 10, Wis 8, Cha 5. Skills: Bluff +11, Disguise +11, Jump +10, Spot +5. Feats: Improved Initiative, Toughness.
- **7 Hobgoblin Draconians, AL: LE**, CR: 4. HD: 4d8+8. HP: 24, 22, 27, 18, 19, 23, 19. Initiative: +5 (+1 Dex, Improved Initiative). Speed: Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m. AC: 17 (+1 Dex, +6 Natural). Attacks: Claw +6 melee or long sword + 6 melee. Damage: Claw 1d4 +2 or long sword 1d8 + 2. Face/Reach: 5x5ft/5 ft. or 150x150cm/150cm. Special Attacks: Spells. Special Qualities: Explosive bones. Saves: Fortitude +3, Reflex +5, Will +3. Abilities: Str 15, Dex 13, Con 14, Int 8, Wis 8, Cha 16. Skills: Concentration +9, Climb +7, Listen +3, Spellcraft +3, Spot +3. Feats: Improved Initiative, Combat Casting.
- **14 Orc Draconians, AL: LE**, CR: 2. HD: 3d8+6. HP: 18, 16, 14, 15, 15, 25, 26, 17, 24, 20, 19, 19, 30, 27. Initiative: +3 (-1 Dex, Improved Initiative). Speed: Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m. AC: 13 (-1 Dex, +4 natural). Attacks: Claws +6 melee or long sword +6 melee. Damage: Claw 1d4+3 or long sword 1d8+3. Face/Reach: 5x5ft/5ft or 150x150cm/150cm. Special Attacks: Poison. Special Qualities: Acid puddle. Saves: Fortitude +3, Reflex +2, Will +2. Abilities: Str 16, Dex 9, Con 15, Int 8, Wis 8, Cha 5. Skills: Climb +7, Intimidate +1, Jump +7\*, Listen +3, Spot +3. Feats: Improved Initiative.
- **14 Goblin Draconians, AL: LE**, CR: 1; HD: 2d8+4. HP: 11, 20, 6, 7, 9, 9, 11, 15, 18, 7, 8, 13, 8, 19. Initiative: +4 Improved initiative. Speed: Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m. AC: 15 (+1 size, +4 natural). Attacks: Claws +5 melee or short sword +5 melee. Damage: Claw 1d3+2 or short sword 1d6+2. Face/Reach: 5x5ft/5ft or 150x150cm/150cm. Special Attacks: None. Special Qualities: Self-Petrification. Saves: Fortitude +2, Reflex +3, Will +2. Abilities: Str 15, Dex 10, Con 14, Int 8, Wis 8, Cha 5. Skills: Climb +6, Hide +9, Listen +3, Spot +4. Feats: Improved Initiative.

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As is customary, all seven of Auststad's vampire dragons are inhabited by the souls of the humans they once were. As long as they remain under Tiamat's command, their original alignments are suppressed, as are any yearnings they might have for their previous lives as humans, despite the fact that their human memories are fully intact.

The seven vampire dragons have been commanded to remain in their hybrid forms. Their commander in the Great Dale, Urgrath Hurddh, does not want the draconians they command, who still are young in this form, to respect humans. He believes this could happen, if the vampire dragons who command them appear in human form.

The lich Harbet Gall in Nighthawk Tower has ordered Hurddh not to allow the vampire dragons to take dragon form, under any circumstances at present. He does not want the population of the Eastern Dale to become alarmed at the reappearance of dragons in their area. Because of these commands, the Auststad dragons will not take another form, if the PCs engage them, but instead remain in hybrid form.

Beginning after midnight and continuing until an hour or two before sunrise, the vampire dragons will not be in the remnants of Auststad. In these hours, they fly in their hybrid forms and feed upon the sleeping human residents in the settlements of the Eastern Dale. They are under orders to feed only and not to kill their victims.

Before being turned into vampire dragons, the seven had the following pasts:

- **Narling**, a Red Wizard from Thay who was captured by dragon vampires while attempting to seek treasures in the ruins of Castle Perilous in Vaasa. Former alignment: NE.
- **Nadul Hiad**, a Harper wizard who was captured by a draconian band while working in eastern Vaasa. Former alignment: NG.
- **Wanda Tully and Lanala Kalar**, Zhentarim wizards captured when their caravan was attacked and destroyed by a double patrol of vampire dragons and draconians in eastern Vaasa. Former alignments: LE.
- **Henley Dart**, a Damaran wizard who was captured after losing a battle with a vampire dragon who was feeding in Bloodstone Village.
- **Antalia Sundar and Naebie Tingol**, enslaved wizards from Thay who were purchased by agents of Kargmelchina.

### Azímer's Pets

Segment: *Tale of 2 Liches*

- **Larvae** (s. *2E Monstrous Compendium MC8 - Unofficial Conversion*), HD: 1d8-1, AC 13, HP: 1-7; AL:E; Attack bonus: 0. Attacks Bite, Attack Bonus, 1d4+1hp dmg; Special qualities: Wounding, disease; 2d4 hp dmg from holy water; Special defenses: none. Feats & Skills: None. Challenge rating 1/3.

Larvae are dead, evil humans, existing in this form on the Lower Planes. They look like long, sickly yellow worms, about a foot/30cm in diameter, with human-like heads. They are covered with a thick, evil-smelling fluid. Larvae have no will of their own, but they can be commanded by others. A bite victim loses an additional hit point per round until healed. A victim also must save vs. poison or contract a rotting disease that produces a painful skin rot. After two tenday periods with this disease, the victim must lie absolutely still or lose 4 hp daily, dying after three tendays. The victim can be cured by *Cure Disease*.

- **Magebane**, (see *Ruins of Myth Drannor boxed set*.) HD 2d8+4, AC 15 (visible)/AC 19 (invisible), AL: CN, HP 6-20, Base attack bonus: +2, Attacks 1: Claws or tail 1d4+2 dmg; Special attacks: Spell drain, special qualities: invisibility, spell resistance. Size: S (1½ feet/50 cm; wingspan 3 feet/90cm). Challenge Rating 2.

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The magebane resembles a bat, but it has a long, barbed tail and 10 small legs with claws. It is silent and cannot be detected by sound, although the flapping of its wings may cause air movement that can be detected. The magebane is invisible to all except the mage it chooses as its victim and the victim of a physical attack at the moment of the attack. It tries to conceal itself from its victim mage at all times, to keep the victim unaware of its presence. When its victim mage uses a spell of levels 1-6, there is a 60% chance that the magebane will rob the spell of all of its energy (1-2 on 1d6) or part of its energy (3-6 on 1d6). There is a chance of only 1 on 1d6 that it robs energy from spell of level 7 or higher.

### Azzagnat – the Key NPCs

Segment: *Bloodstone*

**NOTE:** These statistics are *D&D 3E* conversions of the *AD&D 2E* statistics published in *For Duty and Deity*. The page number refers to the page upon which the original description can be found in *For Duty and Deity*.

- **Graz'zt, Infernal Demon**, Page 59 (epic level - see *Epic Level Handbook*), Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri).  
**AL:** CE  
**HD:** 40d8 + 360  
**HP:** 680.  
**Initiative:** +11 (+7 Dex, -1 size, +4 improved initiative)  
**Speed:** 80 ft./24 m, Fly 240 ft./72 m (perfect)  
**Armor Class:** 50 (+7 Dex, -1 size, +34 Natural)  
**Attacks:** 2 claws +56 melee, bite +50 melee, 2 wings +50 melee. 1 tail slam +50 melee. Damage: Claw: 4d6 + 16; Bite 4d8 + 8 + poison, , Wing 2d6 + 8, Tail: 4d8 + 8.  
**Face/Reach:** 5 by 5 ft./10 ft. or 150 x 150 cm/3 m  
**Special attacks:** Improved grab, Spell suck, Learned spell immunity, Summon Fiend, Entrancement  
Spell-like abilities: At will - *Animate Dead, Blasphemy, Blur, Charm Person, Create Undead, Darkness, Deeper Darkness, Desecrate, Detect Chaos, Detect Good, Detect Law, Detect Magic, Fear, Fireball, Greater Teleport* (self plus 1,000 pounds/500kg), *Greater Unweave Magic, Hold Person, Improved Invisibility, Major Circle Against Good, Major Image, Produce Flame, Polymorph Self, Pyrotechnics, Read Magic, Scrying, Suggestion, Symbol, Telekinesis, Unholy Aura, Unholy Blight, Unhallow, Wall of fire*. Once daily: *Firestorm, Hellball, Implosion, Meteor Swarm*. Caster level: 26. Save DC: 19 + spell level.  
**Special qualities:** Abomination traits, Fast healing 15, Regeneration 15, SR 38, DR 35/+7.  
**Skills:** Balance +11, Concentration +52, Diplomacy +13, Escape Artist +50, Hide +46, Jump +21, Knowledge (arcana) +49, Knowledge (the planes) +49, Listen +53, Move silently +50, Scry +49, Listen +53, Move silently +50, Scry +49, Search +49, Sense motive +51, Spellcraft +49, Spot +53, Tumble +50.  
**Feats:** Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (claw). Epic Feats: Blinding Speed (x2), Tenacious magic (improved invisibility), Tenacious magic (blur).  
**Saves:** Fort +31, Ref +29, Will +30  
**Abilities:** Str 43, Dex 25, Con 28, Int 22, Wis 26, Cha 29.  
**Challenge Rating:** 27

These statistics replace *all* statistical information in both the statistics list and in the text description of the original module. Additional abilities mentioned in the *AD&D 2E* module text are not available in this *D&D 3E* conversion.

Sages in Faerûn believe that Graz'zt is the offspring of some deity and a balor that was born more than 10,000 years ago. There is no speculation as to which deity may have fathered or mothered Graz'zt or as to the pantheon or world of origin of this deity.

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- **Waukeen, human female\***, (Medium human, depowered goddess).

\* There are no statistics for Waukeen in *For Duty & Deity*.

**AL:** N

**Class/Level:** Character Class 51 (Epic): Cleric 30 (Epic), Wizard 22 (Epic)

**HP:** 223

**Initiative:** +12 (Dex +4, Imp Init +4, Sup. Init. +4)

**Speed:** 30ft/9m

**Armor Class:** 14 (+4 Dex)

**Base Attack:** +42/+32/+22 melee, +44/+34/+24 ranged

**Attacks:** Any weapon

**Face/Reach:** 5 by 5 ft./5 ft. or 150 x 150 cm/150 m

**Special attacks:** None

**Special qualities:** None

**Saves:** Fort +38, Ref +32, Will +45

**Abilities:** Str 15, Dex 19, Con 19, Int 24, Wis 21, Cha 24.

**Skills:** Appraise +6, Balance +4, Bluff +6, Climb +2, Concentration +58, Craft (mint coins) +6, Diplomacy +6, Disguise +6, Dweomercraft +60 (+34 divine, +26 arcane) Escape artist +4, Forgery +6, Gather information +6, Heal +5, Hide +4, Intimidate +6, Jump +2, Knowledge (arcana) +60, Knowledge (Religion) +60, Knowledge (The Planes) +56, Listen +5, Move Silently +4, Perform (song) +6, Ride +4, Search +6, Sense Motive +5, Spot +5, Survival +5, Swim +2 Use Rope +4.

**Feats:** *Standard:* [Summon familiar – none], [Scribe Scroll], Brew Potion, Combat Casting, Craft Magic Arms & Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Empower Spell, Enlarge Spell, Extend Spell, Forge Ring, Improved Counterspell, Improved Initiative, Leadership, Maximize Spell, Power Attack, Quicken Spell, Silent Spell, Widen Spell. *Epic:* Automatic Quicken Spell (3), Craft Epic Wondrous Item, Craft Epic Staff, Epic Spellcasting, Forge Epic Ring, Intensify Spell, Multispell, Planar Turning, Superior Initiative, Spontaneous Spell.

**Challenge Rating:** 51

**Waukeen's spells are unavailable in Azzagrat!**

**Cleric Domains:** Knowledge, Protection

**Cleric Spells:** 6/7+1/6+1/6+1/6+1/4+1/4+1/4+1/4+1 (Epic: 6 slots)

**Wizard Spells:** 4/6/6/6/5/5/5/4/4 (Epic: 6 slots)

**Permanent spells:** *Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Red Magic, See Invisibility, Resistance, Tongues.*

**Magic items:** None in Azzagrat

- **Thraxxia, Nalfeshnee**, Page 58, Medium\* Outsider (Chaotic, Extraplanar, Evil, Tanar'ri).

\* Although Thraxxia is a Nalfeshnee (huge outsider), she appears as a comely human woman with wings, per *For Duty & Deity*.

**AL:** CE

**HD:** 14d8 + 112

**HP:** 203

**Initiative:** +1

**Speed:** 30ft/9m; Fly 40ft/

**Armor Class:** 29 (+1 Dex, +18 natural), touch 9, flat-footed 26

**Base Attack/Grapple:** +14/+29

**Attacks:** Bite +20 melee (2d8+7), Weapon +14 melee

**Full Attack:** Bite +20 melee (2d8+7), Weapon +14 melee

**Face/Reach:** 5 by 5 ft./5 ft. or 150 x 150 cm/150 m

**Special attacks:** Smite, spell-like abilities, summon tanar'ri, Spray.

**Special qualities:** Damage reduction 10/good; Darkvision 60ft/18m; Immune Electricity and Poison; Resistance Acid 10, Cold 10, Fire 10. SR 22. Telepathy 100ft/30m. True-seeing

**Saves:** Fort +17, Ref +10, Will +15

**Abilities:** Str 23, Dex 13, Con 27, Int 22, Wis 22, Cha 20.

**Skills:** Bluff +22, Concentration +25, Diplomacy +26, Disguise +5 (Acting +7), Dweomercraft +25 (+27 scrolls), Hide +10, Intimidate +22, Knowledge Arcana +23, Listen +31, Move Silently +18, Search +23, Sense Motive +23, Spot +31, Survival +6 (+8 following tracks), Use Magic Device +22 (Scrolls +24)



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**Feats:** Cleave, Improved Bull Rush, Multi-Attack, Power Attack, Weapon Focus (bite).

**Challenge Rating:** 14

*Special Attack Spray:* After concentrating for one round. Thraxxia can release multiple rainbow beams that shoot in every direction. All creatures within 60ft/18m suffer 15 points damage. A successful save for Reflex against DC 19 results in half damage. Victims then make a second save for Fortitude against DC 21, or they are stricken dumb and wander in a trance for 1d10 rounds.

- **Babau**, Pages 30 and 54. Medium (6ft/180cm) Outsider (Chaotic, Extraplanar, Evil Tanar'ri).

\* Replaces Bar-Igura in *For Duty & Deity*

**AL:** CE

**HD:** 7d8+35

**HP:** 88, 65, 74, 77, 83, 72, 80, 77

**Initiative:** +1

**Speed:** 30ft/9m

**Armor Class:** +19 (+1 Dex, +8 natural), touch 11, flat-footed 18

**Base Attack/Grapple:** +7/+12

**Attack:** Claw +12 melee (1d6+5)

**Full attack:** 2 claws +2 melee (1d6+5), and bite +7 melee (1d6+2)

**Space/Reach:** 5ft/5ft – 150cm/150cm

**Special attacks:** Sneak attack +2d6, spell-like abilities (Darkness, Unweave Magic, See Invisibility, Greater Teleport), summon tanar'ri (babau 1x daily, 40%)

**Special Qualities:** DR 10/cold iron or good; Darkvision 60ft/18m; Immune to electricity and poison, protective slime; Resistance to acid 10, cold 10 and fire 10; SR 14, Telepathy 100ft/30m.

**Saves:** Fortitude +10, Reflex +6, Will +6

**Abilities:** Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 6

**Skills:** Climb +15, Disable Device +12, Disguise +13, Escape artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)

**Feats:** Cleave, Multi-attack, Power Attack

**CR:** 6

- **The Lady's Lancers**

**13 Succubae (Leader Maretta)\***, Page 34. Medium Outsider (Chaotic, Extraplanar, Evil Tanar'ri).

\* Replaces Alu-Fiends in *For Duty & Deity*

**Other Succubae**, Page 53. Medium Outsider (Chaotic, Extraplanar, Evil Tanar'ri).

**AL:** CE

**HD:** 6d8+6

**HP:** Maretta 54, Others: 52, 44, 40, 48, 39, 52, 48, 41, 39, 42, 45, 53

**Initiative:** +1

**Speed:** 30ft/9m, Fly 50ft/15m (average)

**Armor Class:** +20 (+1 Dex, +9 natural), touch 11, flat-footed 19

**Base Attack/Grapple:** +6/+7

**Attack:** Lance +6 flying melee (1d8+1), Claw +7 melee (1d6+1)

**Full attack:** (Lady's Lancers only) Lance +6 flying melee (1d8+1), (All) 2 Claws +7 melee (1d6+1)

**Space/Reach:** 5ft/5ft – 150cm/150cm

**Special attacks:** Energy drain, spell-like abilities (Charm monster, Detect good, Ethereal jaunt, Polymorph, Suggestion, Greater Teleport), summon tanar'ri (vrock 1x daily, 30%)

**Special Qualities:** DR 10/cold iron or good; Darkvision 60ft/18m; Immune to electricity and poison, Resistance to acid 10, cold 10 and fire 10; SR 18, Telepathy 100ft/30m, Tongues.

**Saves:** Fortitude +6, Reflex +6, Will +7

**Abilities:** Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 6

**Skills:** Bluff +1, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting), Escape artist +10, Hide +10, Intimidate +19, Knowledge (arcane) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

**Feats:** Dodge, Mobility, Persuasive

**CR:** 7

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- **Dimensional Warpers**, Page 38. *This encounter should be eliminated.*
- **Viper Tree** Pages 40 and 63. Large to Huge Outsider Plant (Extraplanar).  
**AL:** CE and NE  
**HD:** 6d8+5  
**HP:** 48, 45, 53, 44, 54, 47, 46  
**Initiative:** +0  
**Speed:** Static  
**Armor Class:** +13 (+3 natural)  
**Base Attack:** +11  
**Attack:** Viper bites (2d6 + poison) x 2  
**Full attack:** Viper bites (2d6 + poison) x 6  
**Space/Reach:** 20ft/15ft – 6m/4.5m  
**Special attacks:** Poison, save for Fortitude against DC 20 or 4 point permanent Dexterity loss and lamed for 48 hours. With successful save 4 points Dexterity loss and shaking and trembling for 48 hours. (*Neutralize Poison* stops including permanent if applied within 1 hour but has no effect upon paralysis. *Remove Paralysis* ends paralysis, shaking and trembling but has no effect upon Dexterity loss.)  
**Special Qualities:** Immune to cold, venom and acid attacks. Half damage from blunt weapons. Double damage from fire. Spells such as *Charm Monster*, *Hold Monster* or *Sleep* only effective when they can affect at least six creatures.  
**Saves:** Fortitude +8, Reflex +6, Will +6  
**Abilities:** Str 23, Dex 10, Con 17, Int 5, Wis 2, Cha 1  
**Skills:** None  
**Feats:** None  
**CR:** 5
- **Viper Tree Spawn** Pages 40 and 63. Medium Outsider Plant (Extraplanar).  
**AL:** CE and NE  
**HD:** 2d8+2  
**HP:** 16, 10, 13, 14, 9, 7, 14  
**Initiative:** +2 (Dex +2)  
**Speed:** 3ft/90cm  
**Armor Class:** +13 (+3 natural)  
**Base Attack:** +3  
**Attack:** Viper bite (1hp + poison)  
**Full attack:** Viper bites (1hp + poison) x 2  
**Space/Reach:** 18"/12" – 54cm/30cm  
**Special attacks:** Poison, save for Fortitude against DC 10 or immobilizing twitching spasms for 1d10 hours. With successful save 2 points Dexterity loss for one day  
**Special Qualities:** Immune to cold, venom and acid attacks. Half damage from blunt weapons. Double damage from fire. Spells such as *Charm Monster*, *Hold Monster* or *Sleep* only effective when they can affect at least six creatures.  
**Saves:** Fortitude +6, Reflex +0, Will +0  
**Abilities:** Str 10, Dex 14, Con 10, Int 5, Wis 2, Cha 1  
**Skills:** None  
**Feats:** None  
**CR:** 2
- **Bloodthorn** (1 per PC) Page 45. Large Outsider Plant (Extraplanar).  
**AL:** N  
**HD:** 8d8  
**HP:** 60, 45, 53, 54, 64, 47, 46

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**Initiative:** +0  
**Speed:** 2ft/60cm  
**Armor Class:** +17 (+7 natural)  
**Base Attack:** +8  
**Attack:** Bites (1d4 + 4 hp blood drain)  
**Full attack:** Bites (1d4 + 4 hp blood drain)  
**Space/Reach:** 10ft/5ft – 3m/1.5m  
**Special attacks:** Blood drain, 4hp/round  
**Special Qualities:** Strength check vs. DC 21 to escape. Damaged only by piercing and slashing weapons. Burning causes release of victim and recoil.  
**Saves:** Fortitude +8, Reflex +6, Will +6  
**Abilities:** Str 13, Dex 10, Con 11, Int 3, Wis 2, Cha 1  
**Skills:** None  
**Feats:** None  
**CR:** 7

- **Ring Worm** Page 47, Fine Outsider Animal (Extraplanar).

**AL:** N  
**HD:** ¼ d8  
**HP:** 1  
**Initiative:** +2 (Dex +2)  
**Speed:** None  
**Armor Class:** +18 (+8 natural)  
**Base Attack:** None  
**Attack:** None  
**Full attack:** None  
**Space/Reach:** None  
**Special attacks:** Attach to wearer, magic drain (See module, page 47)  
**Special Qualities:** Removed with *Unweave Magic* or fire (half damage to wearer)  
**Saves:** Fortitude +0, Reflex +0, Will +0  
**Abilities:** Str -, Dex -, Con 10, Int -, Wis -, Cha -  
**Skills:** None  
**Feats:** None  
**CR:** ½

- **Gildar, human male.** Page 49, Medium human (6'2"/188cm).

**AL:** CE  
**Level:** 9, Cleric of Cyric 9  
**HP:** 53  
**Initiative:** +1 (Dex +1)  
**Speed:** 30ft/9m  
**Armor Class:** +16 (+ Dex, +5 chain mail)  
**Base Attack:** +7/+2  
**Attack:** +7/+2 mace melee (1d8+1)  
**Space/Reach:** 5ft/5ft – 150cm/150cm  
**Special attacks:** Ring of Spell Turning, Wand of Unholy Blight  
**Special Qualities:** Ring of Regeneration (1 point/hour, 1 non-lethal point per 5 minutes, regenerates lost body parts),  
**Saves:** Fortitude +6, Reflex +6, Will +9  
**Abilities:** Str 13, Dex 13, Con 10, Int 9, Wis 17, Cha 14  
**Skills:** Craft (Leatherworking) +6, Craft (Shipmaking) +4, Hide +1, Knowledge (History) +11, Listen +3, Move Silently +1, Spot +3  
**Feats:** Craft Wondrous Item, Dodge, Extend Spell, Scribe Scroll, Silent Spell  
**CR:** 9

**Domains:** Chaos, Destruction

**Spells:** 6/5+1/5+1/4+1/2+1/1+1/0/0/0/0

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- **8 Vrocks**, Page 52. Medium (8ft/240cm) Outsider (Chaotic, Extraplanar, Evil Tanar'ri).  
**AL:** CE  
**HD:** 10d8+70  
**HP:** 144, 138, 140, 121, 115, 100, 136, 117  
**Initiative:** +2  
**Speed:** 30ft/9m, Fly 50ft/15m average  
**Armor Class:** +22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20  
**Base Attack/Grapple:** +10/+20  
**Attack:** Claw +15 melee (2d6+6)  
**Full attack:** 2 claws +15 melee (2d6+6), and bite +13 melee (1d8+3) and two talons +13 melee (1d6+3)  
**Space/Reach:** 10ft/10ft – 3m/3m  
**Special attacks:** Dance of Ruin, spell-like abilities (Mirror image, Telekinesis DC 18, Greater Teleport), Spores, Stunning Screech, Summon Tanar'ri (1 vrock or 2d10 dretches), 35% chance)  
**Special Qualities:** DR 10/ good; Darkvision 60ft/18m; Immune to electricity and poison, Resistance to acid 10, cold 10 and fire 10; SR 17, Telepathy 100ft/30m.  
**Saves:** Fortitude +14, Reflex +9, Will +10  
**Abilities:** Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 6  
**Skills:** Concentration +20, Diplomacy +5, Dweomercraft +15, Hide +11, Intimidate +16, Knowledge (arcane) +15, Listen +24, Move Silently +15, Sense Motive +16, Spot +24, Survival +3 (following tracks +5)  
**Feats:** Cleave, Combat reflexes, Multi-attack, Power Attack  
**CR:** 9
- **4 Major Cambions**, Page 53. Medium (6ft/180cm) Outsider (Chaotic, Extraplanar, Evil Tanar'ri).  
**AL:** CE  
**HD:** 4d8+8  
**HP:** 38, 25, 24, 27  
**Initiative:** +6 (+2 Dex, +4 Imp Init)  
**Speed:** 30ft/9m  
**Armor Class:** +16 (+2 Dex, +4 natural), touch 11, flat-footed 16  
**Base Attack/Grapple:** +8  
**Attack:** Long sword +8 melee (1d8+4) or Lance +8 melee (1d8+4)  
**Space/Reach:** 5ft/5ft – 150cm/150cm  
**Special attacks:** Spell-like abilities (Detect magic, Fear, Levitate or Polymorph), Thief abilities (Climb +20, Hide +20, Move Silently +20)  
**Special Qualities:** Never surprised, SR 15.  
**Saves:** Fortitude +7, Reflex +3, Will -2  
**Abilities:** Str 18, Dex 15, Con 16, Int 14, Wis 6, Cha 3  
**Skills:** Listen +4, Open Lock +4, Search +4, Survival +2, (+4 following tracks)  
**Feats:** Cleave, Combat reflexes, Improved Initiative, Multi-attack, Power Attack  
**CR:** 4
- **Verin, Marilith**, Page 55, Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri).  
**AL:** CE  
**HD:** 16d8 + 144  
**HP:** 244  
**Initiative:** +4  
**Speed:** 40ft/12m  
**Armor Class:** 29 (-1 size, +4 Dex, +16 natural), touch 13, flat-footed 25  
**Base Attack/Grapple:** +16/+29  
**Attacks:** Long sword + 25 melee (2d6+9/19-20) or Slam +24 melee (1d8+9) or Tail slap +24 melee (4d6+9)  
**Full Attack:** Primary long sword + 25/+20/+15/+10 melee (2d6+9/19-20) and 5 long swords +25 melee (2d6+4/19-20) or 6 Slams +24 melee (1d8+9) and Tail slap +22 melee (4d6+4)

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**Space/Reach:** 10 by 10 ft./10 ft. or 3x3m/3m

**Special attacks:** Constrict 4d6+13, Improved grab, Spell-like abilities (Align Weapon, Blade Barrier DC 23, Magic Weapon, Project image DC 23, Polymorph, See invisibility, Telekinesis DC 22, Greater teleport, Unholy aura), Summon tanar'ri (4d10 dretches, 1d4 hezrou or one Nalfeshnee, 50%, or one Glabrezu or one another marilith, 20%.

**Special qualities:** Damage reduction 10/good and cold iron; Darkvision 60ft/18m; Immune Electricity and Poison; Resistance Acid 10, Cold 10, Fire 10. SR 25. Telepathy 100ft/30m. True-seeing

**Saves:** Fort +19, Ref +14, Will +14

**Abilities:** Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24.

**Skills:** Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (Acting +9), Dweomercraft +23 (+25 scrolls), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search +23, Sense Motive +23, Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (Scrolls +28)

**Feats:** Combat Expertise, Combat Reflexes, Multi-Attack, Multi-Weapon Fighting, Power Attack, Weapon Focus (long sword).

**Challenge Rating:** 17

## Badlands Encounters

Segment: *Impiltur*

Meazels and Gibberlings are defined in the WotC accessory *Monsters of Faerûn*.

- **Narzkhorgh**, meazel male, AL:CE, Fighter 16, Size Medium (4'6"/135cm). commander of the meazel raiders, HD 16d10+16; hp 107, AC 12 (+2 Dex), Init +6 (Dex +2, Imp +4), Speed 30ft/9m, Base attack bonus: +22/+17/+12/+7 melee, Attack: 2 Claws 1d4+5 + disease. Saves: +11/+7/+5. Abilities: Str 22, Dex 15, Con 12, Int 13, Wis 10, Cha 13. Special attacks: Sneak Attack: As Thief +3d6 damage; Disease: Transmits skin disease, Save Fort DC 12 or after 1d6 days 1d2 Con and Dex lost, 2<sup>nd</sup> save or loss permanent. Special qualities: Evasion as thief. Skills and feats: Climb +22, Handle Animal +19, Heal +3, Hide +2, Intimidate +8, Jump +18, Listen +0, Move Silently +2, Spot +0; Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Spring Attack. CR: 16.
- **Large Meazel Band, 20d6 Meazels**
- **Meazel, 1d10+10 Meazels**  
Medium Size Monstrous Humanoid, 4-5ft/120-150cm. AL: CE. HD: 4d8 (4-32 HP). Init: +6 (+2 Dex, +4 Imp). Speed: 30ft/9m. AC: 12 (+2 Dex). Attack: 2 Claws +4 melee (1d4 + disease). Special attacks: Sneak Attack: As Thief +3d6 damage; Disease: Transmits skin disease, Save Fort DC 12 or after 1d6 days 1d2 Con and Dex lost, 2<sup>nd</sup> save or loss permanent. Special qualities: Evasion as thief. Saves Fort +1, Reflex +6, Will +4. Abilities: Str 10, Dex 14, Con 11, Int 6, Wis 11, Cha 7. Skills: Hide +6, Move silently +6, Open lock +4, Pick pocket +6, Swim: +4. Feats: Improved Init. CR: 4.
- **Large Gibberling Band, 20d10 Gibberlings**
- **Gibberling Patrol, 1d20+10 Gibberlings**  
Small Humanoid, 3-4ft/90-120cm. AL:CN. HD: 1d8 (1-8 HP), Init: +0. Speed: 30ft/9m. AC: 12 (+1 size, +1 natural). Attack: Bite +2 melee (1d3) or Dagger +1 melee (1d4). Special attacks: Gibber, unnerve foes with less than 2 HD, Teamwork, for each two gibberlings grappling a foe others get +2 bonus against that foe. Special qualities: Bunching (3n occupy one space); Immune to mind, moral and phantasm effects; Light vulnerability (slowed); Fire vulnerability, Gibberling saves Will DC 12 or refuses to advance next round. Saves: Fort +0, Ref +2, Will -2. Abilities: Str 10, Dex 10, Con 10, Int 5, Wis 7, Cha 2. Skills: Spot +1. Feats: Weapon focus (bite). CR: 1/3.
- **Large Grimlock Band, 20d8 Grimlocks**
- **Grimlock Patrol, 1d12+10 Grimlocks**  
Medium Monstrous Humanoid, 5'10"/175cm. AL: NE. HD: 2d8+2 (4-18 hp). Init: +1 (Dex +1). Speed: 30ft/9m. AC: 15 (+1 Dex, +4 natural). touch 11, flat-footed 14. Attack: Battleaxe +4 melee (1d8x3, 3 attacks). Special attacks: None. Special Qualities: Blindsight 40ft/12m; Blind - Immune gaze attacks, visual effects, illusions, sight attacks. Saves: Fort +1, Ref +4, Will +2. Abilities: Str 15, Dex 13, Con 13, Into 10, Wis 8, Cha 6. Skills: Climb +4, Hide +3, Listen +5, Spot +3. Feats: Alertness, Track. CR: 1.

### Barthan's Orcs

Segment: Moonwood

- **Barthan**, half-orc male, lvl 8 fighter hp 77,, AC 17, Base attack bonus: +8/+3, Long sword attack bonus +11/+7, 1d8+3 dmg; long bow 100 ft/30 m Attack Bonus +8/+3, 200 ft/60m Attack Bonus +6/+1, 300 ft/90m Attack Bonus +5/-1. Saves: +9/+2/+2. Abilities: Str 17, Dex 10, Con 17, Int 10, Wis 9, Cha 11. Challenge rating 6.
- **4Half-Orcs**, lvl 3 fighters hp 24, 14, 21, AC 17, Base attack bonus: +3, Long sword attack bonus +6, 1d8+3 dmg; long bow 100 ft/30 m Attack Bonus +3, 200 ft/60m Attack Bonus +1, 300 ft/90m Attack Bonus -1. Saves: +5/+1/+1. Abilities: Str 16, Dex 10, Con 15, Int 10, Wis 9, Cha 9. Challenge Rating 1.
- **4Half-Orcs**, lvl 1 fighters hp 9, 6, 8, AC 17, Base attack bonus: +1, Long sword attack bonus +4, 1d8+3 dmg; long bow 100 ft/30 m Attack Bonus +1, 200 ft/60m Attack Bonus -1, 300 ft/90m Attack Bonus -3. Saves: +5/+0/+0. Abilities: Str 16, Dex 10, Con 14, Int 10, Wis 9, Cha 9. Challenge Rating 1/3.
- **200 Orcs**, per *D&D Monster Manual* or *Monstrous Compendium*.

### Battleaxe Transport

Segment: Silverymoon

This coster is a dwarven outfit willing to hire on some humans. It transports wares to and from Neverwinter and follows exactly the route the PCs want to take to Silverymoon. When the PCs decide to ride with the Battleaxe, it's the game master's job to see that the two groups are separated when Xred's orcs capture the PCs. The Battleaxe, or at least the majority of its members who survive, head on.

- **Gildung Orccleaver**, dwarf male, fighter lvl 10, HP 97, AC 23, Base attack bonus +10/+5. Attack: Battleaxe +2, Attack Bonus +15/+10, 1d8+5 hp dmg; Saves: +10/+3/+3. Abilities: Str 17, Dex 10, Con 17, Int 12, Wis 10, Cha 9. Challenge Rating 8.
- **8 Fighters**, dwarf male, lvl 6, HP: 44, 51, 48, 43, 37, 55, 32, 56. AC 15. Basic Attack Bonus: +6/+1. Attack: Battleaxe, Attack Bonus: +9/+4, 1d8 + 3 hp dmg. Save: +8/+2/+2. Abilities: Str 16, Dex 10, Con 17, Int 11, Wis 10, Cha 9. Challenge Rating 4.

### Black Adder Encounters

Segment: Impiltur

- **Xargostoeepistipeles (Xargo)**, Very Old Black Dragon, AL: CE, HD: 28d12+168, HP: 392; AC: 35; Base Attack Bonus +36; Attacks 2 Claws 2d6 hp dmg each; Bite 2d8 hp dmg; Wing slam 1d8 hp dmg, Tail Slap 2d6 hp dmg, Crush 2d8 hp dmg, Breath weapon acid: 18d4 hp dmg; Standard dragon abilities. Special qualities: In round 1d10 of each turn, bubonic plague blister explodes release acid for 4d4 hp dmg within 40 yards/36 m (save for fortitude against DC 20/vs. breath for half dmg); acid immunity, water breathing, Corrupt Water, Damage Reduction 15/+2. Fear save vs. DC 23.; Spell resistance: 23; Treasure: Double Standard. Saves: +22/+16/+19. Size: 110 feet/33m, tail 70 feet/21m. Challenge rating: 18.
- **Rusaturrits, Lukala**, hf, AL: CE; Abjurer lvl 12 (Wearer of the Purple and Keeper of the Secret Hoard, Dragon Cult), AC: 13, HP: 48; Str 11, Con 13, Dex 11, Int 18, Wis 13, Cha 6; Base Attack Bonus: +6/+1. Attacks: Dagger +2, Attack Bonus +8/+3, 1d4 hp dmg; Saves: +4/+4/+8. Spells: 5/6/6/6/5/4/3/0/0/0, at least one of each level abjuration; Ring of Dragons; Ring of Protection +3; 3 potions black dragon control; Philter of Persuasiveness; Ring of Blinking; Wand of Frost; 6 scrolls game master's choice. Challenge Rating 10.
- **Sartuth, Hingrid**, hm, AL: CE; Necromancer lvl 8 (Dragon Cult), AC: 11, HP: 37; Str 8, Con 14, Dex 16, Int 16, Wis 11, Cha 7; Base Attack Bonus +4; Attacks: Dagger +1, Attack Bonus +3 hp; 1d4 hp dmg. Saves: +4/+5/+6. Spells: 5/6/5/5/3/0/0/0/0/0, at least one of each level necromancy; Potion of healing; Potion of extra healing; Wand of paralysis; 3 scrolls game master's choice. Challenge Rating 6.

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- **Nath, Besset**, hf, AL: CE; Rogue lvl 10 (Dragon Cult), AC: 15 (Leather + Dex), HP: 60; Str 15, Con 14, Dex 17, Int 12, Wis 11, Cha 7; Base Attack Bonus +7/+2; Attacks: Short sword +3, Attack Bonus +12/+7; Sneak attack +5d6. Saves: +5/+10/+3. Challenge Rating 8.
- **Turrel, Surd**, hm, AL: CE; Fighter lvl 9 (Dragon Cult), AC: 17 (chain mail + dex), HP: 78; Str 16, Con 14, Dex 15, Int 10, Wis 11, Cha 8 Base attack bonus +9/+4; Attacks: Long sword +3, Attack bonus +15/+10, dmg 1d8 + 5 hp. Saves: +9/+5/+3. Challenge Rating 7.
- **Turrel, Nathan**, hm, AL: CE; Fighter lvl 8 (Dragon Cult), AC: 17 (chain mail + dex), HP: 69; Str 15, Con 16, Dex 15, Int 12, Wis 10, Cha 10; Base attack bonus +8/+3; Attacks: Long sword +1, Attack bonus +11/+6, 1d8 + 3 hp. Saves: +9/+4/+2. Challenge Rating 6.
- **Daepasch, Huron**, hm, AL: CE; Fighter lvl 5 (Dragon Cult), AC: 17 (chain mail + dex), HP: 43; Str 17, Con 14, Dex 14, Int 10, Wis 10, Cha 9; Base attack bonus +5; Attacks: 1, Long sword, Attack Bonus +8, 1d8 + 2 hp dmg; Saves: +6/+6/+1. Challenge Rating 3.
- **3 Sea Hags**, see statistics in *D&D Monster Manual*.
- **7 Five-Headed Hydras**, see statistics in *D&D Monster Manual*.

## Bloodstone Mines Settlement - the Key NPCs

Segment: *Bloodstone*

- **Gardur**, dwarf male, age 224, AL: LG, master of the Bloodstone Mines, Expert 6, Fighter 6. Size M (4'3"/130cm tall); hp 70; Init +4 (+4 Dex); Speed 20ft/6m; AC 14 (+4 Dex); Attack +12/+7 melee, Battleaxe 1d8+2 dmg, or +14/+9 ranged, heavy crossbow, 1d10 dmg; SV Fort +9, Ref +10, Will +8; Str 15, Dex 18, Con 14, Int 12, Wis 12, Cha 7. Skills: Concentration +10, Craft (Mining) +15, Decipher Script +11, Handle Animal +7, Hide +4, Intimidate +8.5, Listen +9, Move Silently +4, Perform (Act) +5, Perform (Oratory) +5, Spot +3.5, Swim +10. Feats: Blind-Fight, Combat Reflexes, Dodge, Lightning Reflexes, Power Attack, Rapid Reload (crossbow, heavy), Skill Focus (Swim), Skill Focus (Intimidate), Skill Focus (Decipher Script).
- **Dargol**, half-orc male, age 40, AL:NG, head of the Bloodstone Riders contingent, Ranger 5. Size M (6'2"/188cm tall); hp 28; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +7 melee, long sword, 1d8+2 dmg, or +8 ranged, long bow, 1d8 dmg; SV Fort +5, Ref +4, Will +3; Str 15, Dex 16, Con 13, Int 8, Wis 14, Cha 7. Skills: Climb +10, Craft (Stonemasonry) +6, Hide +3, Knowledge (Dungeoneering) +5, Knowledge (Nature) +6, Listen +2, Move Silently +3, Profession (Miner) +10, Spot +2, Survival +8. Feats: Negotiator, Self Sufficient, [Track], [Two Weapon Fighting]. Ranger spells available: 0/1/0/0/0/0/0/0.
- **Meedy Gees**, human male, age 38, AL:CG, mage of the Bloodstone Riders detachment, Diviner 5. Size M (5'7"/170cm tall); hp 25; Init +0; Speed 30ft/9m; AC 10; Attack +3 melee, Dagger 1d4+1 dmg, or +2 ranged; SV Fort +3, Ref +1, Will +4; Str 13, Dex 11, Con 14, Int 15, Wis 10, Cha 15. Skills: Craft (ivory carving) +5, Dweomercraft +10, Hide +0, Knowledge (Arcana) +9, Knowledge (History) +9, Knowledge (Local) +9, Knowledge (The Planes) +10, Listen +0, Move Silently +0, Spot +0. Feats: Combat Casting, Craft Wondrous Item, Run, [Scribe Scroll], Silent Spell. Spell schools unavailable: Necromancy, Enchantment. Wizard spells available: 4+1/4+1/3+1/1+1/0/0/0/0/0/0, at least one of each level divination.

## Bloodstone Village - the Key NPCs

Segment: Bloodstone

- Stephan Tormel**, Burgomaster of Bloodstone Village, human male, AL: NG, age 68, Fighter 5, Rogue 3. Size M (6'2"/188cm tall); hp 42; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +8/+3 melee, short sword, 1d6+1 dmg, or +9/+4 ranged; SV Fort +5, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 16, Wis 11, Cha 10. Skills: Appraise +11, Bluff +2, Climb +10, Craft (Bowmaking) +11, Craft (Woodworking) +6, Decipher Script +7, Hide +4, Intimidate +8, Jump +10, Knowledge (Arcana) +5, Listen +2, Move Silently +4, Open Lock +8, Search +9, Sense Motive +6, Spellcraft +5.5, Spot +8. Feats: Alertness, Combat Expertise, Diligent, Dodge, [Evasion], Improved Initiative, Point Blank Shot, Stealthy.
- Holy Justice Darwin Tundle**, District Court Judge, human male, age 49, AL: LG, Specialty Priest of Tyr 8. Size M (5'9"/175cm tall); hp 37; Init +1 (+1 Dex); Speed 30 ft/9m; AC 11 (+1 Dex); Attack +7/+2 melee, or +7/+2 ranged; SV Fort +6, Ref +3, Will +8; Str 13, Dex 13, Con 11, Int 9, Wis 15, Cha 13. Skills: Concentration +9, Craft (Bowmaking) +1, Hide +1, Knowledge (Nature) +3, Listen +4.5, Move Silently +1, Spot +2. Feats: Empower Spell, Persuasive, Scribe Scroll, Weapon Focus (gauntlet, spiked). Domains: Knowledge, Law. Spells known: 8/4/3/3/2/0/0/0/0/0. Spells available: 8/6+1/5+1/5+1/4+1/0/0/0/0/0.
- Colonel Seamus Bruskin**, Commander 2d Regiment, Command Brigade, Bloodstone Army, human male, age 52, AL: LG, Paladin (Ilmater) 17. Size M (6'3"/191cm tall); hp 124; Init +2 (+2 Dex); Speed 30 ft/9m; AC 12 (+2 Dex); Attack +17/+12/+7/+2 melee, long sword 1d8 dmg, or +19/+14/+9/+4 ranged; SV Fort +15, Ref +11, Will +11; Str 10, Dex 14, Con 12, Int 7, Wis 14, Cha 19. Skills: Hide +2, Knowledge (Nobility and Royalty) +14, Knowledge (Religion) +8, Listen +2, Move Silently +2, Sense Motive +16, Spot +2. Skills: Craft Wand, Dodge, Extra Turning, Improved Counterspell, Improved Turning, Leadership, Mobility. Paladin Spells: 0/3/3/2/1/0/0/0/0/0.
- Major Daniel Reilly**, Commander of the 1<sup>st</sup> Battalion, human male, age 37, AL: LG, Paladin (Ilmater) 13. Size M (5'9"/175cm tall); hp 103; Init +2 (+2 Dex); Speed 30 ft/9m; AC 12 (+2 Dex); Attack +16/+11/+6 melee, long sword 1d8+3 dmg, or +15/+10/+5 ranged; SV Fort +12, Ref +9, Will +8; Str 17, Dex 15, Con 13, Int 11, Wis 13, Cha 16. Skills: Concentration +9, Decipher Script +1, Handle Animal +17, Heal +16, Hide +2, Knowledge (Nobility and Royalty) +9, Listen +3, Move Silently +2, Spot +3. Feats: Alertness, Improved Turning, Negotiator, Point Blank Shot, Weapon Focus (great axe), Weapon Focus (short spear). Paladin Spells Per Day: 0/2/1/1/0/0/0/0/0/0.
- Major Mari Toogin**, Commander of the 2<sup>nd</sup> Battalion, human female, age 35, AL: LG, Paladin (Ilmater) 12. Size M (5'3"/160cm tall); hp 77; Init +4 (+4 Improved Initiative); Speed 30 ft/9m; AC 10; Attack +12/+7/+2 melee, or +12/+7/+2 ranged; SV Fort +12, Ref +7, Will +9; Str 10, Dex 10, Con 13, Int 13, Wis 14, Cha 17. Skills: Concentration +11, Handle Animal +18, Heal +11, Hide +0, Knowledge (Arcana) +3.5, Knowledge (Nobility and Royalty) +10, Knowledge (Religion) +10, Listen +2, Move Silently +0, Spot +2, Tumble +2. Feats: Blind-Fight, Combat Reflexes, Empower Spell, Extra Turning, Improved Initiative, Leadership. Paladin Spells Per Day: 0/2/2/1/0/0/0/0/0/0.
- Colin of Ilmater, Abbot, Abbey of St. Sollars**, human male, age 36, AL: LG, Specialty Priest of Ilmater 10. Size M (5'7"/170cmtall); hp 47; Init +0; Spd 30 ft.; AC 10; Attack +9/+4 melee, Mace, 1d6+2 dmg, or +7/+2 ranged; SV Fort +7, Ref +3, Will +10; Str 14, Dex 10, Con 10, Int 13, Wis 16, Cha 16. Skills: Diplomacy +12, Heal +12, Hide +0, Knowledge (Arcana) +14, Knowledge (Religion) +11, Listen +3, Move Silently +0, Profession (Hunter) +14, Spot +3. Feats: Brew Potion, Combat Casting, Extend Spell, Maximize Spell, Silent Spell. Spells known: 9/4+1/4+1/3+1/3+1/2+1/0/0/0/0. Spells available: 8/7/7/6/5/4/0/0/0/0. Domains: Healing, Law.



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- Mother Narda Gibbons**, human female, age 38, AL; NG, Druid-Priestess of Chauntea 7. Size M (5 ft., 2 in. tall); HD 7d8; hp 37; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +6 melee, or +7 ranged; SV Fort +5, Ref +4, Will +9; AL NG; Str 12, Dex 15, Con 11, Int 16, Wis 19, Cha 11. Skills: Craft (Alchemy) +13, Craft (Shiplmaking) +12, Craft (Stonemasonry) +11, Craft (Woodworking) +10, Handle Animal +6, Hide +2, Knowledge (Nature) +13, Listen +16, Move Silently +2, Perform (Percussion Instruments) +3, Perform (String Instruments) +3, Spot +6, Swim +10. Feats: Alertness, Blind-Fight, Improved Unarmed Strike, Skill Focus (Craft (Woodworking)). Spells available: 6/5/4/3/2/0/0/0/0/0
- Morninglord Nathan Dooley**, human male, AL: LG, age 34, Specialty Priest of Lathander 6. Size M (5'6"/168cm tall); hp 42; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +7 melee, or +5 ranged; SV Fort +6, Ref +3, Will +7; Str 16, Dex 12, Con 13, Int 12, Wis 15, Cha 12. Skills and feats: Craft (Painting) +5, Craft (Shiplmaking) +8, Heal +11, Hide +1, Knowledge (Religion) +8, Listen +2, Move Silently +1, Spellcraft +10, Spot +2; Brew Potion, Craft Magic Arms and Armor, Leadership, Negotiator. Spells known: 9/4/4/3/3/2/0/0/0/0/0. Spells available: 7/6+1/6+1/3+1/0/0/0/0/0/0. Domains: Healing, Protection.
- Kenneth Jarble**, Manager, Royal Damaran Bloodstone Trust, human male, age 41, AL:LG, Expert 4. Size M (5'9"/176cm tall); hp 18; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +3 melee, long sword, 1d8 dmg, or +6 ranged; SV Fort +2, Ref +6, Will +5; Str 10, Dex 16, Con 13, Int 14, Wis 13, Cha 8. Skills and feats: Decipher Script +9, Forgery +7, Gather Information +2, Hide +3, Listen +1, Move Silently +3, Perform (Keyboard Instruments) +1, Perform (Oratory) +1.5, Perform (Percussion Instruments) +6, Profession (Merchant) +8, Search +5, Sense Motive +9, Spot +1, Swim +2, Use Magic Device +6. Feats: Lightning Reflexes, Skill Focus (Gather Information), Skill Focus (Sense Motive).
- Teevley Darst**, human male, harbormaster and customs agent, age 42, AL: NG (NE), Rogue 10, Expert 8. Size M (5'10"/152cm tall); hp 71; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +13/+8/+3 melee, short sword, 1d6 dmg, or +17/+12/+7 ranged; SV Fort +5, Ref +13, Will +11; Str 11, Dex 19, Con 10, Int 12, Wis 15, Cha 10. Skills: Appraise +10.5, Balance +12.5, Bluff +7, Climb +12.5, Craft (Carpentry) +6, Craft (Painting) +9, Escape Artist +13, Gather Information +6.5, Hide +18.5, Knowledge (Nobility and Royalty) +12, Listen +2, Move Silently +9, Open Lock +10, Perform (Comedy) +12, Sense Motive +15, Sleight of Hand +17, Spot +2, Survival +5.5, Swim +11.5, Tumble +14, Use Rope +15. Feats: [Evasion], Nimble Fingers, Point Blank Shot, Rapid Reload (crossbow, hand), Shield Proficiency, Skill Focus (Climb), Skill Focus (Gather Information), Stealthy, Track.
- Martin Burrows**, human male, manager, Fallen Star Trading Coster. age 37, AL: N, Expert 2. Size M (5'8"/173cm tall); hp 14; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +1 melee, Dagger, 1d4 dmg, or +4 ranged; SV Fort +3, Ref +3, Will +4; Str 11, Dex 17, Con 12, Int 14, Wis 12, Cha 9. Skills: Craft (Armor smithing) +7, Craft (Jeweler) +7, Heal +6, Hide +3, Knowledge (Arcana) +4, Knowledge (Architecture and Engineering) +7, Knowledge (Nature) +7, Knowledge (Nobility and Royalty) +7, Listen +2, Move Silently +8, Perform (Act) +1, Spot +1. Feats: Great Fortitude, Improved Unarmed Strike.
- Nilba Woonin**, human female, manager of Moonsea Assurance, age 33, AL: NE, Rogue 8. Size M (5'9"/175cm tall); hp 43; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +6/+1 melee, or +9/+4 ranged; SV Fort +4, Ref +9, Will +3; Str 10, Dex 16, Con 15, Int 13, Wis 13, Cha 9. Skills: Climb +8, Decipher Script +12, Disable Device +12, Disguise +7, Forgery +11, Gather Information +7, Hide +10, Intimidate +6, Jump +9, Listen +14, Move Silently +12, Open Lock +14, Spot +3. Feats: Alertness, Dodge, [Evasion], Negotiator, Quick Draw.

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- **Gundula Grigby**, human female, covert head of the local Xvimist assassins, age 36, AL: LE, Assassin Monk of Xvim, Monk 6, Assassin 3. Size M (4'10"/140cm tall); hp 20; Init +1 (+2 Dex); Speed 50ft/15m; AC 16 (+2 Dex, +3 Wis, +1 Monk); Attack +7 melee, Mace of the Green Eyes, +9 melee, 1d8+3 + special dmg, or +5/+5 monk, or +7 ranged; SA: Death Attack, Sneak attack +2d6, Special dmg Mace of the Green Eyes. SQ: +1 Save vs. Poison. SV Fort +5, Ref +9, Will +9; Str 12, Dex 14, Con 9, Int 12, Wis 16, Cha 11. Skills: Alignment Transformation +8, Alter ego +5, Balance +7, Decipher Script +5.5, Diplomacy +4, Disguise +4, Escape Artist +10, Hide +9, Jump +3, Listen +3, Move Silently +8, Sense Motive +2, Spot +5, Tumble +9. Feats: Acrobatic, Alertness, [Combat Reflexes], [Evasion], [Improved Grapple], [Improved Trip], [Improved Unarmed Strike], Persuasive, Weapon Focus (shuriken). Assassin spells: 0/1/0/0/0/0/0/0/0.
- **Krandal Dart**, human male, manager of the Heliogabalus Vault, age 44, AL: LG (LE), Rogue 8, Expert 3. Size M (5'9"/175cm tall); hp 51; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 13 (+3 Dex); Attack +8/+3 melee, Dagger, 1d4 dmg, or +11/+6 ranged; SV Fort +4, Ref +10, Will +7; Str 10, Dex 17, Con 13, Int 13, Wis 14, Cha 8. Skills: Bluff +5, Craft (Painting) +3, Disable Device +12, Disguise +6, Escape Artist +12, Hide +14, Intimidate +5, Knowledge (Nobility and Royalty) +5, Listen +11, Move Silently +14, Open Lock +12.5, Perform (String Instruments) +10.5, Sense Motive +11, Sleight of Hand +13, Speak Language +6, Spot +2, Tumble +13. Feats: Deft Hands, Dodge, [Evasion], Improved Initiative, Leadership, Skill Focus (Disguise).
- **Quinn Irving**, local commander of the Bloodstone Riders, human male, AL: NG, age 29, Ranger 7. Size M (6'0"/152cm tall); hp 29; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +9/+4 melee, long sword, 1d8+2 dmg, or +10/+5 ranged; SV Fort +4, Ref +5, Will +4; Str 15, Dex 17, Con 8, Int 8, Wis 15, Cha 12. Skills: Craft (Weapon smithing) +6, Decipher Script +3, Hide +3, Knowledge (Geography) +8, Listen +4, Move Silently +11, Profession (Miner) +12, Ride +6, Spot +14, Survival +11. Feats: Alertness, Diligent, Endurance, [Evasion], [Manyshot], [Rapid Shot], [Track], Weapon Finesse. Ranger Spells available: 0/1/0/0/0/0/0/0/0/0.
- **Lucinda Ward**, human female, Commander of the City Watch, AL: LG, age 35, Fighter 9. Size M (5'2"/157cm tall); hp 85; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +12/+7 melee, long sword, 1d8+3 dmg, or +12/+7 ranged; SV Fort +10, Ref +6, Will +3; AL LG; Str 17, Dex 16, Con 18, Int 12, Wis 11, Cha 11. Skills: Handle Animal +5, Hide +3, Jump +14, Listen +2, Move Silently +3, Profession (Miner) +4, Ride +15, Spot +4, Swim +14. Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Overrun, Point Blank Shot, Power Attack, Track, Weapon Focus (long sword).

## Brotha - the Key NPCs

Segment: *Bloodstone*

- **Nestor Todd, Burgomaster of Brotha,,** human male, age 32, AL:NG, Fighter 8; Size M (6'0"/183cm tall); hp 56; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 13 (+3 Dex); Attack +10/+5 melee, long sword, 1d8+2 dmg, or +11/+6 ranged; SV Fort +8, Ref +5, Will +0; Str 15, Dex 16, Con 14, Int 13, Wis 6, Cha 10. Skills: Craft (Woodworking) +5, Handle Animal +11, Hide +3, Intimidate +8, Jump +9, Knowledge (Architecture and Engineering) +3, Listen -2, Move Silently +3, Ride +13, Spot -2. Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Sunder, Mobility, Point Blank Shot, Power Attack, Weapon Finesse.
- **Gina Townes, Commander of the Village Watch,** human female, age 28, AL:NG, Warrior 3. Size M (5'1"/155cm tall); hp 25; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +6 melee, or +4 ranged; SV Fort +5, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 12, Wis 12, Cha 12. Skills: Climb +9, Craft (Carpentry) +3, Craft (Weaponsmithing) +4, Hide +1, Jump +9, Listen +3, Move Silently +1, Sense Motive +2.5, Spot +3. Feats: Alertness, Exotic Weapon Proficiency (urgosh, dwarven), Skill Focus (Jump).

## Castle Dragonblood Inhabitants

Segment: *Bloodstone*

### The key inhabitants are:

- **Kargmelchina**, advanced great wyrm blue vampire dragon lich, female, (epic), perhaps still an avatar.
- **Sammaster**, advanced great red wyrm vampire dragon lich, male, (epic), perhaps still a lich facet.
- **Knellict**, great wyrm red vampire dragon, male (epic), Wizard 24 (epic) and Assassin 2.
- **Ragzigul**, old red dragon vampire, male, Necromancer 18 and laboratory master.

These NPCs are detailed separately in the Section *New Unofficial NPCs*. The following additional NPCs also inhabit Castle Dragonblood. For more details on vampire dragons and draconians see their descriptions under *New Unofficial Monsters*.

### The Other Vampire Dragons of Castle Dragonblood:

- **Randgha**, Sorcerer lvl 18 and very old blue dragon vampire, female, commander of the guard.
- **Tarflea**, Sorcerer lvl 10 and mature adult blue dragon vampire, female, Group Commander.
- **Ninnea**, Sorcerer lvl 9 and mature adult black dragon vampire, female, Group Commander.
- **Larthur**, Wizard lvl 9 and adult green dragon vampire, male, Group Commander.
- **Sarbina**, Sorcerer lvl 7 and adult white dragon vampire, female, Group Commander.
- **Multar**, Wizard lvl 5 and juvenile blue dragon vampire, male, Group Commander.
- **Rark**, Sorcerer lvl 5 and juvenile black dragon vampire, male, Group Commander.

### Statistics for the Other Vampire Dragons of Castle Dragonblood:

#### Randgha

Human female sorcerer and very old blue vampire dragon, human age 52, dragon age 700. Randgha is commander of the entire Castle Dragonblood guard and as such, she serves directly under Knellict. She is a former sorcerer who served the High Blade of Mulmaster. She was captured and transformed while on a spying mission for the High Blade in Vaasa.

**CR:** 21

**Size:** *Human or hybrid forms* - 5' 4"/163 cm tall; *Dragon form* - huge dragon (earth) (32 feet/9,6 meters)

**AC:** *Human form* - AC9 (-1 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC37 (-2 size, +29 natural, touch 8, flat-footed 37).

**HD:** 30d12 + 180 (as dragon); hp 396 + Sorcerer lvl 18

**Initiative:** +4 (0 Dex, +4 Improved Initiative)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, burrow 20 ft/6m, fly (poor) 150 ft/45m

**Attack** - *Human and hybrid forms*: +39 (1d4 + 11, dagger); *Dragon form* - Base attack +30, Grapple +49, Full attack melee +39 (2d8 + 11, bite), +34 (2d6 + 6, 2 claws), +34 (1d8 + 6, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 15/10 ft-4.5/3m (bite 3m)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +39 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon line of lightning 100ft/30m (18d8, SV Reflex DC 25 for half), Create/Destroy Water 3x daily, Frightful presence creatures under lvl 30, SV Will DC 28 within 270ft/81m or shaken 4d6 rounds; Crush area 15ft/450cm square, small or smaller opponents, 2d8 + 13 and SV Reflex DC 33 or pinned; Sound Imitation, DC 28 to detect ruse; Spell-like abilities, Spells.

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**Special qualities:** *All forms* - Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 15/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Blindsight 60 feet/18m, Darkvision 120ft/36m. Low-Light Vision.

**Spell resistance:** 25

**Caster level:** 18

**Save:** Fortitude +23, Reflex +17, Will +21.

**Abilities:** Str 33, Dex 10, Con -, Int 18, Wis 19, Cha 18.

**Skills:** Bluff +50, Concentration +16, Craft (Stonemasonry) +10, Diplomacy +32, Dweomercraft +51, Hide +11, Intimidate +30, Knowledge arcana +37 (7 arcane, 30 divine); Knowledge (Nature) +25.5, Listen +30, Perform (Sing) +6, Perform (Wind instrument) +12, Profession (Hunter) +14, Search +28, Sense motive +28, Spot +30.

**Feats:** Ability Focus (Frightful Presence), Alertness, Brew Potion, Combat expertise, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Eschew materials, Flyby attack, Forge Ring, Greater Spell Penetration, Hover, Improved Initiative, Investigator, Multi-Attack, Power attack, Spell Penetration.

**Spells Known** (Sorcerer - 9/6/6/5/5/5/4/3/3/2/1): *0th* - Arcane Mark, Ghost Sound, Light, Open/Close, Prestidigitation, Read Magic. *1st* - Alarm, Chill Touch, Endure Elements, Enlarge Person, Magic Missile, Protection from Chaos. *2nd* - Arcane Lock, Bull's Strength, Darkvision, Flaming Sphere, Gust of Wind, Knock. *3rd* - Dispel Magic, Fireball, Flame Arrow, Stinking Cloud. *4th* -- Dimension Door, Lesser Globe of Invulnerability, Mass Enlarge Person, Rainbow Pattern, Solid Fog. *5th* - Cloudkill, Prying Eyes, Scrying, Teleport, Wall of Fire. *6th* - Antimagic Field, Contingency (Teleport Castle Perilous), True Seeing. *7th* - Phase Door, Realms Sight, Spell Turning. *9th* - Time Stop.

**Spells Ready** (6/6/6/6/6/6/6/6/5/3): *0th* - Arcane Mark (4), Ghost Sound (2), Light, Open/Close, Prestidigitation. *1st* - Alarm (2), Chill Touch, Endure Elements, Enlarge Person, Magic Missile, Protection from Chaos. *2nd* - Arcane Lock, Bull's Strength, Darkvision (2), Flaming Sphere, Gust of Wind, Knock. *3rd* - Unweave Magic (2), Fireball (2), Flame Arrow, Stinking Cloud. *4th* -- Dimension Door, Lesser Globe of Invulnerability (2), Solid Fog (3). *5th* - Prying Eyes, Scrying, Teleport (3), Wall of Fire. *6th* - Antimagic Field (2), Contingency (Teleport Castle Perilous - 3), True Seeing. *7th* - Phase Door, Realms Sight (4), Spell Turning. *8th* - Binding (3), Incendiary Cloud (2). *9th* - Time Stop (3).

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

## Tarplea

Human female sorcerer and mature adult blue vampire dragon, human age 42, dragon age 334. Tarplea was sent by Fzoul Chembryl of the Zhentarim in Zhentil Keep to Twilight's Vale to work as an agent there. After the Zhentarim reduced its operations in Twilight Vale, Chembryl sent her to the ruins of Castle Perilous to investigate the situation there. She was taken prisoner in the ruins and used to create a new vampire dragon.

**CR:** 18

**Size:** *Human or hybrid forms* - 5' 4"/163 cm tall; *Dragon form* - huge dragon (earth) (32 feet/9,6 meters)

**AC:** *Human form* - AC13 (+3 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC31 (-2 size, +23 natural, touch 8, flat-footed 31).

**HD:** 24d12 + 120 (as dragon); hp 293 + sorcerer lvl 10

**Initiative:** +3 (+3 Dex)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, Burrow 20ft/6m, Fly (poor) 150ft/45m

**Attack** - *Human and hybrid forms*: +31 (1d4 + 9, dagger); *Dragon form* - Base attack +24, Grapple +41, Full attack melee +31 (2d8 + 9, bite), +29 (2d6 + 5, 2 claws), +29 (1d8 + 5, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 15/10 ft-4.5/3m (bite 3m)

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**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +31 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon Line of Lightning, 100ft/30m (14d8, SV Reflex DC 22 for half), Frightful presence creatures under lvl 24, SV Will DC 25 within 210ft/63m or shaken 4d6 rounds; Crush area 15ft/450cm square, small or smaller opponents, 2d8 + 13 and SV Reflex DC27 or pinned. Create/Destroy Water SV Will DC 25. Spell-like abilities, Spells.

**Special qualities:** *All forms* -Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 10/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Blindsense 60 feet/18m, Darkvision 120ft/36m, Low-Light Vision.

**Spell resistance:** 22

**Caster level:** 10

**Save:** Fortitude +19, Reflex +17, Will +17.

**Abilities:** Str 29, Dex 17, Con -, Int 16, Wis 17, Cha 19.

**Skills:** Bluff +45, Concentration +32, Diplomacy +32, Dweomercraft +45 (5 arcane, 40 divine), Hide +9, Intimidate +30, Jump +6, Knowledge (Arcana) +17, Knowledge (Local) +6, Knowledge (Nature) +22, Knowledge (Nobility and Royalty) +4.5, Listen +30, Move Silently +3, Search +28, Spot +33, Use Rope +5.5.

**Feats:** Ability Focus (Frightful Presence), Alertness, Blind-Fight, Brew Potion, Combat Casting, Combat Expertise, Eschew Materials, Flyby Attack, Hover, Improved Bull Rush, Improved Initiative, Multi-Attack, Power Attack, Scribe Scroll, Spell Focus (evocation), Spell Penetration.

**Spells Known** (Sorcerer - 9/5/4/3/2/1/0/0/0/0/0): *0<sup>th</sup>* - Acid Splash, Dancing Lights, Detect Magic, Flare, Ghost Sound, Light, Mage Hand, Message, Ray of Frost. *1<sup>st</sup>* - Charm Person, Hypnotism, Magic Missile, Magic Weapon, Ventriloquism. *2<sup>nd</sup>* - Continual Flame, Darkness, Flaming Sphere, Protection from Arrows. *3<sup>rd</sup>* - Haste, Lightning Bolt, Suggestion. *4<sup>th</sup>* - Fire Shield, Ice Storm. *5<sup>th</sup>* - Dismissal.

**Spells Ready** (6/7/7/7/6/3/0/0/0/0/0): *0<sup>th</sup>* - Acid Splash, Ghost Sound, Light, Mage Hand (2), Ray of Frost. *1<sup>st</sup>* - Charm Person, Hypnotism, Magic Missile (2), Magic Weapon, Ventriloquism. *2<sup>nd</sup>* - Continual Flame (2), Darkness (2), Flaming Sphere (2), Protection from Arrows. *3<sup>rd</sup>* - Haste (2), Lightning Bolt (4), Suggestion. *4<sup>th</sup>* - Fire Shield, Ice Storm (5). *5<sup>th</sup>* - Dismissal (3).

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

### Ninnea

Human female sorcerer and mature adult black vampire dragon, human age 36, dragon age 303. Ninnea is one of 20 Red Wizards of Thay who had been slain by Kargmelchina.

**CR:** 16

**Size:** *Human or hybrid forms* - 5' 9"/175 cm tall; *Dragon form* - huge dragon (water) (32 feet/9,6 meters)

**AC:** *Human form* - AC10 (0 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC29 (-2 size, +21 natural, touch 8, flat-footed 29).

**HD:** 22d12 + 110 (as dragon); hp 268 + sorcerer lvl 9

**Initiative:** 0 (0 Dex)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 60 ft/18m, Fly (poor) 150ft/45m, Swim 60ft/18m.

**Attack** - *Human and hybrid forms:* +24 (1d4 + 8, dagger); *Dragon form* - Base attack +22, Grapple +38, Full attack melee +24 (2d8 + 8, bite), +22 (2d6 + 4, 2 claws), +22 (1d8 + 4, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm: *Dragon form* - 15/10 ft-4.5/3m (bite 3m)

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**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +24 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon Line of Acid, 100ft/30m (14d4, SV Reflex DC 21 for half), Frightful presence creatures under lvl 22, SV Will DC 25 within 210ft/63m or shaken 4d6 rounds; Crush area 15ft/450cm square, small or smaller opponents, 2d8 + 13 and SV Reflex DC21 or pinned. Corrupt Water SV Will DC 25. Darkness 70ft/21m 3x daily. Snatch, Grapple Bonus +38, claw against creature M or smaller, 2d8+6sp/round or larger bite 4d6+13/round. Spell-like abilities, Spells.

**Special qualities:** *All forms* -Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 10/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Blindsight 60 feet/18m, Waterbreathing, Darkvision 120 feet/36m, Low-light vision.

**Spell resistance:** 21

**Caster level:** 9

**Save:** Fortitude +18, Reflex +13, Will +15.

**Abilities:** Str 27, Dex 10, Con -, Int 14, Wis 15, Cha 18.

**Skills:** Bluff +21, Climb +20, Craft (Alchemy) +10, Diplomacy +10, Dweomercraft +14 (4 arcane, 10 divine), Forgery +7, Hide +8, Intimidate +19, Jump +6, Knowledge (Arcana) +14, Knowledge (Geography) +5, Knowledge (Local) +4, Knowledge (Nature) +2.5, Knowledge (The Planes) +3, Listen +17, Move Silently +16, Search +17, Speak Language +6, Spot +20.5, Swim +12.

**Feats:** Brew Potion, Craft Rod, Improved Counterspell, Improved Unarmed Strike, Improved Natural Armor, Multi-Attack, Power Attack, Snatch, Spell Focus (necromancy), Weapon Focus (bite), Wingover.

**Spells Known** (Sorcerer - 8/5/4/3/2/0/0/0/0/0): 0<sup>th</sup> - Dancing Lights, Daze, Ghost Sound, Light, Mage Hand, Mending, Message, Touch of Fatigue. 1<sup>st</sup> - Alarm, Disguise Self, Magic Missile, Protection from Good, Ray of Enfeeblement. 2<sup>nd</sup> - Acid Arrow, Daze Monster, Flaming Sphere, Spectral Hand. 3<sup>rd</sup> - Explosive Runes, Fireball, Vampiric Touch. 4<sup>th</sup> - Contagion, Enervation.

**Spells Ready** (6/7/7/7/6/3/0/0/0/0): 0<sup>th</sup> - Daze, Ghost Sound, Light, Mage Hand, Message, Touch of Fatigue. 1<sup>st</sup> - Alarm (2), Disguise Self, Magic Missile (2), Protection from Good, Ray of Enfeeblement. 2<sup>nd</sup> - Acid Arrow (2), Flaming Sphere (3), Spectral Hand. 3<sup>rd</sup> - Explosive Runes, Fireball (4), Vampiric Touch. 4<sup>th</sup> - Enervation (6).

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

### Larthur

Human male wizard and adult green vampire dragon, human age 34, dragon age 174. Larthur is one of 20 Red Wizards of Thay who had been slain by Kargmelchina.

**CR:** 15

**Size:** *Human or hybrid forms* - 5' 11"/180 cm tall; *Dragon form* - huge dragon (air) (32 feet/9,6 meters)

**AC:** *Human form* - AC10 (0 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC27 (-2 size, +19 natural, touch 8, flat-footed 27).

**HD:** 20d12 + 100 (as dragon); hp 244 + wizard lvl 9

**Initiative:** 0 (0 Dex)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, Fly (poor) 150ft/45m, Swim 40ft/12m.

**Attack** - *Human and hybrid forms:* +26 (1d4 + 8, dagger); *Dragon form* - Base attack +20, Grapple +36, Full attack melee +26 (2d8 + 8, bite), +24 (2d6 + 4, 2 claws), +24 (1d8 + 4, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 15/10 ft-4.5/3m (bite 3m)

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**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +24 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon Cone of Acidic Gas, 50ft/15m (12d6, SV Reflex DC 25 for half), Frightful presence creatures under lvl 20, SV Will DC 23 within 180ft/54m or shaken 4d6 rounds; Crush area 15ft/450cm square, small or smaller opponents, 2d8 + 13 and SV Reflex DC25 or pinned. Suggestion 3x daily. Spell-like abilities, Spells.

**Special qualities:** *All forms* -Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 5/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Waterbreathing, Darkvision 120 feet/36m, Low-light vision.

**Spell resistance:** 21

**Caster level:** 9

**Save:** Fortitude +17, Reflex +12, Will +15.

**Abilities:** Str 27, Dex 10, Con -, Int 18, Wis 17, Cha 16.

**Skills:** Bluff +20, Concentration +15, Craft (Stonemasonry) +6, Craft +7, Diplomacy +17, Dweomercraft +32 (2 arcane, 30 divine), Hide +0, Intimidate +25, Knowledge (Arcana) +14, Knowledge (Architecture and Engineering) +12, Knowledge (Geography) +16, Knowledge (History) +15, Knowledge (Local) +16, Knowledge (Nature) +18, Listen +27, Move Silently +20, Search +17, Speak Language +6, Spot +27, Swim +16.

**Feats:** Alertness, Cleave, Craft Rod, Enlarge Spell, Flyby Attack, Heighten Spell, Hover, Improved Natural Attack (bite), Maximize Spell, [Scribe Scroll], Power Attack, Spell Focus (abjuration), Widen Spell, Wingover.

**Spells Ready** (4/5/5/4/3/1/0/0/0/0): 0<sup>th</sup> - Arcane Mark (2), Disrupt Undead (2). 1<sup>st</sup> - Comprehend Languages (2), Protection from Good, True Strike (2). 2<sup>nd</sup> - Acid Arrow, Blur, Flaming Sphere, See Invisibility, Shatter. 3<sup>rd</sup> - Blink, Illusory Script, Magic Circle against Chaos, Suggestion. 4<sup>th</sup> - Animate Dead, Secure Shelter, Solid Fog. 5<sup>th</sup> - Cone of Cold.

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

### Sarbina

Human female sorcerer and adult white vampire dragon, human age 30, dragon age 162. Sarbina is one of 20 Red Wizards of Thay who had been slain by Kargmelchina.

**CR:** 12

**Size:** *Human or hybrid forms* - 5' 1"/155 cm tall; *Dragon form* - large dragon (cold) (16 feet/4.8 meters)

**AC:** *Human form* - AC10 (0 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC26 (-1 size, +17 natural, touch 9, flat-footed 26).

**HD:** 18d12 + 100 (as dragon); hp 202 + sorcerer lvl 7

**Initiative:** +4 (0 Dex, +4 Improved Initiative)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 60 ft/18m, Burrow 30ft/9m, Fly (poor) 200ft/60m, Swim 60ft/18m.

**Attack** - *Human and hybrid forms*: +23 (1d4 + 8, dagger); *Dragon form* - Base attack +18, Grapple +28, Full attack melee +23 (2d6 + 6, bite), +21 (1d8 + 3, 2 claws), +21 (1d6 + 3, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 10/5 ft-3/1,5m (bite 3m)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +24 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon Cone of Cold, 40ft/12m (6d6, SV Reflex DC 23 for half), Frightful presence creatures under lvl 18, SV Will DC 20 within 210ft/63m or shaken 4d6 rounds. Spell-like abilities, Spells.

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**Special qualities:** *All forms* -Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 5/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Icewalking, Darkvision 120 feet/36m, Low-light vision.

**Spell resistance:** 20

**Caster level:** 7

**Save:** Fortitude +15, Reflex +11, Will +11.

**Abilities:** Str 23, Dex 10, Con -, Int 15, Wis 15, Cha 18.

**Skills:** Bluff +14, Diplomacy +8, Dweomercraft +10 (2 arcane, 8 divine), Gather Information +8, Hide +0, Hide +0, Intimidate +10, Knowledge (Arcana) +6, Knowledge (Dungeoneering) +3, Listen +14, Move Silently +0, Perform (Oratory) +6, Perform (Wind Instruments) +7.5, Search +12, Spot +14.

**Feats:** Alertness, Craft Wand, Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Iron Will, Scribe Scroll, Toughness, Wingover.

**Spells Known** (Sorcerer - 7/5/3/2/0/0/0/0/0): *0<sup>th</sup>* - Detect Magic, Detect Poison, Ghost Sound, Light, Mending, Prestidigitation, Read Magic. *1<sup>st</sup>* - Alarm, Enlarge Person, Erase, Floating Disk, Magic Missile. *2<sup>nd</sup>* - Bull's Strength, Fireball, Minor Image. *3<sup>rd</sup>* - Slow, Unweave Magic.

**Spells Ready** (6/7/7/5/0/0/0/0/0): *0<sup>th</sup>* - Detect Magic, Ghost Sound, Light, Mending, Prestidigitation, Read Magic. *1<sup>st</sup>* - Alarm (2), Erase, Magic Missile (4). *2<sup>nd</sup>* - Fireball (7). *3<sup>rd</sup>* - Slow (3), Unweave Magic (2).

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

### Multar

Human male wizard and juvenile blue vampire dragon, human age 27, dragon age 48. Multar is one of 20 Red Wizards of Thay who had been slain by Kargmelchina.

**CR:** 10

**Size:** *Human or hybrid forms* - 5' 7"/170 cm tall; *Dragon form* - large dragon (earth) (16 feet/4.8 meters)

**AC:** *Human form* - AC12 (+2 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC23 (-1 size, +14 natural, touch 9, flat-footed 23).

**HD:** 15d12 + 45 (as dragon); hp 153 + wizard lvl 5

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, Burrow 20ft/6m, Fly (poor) 150ft/45m.

**Attack** - *Human and hybrid forms*: +18 (1d4 + 4, dagger); *Dragon form* - Base attack +15, Grapple +23, Full attack melee +18 (2d6 + 4, bite), +16 (1d8 + 2, 2 claws), +16 (1d6 + 2, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 10/5 ft-3/1,5m (bite 3m)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +24 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon Line of Lightning, 80ft/24m (8d8, SV Reflex DC 20 for half). Create/destroy water SV Will DC19, Sound imitation SV Will DC19. Spells.

**Special qualities:** *All forms* -Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 5/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Darkvision 120 feet/36m, Low-light vision.

**Spell resistance:** 0

**Caster level:** 5

**Save:** Fortitude +12, Reflex +10, Will +11.

**Abilities:** Str 19, Dex 14, Con -, Int 17, Wis 15, Cha 14.



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**Skills:** Bluff +20, Concentration +20, Diplomacy +26, Dweomercraft +25 (5 arcane, 20 divine), Craft (Pottery) +7, Decipher Script +11, Hide +13, Intimidate +22, Knowledge (Arcana) +10, Knowledge (Architecture and Engineering) +11, Knowledge (Geography) +10, Knowledge (History) +11, Knowledge (Nature) +10; Knowledge (The Planes) +10, Listen +27, Move Silently +2, Search +24, Sense Motive +24, Spot +25.

**Feats:** Alertness, Craft Wand, Flyby Attack, Heighten Spell, Hover, Improved Initiative, Power Attack, Scribe Scroll, Silent Spell, Wingover.

**Spells Ready** (4/4/3/2/0/0/0/0/0): *0<sup>th</sup>* - Arcane Mark, Detect Magic, Ray of Frost, Read Magic. *1<sup>st</sup>* - Magic Missile, Shocking Grasp, True Strike. *2<sup>nd</sup>* - Continual Flame, Spectral Hand, Web. *3<sup>rd</sup>* - Dispel Magic, Fireball

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

### Rark

Human male sorcerer and juvenile black vampire dragon, human age 25, dragon age 42. Multar is one of 20 Red Wizards of Thay who had been slain by Kargmelchina.

**CR:** 9

**Size:** *Human or hybrid forms* - 5' 7"/170 cm tall; *Dragon form* - medium dragon (water) (8 feet/2.4 meters)

**AC:** *Human form* - AC11 (+1 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC22 (+12 natural, touch 10, flat-footed 22).

**HD:** 15d12 + 45 (as dragon); hp 153 + wizard lvl 5

**Initiative:** +5 (+1 Dex, +4 Improved Initiative)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 60 ft/18m, Fly (poor) 150ft/45m, Swim 60ft/18m.

**Attack** - *Human and hybrid forms:* +16 (1d4 + 3, dagger); *Dragon form* - Base attack +13, Grapple +16, Full attack melee +16 (2d6 + 3, bite), +14 (1d8 + 2, 2 claws), +14 (1d6 + 2, wings)

**Space/reach:** *All forms* - 5 ft/150cm.

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +24 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon Line of Acid, 60ft/16m (8d4, SV Reflex DC 18 for half). Darkness. Spells.

**Special qualities:** *All forms* - Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Energy drain from dragons, 1 negative level, SV Fortitude DC 30; Darkvision 120 feet/36m, Low-light vision.

**Spell resistance:** 0

**Caster level:** 5

**Save:** Fortitude +12, Reflex +11, Will +12.

**Abilities:** Str 17, Dex 13, Con -, Int 15, Wis 14, Cha 18.

**Skills:** Bluff +21, Climb +18, Diplomacy +8, Hide +8, Intimidate +16, Knowledge (Arcana) +9, Knowledge (Architecture and Engineering) +6, Knowledge (Dungeoneering) +5, Knowledge (History) +5, Knowledge (Local) +3, Knowledge (Religion) +3.5, Knowledge (The Planes) +4, Listen +19, Move Silently +13, Search +15, Sense Motive +5, Spot +19, Swim +11.

**Feats:** Alertness, Flyby attack, Improved Initiative, Improved Natural Armor, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Snatch, Toughness, Weapon Focus (bite), Wingover.

**Spells Known** (Sorcerer - 6/4/2/0/0/0/0/0/0): *0<sup>th</sup>* - Dancing Lights, Detect Magic, Ghost Sound, Mage Hand, Mending, Open/Close. *1<sup>st</sup>* - Identify, Jump, Magic Missile, Magic Weapon. *2<sup>nd</sup>* - Flaming Sphere, Ghoul Touch.

**Spells Ready** (6/7/5/0/0/0/0/0/0): *0<sup>th</sup>* - Detect Magic (6). *1<sup>st</sup>* - Identify, Jump, Magic Missile (5). *2<sup>nd</sup>* - Flaming Sphere (3), Ghoul Touch (2).

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

## The Draconian Units: Targlea's Unit

### Nurugh

Troll Draconian, AL:LE

**Hit Dice:** 8d8+24 (69 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** 40ft/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** 2 Claws +11/+6 melee

**Damage:** Claw 1d6+4

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** Spells, Flame Shroud, Ball Lightning.

**Special Qualities:** Damage reduction 10/magic, Transformation, Darkvision, Regeneration +3

**Saves:** Fortitude +5, Reflex +8, Will +5

**Abilities:** Str 19, Dex 15, Con 16, Int 18, Wis 8, Cha 16.

**Skills:** Climb +12, Concentration +14, Intimidate +6, Jump +8, Listen +3, Spot +3.

**Feats:** Improved Initiative, Combat Reflexes, Combat Casting.

**Challenge Rating:** 8

**Spells Known** (Sorcerer - 8/5/3/2/1/0/0/0/0/0): 0<sup>th</sup> - Dancing Lights, Detect Poison, Light, Mage Hand, Mending, Message, Open/Close, Read Magic. 1<sup>st</sup> - Animate Rope, Charm Person, Floating Disk, Magic Weapon, Ventriloquism. 2<sup>nd</sup> - Bear's Endurance, Owl's Wisdom, Scorching Ray. 3<sup>rd</sup> - Fireball, Haste. 4<sup>th</sup> - Shout.

**Spells Ready** (6/7/7/6/3/0/0/0/0/0): 0<sup>th</sup> - Light (2), Mage Hand, Open/Close, Read Magic (2). 1<sup>st</sup> - Animate Rope, Charm Person (3), Ventriloquism (2). 2<sup>nd</sup> - Bear's Endurance (3), Scorching Ray (4). 3<sup>rd</sup> - Fireball (6). 4<sup>th</sup> - Shout (3).

### Tormarsk

Ogre Draconian, AL:LE

**Hit Dice:** 6d8+21 (55 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** Claw +9/+4 melee or long sword +9/+4 melee and Tail +4/+1 melee

**Damage:** Claw 1d6+4, long sword 1d8+4, tail 1d4+6

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** -

**Special Qualities:** Shapechanging, SR 15

**Saves:** Fortitude +5, Reflex +7, Will +4

**Abilities:** Str 19, Dex 15, Con 16, Int 10, Wis 8, Cha 5.

**Skills:** Bluff +11, Disguise +11, Jump +10, Spot +5.

**Feats:** Improved Initiative, Toughness.

**Challenge Rating:** 5

### Ragnask

Hobgoblin Draconian, AL:LE

**Hit Dice:** 4d8+8 (30 hp)

**Initiative:** +5 (+1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+1 Dex, +6 Natural)

**Attacks:** Claw +6 melee or long sword + 6 melee

**Damage:** Claw 1d4 +2 or long sword 1d8 + 2

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

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**Special Attacks:** Spells.

**Special Qualities:** Explosive bones.

**Saves:** Fortitude +3, Reflex +5, Will +3

**Abilities:** Str 15, Dex 13, Con 14, Int 8, Wis 8, Cha 16.

**Skills:** Concentration +9, Climb +7, Listen +3, Spellcraft +3, Spot +3.

**Feats:** Improved Initiative, Combat Casting.

**Challenge Rating:** 4

**Spells Known** (Sorcerer - 6/3/1/0/0/0/0/0/0): 0<sup>th</sup> - Acid Splash, Arcane Mark, Detect Magic, Detect Poison, Prestidigitation, Touch of Fatigue. 1<sup>st</sup> - Charm Person, Magic Missile, True Strike. 2<sup>nd</sup> - Blindness/Deafness.

**Spells Ready** (6/7/4/0/0/0/0/0/0): 0<sup>th</sup> - Acid Splash, Arcane Mark (2), Detect Magic (2), Touch of Fatigue. 1<sup>st</sup> - Charm Person (3), Magic Missile (3), True Strike. 2<sup>nd</sup> - Blindness/Deafness (4).

### Gradurf, Lurghbat

Orc Draconians, AL:LE

**Hit Dice:** 3d8+6 (24 hp Gradurf, 23 hp Lurghbat)

**Initiative:** +3 (-1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 13 (-1 Dex, +4 natural)

**Attacks:** Claws +6 melee or long sword +6 melee, long bow -1

**Damage:** Claw 1d4+3 or long sword 1d8+3

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

**Special Attacks:** Poison, Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Acid puddle.

**Saves:** Fortitude +3, Reflex +2, Will +2

**Abilities:** Str 16, Dex 9, Con 15, Int 8, Wis 8, Cha 5.

**Skills:** Climb +7, Intimidate +1, Jump +7\*, Listen +3, Spot +3.

**Feats:** Improved Initiative.

**Challenge Rating:** 2

### Nizsht, Fumuhl

Goblin Draconians, AL:LE

**Hit Dice:** 2d8+4 (16 hp Nizsht, 15 hp Fumuhl)

**Initiative:** +4 Improved initiative

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 15 (+1 size, +4 natural)

**Attacks:** Claws +5 melee or short sword +5 melee, long bow +0

**Damage:** Claw 1d3+2 or short sword 1d6+2

**Face/Reach:** 5x5ft/150cm, 5ft/150cm

**Special Attacks:** Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Self-Petrification

**Saves:** Fortitude +2, Reflex +3, Will +2

**Abilities:** Str 15, Dex 10, Con 14, Int 8, Wis 8, Cha 5.

**Skills:** Climb +6, Hide +9, Listen +3, Spot +4.

**Feats:** Improved Initiative.

**Challenge Rating:** 1

## Ninneä's Unit

### Mrizhk

Troll Draconian, AL:LE

**Hit Dice:** 8d8+24 (66 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** 40ft/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** 2 Claws +11/+6 melee

**Damage:** Claw 1d6+4

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** Spells, Flame Shroud, Ball Lightning.

**Special Qualities:** Damage reduction 10/magic, Transformation, Darkvision, Regeneration +3

**Saves:** Fortitude +5, Reflex +8, Will +5

**Abilities:** Str 19, Dex 15, Con 16, Int 18, Wis 8, Cha 16.

**Skills:** Climb +12, Concentration +14, Intimidate +6, Jump +8, Listen +3, Spot +3.

**Feats:** Improved Initiative, Combat Reflexes, Combat Casting.

**Challenge Rating:** 8

**Spells Known** (Sorcerer - 8/5/3/2/1/0/0/0/0/0): 0<sup>th</sup> - Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Mage Hand, Open/Close, Touch of Fatigue. 1<sup>st</sup> - Chill Touch, Identify, Magic Missile, Protection from Good, Unseen Servant. 2<sup>nd</sup> - Blindness/Deafness, Gust of Wind, Phantom Trap. 3<sup>rd</sup> - Magic Circle against Law, Unweave Magic. 4<sup>th</sup> - Confusion.

**Spells Ready** (6/7/7/6/3/0/0/0/0/0): 0<sup>th</sup> - Detect Magic, Flare, Ghost Sound, Mage Hand, Open/Close, Touch of Fatigue. 1<sup>st</sup> - Chill Touch (2), Identify, Magic Missile (3), Protection from Good. 2<sup>nd</sup> - Blindness/Deafness (3), Gust of Wind (3), Phantom Trap. 3<sup>rd</sup> - Magic Circle against Law, Unweave Magic (5). 4<sup>th</sup> - Confusion (3).

### Puhrzl

Ogre Draconian, AL:LE

**Hit Dice:** 6d8+21 (52 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** Claw +9/+4 melee or long sword +9/+4 melee and Tail +4/+1 melee

**Damage:** Claw 1d6+4, long sword 1d8+4, tail 1d4+6

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** -

**Special Qualities:** Shapechanging, SR 15

**Saves:** Fortitude +5, Reflex +7, Will +4

**Abilities:** Str 19, Dex 15, Con 16, Int 10, Wis 8, Cha 5.

**Skills:** Bluff +11, Disguise +11, Jump +10, Spot +5.

**Feats:** Improved Initiative, Toughness.

**Challenge Rating:** 5

### Anurszhk

Hobgoblin Draconian, AL:LE

**Hit Dice:** 4d8+8 (29 hp)

**Initiative:** +5 (+1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+1 Dex, +6 Natural)

**Attacks:** Claw +6 melee or long sword + 6 melee

**Damage:** Claw 1d4 +2 or long sword 1d8 + 2

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

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**Special Attacks:** Spells.

**Special Qualities:** Explosive bones.

**Saves:** Fortitude +3, Reflex +5, Will +3

**Abilities:** Str 15, Dex 13, Con 14, Int 8, Wis 8, Cha 16.

**Skills:** Concentration +9, Climb +7, Listen +3, Spellcraft +3, Spot +3.

**Feats:** Improved Initiative, Combat Casting.

**Challenge Rating:** 4

**Spells Known** (Sorcerer - 6/3/1/0/0/0/0/0/0): 0<sup>th</sup> - Acid Splash, Arcane Mark, Dancing Lights, Daze, Ghost Sound, Message. 1<sup>st</sup> - Animate Rope, Cause Fear, Reduce Person. 2<sup>nd</sup> - Ghoul Touch.

**Spells Ready** (6/7/4/0/0/0/0/0/0): 0<sup>th</sup> - Acid Splash (2), Arcane Mark (2), Daze, Ghost Sound. 1<sup>st</sup> - Animate Rope (2), Cause Fear (2), Reduce Person (2). 2<sup>nd</sup> - Ghoul Touch (4).

### Zubrik, Huhk

Orc Draconians, AL:LE

**Hit Dice:** 3d8+6 (22 hp Zubrik, 23 hp Huhk)

**Initiative:** +3 (-1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 13 (-1 Dex, +4 natural)

**Attacks:** Claws +6 melee or long sword +6 melee, long bow -1

**Damage:** Claw 1d4+3 or long sword 1d8+3

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

**Special Attacks:** Poison, Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Acid puddle.

**Saves:** Fortitude +3, Reflex +2, Will +2

**Abilities:** Str 16, Dex 9, Con 15, Int 8, Wis 8, Cha 5.

**Skills:** Climb +7, Intimidate +1, Jump +7\*, Listen +3, Spot +3.

**Feats:** Improved Initiative.

**Challenge Rating:** 2

### Rughan, Qustszh

Goblin Draconians, AL:LE

**Hit Dice:** 2d8+4 (14 hp Rughan, 14 hp Qustszh)

**Initiative:** +4 Improved initiative

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 15 (+1 size, +4 natural)

**Attacks:** Claws +5 melee or short sword +5 melee, long bow +0

**Damage:** Claw 1d3+2 or short sword 1d6+2

**Face/Reach:** 5x5ft/150cm, 5ft/150cm

**Special Attacks:** Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Self-Petrification

**Saves:** Fortitude +2, Reflex +3, Will +2

**Abilities:** Str 15, Dex 10, Con 14, Int 8, Wis 8, Cha 5.

**Skills:** Climb +6, Hide +9, Listen +3, Spot +4.

**Feats:** Improved Initiative.

**Challenge Rating:** 1

## Larthur's Unit

### Skizihkz

Troll Draconian, AL:LE

**Hit Dice:** 8d8+24 (72 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** 40ft/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** 2 Claws +11/+6 melee

**Damage:** Claw 1d6+4

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** Spells, Flame Shroud, Ball Lightning.

**Special Qualities:** Damage reduction 10/magic, Transformation, Darkvision, Regeneration +3

**Saves:** Fortitude +5, Reflex +8, Will +5

**Abilities:** Str 19, Dex 15, Con 16, Int 18, Wis 8, Cha 16.

**Skills:** Climb +12, Concentration +14, Intimidate +6, Jump +8, Listen +3, Spot +3.

**Feats:** Improved Initiative, Combat Reflexes, Combat Casting.

**Challenge Rating:** 8

**Spells Known** (Sorcerer - 8/5/3/2/1/0/0/0/0/0): 0<sup>th</sup> - Dancing Lights, Detect Magic, Disrupt Undead, Ghost Sound, Prestidigitation, Read Magic, Resistance, Touch of Fatigue. 1<sup>st</sup> - Alarm, Endure Elements, Floating Disk, Jump, Magic Missile. 2<sup>nd</sup> - Acid Arrow, Alter Self, Fox's Cunning. 3<sup>rd</sup> - Blink, Fireball. 4<sup>th</sup> - Scrying.

**Spells Ready** (6/7/7/6/3/0/0/0/0/0): 0<sup>th</sup> - Detect Magic (2), Read Magic (2), Resistance, Touch of Fatigue. 1<sup>st</sup> - Alarm (2), Endure Elements (2), Jump, Magic Missile (2). 2<sup>nd</sup> - Acid Arrow (7). 3<sup>rd</sup> - Blink, Fireball (5). 4<sup>th</sup> - Scrying (3).

### Nehlar

Ogre Draconian, AL:LE

**Hit Dice:** 6d8+21 (52 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** Claw +9/+4 melee or long sword +9/+4 melee and Tail +4/+1 melee

**Damage:** Claw 1d6+4, long sword 1d8+4, tail 1d4+6

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** -

**Special Qualities:** Shapechanging, SR 15

**Saves:** Fortitude +5, Reflex +7, Will +4

**Abilities:** Str 19, Dex 15, Con 16, Int 10, Wis 8, Cha 5.

**Skills:** Bluff +11, Disguise +11, Jump +10, Spot +5.

**Feats:** Improved Initiative, Toughness.

**Challenge Rating:** 5

### Pohtr

Hobgoblin Draconian, AL:LE

**Hit Dice:** 4d8+8 (24 hp)

**Initiative:** +5 (+1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+1 Dex, +6 Natural)

**Attacks:** Claw +6 melee or long sword + 6 melee

**Damage:** Claw 1d4 +2 or long sword 1d8 + 2

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

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**Special Attacks:** Spells.

**Special Qualities:** Explosive bones.

**Saves:** Fortitude +3, Reflex +5, Will +3

**Abilities:** Str 15, Dex 13, Con 14, Int 8, Wis 8, Cha 16.

**Skills:** Concentration +9, Climb +7, Listen +3, Spellcraft +3, Spot +3.

**Feats:** Improved Initiative, Combat Casting.

**Challenge Rating:** 4

**Spells Known** (Sorcerer - 6/3/1/0/0/0/0/0/0): 0<sup>th</sup> - Disrupt Undead, Flare, Ghost Sound, Open/Close, Ray of Frost, Read Magic. 1<sup>st</sup> - Comprehend Languages, Grease, Protection from Law. 2<sup>nd</sup> - Mirror Image.

**Spells Ready** (6/7/4/0/0/0/0/0/0): 0<sup>th</sup> - Flare (2), Ray of Frost (2), Read Magic (2). 1<sup>st</sup> - Comprehend Languages (2), Grease (5). 2<sup>nd</sup> - Mirror Image (4).

### Tuhbns, Smihli

Orc Draconians, AL:LE

**Hit Dice:** 3d8+6 (20 hp Tuhbns, 24 hp Smihli)

**Initiative:** +3 (-1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 13 (-1 Dex, +4 natural)

**Attacks:** Claws +6 melee or long sword +6 melee, long bow -1

**Damage:** Claw 1d4+3 or long sword 1d8+3

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

**Special Attacks:** Poison, Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Acid puddle.

**Saves:** Fortitude +3, Reflex +2, Will +2

**Abilities:** Str 16, Dex 9, Con 15, Int 8, Wis 8, Cha 5.

**Skills:** Climb +7, Intimidate +1, Jump +7\*, Listen +3, Spot +3.

**Feats:** Improved Initiative.

**Challenge Rating:** 2

### Ghurkh, Chanduh

Goblin Draconians, AL:LE

**Hit Dice:** 2d8+4 (16 hp Ghurkh, 12 hp Chanduh)

**Initiative:** +4 Improved initiative

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 15 (+1 size, +4 natural)

**Attacks:** Claws +5 melee or short sword +5 melee, long bow +0

**Damage:** Claw 1d3+2 or short sword 1d6+2

**Face/Reach:** 5x5ft/150cm, 5ft/150cm

**Special Attacks:** Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Self-Petrification

**Saves:** Fortitude +2, Reflex +3, Will +2

**Abilities:** Str 15, Dex 10, Con 14, Int 8, Wis 8, Cha 5.

**Skills:** Climb +6, Hide +9, Listen +3, Spot +4.

**Feats:** Improved Initiative.

**Challenge Rating:** 1

## Sarbina's Unit

### Ghorkih

Troll Draconian, AL:LE

**Hit Dice:** 8d8+24 (76 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** 40ft/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** 2 Claws +11/+6 melee

**Damage:** Claw 1d6+4

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** Spells, Flame Shroud, Ball Lightning.

**Special Qualities:** Damage reduction 10/magic, Transformation, Darkvision, Regeneration +3

**Saves:** Fortitude +5, Reflex +8, Will +5

**Abilities:** Str 19, Dex 15, Con 16, Int 18, Wis 8, Cha 16.

**Skills:** Climb +12, Concentration +14, Intimidate +6, Jump +8, Listen +3, Spot +3.

**Feats:** Improved Initiative, Combat Reflexes, Combat Casting.

**Challenge Rating:** 8

**Spells Known** (Sorcerer - 8/5/3/2/1/0/0/0/0): 0<sup>th</sup> - Arcane Mark, Daze, Detect Magic, Light, Mage Hand, Mending, Ray of Frost, Resistance. 1<sup>st</sup> - Alarm, Detect Secret Doors, Hold Portal, Jump, Silent Image. 2<sup>nd</sup> - Blur, Eagle's Splendor, Mirror Image. 3<sup>rd</sup> - Fireball, Halt Undead. 4<sup>th</sup> - Lesser Geas.

**Spells Ready** (6/7/7/6/3/0/0/0/0): 0<sup>th</sup> - Arcane Mark, Detect Magic (2), Light, Ray of Frost (2). 1<sup>st</sup> - Alarm (2), Jump (3), Silent Image (2). 2<sup>nd</sup> - Blur (3), Mirror Image (4). 3<sup>rd</sup> - Fireball (6). 4<sup>th</sup> - Lesser Geas (3).

### Bohguhrd

Ogre Draconian, AL:LE

**Hit Dice:** 6d8+21 (52 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** Claw +9/+4 melee or long sword +9/+4 melee and Tail +4/+1 melee

**Damage:** Claw 1d6+4, long sword 1d8+4, tail 1d4+6

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** -

**Special Qualities:** Shapechanging, SR 15

**Saves:** Fortitude +5, Reflex +7, Will +4

**Abilities:** Str 19, Dex 15, Con 16, Int 10, Wis 8, Cha 5.

**Skills:** Bluff +11, Disguise +11, Jump +10, Spot +5.

**Feats:** Improved Initiative, Toughness.

**Challenge Rating:** 5

### Hahrih

Hobgoblin Draconian, AL:LE

**Hit Dice:** 4d8+8 (24 hp)

**Initiative:** +5 (+1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+1 Dex, +6 Natural)

**Attacks:** Claw +6 melee or long sword + 6 melee

**Damage:** Claw 1d4 +2 or long sword 1d8 + 2

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm



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**Special Attacks:** Spells.

**Special Qualities:** Explosive bones.

**Saves:** Fortitude +3, Reflex +5, Will +3

**Abilities:** Str 15, Dex 13, Con 14, Int 8, Wis 8, Cha 16.

**Skills:** Concentration +9, Climb +7, Listen +3, Spellcraft +3, Spot +3.

**Feats:** Improved Initiative, Combat Casting.

**Challenge Rating:** 4

**Spells Known** (Sorcerer - 6/3/1/0/0/0/0/0/0): 0<sup>th</sup> - Arcane Mark, Dancing Lights, Daze, Detect Magic, Ghost Sound, Read Magic. 1<sup>st</sup> - Hold Portal, Jump, Ventriloquism. 2<sup>nd</sup> - False Life.

**Spells Ready** (6/7/4/0/0/0/0/0/0): 0<sup>th</sup> - Arcane Mark, Detect Magic (2), Ghost Sound, Read Magic (2). 1<sup>st</sup> - Hold Portal (2), Jump (3), Ventriloquism (2). 2<sup>nd</sup> - False Life (4).

### Ehlzibedh, Kohtohn

Orc Draconians, AL:LE

**Hit Dice:** 3d8+6 (18 hp Ehlzibedh, 25 hp Kohtohn)

**Initiative:** +3 (-1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 13 (-1 Dex, +4 natural)

**Attacks:** Claws +6 melee or long sword +6 melee

**Damage:** Claw 1d4+3 or long sword 1d8+3

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

**Special Attacks:** Poison, Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Acid puddle.

**Saves:** Fortitude +3, Reflex +2, Will +2

**Abilities:** Str 16, Dex 9, Con 15, Int 8, Wis 8, Cha 5.

**Skills:** Climb +7, Intimidate +1, Jump +7\*, Listen +3, Spot +3.

**Feats:** Improved Initiative.

**Challenge Rating:** 2

### Gahnzher, Sehzahm

Goblin Draconians, AL:LE

**Hit Dice:** 2d8+4 (10 hp Gahnzher, 8 hp Sehzahm)

**Initiative:** +4 Improved initiative

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 15 (+1 size, +4 natural)

**Attacks:** Claws +5 melee or short sword +5 melee

**Damage:** Claw 1d3+2 or short sword 1d6+2

**Face/Reach:** 5x5ft/150cm, 5ft/150cm

**Special Attacks:** Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Self-Petrification

**Saves:** Fortitude +2, Reflex +3, Will +2

**Abilities:** Str 15, Dex 10, Con 14, Int 8, Wis 8, Cha 5.

**Skills:** Climb +6, Hide +9, Listen +3, Spot +4.

**Feats:** Improved Initiative.

**Challenge Rating:** 1

### Mulfar's Unit

**Brahmzh**, AL:LE

Troll Draconian

**Hit Dice:** 8d8+24 (59 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** 40ft/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** 2 Claws +11/+6 melee

**Damage:** Claw 1d6+4

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** Spells, Flame Shroud, Ball Lightning.

**Special Qualities:** Damage reduction 10/magic, Transformation, Darkvision, Regeneration +3

**Saves:** Fortitude +5, Reflex +8, Will +5

**Abilities:** Str 19, Dex 15, Con 16, Int 18, Wis 8, Cha 16.

**Skills:** Climb +12, Concentration +14, Intimidate +6, Jump +8, Listen +3, Spot +3.

**Feats:** Improved Initiative, Combat Reflexes, Combat Casting.

**Challenge Rating:** 8

**Spells Known** (Sorcerer - 8/5/3/2/1/0/0/0/0): 0<sup>th</sup> - Dancing Lights, Detect Magic, Disrupt Undead, Ghost Sound, Mage Hand, Message, Ray of Frost, Read Magic. 1<sup>st</sup> - Burning Hands, Color Spray, Magic Missile, Reduce Person, Silent Image. 2<sup>nd</sup> - Blur, Mirror Image, Obscure Object. 3<sup>rd</sup> - Dispel Magic, Slow. 4<sup>th</sup> - Shout.

**Spells Ready** (6/7/7/6/3/0/0/0/0): 0<sup>th</sup> - Detect Magic (2), Ray of Frost (2), Read Magic (2). 1<sup>st</sup> - Burning Hands (2), Color Spray, Magic Missile (2), Reduce Person, Silent Image. 2<sup>nd</sup> - Blur (3), Mirror Image (4). 3<sup>rd</sup> - Slow (3), Unweave Magic (3). 4<sup>th</sup> - Shout (3).

**Huhmfrih**, AL:LE

Ogre Draconian

**Hit Dice:** 6d8+21 (45 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** Claw +9/+4 melee or long sword +9/+4 melee and Tail +4/+1 melee

**Damage:** Claw 1d6+4, long sword 1d8+4, tail 1d4+6

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** -

**Special Qualities:** Shapechanging, SR 15

**Saves:** Fortitude +5, Reflex +7, Will +4

**Abilities:** Str 19, Dex 15, Con 16, Int 10, Wis 8, Cha 5.

**Skills:** Bluff +11, Disguise +11, Jump +10, Spot +5.

**Feats:** Improved Initiative, Toughness.

**Challenge Rating:** 5

**Righnhur**

Hobgoblin Draconian, AL:LE

**Hit Dice:** 4d8+8 (35 hp)

**Initiative:** +5 (+1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+1 Dex, +6 Natural)

**Attacks:** Claw +6 melee or long sword + 6 melee

**Damage:** Claw 1d4 +2 or long sword 1d8 + 2

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

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**Special Attacks:** Spells.

**Special Qualities:** Explosive bones.

**Saves:** Fortitude +3, Reflex +5, Will +3

**Abilities:** Str 15, Dex 13, Con 14, Int 8, Wis 8, Cha 16.

**Skills:** Concentration +9, Climb +7, Listen +3, Spellcraft +3, Spot +3.

**Feats:** Improved Initiative, Combat Casting.

**Challenge Rating:** 4

**Spells Known** (Sorcerer - 6/3/1/0/0/0/0/0/0): 0<sup>th</sup> - Detect Magic, Disrupt Undead, Ghost Sound, Mending, Read Magic, Touch of Fatigue. 1<sup>st</sup> - Detect Secret Doors, Erase, Identify. 2<sup>nd</sup> - Blur.

**Spells Ready** (6/7/4/0/0/0/0/0/0): 0<sup>th</sup> - Detect Magic (2), Ghost Sound, Read Magic, Touch of Fatigue (2). 1<sup>st</sup> - Erase (6), Identify (1). 2<sup>nd</sup> - Blur (4).

### Ahnh, Bihsth

Orc Draconians, AL:LE

**Hit Dice:** 3d8+6 (28 hp Ahnh, 16 hp Bihsth)

**Initiative:** +3 (-1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 13 (-1 Dex, +4 natural)

**Attacks:** Claws +6 melee or long sword +6 melee

**Damage:** Claw 1d4+3 or long sword 1d8+3

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

**Special Attacks:** Poison, Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Acid puddle.

**Saves:** Fortitude +3, Reflex +2, Will +2

**Abilities:** Str 16, Dex 9, Con 15, Int 8, Wis 8, Cha 5.

**Skills:** Climb +7, Intimidate +1, Jump +7\*, Listen +3, Spot +3.

**Feats:** Improved Initiative.

**Challenge Rating:** 2

### Zhakh, Muhnkh

Goblin Draconians, AL:LE

**Hit Dice:** 2d8+4 (18 hp Zhakh, 6 hp Muhnkh)

**Initiative:** +4 Improved initiative

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 15 (+1 size, +4 natural)

**Attacks:** Claws +5 melee or short sword +5 melee

**Damage:** Claw 1d3+2 or short sword 1d6+2

**Face/Reach:** 5x5ft/150cm, 5ft/150cm

**Special Attacks:** Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Self-Petrification

**Saves:** Fortitude +2, Reflex +3, Will +2

**Abilities:** Str 15, Dex 10, Con 14, Int 8, Wis 8, Cha 5.

**Skills:** Climb +6, Hide +9, Listen +3, Spot +4.

**Feats:** Improved Initiative.

**Challenge Rating:** 1

## Rark's Unit

### Glahzhnuhr

Troll Draconian, AL:LE

**Hit Dice:** 8d8+24 (43 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** 40ft/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** 2 Claws +11/+6 melee

**Damage:** Claw 1d6+4

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** Spells, Flame Shroud, Ball Lightning.

**Special Qualities:** Damage reduction 10/magic, Transformation, Darkvision, Regeneration +3

**Saves:** Fortitude +5, Reflex +8, Will +5

**Abilities:** Str 19, Dex 15, Con 16, Int 18, Wis 8, Cha 16.

**Skills:** Climb +12, Concentration +14, Intimidate +6, Jump +8, Listen +3, Spot +3.

**Feats:** Improved Initiative, Combat Reflexes, Combat Casting.

**Challenge Rating:** 8

**Spells Known** (Sorcerer - 8/5/3/2/1/0/0/0/0/0): 0<sup>th</sup> - Daze, Flare, Ghost Sound, Light, Mage Hand, Prestidigitation, Read Magic, Resistance. 1<sup>st</sup> - Alarm, Burning Hands, Disguise Self, Erase, Protection from Chaos. 2<sup>nd</sup> - Alter Self, Hypnotic Pattern, Phantom Trap. 3<sup>rd</sup> - Displacement, Vampiric Touch. 4<sup>th</sup> - Phantasmal Killer.

**Spells Ready** (6/7/7/6/3/0/0/0/0/0): 0<sup>th</sup> - Daze, Flare, Ghost Sound, Light, Read Magic, Resistance. 1<sup>st</sup> - Alarm (3), Burning Hands (4). 2<sup>nd</sup> - Alter Self, Hypnotic Pattern (3), Phantom Trap (3). 3<sup>rd</sup> - Displacement (3), Vampiric Touch (4). 4<sup>th</sup> - Phantasmal Killer (3).

### Pekh

Ogre Draconian, AL:LE

**Hit Dice:** 6d8+21 (41 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** Claw +9/+4 melee or long sword +9/+4 melee and Tail +4/+1 melee

**Damage:** Claw 1d6+4, long sword 1d8+4, tail 1d4+6

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** -

**Special Qualities:** Shape changing, SR 15

**Saves:** Fortitude +5, Reflex +7, Will +4

**Abilities:** Str 19, Dex 15, Con 16, Int 10, Wis 8, Cha 5.

**Skills:** Bluff +11, Disguise +11, Jump +10, Spot +5.

**Feats:** Improved Initiative, Toughness.

**Challenge Rating:** 5

### Grighrih

Hobgoblin Draconian, AL:LE

**Hit Dice:** 4d8+8 (18 hp)

**Initiative:** +5 (+1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+1 Dex, +6 Natural)

**Attacks:** Claw +6 melee or long sword + 6 melee

**Damage:** Claw 1d4 +2 or long sword 1d8 + 2

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

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**Special Attacks:** Spells.

**Special Qualities:** Explosive bones.

**Saves:** Fortitude +3, Reflex +5, Will +3

**Abilities:** Str 15, Dex 13, Con 14, Int 8, Wis 8, Cha 16.

**Skills:** Concentration +9, Climb +7, Listen +3, Spellcraft +3, Spot +3.

**Feats:** Improved Initiative, Combat Casting.

**Challenge Rating:** 4

**Spells Known** (Sorcerer - 6/3/1/0/0/0/0/0/0): 0<sup>th</sup> - Dancing Lights, Flare, Light, Mage Hand, Message, Touch of Fatigue. 1<sup>st</sup> - Magic Missile, Sleep, Ventriloquism. 2<sup>nd</sup> - Levitate.

**Spells Ready** (6/7/4/0/0/0/0/0/0): 0<sup>th</sup> - Light (3), Touch of Fatigue (3). 1<sup>st</sup> - Magic Missile (3), Sleep (2), Ventriloquism (2). 2<sup>nd</sup> - Levitate (4).

### MuhrInd, Ahrdhuhr

Orc Draconians, AL:LE

**Hit Dice:** 3d8+6 (15 hp MuhrInd, 17 hp Ahrdhuhr)

**Initiative:** +3 (-1 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m

**AC:** 13 (-1 Dex, +4 natural)

**Attacks:** Claws +6 melee or long sword +6 melee

**Damage:** Claw 1d4+3 or long sword 1d8+3

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

**Special Attacks:** Poison, Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Acid puddle.

**Saves:** Fortitude +3, Reflex +2, Will +2

**Abilities:** Str 16, Dex 9, Con 15, Int 8, Wis 8, Cha 5.

**Skills:** Climb +7, Intimidate +1, Jump +7\*, Listen +3, Spot +3.

**Feats:** Improved Initiative.

**Challenge Rating:** 2

### Phreizh, Bohrizh

Goblin Draconians, AL:LE

**Hit Dice:** 2d8+4 (9 hp Phreizh, 7 hp Bohrizh)

**Initiative:** +4 Improved initiative

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 15 (+1 size, +4 natural)

**Attacks:** Claws +5 melee or short sword +5 melee

**Damage:** Claw 1d3+2 or short sword 1d6+2

**Face/Reach:** 5x5ft/150cm, 5ft/150cm

**Special Attacks:** Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Self-Petrification

**Saves:** Fortitude +2, Reflex +3, Will +2

**Abilities:** Str 15, Dex 10, Con 14, Int 8, Wis 8, Cha 5.

**Skills:** Climb +6, Hide +9, Listen +3, Spot +4.

**Feats:** Improved Initiative.

**Challenge Rating:** 1

## Castle Personnel

### 50 Human Warrior Zombies

Medium Undead, AL:NE

**Hit Dice:** 2d12+3 (Range 5-27 hp)

**Initiative:** -1 (Dex -1)

**Speed:** Normal: 30ft/9m (Can't run)

**AC:** 11 (-1 Dex, +2 natural, touch 9, flat-footed 11)

**Base Attack/Grapple:** +1/-4

**Attacks:** Slam +2 melee (1d6+1), Long sword +1 melee (1d8+1), Long bow -1 ranged (1d8)

**Full Attack:** Slam +2 melee (1d6+1), Long sword +1 melee (1d8+1), Long bow -1 ranged (1d8)

**Space/Reach:** 5x5ft/150cm, 5ft/150cm

**Special Attacks:** Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** Single actions only, DR 5/slashing, darkvision 60ft/18m, undead traits

**Saves:** Fortitude 0, Reflex -1, Will +3

**Abilities:** Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

**Skills:** -

**Feats:** Toughness

**Challenge Rating:** ½

**Treasure:** None

### 50 Human Warrior Zombies

Medium Undead, AL:NE

**Hit Dice:** 1d12 (Range 2-24 hp)

**Initiative:** +5 (Dex +1, Improved Initiative +4)

**Speed:** Normal: 30ft/9m

**AC:** 13 (+1 Dex, +2 natural, touch 9, flat-footed 10)

**Base Attack/Grapple:** +0/+1

**Attacks:** Long sword +1 melee (1d8+1), 2 Claws +1 melee (1d4+1), Long bow +1 ranged (1d8)

**Full Attack:** Long sword +1 melee (1d8+1), 2 Claws +1 melee (1d4+1), Long bow +1 ranged (1d8)

**Space/Reach:** 5x5ft/150cm, 5ft/150cm

**Special Attacks:** Arrows poisoned with monkshood root juice, Type injury DC 20, Init dmg 1d6 Con, Sec. dmg 2d6 Con

**Special Qualities:** DR 5/bludgeoning, darkvision 60ft/18m, immunity to cold, undead traits

**Saves:** Fortitude 0, Reflex +1, Will +2

**Abilities:** Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

**Skills:** -

**Feats:** Improved Initiative

**Challenge Rating:** ⅓

**Treasure:** None

## Golems in Randgha's and Tarflea's Towers

### Iron Golem in Randgha's Tower

Large (9ft/270cm) Construct

**Hit Dice:** 16d10+20 (116 hp)

**Initiative:** -1

**Speed:** 20ft/6m (4 squares)

**Armor Class:** 30 (-1, 11 Dex, +22 natural), touch 8, flat-footed 30.

**Base Attack/Grapple:** +10/+26

**Attack:** Slam +21 melee (2d10+9)

**Full Attack:** 2 Slams +21 melee (2d10+9)

**Space/Reach:** 10ft/10ft - 3m/3m

**Special Attacks:** Breath Weapon

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**Special Qualities:** Construct Traits, DR 15/admantine, Darkvision 60ft/18m, Immunity to Magic, Low-light vision.

**Saves:** Fortitude +6, Reflex +5, Will +6

**Abilities:** Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1

**Skills:** -

**Feats:** -

**Challenge Rating:** 12

**Treasure:** None

**Alignment:** N

**Breath Weapon (Su):** Once every 1d4+1 rounds, cloud of poisonous gas, 10ft/3m cube, init. dmg 1d4 Con, secondary dmg 3d4 Con, Fortitude DC 19 negates.

**Immunity to Magic (Ex):** Immune to any spell and spell-like effect that allows SR. Electrical dmg slows 3 rounds. Fire heals. Affected by *Rusting Grasp* spell or rust monster.

The golem in Randgha's tower is a smaller and squatter construct than usual, made to fit in the tower. Therefore, it is slightly less powerful than a standard iron golem. It weighs 3,600lb/1,800kg.

### Stone Golem in Tarflea's Tower

Large (9ft/270cm) Construct

**Hit Dice:** 12d10+20 (92 hp)

**Initiative:** -1

**Speed:** 20ft/6m (4 squares)

**Armor Class:** 26 (-1, 11 Dex, +18 natural), touch 8, flat-footed 26.

**Base Attack/Grapple:** +10/+23

**Attack:** Slam +18 melee (2d10+9)

**Full Attack:** 2 Slams +18 melee (2d10+9)

**Space/Reach:** 10ft/10ft - 3m/3m

**Special Attacks:** Slow

**Special Qualities:** Construct Traits, DR 10/admantine, Darkvision 60ft/18m, Immunity to Magic, Low-light vision.

**Saves:** Fortitude +4, Reflex +3, Will +4

**Abilities:** Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1

**Skills:** -

**Feats:** -

**Challenge Rating:** 11

**Treasure:** None

**Alignment:** N

**Slow (Su):** Once every 2 rounds, 10ft/3m range, duration 7 rounds, Will DC 17 negates.

**Immunity to Magic (Ex):** Immune to any spell and spell-like effect that allows SR. *Transmute Rock to Mud* slows 2d6 rounds. *Stone to Flesh* negates DR and immunity to magic 1 round.

### Ghosts in Ragzigul's Tower

#### 8 Ghosts, 7<sup>th</sup> level human Dragon Cult magi

Medium Undead (Augmented Humanoid)(Incorporeal)

**Hit Dice:** 7d4 (26, 9, 13, 18, 10, 22, 21, 17 hp)

**Initiative:** +5 (Dex +1, Improved initiative +1)

**Speed:** Fly 20ft/6m (perfect)

**Armor Class:** 12 (+1 Dex, +1 Deflection), touch 12, flat-footed 11

**Base Attack/Grapple:** +3/+6

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**Attack:** Incorporeal touch +6 melee or +8 vs. ethereal foes (1d6 non-ethereal or 1d6+3 vs. ethereal foes).

**Space/Reach:** 5ft/5ft - 150cm/150cm

**Special Attacks:** Corrupting Touch, Malevolence, Manifestation, *all spells denied!*

**Special Qualities:** Darkvision 60ft/18m, incorporeal traits, rejuvenation, +4 turn resistance, undead traits

**Saves:** Fortitude +4, Reflex +2, Will +2

**Abilities:** Str 16, Dex 13, Con -, Int 18, Wis 12, Cha 12

**Skills:** Climb +1, Hide +1, Listen +11, Search +8, Spot +11, Concentration +11, Dweomercraft +11\*

**Feats:** Improved Initiative, Combat Casting\*, Scribe Scroll\*, Brew Potion\*, Craft Magic Arms & Armor\*, Craft Wand\*, Craft Wondrous Item\*, Maximize Spell\*

**Challenge Rating:** 7

\* Magical abilities denied through Kargmelchina's magic.

**Manifestation (Su):** Appears half on Material Plane, dmg only from magic weapons & spells, 50% chance ignore dmg from corporeal source

**Malevolence (Su):** When manifested, merge body with material creature once per round, save Will vs. DC 16

### 4 Human Fighters, Prisoners in Ragzigul's Tower

All Medium Human, unarmed, former fighters of an anti-Tiamatist faction of the Dragon Cult in the Moonsea area

- **Rachid**, human male Fighter 9, AL:LE, age 38, CR 9; Size M (5'8"/173cm tall); HD 9d10+18; hp 73; Init -1 (-1 Dex); Speed 30 ft/9m; AC 9 (-1 Dex); Attack +13/+8 melee, or +8/+3 ranged; SV Fort +8, Ref +2, Will +3; Abilities: Str 18, Dex 9, Con 15, Int 12, Wis 11, Cha 12. Skills: Climb +6, Craft (Ship making) +9, Disguise +3, Hide -1, Intimidate +14, Jump +16, Listen +0, Move Silently -1, Ride +11, Spot +0. Feats: Exotic Weapon Proficiency (urgosh, dwarven), Leadership, Mounted Archery, Mounted Combat, Persuasive, Point Blank Shot, Quick Draw, Toughness, Trample.
- **Bodvar**, human male Fighter 7, AL:LE, age 35, CR 7; Size M (6'2"/188cm tall); HD 7d10+7; hp 56; Init +2 (+2 Dex); Speed 30 ft/9m; AC 12 (+2 Dex); Attack +9/+4 melee, or +9/+4 ranged; SV Fort +6, Ref +4, Will +4; Abilities: Str 15, Dex 15, Con 13, Int 13, Wis 10, Cha 9. Skills: Handle Animal +6, Hide +2, Intimidate +0, Jump +10, Listen +2, Move Silently +2, Profession (Hunter) +2, Profession (Miner) +3, Ride +12, Spot +2, Swim +6. Feats: Alertness, Combat Expertise, Dodge, Exotic Weapon Proficiency (axe, orc double), Improved Trip, Iron Will, Power Attack, Weapon Finesse.
- **Selim**, human male Fighter 6, AL:LE, age 32, CR 6; Size M (5'7"/170cm tall); HD 6d10+6; hp 40; Init +0; Speed 30 ft/9m; AC 10; Attack +9/+4 melee, or +6/+1 ranged; SV Fort +6, Ref +2, Will +2; Abilities: Str 16, Dex 10, Con 13, Int 14, Wis 10, Cha 15. Skills: Disable Device +5.5, Forgery +4.5, Hide +0, Intimidate +13, Listen +2, Move Silently +0, Ride +9, Search +6, Sleight of Hand +0.5, Spot +2, Swim +9, Tumble +1. Feats: Alertness, Cleave, Negotiator, Persuasive, Power Attack, Weapon Focus (long sword), Weapon Focus (short bow), Weapon Focus (sword, short).
- **Isleif**, human male Fighter 4, AL:LE, age 27, CR 4; Size M (5'3"/160cm tall); HD 4d10+8; hp 47; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +8 melee, or +6 ranged; SV Fort +6, Ref +3, Will +2. Abilities: Str 18, Dex 14, Con 15, Int 11, Wis 13, Cha 12. Skills: Climb +10, Handle Animal +3, Hide +2, Intimidate +7, Jump +10, Knowledge (Local) +1, Listen +1, Move Silently +2, Spot +1. Feats: Blind-Fight, Endurance, Improved Bull Rush, Improved Sunder, Power Attack, Quick Draw.

### Monsters in Knellict's Tower



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### 6 Barghests

Medium (6ft/180cm) Outsiders (Evil, Extraplanar, Lawful, Shapechanger)

**Hit Dice:** 6d8+6 (49, 33, 41, 38, 27, 29 hp)

**Initiative:** +6 (Dex +2, Improved Initiative +4)

**Speed:** 30ft/9m

**Armor Class:** 18 (+2 Dex, +6 natural)

**Base Attack/Grapple:** +6/+9

**Attack:** Bite +9 melee (1d6+3)

**Full Attack:** Bite +9 melee (1d6+3) and 2 Claws +4 melee (1d4+1)

**Space/Reach:** 5ft/5ft - 150cm/150cm

**Special attacks:** Feed (slain victims cannot be resurrected), Spell-like abilities: At will - *Blink*, *Levitate*, *Misdirection* (DC 14), *Rage* (DC 15). Once daily: *Charm Monster* (DC 16), *Crushing Despair* (DC 16), *Dimension Door*.

**Special Qualities:** Change Shape (wolf or Giant goblin form), DR +5/magic, Darkvision 60ft/18m, Scent

**Saves:** Fortitude +6, Reflex +7, Will +7

**Abilities:** Str 17, Dex 15, Con 13, Int 14, Wis 15, Cha 14.

**Skills:** Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Spot +11, Survival +11 (+13 following tracks)

**Feats:** Combat Reflexes, Improved Initiative, Track

**Challenge Rating:** 4

**Alignment:** LE

### 6 Winter Wolves

Large (8ft/240cm) Magical Beasts (Cold)

**Hit Dice:** 6d10+18 (72, 61, 54, 49, 63, 51 hp)

**Initiative:** +5 (Dex +1, Improved Initiative +4)

**Speed:** 50ft/15m

**Armor Class:** 15 (-1 Size, +1 Dex +5 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +6/+14

**Attack:** +9 melee (1d8 + 1d6 cold)

**Full Attack:** +9 melee (1d8+6 + 1d6 cold)

**Space/Reach:** 10ft/5ft - 3m/150cm

**Special Attacks:** Breath Weapon (Su) 15ft/450cm cone of cold every 1d4 rounds dmg 4d6 Reflex DC half; Freezing Bite (Su) +1d6 hp cold damage, Trip (Ex) with successful bite trips with modifier +8.

**Special Qualities:** Darkvision 60 ft/18m, immunity to cold, low-light vision, scent, vulnerability to fire

**Saves:** Fortitude +8, Reflex +6, Will +3

**Abilities:** Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10

**Skills:** Hide -1, Listen +6, Move Silently +7, Spot +6, Survival +1

**Feats:** Alertness, Improved Initiative, Track

**Challenge Rating:** 5

**Alignment:** NE

## Monsters in Kargmelchina's and Sammaster's Tower

### 6 Dragonkin

Large (8-9ft/240-270cm) Monstrous Humanoid (Reptilian)

Four male, two female

(For more details see the WotC accessory *Monsters of Faerûn*)

**Hit Dice:** 7d8+7 (60, 38, 42, 49, 39, 54 hp)

**Initiative:** +1 (Dex)

**Speed:** 20ft/6m, Fly 40ft/12m (good)

**AC:** 17 (+1 Dex, -1 size, +7 natural)

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**Attacks:** 2 foreclaws +10 melee

**Damage:** Foreclaw 1d6+4

**Face/Reach:** 5x5ft/10ft - 150x150cm/3m

**Special Attacks:** Rake (Ex), 2 additional attacks rear claws from air attack, each 1d6+2

**Special Qualities:** Detect Magic (Su), automatic, free action.

**Saves:** Fortitude +5, Reflex +6, Will +7

**Abilities:** Str 19, Dex 12, Con 13, Int 10, Wis 14, Cha 13

**Skills:** Intimidate +11, Listen +12, Spot +12

**Feats:** Flyby attack, Great Fortitude

**Challenge Rating:** 3

**Alignment:** CE

### Castle Perilous Ruins Inhabitants

Segment: *Bloodstone*

#### The key inhabitants are:

- **Kargmelchina\***, vampire dragon lich (epic), perhaps still an avatar.
- **Sammaster\***, vampire dragon lich (epic), perhaps still a lich facet.
- **Knellict\***, vampire dragon (epic).
- **Ragzigul\***, Necromancer lvl 18 and old red dragon vampire, male, laboratory master.
- **Grandl**, Grand Necromancer lvl 24 (epic) and wyrm red dragon vampire, male, Lord of the Ruins.
- **Dagget**, Wizard 22 (Epic), wyrm blue vampire dragon, command of the ruins' fortress.
- **Sir Targhomet**, Paladin of Bahamut 16, adult gold dragon, prisoner

\* Only after they flee Castle Dragonblood do these four PCs count as key inhabitants of the ruins of Castle Perilous.

These NPCs are detailed separately in the Section *New Unofficial NPCs*. The following additional NPCs also inhabit Castle Dragonblood. For more details on vampire dragons and draconians see their descriptions under *New Unofficial Monsters*.

- **Up to 21 additional vampire dragons**, of various colors and ages and of various levels as sorcerers or wizards. The exact number depends upon whether any were destroyed earlier.
- **Up to 10,000 draconians**, based upon date and information shown in the population tables of *Bloodstone*, Part 7 of *Northern Journey*
- **5 Dragon Golems**, one in each color
- **Dark Scaly One Rinorgh**, human male, AL:LE, age 52, Specialty Priest of Tiamat 18, Vaasan Dragon Cult Cell
- **Gardagha**, human female, AL:CE, age 48, Necromancer 17, Vaasan Dragon Cult Cell
- **Red Ravager Thunghla**, human female, AL:LE, age 33, Specialty Priest of Tiamat 10, Vaasan Dragon Cult Cell
- **Draagh**, human male, AL:CE, Necromancer 11, Vaasan Dragon Cult Cell
- **Nurghin**, human female, AL:CE, age 24, Conjurer 5, Vaasan Dragon Cult Cell
- **Tandhar**, human male, AL:LE, age 25, Specialty Priest of Tiamat 4, Vaasan Dragon Cult Cell
- **8 Fighters and 3 Rogues** of the Vaasan Dragon Cult Cell

#### The Greater Vampire Dragons:

- **Grandl**, male Red Wyrm Grand Necromancer Vampire Dragon, Necromancer 24 (Epic), AL:CE

**CR:** 26

**Size:** *Human or hybrid forms* - 5' 3"/160 cm tall; *Dragon form* - Gargantuan dragon (earth) (64 feet/19.2 meters)

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**AC:** *Human form* - AC11 (+1 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC42 (-4 size, +36 natural, touch 6, flat-footed 42).

**HD:** 37d12 + 370 (as dragon); hp 610 + Necromancer lvl 24

**Initiative:** +0

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, fly (poor) 200ft/60m

**Attack** - *Human and hybrid forms*: +48 (1d4 + 12, dagger); *Dragon form* - Base attack +37, Grapple +64, Full attack melee +48 (2d8 + 12, bite), +43 (2d6 + 6, 2 claws), +43 (1d8 + 6, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 20/15 ft-6/4.5m (bite 20ft/6mm)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +47 melee (1d6 + 11 + energy drain); Damage reduction 15/magic; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon fire, 60ft/18m cone (22d10, SV Reflex DC38 for half), Crush, Frightful presence, Snatch, Grapple Bonus +52, Spell-like abilities, *Locate Object* 6x daily, *Suggestion* 3x daily, *Find the Path* 1x daily.

**Special qualities:** *All forms* - Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage, Spell resistance 30; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 20/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Blindsight 60 feet/18m, Darkvision 120ft/36m, Low-Light Vision.

**Spell resistance:** 24

**Caster level:** 18

**Save:** Fortitude +30, Reflex +20, Will +27.

**Abilities:** Str 41, Dex 10 (12 human form), Con -, Int 25, Wis 24, Cha 24.

**Skills:** Appraise +40, Bluff +35, Concentration +40, Craft (Trapmaking +35), Decipher Script +25, Dweomercraft +40 (5 arcane, 35 divine), Hide +6, Intimidate +34, Jump +44, Knowledge (Arcana) +35, Knowledge (History) +23, Knowledge (Local) +24, Knowledge (Nature) +18, Knowledge (The Planes) +24, Knowledge (Religion) +35, Listen +40, Search +40, Move Silently +1, Sense Motive +35, Spot +40.

**Feats:** Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Enlarge Spell, Forge Ring, Flyby Attack, Great Cleave, Greater Spell Penetration, Heighten Spell, Hover, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell, [Scribe Scroll], Snatch, Spell Penetration, Wingover.

**Spells Ready** (4/6/6/6/5/5/5/5/4/4/Epic 8): *0<sup>th</sup>* - Acid Splash, Arcane Mark, Touch of Fatigue (2). *1<sup>st</sup>* - Chill Touch, Erase, Magic Missile, Obscuring Mist, Ray of Enfeeblement, True Strike. *2<sup>nd</sup>* - Blindness/Deafness, Command Undead, Ghoul Touch (2), Scorching Ray, Spectral Hand. *3<sup>rd</sup>* - Fireball (2), Gentle Repose, Lightning Bolt, Ray of Exhaustion. *4<sup>th</sup>* - Contagion, Ice Storm, Solid Fog, Spelltouch<sup>COD</sup>, Wall of Ice. *5<sup>th</sup>* - Cloudkill, Magic Jar (2), Symbol of Pain, Teleport. *6<sup>th</sup>* - Chain Lightning, Circle of Death, Disintegrate, Flesh to Stone, Symbol of Fear. *7<sup>th</sup>* - Finger of Death, Greater Scrying, Greater Teleport (2), Teleport Object. *8<sup>th</sup>* - Horrid Wilting, Incendiary Cloud, Polymorph Any Object, Symbol of Death. *9<sup>th</sup>* - Annihilate, Mordenkainen's Disjunction, Soul Bind, Teleportation Circle. *Epic:* Dreamscape (SCDC 29), Mummy Dust (SCDC 35), Ruin (SCDC 27).

<sup>COD</sup> = From the collection *Sammaster's Spells* in the *Cult of the Dragon* accessory.

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Schools Unavailable:** Illusion and Enchantment

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

**Preferred Form:** Human.

**Treasure:** *In possession:* Staff of Necromancy (Standard), Ring of Spell Storing (major), Ring of Spell Turning.

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Grandl is the commander of the ruins of Castle Perilous. He answers only to Kargmelchina, Sammaster and Knellict. However, Grandl has no authority over Ragzigul Szurkh, when Szurkh is working in the ruins, because Szurkh works directly for Kargmelchina.

- **Dagget**, male Wyrm Blue Vampire Dragon, Wizard 22 (Epic), AL:LE

**CR:** 25

**Size:** *Human or hybrid forms* - 5' 4"/163 cm tall; *Dragon form* - Gargantuan dragon (earth) (58 feet/17.4 meters)

**AC:** *Human form* - AC9 (-1 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC44 (-4 size, +35 natural, touch 6, flat-footed 41),.

**HD:** 36d12 + 288 (as dragon); hp 522 + Wizard lvl 22 (Epic)

**Initiative:** +4 (0 Dex, +4 Improved Initiative)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, burrow 20 ft/6m, fly (poor) 200 ft/60m (clumsy)

**Attack** - *Human and hybrid forms*: +45 (1d4 + 11, dagger); *Dragon form* - Base attack +36, Grapple +61, Full attack melee +45 (4d6 + 11, bite), +40 (2d6 + 6, 2 claws), +40 (1d8 + 6, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 20/15 ft-6/4.5m (bite 20ft/6m)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +44 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon line of lightning 120ft/36m (22d8, SV Reflex DC 36 for half), Create/Destroy Water 3x daily Will DC 25, Frightful presence creatures under lvl 30, SV Will DC 28 within 330ft/99m or shaken 4d6 rounds Save Will DC 33; Crush medium or smaller, 4d6+16 and SV Reflex DC 36 or pinned; Sound Imitation, DC 25 to detect ruse; Spell-like abilities, *Ventriloquism* 3x daily Save DC13 + spell level. *Hallucinatory Terrain* and *Veil* 1x daily.

**Special qualities:** *All forms* -Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 20/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Blindsight 60 feet/18m, Darkvision 120ft/36m. Low-Light Vision.

**Spell resistance:** 29

**Caster level:** 22

**Save:** Fortitude +28, Reflex +20, Will +25.

**Abilities:** Str 37, Dex 10, Con -, Int 21, Wis 21, Cha 20.

**Skills:** Bluff +50, Concentration +37, Craft (Stonemasonry) +10, Diplomacy +32, Dweomercraft +58, 48 (divine), Hide +11, Intimidate +30, Knowledge arcana +43 (10 arcane, 33 divine); Knowledge (Nature) +25.5, Listen +30, Perform (Sing) +6, Perform (Wind instrument) +12, Profession (Hunter) +14, Search +34, Sense motive +28, Spot +34.

**Feats:** Ability Focus (Frightful Presence), Alertness, Blind-Fly, Brew Potion, Combat expertise, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Eschew materials, Flyby attack, Forge Ring, Greater Spell Penetration, Hover, Improved Initiative, Improved Sunder, Investigator, Multi-Attack, Power attack, Spell Penetration.

**Spells Ready** (4/6/5/5/5/5/4/4/4/4): *0th* - Ghost Sound, Light, Open/Close, Prestidigitation. *1st* - Alarm (2), Chill Touch, Endure Elements, Enlarge Person, Magic Missile, Protection from Chaos. *2nd* - Arcane Lock, Bull's Strength, Flaming Sphere, Gust of Wind, Knock. *3rd* - Unweave Magic (2), Fireball (2), Stinking Cloud. *4th* -- Dimension Door, Lesser Globe of Invulnerability (2), Solid Fog (2). *5th* - Prying Eyes, Scrying, Teleport (2), Wall of Fire. *6th* - Antimagic Field, Contingency (Teleport Castle Perilous - 3), True Seeing. *7th* - Phase Door, Realms Sight (2), Spell Turning. *8th* - Binding (2), Incendiary Cloud (2). *9th* - Time Stop (4). *Epic:* Ruin (SCDC 27), Mummy Dust (SCDC 35), Rain of Fire (SCDC 50), Mass Frog (SCDC 55).

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

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**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Dagget is the military base commander of the ruins of Castle Perilous. He answers directly to Grandl.

- **Wiluna**, female Wyrms Green Vampire Dragon, Sorcerer 22 (Epic), AL:LE

**CR:** 24

**Size:** *Human or hybrid forms* - 5' 11"/180 cm tall; *Dragon form* - gargantuan dragon (air) (64 feet/19.2 meters)

**AC:** *Human form* - AC10 (0 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC40 (-4 size, +34 natural, touch 6, flat-footed 40).

**HD:** 35d12 + 280 (as dragon); hp 507 + Sorcerer 22 (Epic)

**Initiative:** +4 (0 Dex, Improved Initiative +4)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, Fly (clumsy) 200ft/60m, Swim 40ft/12m.

**Attack** - *Human and hybrid forms*: +44 (1d4 + 13, dagger); *Dragon form* - Base attack +35, Grapple +60, Full attack melee +44 (4d6 + 13, bite), +42 (2d8 + 13, 2 claws), +42 (2d6 + 9, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 20/15 ft-6/4.5m (Bite 20ft/6m)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +44 melee (1d6 + 13 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon Cone of Acidic Gas, 60ft/18m (22d6, SV Reflex DC 35 for half), Frightful presence creatures under lvl 35, SV Will DC 35 within 330ft/99m or shaken 4d6 rounds; Crush medium or smaller opponents, 4d6+19 and SV Reflex DC35 or pinned. Spell-like abilities: *Suggestion* 3x daily, *Dominate person* 1x daily, *Plant growth* 1x daily.

**Special qualities:** *All forms* -Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 20/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Water breathing, Darkvision 120 feet/36m, Low-light vision.

**Spell resistance:** 28

**Caster level:** 22

**Save:** Fortitude +27, Reflex +19, Will +24.

**Abilities:** Str 37, Dex 10, Con -, Int 20, Wis 20, Cha 21.

**Skills:** Bluff +40, Concentration +35, Craft (Stonemasonry) +6, Craft +7, Diplomacy +17, Dweomercraft +52 (2 arcane, 50 divine), Hide +0, Intimidate +25, Knowledge (Arcana) +34, Knowledge (Architecture and Engineering) +12, Knowledge (Geography) +16, Knowledge (History) +15, Knowledge (Local) +16, Knowledge (Nature) +18, Listen +27, Move Silently +20, Search +17, Speak Language +6, Spot +27, Swim +16.

**Feats:** Alertness, Blind-Fight, Cleave, Craft Rod, Enlarge Spell, Flyby Attack, Heighten Spell, Hover, Improved Initiative, Improved Natural Attack (bite), Improved Sunder, Maximize Spell, [Scribe Scroll], Power Attack, Spell Focus (abjuration), Widen Spell, Wingover.

**Spells Known:** (Sorcerer 9/5/5/4/4/4/3/3/3/3-Epic 3): *0<sup>th</sup>* - Arcane Mark, Detect Magic, Disrupt Undead, Light, Read Magic, Ray of Frost, Resistance, Touch of Fatigue. *1<sup>st</sup>* - Comprehend Languages, Feather Fall, Magic Missile, Protection from Good, True Strike. *2<sup>nd</sup>* - Acid Arrow, Blur, Flaming Sphere, See Invisibility, Shatter. *3<sup>rd</sup>* - Blink, Illusory Script, Suggestion, Tongues. *4<sup>th</sup>* - Animate Dead, Secure Shelter, Solid Fog. *5<sup>th</sup>* - Cone of Cold, Feeblemind, Magic Jar, Wall of Force. *6<sup>th</sup>* - Acid Fog, Antimagic Field, Disintegrate. *7<sup>th</sup>* - Forcecage, Teleport, Greater, Teleport Object. *8<sup>th</sup>* - Horrid Wilting, Symbol of Death, Trap the Soul. *9<sup>th</sup>* - Power Word Kill, Soul Bind, Teleportation Circle. *Epic:* Ruin (SCDC 27), Mummy Dust (SCDC 35), Spell worm (SCDC 45).

**Spells Available:** (Sorcerer 6/8/7/7/7/7/6/6/6/6-Epic 3)

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**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Wiluna is the deputy military base commander of the ruins of Castle Perilous. She answers directly to Dagget.

- **Zurn**, male Ancient Red Vampire Dragon, Sorcerer 19, AL:CE

**CR:** 25

**Size:** *Human or hybrid forms* - 5' 3"/160 cm tall; *Dragon form* - gargantuan dragon (earth) (64 feet/19.2 meters)

**AC:** *Human form* - AC11 (+1 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC42 (-4 size, +36 natural, touch 6, flat-footed 42).

**HD:** 34d12 + 306 (as dragon); hp 527 + Sorcerer 19

**Initiative:** +4 (Dex +0, Improved Initiative +4)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, fly (poor) 200ft/60m

**Attack** - *Human and hybrid forms*: +44 (1d4 + 14, dagger); *Dragon form* - Base attack +34, Grapple +60, Full attack melee +44 (4d6 + 14, bite), +39 (2d8 + 8, 2 claws), +39 (2d6 + 8, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 20/15 ft-6/4.5m (bite 20ft/6m)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +36 melee (1d6 + 14 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon fire, 60ft/18m cone (20d10, SV Reflex DC36 for half), Frightful presence lvl 34 or lower, SV Will DC34 within 300ft/90m or shaken 4d6 rounds; Crush medium or smaller opponents, 4d6+21 and SV Reflex DC36 or pinned, Snatch, Grapple Bonus +52, claw against creature M or smaller, 2d8+6sp/round or larger bite 4d6+13/round. Spell-like abilities: *Suggestion* 3x daily, *Dominate Person* 1x daily, *Plant Growth* 1x daily.

**Special qualities:** *All forms* - Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 15/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Blindsight 60 feet/18m, Darkvision 120ft/36m, Low-Light Vision.

**Spell resistance:** 28

**Caster level:** 19

**Save:** Fortitude +28, Reflex +19, Will +26.

**Abilities:** Str 39, Dex 10, Con -, Int 24, Wis 24, Cha 25.

**Skills:** Appraise +31, Bluff +39, Concentration +39, Craft (Trapmaking +35), Decipher Script +25, Dweomercraft +43 (13 arcane, 30 divine), Hide +6, Intimidate +34, Jump +44, Knowledge (Arcana) +39, Knowledge (History) +23, Knowledge (Local) +24, Knowledge (Nature) +18, Knowledge (The Planes) +24, Knowledge (Religion) +35, Listen +37, Search +35, Move Silently +1, Sense Motive +35, Spot +37.

**Feats:** Awesome Blow, Blind-Fight, Cleave, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Enlarge Spell, Forge Ring, Flyby Attack, Great Cleave, Greater Spell Penetration, Heighten Spell, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell, [Scribe Scroll], Snatch, Spell Penetration, Wingover.

**Spells Known** (9/5/5/4/4/3/3/2): 0<sup>th</sup> - Arcane Mark, Detect Magic, Disrupt Undead, Light, Read Magic, Ray of Frost, Resistance, Touch of Fatigue. 1<sup>st</sup> - Comprehend Languages, Feather Fall, Magic Missile, Protection from Good, True Strike. 2<sup>nd</sup> - Acid Arrow, Blur, Flaming Sphere, See Invisibility, Shatter. 3<sup>rd</sup> - Blink, Illusory Script, Suggestion, Tongues. 4<sup>th</sup> - Animate Dead, Secure Shelter, Solid Fog, Wall of Ice. 5<sup>th</sup> - Cone of Cold, Feeblemind, Magic Jar, Wall of Force. 6<sup>th</sup> - Acid Fog, Antimagic Field, Disintegrate. 7<sup>th</sup> - Forcecage, Teleport, Greater, Teleport Object. 8<sup>th</sup> - Horrid Wilting, Symbol of Death, Trap the Soul. 9<sup>th</sup> - Power Word Kill, Teleportation Circle. \*See *Wing of Wizardry IV* below.

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**Spells Available:** (6/8/8/8/7/7/7/6/4 - Sorcerer).

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

**Preferred Form:** Human.

**Treasure:** *In possession:* Ring of Counterspells (Fireball), Ring of Wizardry IV (Doubles lvl 4 spells).

Zurn is the commander of the South Wing in the ruins of Castle Perilous.

- **Ghiela**, female Ancient Blue Vampire Dragon, Wizard 18, AL:LE

**CR:** 23

**Size:** *Human or hybrid forms* - 5' 4"/163 cm tall; *Dragon form* - gargantuan dragon (earth) (64 feet/19.2 meters)

**AC:** *Human form* - AC9 (-1 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC38 (-4 size, +32 natural, touch 6, flat-footed 38),.

**HD:** 33d12 + 231 (as dragon); hp 445 + Wizard 18

**Initiative:** +4 (0 Dex, +4 Improved Initiative)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, burrow 20 ft/6m, fly (poor) 200 ft/60m

**Attack** - *Human and hybrid forms:* +41 (1d4 + 12, dagger); *Dragon form* - Base attack +33, Grapple +57, Full attack melee +41 (4d6 + 12, bite), +36 (2d8 + 6, 2 claws), +36 (2d6 + 6, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 20/15 ft-6/4.5m (bite 20ft/6m)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +39 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon line of lightning 120ft/36m (20d8, SV Reflex DC 33 for half), Create/Destroy Water 3x daily, Frightful presence creatures under lvl 33, SV Will DC 31 within 270ft/81m or shaken 4d6 rounds; Crush area 15ft/450cm square, small or smaller opponents, 2d8 + 13 and SV Reflex DC 33 or pinned; Sound Imitation; Spell-like abilities, *Ventriloquism* 3x daily.

**Special qualities:** *All forms* -Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 15/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Blindsight 60 feet/18m, Darkvision 120ft/36m. Low-Light Vision.

**Spell resistance:** 27

**Caster level:** 18

**Save:** Fortitude +23, Reflex +17, Will +21.

**Abilities:** Str 35, Dex 10, Con -, Int 21, Wis 20, Cha 20.

**Skills:** Bluff +50, Concentration +16, Craft (Stonemasonry) +10, Diplomacy +32, Dweomercraft +55, Hide +11, Intimidate +30, Knowledge arcana +49 (9 arcane, 40 divine); Knowledge (Nature) +25.5, Listen +30, Perform (Sing) +6, Perform (Wind instrument) +12, Profession (Hunter) +14, Search +28, Sense motive +28, Spot +30.

**Feats:** Ability Focus (Frightful Presence), Alertness, Brew Potion, Combat expertise, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Eschew materials, Flyby attack, Forge Ring, Greater Spell Penetration, Hover, Improved Initiative, Investigator, Multi-Attack, Power attack, Spell Penetration.

**Spells Ready** (4/6/5/5/5/5/4/3/3/2 - Wizard): *0th* - Arcane Mark, Ghost Sound, Light, Open/Close. *1st* - Alarm, Chill Touch, Endure Elements, Enlarge Person, Magic Missile, Protection from Chaos. *2nd* - Arcane Lock, Bull's Strength, Flaming Sphere, Gust of Wind (2). *3rd* - Unweave Magic (2), Fireball, Flame Arrow, Stinking Cloud. *4th* -- Dimension Door, Lesser Globe of Invulnerability (2), Solid Fog (2). *5th* - Prying Eyes, Scrying, Teleport (2), Wall of Fire. *6th* - Antimagic Field, Contingency (Teleport Castle Perilous - 2), True Seeing. *7th* - Disintegrate (2), Spell Turning. *8th* - Binding (2), Incendiary Cloud. *9th* - Time Stop (2).

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**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Ghiela is the commander of the East Wing in the ruins of Castle Perilous.

- **Sieghar**, male Ancient Green Vampire Dragon, Sorcerer 16, AL:LE

**CR:** 23

**Size:** *Human or hybrid forms* - 5' 11"/180 cm tall; *Dragon form* - gargantuan dragon (air) (64 feet/19.2 meters)

**AC:** *Human form* - AC10 (0 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC37 (-4 size, +31 natural, touch 6, flat-footed 37).

**HD:** 32d12 + 224 (as dragon); hp 432 + Sorcerer 16

**Initiative:** +4 (0 Dex, Improved Initiative +4)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 40 ft/12m, Fly (clumsy) 200ft/60m, Swim 40ft/12m.

**Attack** - *Human and hybrid forms*: +40 (1d4 + 12, dagger); *Dragon form* - Base attack +32, Grapple +56, Full attack melee +40 (4d6 + 12, bite), +38 (2d8 + 6, 2 claws), +38 (2d6 + 6, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 20/15 ft-6/4.5m (Bite 20ft/6m)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +44 melee (1d6 + 13 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon Cone of Acidic Gas, 60ft/18m (20d6, SV Reflex DC 33 for half), Frightful presence creatures under lvl 32, SV Will DC 31 within 300ft/90m or shaken 4d6 rounds; Crush medium or smaller opponents, 4d6+18 and SV Reflex DC33 or pinned. Spell-like abilities: *Suggestion* 3x daily, *Dominate person* 1x daily, *Plant growth* 1x daily.

**Special qualities:** *All forms* - Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 20/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Water breathing, Darkvision 120 feet/36m, Low-light vision.

**Spell resistance:** 27

**Caster level:** 16

**Save:** Fortitude +25, Reflex +18, Will +23.

**Abilities:** Str 35, Dex 10, Con -, Int 20, Wis 20, Cha 21.

**Skills:** Bluff +38, Concentration +35, Craft (Stonemasonry) +6, Craft +7, Diplomacy +17, Dweomercraft +48 (8 arcane, 40 divine), Hide +0, Intimidate +25, Knowledge (Arcana) +30, Knowledge (Architecture and Engineering) +12, Knowledge (Geography) +16, Knowledge (History) +15, Knowledge (Local) +16, Knowledge (Nature) +18, Listen +27, Move Silently +20, Search +17, Speak Language +6, Spot +27, Swim +16.

**Feats:** Alertness, Blind-Fight, Cleave, Craft Rod, Enlarge Spell, Flyby Attack, Heighten Spell, Hover, Improved Initiative, Improved Natural Attack (bite), Improved Sunder, Maximize Spell, [Scribe Scroll], Power Attack, Spell Focus (abjuration), Widen Spell, Wingover.

**Spells Known:** (Sorcerer 9/5/5/4/4/3/2/1/0): 0<sup>th</sup> - Arcane Mark, Detect Magic, Disrupt Undead, Light, Read Magic, Ray of Frost, Resistance, Touch of Fatigue. 1<sup>st</sup> - Comprehend Languages, Feather Fall, Magic Missile, Protection from Good, True Strike. 2<sup>nd</sup> - Acid Arrow, Blur, Flaming Sphere, See Invisibility, Shatter. 3<sup>rd</sup> - Blink, Illusory Script, Suggestion, Tongues. 4<sup>th</sup> - Animate Dead, Secure Shelter, Solid Fog. 5<sup>th</sup> - Cone of Cold, Feeblemind, Magic Jar, Wall of Force. 6<sup>th</sup> - Acid Fog, Antimagic Field, Disintegrate. 7<sup>th</sup> - Teleport, Greater, Teleport Object. 8<sup>th</sup> - Trap the Soul.

**Spells Available:** (Sorcerer 6/8/7/7/7/7/6/5/3/0)



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**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Siehbarr is the commander of the West Wing in the ruins of Castle Perilous.

- **Wrultar**, male Ancient Black Vampire Dragon, Wizard 10, AL:CE

**CR:** 21

**Size:** *Human or hybrid forms* - 5' 9"/175 cm tall; *Dragon form* - huge dragon (water) (32 feet/9.6 meters)

**AC:** *Human form* - AC10 (0 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC38 (-2 size, +30 natural, touch 8, flat-footed 38).

**HD:** 31d12 + 186 (as dragon); hp 387 + Wizard 10

**Initiative:** 0 (0 Dex)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 60 ft/18m, Fly (poor) 150ft/45m, Swim 60ft/18m.

**Attack** - *Human and hybrid forms*: +40 (1d4 + 11, dagger); *Dragon form* - Base attack +28, Grapple +46, Full attack melee +40 (2d8 + 11, bite), +38 (2d6 + 6, 2 claws), +38 (1d8 + 6, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 15/10 ft-4.5/3m (bite 15ft/4.5m)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +24 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon Line of Acid, 100ft/30m (20d4, SV Reflex DC 31 for half), Frightful presence creatures under lvl 31, SV Will DC 28 within 300ft/90m or shaken 4d6 rounds; Crush area small or smaller opponents, 2d8 + 21 and SV Reflex DC31 or pinned. Snatch. Spell-like abilities: *Corrupt Water* SV Will DC 25, *Darkness* 100ft/30m 3x daily.

**Special qualities:** *All forms* -Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 15/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Blindsight 60 feet/18m, Water breathing, Darkvision 120 feet/36m, Low-light vision.

**Spell resistance:** 25

**Caster level:** 10

**Save:** Fortitude +18, Reflex +13, Will +15.

**Abilities:** Str 33, Dex 10, Con -, Int 19, Wis 17, Cha 16.

**Skills:** Bluff +28, Climb +20, Craft (Alchemy) +10, Diplomacy +10, Dweomercraft +18 (3 arcane, 15 divine), Forgery +7, Hide +8, Intimidate +19, Jump +6, Knowledge (Arcana) +18, Knowledge (Geography) +5, Knowledge (Local) +4, Knowledge (Nature) +2.5, Knowledge (The Planes) +3, Listen +17, Move Silently +16, Search +17, Speak Language +6, Spot +20.5, Swim +12.

**Feats:** Brew Potion, Craft Rod, Improved Counterspell, Improved Unarmed Strike, Improved Natural Armor, Multi-Attack, Power Attack, Snatch, Spell Focus (necromancy), Weapon Focus (bite), Wingover.

**Spells Ready** (4/5/5/4/4/2/0/0/0/0): 0<sup>th</sup> - Daze, Ghost Sound, Light, Touch of Fatigue. 1<sup>st</sup> - Alarm, Disguise Self, Magic Missile (2), Protection from Good, Ray of Enfeeblement. 2<sup>nd</sup> - Acid Arrow (2), Flaming Sphere (2), Spectral Hand. 3<sup>rd</sup> - Fireball (3), Vampiric Touch. 4<sup>th</sup> - Enervation (4). 5<sup>th</sup> - Cone of Cold, Magic Jar.

**Permanent Spells:** *Arcane Sight* (lvl 3), *Comprehend Languages* (lvl 1), *Detect Magic* (lvl 0), *Read Magic* (lvl 0), *See Invisibility* (lvl 2), *Resistance* (lvl 0), *Tongues* (lvl 3).

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Wrultar is the commander of the North Wing in the ruins of Castle Perilous.

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- **Narma**, female Ancient White Vampire Dragon, Sorcerer 9, AL:CE

**CR:** 20

**Size:** *Human or hybrid forms* - 5' 1"/155 cm tall; *Dragon form* - huge dragon (cold) (32 feet/9.6 meters)

**AC:** *Human form* - AC10 (0 Dex), *Hybrid form* - AC18 (18 natural), *Dragon form* - AC37 (-2 size, +29 natural, touch 8, flat-footed 37).

**HD:** 30d12 + 180 (as dragon); hp 375 + Sorcerer 9

**Initiative:** +4 (0 Dex, +4 Improved Initiative)

**Speed:** *Human and hybrid forms* - 30 ft/9m; *Dragon form* - 60 ft/18m, Burrow 30ft/9m, Fly (poor) 200ft/60m, Swim 60ft/18m.

**Attack** - *Human and hybrid forms*: +39 (1d4 + 11, dagger); *Dragon form* - Base attack +30, Grapple +45, Full attack melee +39 (2d8 + 11, bite), +34 (2d6 + 5, 2 claws), +34 (1d8 + 5, wings)

**Space/reach:** *Human and hybrid forms* - 5 ft/150cm; *Dragon form* - 15/10 ft-4.5/3m (bite 15ft/4.5m)

**Special attacks:** *All forms* - Vampire domination attack vs. humans within 30 ft/9m with save for Will DC 17, vs. dragons DC is 10 ± difference in hit die; Command, completely control and telepathically communicate with Realms draconians; Change form; *Hybrid form* - Attack and Full attack: Slam +24 melee (1d6 + 11 + energy drain); Damage reduction 10/magic and silver; Energy drain: SV Fortitude DC 17 or two negative levels, vampire dragon gains 5 temporary hp per negative level; *Dragon Form* - Breath weapon Cone of Cold, 50ft/15m (10d6, SV Reflex DC 31 for half), Frightful presence creatures under lvl 30, SV Will DC 27 within 300ft/90m or shaken 4d6 rounds. Spell-like abilities: *Freezing Fog* 3x daily, *Fog Cloud* 3x daily, *Gust of Wind* 1x daily, *Wall of Ice* 1x daily.

**Special qualities:** *All forms* - Immune poison, paralysis, dragon breath and cold-, heat-, electrical- and gas-based damage; *Human form* - Immune to holy water, holy symbols, etc.; *Hybrid form* - Spider Climb (ex); permanent Blink (ex); *Dragon form* - Damage reduction 15/magic; energy drain from dragons, 1 negative level, SV Fortitude DC 30; Icewalking, Darkvision 120 feet/36m, Low-light vision.

**Spell resistance:** 24

**Caster level:** 9

**Save:** Fortitude +23, Reflex +17, Will +19.

**Abilities:** Str 33, Dex 10, Con -, Int 14, Wis 15, Cha 21.

**Skills:** Bluff +19, Diplomacy +8, Dweomercraft +16 (2 arcane, 14 divine), Gather Information +8, Hide +0, Hide +0, Intimidate +10, Knowledge (Arcana) +22, Knowledge (Dungeoneering) +3, Listen +20, Move Silently +0, Perform (Oratory) +6, Perform (Wind Instruments) +7.5, Search +18, Spot +20.

**Feats:** Alertness, Cleave, Craft Wand, Flyby Attack, Hover, Improved Initiative, Improved Natural Attack (bite), Iron Will, Scribe Scroll, Toughness, Wingover.

**Spells Known** (Sorcerer - 8/5/4/3/2/0/0/0/0): *0<sup>th</sup>* - Detect Magic, Detect Poison, Ghost Sound, Light, Mending, Prestidigitation, Read Magic, Resistance. *1<sup>st</sup>* - Alarm, Enlarge Person, Erase, Floating Disk, Magic Missile. *2<sup>nd</sup>* - Bull's Strength, Fireball, Minor Image, Shatter. *3<sup>rd</sup>* - Slow, Lightning Bolt, Unweave Magic. *4<sup>th</sup>* - Ice Storm, Solid Fog.

**Spells Available** (6/8/7/7/7/0/0/0/0 - Sorcerer)

**Transformation Time Changes:** Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

## The Lesser Vampire Dragons:

- **Female Adult Red Vampire Dragon, Sorcerer 8.** AL: CE. CR17. Huge dragon (earth), AC: Human form 10, Hybrid form 18, Dragon form 29. HD: 22d12+110 (253 hp), Initiative +4 (+4 Improved Initiative). BAB +22. Grapple +41. Attacks: +31 Bite 2d8+11, +26 2 Claws 2d6 + 5, +26 2 Wings 1d8+5. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +31 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Breath cone of fire 12d10 DC 26 50ft/15m, Frightful presence, Spell-like abilities Locate object. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form DR5/magic, Energy drain from dragons, Darkvision, Low-light Vision. SR:21. Caster level: 8. Save: Fort +18, Ref +13, Will +17. Abilities: Str 33, Dex 10, Con -, Int 16, Wis 16, Cha 19. Spells available: 6/8/7/6/4/0/0/0/0 (Sorcerer). Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

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Spells known (8/5/3/2/1/0/0/0/0 - Sorcerer): 0<sup>th</sup> -- Acid Splash, Detect Magic, Flare, Ghost Sound, Mage Hand, Mending, Ray of Frost, Read Magic. 1<sup>st</sup> -- Expeditious Retreat, Feather Fall, Hold Portal, Reduce Person, Sleep. 2<sup>nd</sup> -- False Life, Fox's Cunning, Invisibility. 3<sup>rd</sup> -- Major Image, Unweave Magic. 4<sup>th</sup> -- Dimension Door.

- 2 Male Young Adult Red Vampire Dragons, Sorcerers 7.** AL: CE. CR15. Huge dragon (earth), AC: Human form 10, Hybrid form 18, Dragon form 26. HD: 19d12+95 (224 and 208 hp), Initiative +4 (+4 Improved Initiative). BAB +19. Grapple +37. Attacks: +27 Bite 2d8+11, +22 2 Claws 2d6 + 5, +22 2 Wings 1d8+5. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +27 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Breath cone of fire 10d10 DC 24 50ft/15m, Frightful presence, Spell-like abilities Locate object. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form DR5/magic, Energy drain from dragons, Darkvision, Low-light Vision. SR:19. Caster level: 7. Save: Fort +16, Ref +11, Will +13. Abilities: Str 31, Dex 10, Con -, Int 14, Wis 14, Cha 15. Spells available: 6/7/7/4/0/0/0/0/0 (Sorcerer). Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells known (7/5/3/2/0/0/0/0/0 - Sorcerer): 0<sup>th</sup> -- Acid Splash, Detect Magic, Flare, Ghost Sound, Mage Hand, Ray of Frost, Read Magic. 1<sup>st</sup> -- Expeditious Retreat, Feather Fall, Hold Portal, Reduce Person, Sleep. 2<sup>nd</sup> -- False Life, Fox's Cunning, Invisibility. 3<sup>rd</sup> -- Major Image, Unweave Magic.

- Female Juvenile Red Vampire Dragon, Wizard 5.** AL: CE. CR12. Large dragon (earth), AC: Human form 10, Hybrid form 18, Dragon form 26. HD: 16d12+95 (224 and 208 hp), Initiative +4 (+4 Improved Initiative). BAB +16. Grapple +29. Attacks: +24 Bite 2d8+11, +22 2 Claws 2d6 + 5, +22 2 Wings 1d8+5. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +27 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Breath cone of fire 10d10 DC 24 50ft/15m, Frightful presence, Spell-like abilities Locate object. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form DR5/magic, Energy drain from dragons, Darkvision, Low-light Vision. SR:19. Caster level: 5. Save: Fort +14, Ref +10, Will +12. Abilities: Str 29, Dex 10, Con -, Int 15, Wis 14, Cha 14. Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells ready (7/5/3/2/0/0/0/0/0 - Wizard): 0<sup>th</sup> -- Acid Splash, Detect Magic, Flare, Ghost Sound, Mage Hand, Ray of Frost, Read Magic. 1<sup>st</sup> -- Expeditious Retreat, Feather Fall, Hold Portal, Reduce Person, Sleep. 2<sup>nd</sup> -- False Life, Fox's Cunning, Invisibility. 3<sup>rd</sup> -- Major Image, Unweave Magic.

- Male Adult Blue Vampire Dragon, Sorcerer 8.** AL: LE. CR18. Huge dragon (earth), AC: Human form 10, Hybrid form 18, Dragon form 28. HD: 21d12+105 (241 hp), Initiative +4 (+4 Improved Initiative). BAB +21. Grapple +37. Attacks: +27 Bite 2d8+8, +22 2 Claws 2d6 + 4, +22 2 Wings 1d8+4. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +27 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Breath line of lightning 12d8 DC 25 100ft/30m, Frightful presence, Spell-like abilities Create/Destroy Water, Ventriloquism. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form DR5/magic, Energy drain from dragons, Sound imitation, Darkvision, Low-light Vision. SR:21. Caster level: 8. Save: Fort +17, Ref +12, Will +15. Abilities: Str 27, Dex 10, Con -, Int 16, Wis 16, Cha 17. Spells available: 6/7/7/6/3/0/0/0/0 (Sorcerer). Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells known (8/5/3/2/1/0/0/0/0 - Sorcerer): 0<sup>th</sup> -- Acid Splash, Detect Magic, Flare, Ghost Sound, Mage Hand, Ray of Frost, Read Magic, Resistance. 1<sup>st</sup> -- Feather Fall, Hold Portal, Magic Missile, Reduce Person, Sleep. 2<sup>nd</sup> -- Fog Cloud, Gust of Wind, Invisibility. 3<sup>rd</sup> -- Fireball, Unweave Magic. 4<sup>th</sup> -- Solid Fog.

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- Female Young Adult Blue Vampire Dragon, Sorcerer 7.** AL: LE. CR13. Large dragon (earth), AC: Human form 10, Hybrid form 18, Dragon form 26. HD: 18d12+72 (189 hp), Initiative +4 (+4 Improved Initiative). BAB +18. Grapple +28. Attacks: +23 Bite 2d6+6, +22 2 Claws 1d8 + 3, +22 2 Wings 1d6+3. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +23 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Breath line of lightning 10d8 DC 23 80ft/24m, Frightful presence, Spell-like abilities Create/Destroy Water. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form DR5/magic, Energy drain from dragons, Sound imitation, Darkvision, Low-light Vision. SR: 19. Caster level: 7. Save: Fort +15, Ref +11, Will +13. Abilities: Str 23, Dex 10, Con -, Int 14, Wis 14, Cha 15. Spells available: 6/7/7/4/0/0/0/0/0 (Sorcerer). Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells known (7/5/3/2/0/0/0/0/0 - Sorcerer): 0<sup>th</sup> -- Acid Splash, Detect Magic, Ghost Sound, Mage Hand, Ray of Frost, Read Magic, Resistance. 1<sup>st</sup> -- Feather Fall, Hold Portal, Magic Missile, Reduce Person, Sleep. 2<sup>nd</sup> -- Fog Cloud, Gust of Wind, Invisibility. 3<sup>rd</sup> -- Fireball, Unweave Magic.

- Female Juvenile Adult Blue Vampire Dragon, Sorcerer 4.** AL: LE. CR10. Large dragon (earth), AC: Human form 10, Hybrid form 18, Dragon form 23. HD: 15d12+45 (142 hp), Initiative +4 (+4 Improved Initiative). BAB +15. Grapple +23. Attacks: +18 Bite 2d6+4, +22 2 Claws 1d8 + 2, +22 2 Wings 1d6+2. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +18 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Breath line of lightning 8d8 DC 20 80ft/24m, Frightful presence, Spell-like abilities Create/Destroy Water. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form Energy drain from dragons, Sound imitation, Darkvision, Low-light Vision. SR: 19. Caster level: 7. Save: Fort +12, Ref +9, Will +11. Abilities: Str 19, Dex 10, Con -, Int 14, Wis 14, Cha 15. Spells available: 6/7/4/0/0/0/0/0/0 (Sorcerer). Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells known (6/3/1/0/0/0/0/0/0 - Sorcerer): 0<sup>th</sup> -- Acid Splash, Detect Magic, Ghost Sound, Ray of Frost, Read Magic, Resistance. 1<sup>st</sup> -- Hold Portal, Magic Missile, Reduce Person. 2<sup>nd</sup> -- Invisibility.

- 2 Female Mature Adult Green Vampire Dragons, Wizard 7.** AL: LE. CR18. Huge dragon (air), AC: Human form 10, Hybrid form 18, Dragon form 30. HD: 23d12+115 (241 and 279 hp), Initiative +4 (+4 Improved Initiative). BAB +23. Grapple +40. Attacks: +30 Bite 2d8+9, +25 2 Claws 2d6+5, +25 2 Wings 1d8+5. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +30 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Cone of corrosive acid gas 14d6 DC 26 50ft/15m, Frightful presence, Spell-like abilities Water Breathing, Suggestion 3x daily. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form DR10/magic, Energy drain from dragons, Darkvision, Low-light Vision. SR:22. Caster level: 7. Save: Fort +18, Ref +13, Will +16. Abilities: Str 29, Dex 10, Con -, Int 17, Wis 16, Cha 16. Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells ready (4/5/4/3/1/0/0/0/0 - Wizard): 0<sup>th</sup> -- Detect Magic, Ghost Sound, Ray of Frost, Read Magic. 1<sup>st</sup> -- Expeditious Retreat, Feather Fall, Hold Portal, Reduce Person, Sleep. 2<sup>nd</sup> -- False Life, Fog Cloud, Invisibility, Mirror Image. 3<sup>rd</sup> -- Fireball, Stinking Cloud, Unweave Magic. 4<sup>th</sup> -- Stoneskin.

- Male Adult Green Vampire Dragon, Wizard 5.** AL: LE. CR15. Huge dragon (air), AC: Human form 10, Hybrid form 18, Dragon form 27. HD: 20d12+100 (230 hp), Initiative +4 (+4 Improved Initiative). BAB +20. Grapple +36. Attacks: +26 Bite 2d8+8, +21 2 Claws 2d6+4, +21 2 Wings 1d8+4. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +26 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Cone of corrosive acid gas 12d6 DC 25 50ft/15m, Frightful presence, Spell-like abilities Water Breathing, Suggestion 3x daily.

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SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form DR5/magic, Energy drain from dragons, Darkvision, Low-light Vision. SR:21. Caster level: 5. Save: Fort +17, Ref +12, Will +15. Abilities: Str 27, Dex 10, Con -, Int 17, Wis 16, Cha 16. Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells ready (4/4/3/2/0/0/0/0/0 - Wizard): 0<sup>th</sup> -- Detect Magic, Ghost Sound, Read Magic. 1<sup>st</sup> -- Feather Fall, Hold Portal, Reduce Person, Sleep. 2<sup>nd</sup> -- Fog Cloud, Invisibility, Mirror Image. 3<sup>rd</sup> -- Fireball, Unweave Magic.

- **Male Juvenile Green Vampire Dragon, Sorcerer 3.** AL: LE. CR15. Large dragon (air), AC: Human form 10, Hybrid form 18, Dragon form 22. HD: 14d12+42 (133 hp), Initiative +4 (+4 Improved Initiative). BAB +14. Grapple +22. Attacks: +17 Bite 2d6+4, +12 2 Claws 1d8+2, +12 2 Wings 1d6+2. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +17 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Cone of corrosive acid gas 8d6 DC 20 40ft/12m, Frightful presence, Spell-like abilities Water Breathing. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form Energy drain from dragons, Darkvision, Low-light Vision. SR: None. Caster level: 3. Save: Fort +12, Ref +9, Will +11. Abilities: Str 19, Dex 10, Con -, Int 14, Wis 14, Cha 15. Spells available: 6/6/0/0/0/0/0/0/0 (Sorcerer). Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells known (5/3/0/0/0/0/0/0/0 - Sorcerer): 0<sup>th</sup> -- Daze, Detect Magic, Ghost Sound, Read Magic, Resistance. 1<sup>st</sup> -- Feather Fall, Hold Portal, Sleep.

- **2 Male Mature Adult Black Vampire Dragons, Sorcerer 6.** AL: LE. CR16. Huge dragon (water), AC: Human form 10, Hybrid form 18, Dragon form 29. HD: 23d12+115 (241 and 279 hp), Initiative +4 (+4 Improved Initiative). BAB +22. Grapple +38. Attacks: +28 Bite 2d8+8, +23 2 Claws 2d6+4, +23 2 Wings 1d8+4. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +28 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Line of Acid 14d4 DC 26 100ft/30m, Frightful presence, Spell-like abilities Water breathing, Corrupt Water 1x daily, Darkness 3x daily. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form DR10/magic, Energy drain from dragons, Darkvision, Low-light Vision. SR:23. Caster level: 6. Save: Fort +18, Ref +13, Will +15. Abilities: Str 27, Dex 10, Con -, Int 14, Wis 14, Cha 15. Spells available: 6/7/6/3/0/0/0/0/0 (Sorcerer). Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells known (7/4/2/1/0/0/0/0/0 - Sorcerer): 0<sup>th</sup> -- Daze, Dancing Lights, Detect Magic, Ghost Sound, Ray of Frost, Read Magic, Resistance. 1<sup>st</sup> -- Feather Fall, Hold Portal, Reduce Person, Sleep. 2<sup>nd</sup> -- Fog Cloud, Invisibility. 3<sup>rd</sup> -- Unweave Magic.

- **Young Female Adult Black Vampire Dragon, Sorcerer 4.** AL: LE. CR11. Large dragon (water), AC: Human form 10, Hybrid form 18, Dragon form 24. HD: 16d12+48 (152 hp), Initiative +4 (+4 Improved Initiative). BAB +16. Grapple +24. Attacks: +19 Bite 2d6+4, +14 2 Claws 1d8+2, +14 2 Wings 1d6+2. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +19 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Line of Acid 10d4 DC 21 80ft/24m, Frightful presence, Spell-like abilities Water breathing, Darkness 3x daily. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form DR5/magic, Energy drain from dragons, Darkvision, Low-light Vision. SR:23. Caster level: 4. Save: Fort +13, Ref +10, Will +11. Abilities: Str 19, Dex 10, Con -, Int 12, Wis 12, Cha 13. Spells available: 6/6/3/0/0/0/0/0/0 (Sorcerer). Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

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Spells known (6/3/1/0/0/0/0/0/0 - Sorcerer): *0<sup>th</sup>* -- Daze, Dancing Lights, Detect Magic, Ray of Frost, Read Magic, Resistance. *1<sup>st</sup>* -- Feather Fall, Reduce Person, Sleep. *2<sup>nd</sup>* -- Invisibility.

- **Juvenile Female Black Vampire Dragon, Wizard 4.** AL: LE. CR9. Medium dragon (water), AC: Human form 10, Hybrid form 18, Dragon form 22. HD: 13d12+26 (110 hp), Initiative +4 (+4 Improved Initiative). BAB +16. Grapple +16. Attacks: +16 Bite 1d8+3, +14 2 Claws 1d6+1, +14 2 Wings 1d4+1. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +16 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Line of Acid 8d4 DC 18 60ft/18m, Spell-like abilities Water breathing, Darkness 3x daily. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form Energy drain from dragons, Darkvision, Low-light Vision. SR: None. Caster level: 4. Save: Fort +10, Ref +8, Will +8. Abilities: Str 17, Dex 10, Con -, Int 11, Wis 10, Cha 10. Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells ready (4/3/2/0/0/0/0/0/0 - Wizard): *0<sup>th</sup>* -- Dancing Lights, Detect Magic, Read Magic, Resistance. *1<sup>st</sup>* -- Feather Fall, Reduce Person, Sleep. *2<sup>nd</sup>* -- Fog Cloud, Invisibility.

- **2 (1 Male, 1 Female) Adult White Vampire Dragons, Wizard 5.** AL: LE. CR12. Large dragon (cold), AC: Human form 10, Hybrid form 18, Dragon form 26. HD: 18d12+72 (195 and 173 hp), Initiative +4 (+4 Improved Initiative). BAB +18. Grapple +28. Attacks: +23 Bite 2d6+6, +18 2 Claws 1d6+3, +18 2 Wings 1d4+3. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +23 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Cone of Cold 6d6 DC 23 40ft/12m, Frightful presence, Spell-like abilities Ice walking, Gust of Wind 1x daily, Fog Cloud 3x daily. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form DR5/magic, Energy drain from dragons, Darkvision, Low-light Vision. SR:18. Caster level: 5. Save: Fort +15, Ref +11, Will +11. Abilities: Str 23, Dex 10, Con -, Int 12, Wis 11, Cha 10. Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells ready (4/4/2/1/0/0/0/0/0 - Wizard): *0<sup>th</sup>* -- Daze, Dancing Lights, Detect Magic, Ray of Frost, Read Magic, Resistance. *1<sup>st</sup>* -- Feather Fall, Hold Portal, Reduce Person, Sleep. *2<sup>nd</sup>* -- Fog Cloud, Invisibility. *3<sup>rd</sup>* -- Unweave Magic.

- **2 (1 Male, 1 Female) Young Adult White Vampire Dragons, Wizard 3.** AL: LE. CR10. Large dragon (cold), AC: Human form 10, Hybrid form 18, Dragon form 26. HD: 15d12+45 (130 and 156 hp), Initiative +4 (+4 Improved Initiative). BAB +15. Grapple +23. Attacks: +18 Bite 2d6+4, +18 2 Claws 1d8+2, +18 2 Wings 1d6+2. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +18 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Cone of Cold 5d6 DC 20 40ft/12m, Frightful presence, Spell-like abilities Ice walking, Fog Cloud 3x daily. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form DR5/magic, Energy drain from dragons, Darkvision, Low-light Vision. SR:18. Caster level: 3. Save: Fort +15, Ref +11, Will +11. Abilities: Str 19, Dex 10, Con -, Int 18, Wis 8, Cha 10. Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells ready (4/2/1/0/0/0/0/0/0 - Wizard): *0<sup>th</sup>* -- Dancing Lights, Detect Magic, Read Magic, Resistance. *1<sup>st</sup>* -- Feather Fall, Sleep. *2<sup>nd</sup>* -- Invisibility.

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- Female Juvenile White Vampire Dragon, Sorcerer 1.** AL: LE. CR10. Medium dragon (cold), AC: Human form 10, Hybrid form 18, Dragon form 26. HD: 12d12+24 (102 hp), Initiative +4 (+4 Improved Initiative). BAB +12. Grapple +15. Attacks: +15 Bite 1d8+3, +18 2 Claws 1d6+1, +18 2 Wings 1d4+1. SA: All forms Vampire Domination, Command Realms Draconians; Hybrid form Slam +15 (1d6 + 11 + energy drain), DR 10/magic & silver, energy drain; Dragon form Cone of Cold 4d6 DC 18 40ft/12m, Spell-like abilities Ice walking, Fog Cloud 3x daily. SQ: All forms immune poison, paralysis, dragon breath, cold, heat, electricity, gas; Human form immune holy water, holy symbols; Hybrid form Spider Climb, permanent Blink; Dragon form Energy drain from dragons, Darkvision, Low-light Vision. SR: None. Caster level: 1. Save: Fort +10, Ref +8, Will +8. Abilities: Str 17, Dex 10, Con -, Int 8, Wis 8, Cha 11. Spells available: 5/3/0/0/0/0/0/0/0 (Sorcerer). Transformation time changes: Human to hybrid, 2 rounds; human to dragon, 20 rounds; hybrid to human, 2 rounds; hybrid to dragon, 10 rounds; dragon to human, 20 rounds; dragon to hybrid, 2 rounds.

Spells known (4/2/0/0/0/0/0/0/0 - Wizard): 0<sup>th</sup> -- Dancing Lights, Detect Magic, Read Magic, Resistance. 1<sup>st</sup> -- Feather Fall, Sleep.

### The Draconians:

How many draconians there are in the ruins of Castle Perilous is dependent upon the date upon which the PCs reach the ruins and the number of draconians from the ruins that already have been slain. This information is in the tracking tables in Segments 6 and 7 - *The Great Dale* and *Bloodstone*. The numbers listed below are the totals that should be available (without subtracting the slain) at mid-Flamerule, when the battle begins.--

Spell-using draconians do not choose their own spells freely but rather are required to learn the spells of the day. These are listed below along with the descriptions of the various kinds of draconians. The hit point tables each contain 50 random hp rolls for the type of draconian being described. In battle, you can go through the 50 fields and then start again at the first field.

Full descriptions of all of the draconian types can be found in the section of this book entitled *New Unofficial Monsters*.

- 600 Troll Draconians.**

Large monstrous humanoid. AL:LE. Challenge Rating: 8. Hit Dice: 8d8+24. Initiative: +6 (+2 Dex, Improved Initiative). Speed: 40ft/12m. AC: 17 (+2 Dex, -1 size, +6 natural). Attacks: 2 Claws +11/+6 melee. Damage: Claw 1d6+4. Face/Reach: 10x5ft/300x150cm, 10ft/3m. SA: Spells, Flame Shroud, Ball Lightning. Special Qualities: DR 10/magic, Transformation, Darkvision, Regeneration +3. Saves: Fortitude +5, Reflex +8, Will +5. Abilities: Str 19, Dex 15, Con 16, Int 18, Wis 8, Cha 16. Skills: Climb +12, Concentration +14, Intimidate +6, Jump +8, Listen +3, Spot +3. Feats: Improved Initiative, Combat Reflexes, Combat Casting. Spells available: 6/7/7/6/3/0/0/0/0 (as Sorcerer 8).

Spells known (as Sorcerer 8): 8/5/3/2/1/0/0/0/0: 0<sup>th</sup> - Acid Splash, Dancing Lights, Daze, Detect Magic, Ray of Frost, Read Magic, Resistance. 1<sup>st</sup> -Feather Fall, Hypnotism, Magic Missile, Sleep, True Strike. 2<sup>nd</sup> - Melf's Acid Arrow, Flaming Sphere, Protection from Arrows. 3<sup>rd</sup> - Fireball, Lightning Bolt. 4<sup>th</sup> - Wall of Fire.

#### Hit point table - Troll Draconians

77	71	65	53	52	65	61	63	67	63
61	60	49	57	53	50	61	63	60	58
66	53	66	69	45	62	72	54	62	42
66	48	53	68	72	69	58	56	71	66
59	57	56	72	59	45	55	60	62	49

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- 600 Ogre Draconians.**

Large monstrous humanoid. Challenge Rating: 5. HD: 6d8+21. Initiative: +6 (+2 Dex, Improved Initiative). Speed: Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m. AC: 17 (+2 Dex, -1 size, +6 natural). Attacks: Claw +9/+4 melee or long sword +9/+4 melee and Tail +4/+1 melee. Damage: Claw 1d6+4, long sword 1d8+4, tail 1d4+6. Face/Reach: 10x5ft/300x150cm, 10ft/3m. SA: -. SQ: Shape changing. SR 15. Saves: Fortitude +5, Reflex +7, Will +4. Abilities: Str 19, Dex 15, Con 16, Int 10, Wis 8, Cha 5. Skills: Bluff +11, Disguise +11, Jump +10, Spot +5. Feats: Improved Initiative, Toughness.

**Hit point table - Ogre Draconians**

49	46	47	44	57	56	42	47	41	42
54	48	45	50	47	40	47	51	54	46
44	46	48	49	52	42	49	47	51	53
50	45	46	49	42	53	58	36	46	48
38	44	55	46	53	48	58	49	51	51

- 80 Hobgoblin Draconians**

Medium size monstrous humanoid. Challenge Rating: 4. Hit Dice: 4d8+8 (22 hp). Initiative: +5 (+1 Dex, Improved Initiative). Speed: Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m. AC: 17 (+1 Dex, +6 Natural). Attacks: Claw +6 melee or long sword + 6 melee. Damage: Claw 1d4+2 or long sword 1d8+2. Face/Reach: 5x5ft/150x150cm, 5ft/150cm. SA: Spells as Sorcerer 4. SQ: Explosive bones. Saves: Fortitude +3, Reflex +5, Will +3. Abilities: Str 15, Dex 13, Con 14, Int 8, Wis 8, Cha 16. Skills: Concentration +9, Climb +7 Dweomercraft +3, Listen +3, , Spot +3. Feats: Improved Initiative, Combat Casting. Spells available: 6/7/4/0/0/0/0/0/0 (as Sorcerer 4).

Spells known (as Sorcerer 8): 6/3/1/0/0/0/0/0/0: 0<sup>th</sup> - Acid Splash, Daze, Detect Magic, Ray of Frost, Read Magic, Resistance. 1<sup>st</sup> - Hypnotism, Magic Missile, True Strike. 2<sup>nd</sup> - Protection from Arrows.

**Hit point table - Hobgoblin Draconians**

24	25	21	32	22	27	24	24	30	27
27	25	25	33	26	36	25	32	23	28
21	26	18	25	27	30	26	27	30	23
32	24	28	32	28	28	23	23	29	35
28	28	29	24	22	31	25	34	19	28

- 3,700 Orc Draconians**

Medium size monstrous humanoid. Challenge Rating: 2. Hit Dice: 3d8+6 (16 hp). Initiative: +3 (-1 Dex, Improved Initiative). Speed: Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m. AC: 13 (-1 Dex, +4 natural). Attacks: Claws +6 melee or long sword +6 melee. Damage: Claw 1d4+3 or long sword 1d8+3. Face/Reach: 5x5ft/150x150cm, 5ft/150cm. SA: Poison. SQ: Acid puddle. Saves: Fortitude +3, Reflex +2, Will +2. Abilities: Str 16, Dex 9, Con 15, Int 8, Wis 8, Cha 5. Skills: Climb +7, Intimidate +1, Jump +7\*, Listen +3, Spot +3. Feats: Improved Initiative.

**Hit point table - Orc Draconians**

26	14	29	19	18	26	18	19	24	25
21	20	22	26	19	20	25	18	18	14
19	23	19	23	24	16	21	21	17	20
17	16	21	24	24	24	20	25	17	20
28	21	20	19	16	27	19	16	18	19



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### • 4,750 Goblin Draconians

Small monstrous humanoid. Challenge Rating: 1. Hit Dice: 2d8+4 (11 hp). Initiative: +4 Improved initiative. Speed: Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m. AC: 15 (+1 size, +4 natural). Attacks: Claws +5 melee or short sword +5 melee. Damage: Claw 1d3+2 or short sword 1d6+2. Face/Reach: 5x5ft/150cm, 5ft/150cm. Special Attacks: -. Special Qualities: Self-Petrification. Saves: Fortitude +2, Reflex +3, Will +2. Abilities: Str 15, Dex 10, Con 14, Int 8, Wis 8, Cha 5. Skills: Climb +6, Hide +9, Listen +3, Spot +4. Feats: Improved Initiative.

#### Hit point table - Goblin Draconians

13	11	17	14	15	17	10	14	13	11
8	17	12	10	6	11	13	15	11	16
18	20	17	12	16	16	10	10	14	17
12	12	10	11	11	16	11	16	14	10
19	16	13	23	12	15	19	19	13	10

### Sir Targhomet:

#### Male Adult Gold Dragon, Paladin of Bahamut 12, AL:LG.

**CR:** 24

**Size:** *Human form* - 6' 1"/185 cm tall; *Dragon form* - huge dragon (fire) (32 feet/9.6 meters)

**AC:** *Human form* - AC+4 (0 Dex, Scale armor +4, armor check penalty -4, Speed 20ft/6m), *Dragon form* - AC30 (-2 size, +22 natural, touch 8, flat-footed 30).

**HD:** 23d12 + 115 (as dragon); hp 264 + Paladin 12

**Initiative:** +4 (0 Dex, +4 Improved Initiative)

**Speed:** *Human form* - 30 ft/9m (With armor 20ft/6m); *Dragon form* - 60 ft/18m, Swim 60ft/18m, Fly (poor) 200ft/60m.

**Attack** - *Human form*: +37/+32/+27/+22 Bahamut's Holy Avenger Long Sword (1d8++16)(Holy cold iron long sword +5, SR +5, *Greater Unweave Magic* 1x round are only at lvl 12); *Dragon form* - Base attack +23, Grapple +42, Full attack melee +32 (2d8 + 11, bite), +34 (2d6 + 6, 2 claws), +34 (1d8 + 6, wings)

**Space/reach:** *Human form* - 5 ft/150cm; *Dragon form* - 15/10 ft-4.5/3m (bite 15ft/4.5m)

**Special attacks:** *Human form* - . *Dragon Form* - 2 Breath weapons - Cone of Fire, 50ft/15m (12d10, SV Reflex DC 26 for half) or Cone of Weakening Gas (SV Fortitude DC 26 or 5 points Strength damage), Frightful presence creatures under lvl 23, SV Will DC 26 within 300ft/90m or shaken 4d6 rounds. *Both forms* - Spell-like abilities: *Alternate Form* (Su) 3x daily, *Detect Evil* at will, *Water breathing* (Ex) 3x daily, *Bless* 3x daily, *Luck Bonus* (SV +1 for all within 50ft/15m radius from dragon for 1d3+15hours, 1x daily, *Remove Disease* 3x weekly.

**Special qualities:** *All forms* -Immunity to fire, vulnerability to cold, Damage reduction 5/magic, Darkvision 120 feet/36m, Low-light vision, Aura of Good, Divine Grace, Lay on Hands, Aura of Courage, Divine Health, Turn Undead 8x daily as Cleric 9, Smite Evil 3x daily. *Human form* - Special Mount. *Dragon form* -.

**Spell resistance:** 23

**Caster level:** Sorcerer lvl 7, Paladin lvl 12.

**Save:** Fortitude +18, Reflex +13, Will +18.

**Abilities:** Str 33, Dex 10, Con 21, Int 20, Wis 21, Cha 20.

**Skills:** Bluff +13, Concentration +20, Diplomacy +30, Disguise +28, Dweomercraft +28, Hide -1, Intimidate +24, Jump +46, Knowledge (arcana) +20, Knowledge (local) +25, Knowledge (religion) +15, Listen +30, Move Silently +7, Search +28, Sense motive +27, .Swim +19, Survival +15.

**Feats:** Alertness, Flyby Attack, Improved Initiative, Leadership, Negotiator, Power Attack, Stealthy, Wingover.

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**Sorcerer Spells Known** (7/5/3/2/0/0/0/0/0): *0<sup>th</sup>* - Detect Magic, Detect Poison, Disrupt Undead, Light, Mending, Read Magic. *1<sup>st</sup>* - Charm Person, Comprehend Languages, Detect Undead, Feather Fall, True Strike. *2<sup>nd</sup>* - Arcane Lock, Detect Thoughts, Locate Object. *3<sup>d</sup>* - Arcane Sight, Unweave Magic.

**Sorcerer Spells Available** (6/8/7/5/0/0/0/0/0).

**Paladin Spells Ready** (0/3/2/2/0/0/0/0/0): *0<sup>th</sup>* -. *1<sup>st</sup>* - Cure Light Wounds, Resistance, Restoration Lesser. *2<sup>nd</sup>* - Remove Paralysis, Zone of Truth. *3<sup>d</sup>* - Cure Moderate Wounds, Remove Curse.

**Treasure:** Bahamut's Holy Avenger long sword, Talisman of Bahamut (*Greater Teleport* at will, *Teleport Object* at will, Talisman invisible and protected by a *Dweomer Shield* at will).

Sir Targhomet is the youngest member of a clandestine band of four gold dragons in Mulhorand that serve the Lord of the North Wind, great gold dragon deity Bahamut, the nemesis of Tiamat. The draconic paladin is the youngest member of the band, which also includes a wizard and two priests in Bahamut's service. The four dragons live secretly in the Mulhorandi city of Skuld, appearing for all practical purposes to be reclusive human scholars of ancient lore. They never appear in their true draconic form in the city.

The four gold dragons have their real lairs in the Griffon Mountains above Durpar, where they have a distant overview of Raurin Desert. They never appear in their true dragon form in Skuld, reserving that for the time they spend in their mountain lairs. From the mountains, they also make regular reconnaissance flights over Raurin and the Purple Wastes, to mark the presence of intruders in the lost lands and, when possible, to determine what they are doing there. In most cases, however, the dragons have noted that few who enter the wastes and the desert ever return from them.



*Symbol of Bahamut,  
Herald of Sir Targhomet*

Bahamut is an ancient dragon deity. His church already was strong in the days of the Imaskari Raurin Empire, in an age when many modern Faerûnian deities had not yet attained godhood. He and his priests watched as the Imaskari and their god kings destroyed their own nation and allowed the once majestic empire to become buried beneath desert sand.

Since the fall of the Raurin Empire, Bahamut has made it one of his main goals to assure that the evil secrets of the ancient Imaskari magic do not again see the light of day upon Abeir-Toril. Above all, he wishes to see that modern day men do not come into the secrets of magic that evil dragons once shared with the wizards and sorcerers of the Raurin Empire.

Bahamut knows the tale of Grafvitnir, although he does not know what became of the great red dragon. He is aware that Grafvitnir obtained dvergr secrets of the magic that extends longevity through renewal. He knows that Grafvitnir fled northward, but he knows nothing of what became of him in the North.

Tiamat is the goddess he watches most carefully, because she is Bahamut's opposite, and she is concentrating a dangerous degree of effort upon the gaining of power as quickly as possible. Bahamut's attention first fell upon the adventure in which the PCs are involved after Tiamat had taken Kargmelchina as an avatar, and signs began appearing that Imaskari magic was in use in the area into which she had moved.

Bahamut's picture of events is somewhat confused. He senses the Imaskari magic being used by Kargmelchina and also by Shandaril, but he attributes all of it to Tiamat. He assumes that Grafvitnir either is dead or in an extended magical sleep somewhere in the north. He thinks the greater likelihood is that Grafvitnir is long dead. He believes that Tiamat has found Grafvitnir's cache of Imaskari magic and is starting to use it to gain power in the Realms.

Bahamut also believes that Tiamat has set Imaskari Sigylls of Contagion upon a band of adventurers who have crossed Faerûn slaying her enemies, and he believes that the band is headed now to her lair, perhaps to become her servants.

With divine guidance, Bahamut communicated this information to his high priest in Skuld, asking him to observe what Tiamat is doing in Vaasa. The high priest, in turn, assigned this mission to the paladin, Sir Targhomet, who followed Tiamat's trail to the ruins of Castle Perilous, where the foe used magic more powerful than his own to subdue him.

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Since Sir Targhomet's capture, the vampire dragon Ragzigul Szurkh has seen to it that the gold dragon is kept too weak to be able to heal himself or use any of his other magical abilities. He has done this by banning the *Alternate Form* magic Sir Targhomet used to assume human form and then ordering other vampire dragons to feed regularly on his dragon blood.

The feeding has reduced Sir Targhomet to 1 of Constitution and 1-3 hit points as well as leaving the gold dragon as good as helpless. He can do nothing to but breathe and occasionally drink the well water and eat the foul goblin meat that is fed to him. Whenever Sir Targhomet is on the verge of gaining a fourth hit point, a vampire dragon returns and feeds again upon his blood, reducing him once more to 1 hit point.

Sir Targhomet can, of course, be healed by others, such as the PC group, when and if it finds him. The special loss of Constitution points through vampire dragon feeding can be regained *only* as follows: For every 15 HP regained through healing, Sir Targhomet will regain 1 Point Constitution, until he at last once more has 21 points Constitution. He will be able to call upon his talisman and to use his spell-like abilities and special qualities when he reaches 11 points Constitution and he will be able to use Sorcerer and Paladin spells when he reaches 13 points Constitution. His physical condition and combat abilities will remain weakened until he has regained all 21 lost points.

However, not all things in the ruins of Castle Perilous affect the gold dragon negatively. The magic of the Pool of Blood affects Sir Targhomet in a much different manner than it affects chromatic dragons. The pool's magic opens to Sir Targhomet's mind the thoughts of all evilly-aligned creatures that are anywhere on Dungeon Level F, where he is being held.

As a result, he knows the thoughts of Szurkh and all of the other vampire dragons and other dungeon denizens who have been upon Level F. He also knows what Kargmelchina and Sammaster have thought during the few times that they visited that level. However, if the paladin leaves Level F, he will be too far removed from the Pool of Blood for this effect to continue working, and he will lose it immediately. Sir Targhomet does not know what the source of this ability is.

If the PCs encounter Sir Targhomet, it is almost certain that they will do so on Level F of the dungeon beneath the ruins of Castle Perilous. Their charismas will not influence him in any manner. If the PC party has no evilly-aligned members (which he will be able to detect despite magical protections, if they encounter him upon Level F), his initial reaction will be neutral and cautious but hopeful. If the party does have one or more evilly aligned members, his reaction will be negative and defensive.

His reaction will improve, the more the PCs leave a favorable impression, but it will become positive only if they succeed in freeing and healing him. If he is aware that the PCs are the sigyll bearers, he also will be somewhat guarded until he learns what dealings they have conducted under the influence of the sigylls, even if he has been healed. However, if he is convinced that the PCs want to defeat Kargmelchina and Sammaster, he will offer them his partnership as long as they remain in the ruins.

If he is healed, Sir Targhomet immediately will use his *Alternate Form* ability to assume human form, because he can fight much better within the confines of the dungeon in this form than in his dragon form. He also will call immediately upon his talisman to teleport his holy sword, his armor, his horse, etc., from Bahamut's home in the Seven Heavens to him.

Sir Targhomet can lead the PCs out of Part 7 of *Northern Journey* and into the optional Part 8. He will accompany the PCs as far as the depths, leading them as well as he can to their goals and fighting for them, but he will not follow them into the Abyss.

Although Sir Targhomet knows the basic tale of Grafvitnir, he will not tell it in detail unless it is absolutely necessary. Grafvitnir's story is considered to be a secret of Bahamut's priests, and for that reason, the paladin will avoid disclosing it.

However, he will not lie either. If the PCs ask whether he knows of Grafvitnir, he will acknowledge that he does. If they ask more specific questions, he will attempt to avoid answering them without lying by giving truthful but evasive answers such as the following:

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*Where I come from, there still are a few who know Grafvitnir's name, but little knowledge remains of him. It is said that he was a red dragon who took the form of a human wizard and was very important in the old Raurin Empire. When the empire fell, it is said that he fled successfully, but his destination is unknown, and it also is unknown if he reached it.*

If the PCs press him for more information, he will avoid saying what he personally knows and instead gives answer with phrases such as *it is said* and *it is believed*. If the PCs attempt to press him for personal knowledge, his answer will be something to the effect of:

*It's hardly possible for me to know anything about Grafvinir. He vanished some 3,000 years ago. All one can know about Grafvitnir are the few bits and tidbits that are passed on about him. And it's hard to know which of them are true.*

### The Vaasan Dragon Cult Cell:

The hidden and still young Vaasan Dragon Cult Cell is headquartered on Level D of the ruins of Castle Perilous. Further descriptions can be found in the information on the ruins in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*.

- **Dark Scaly One Rinorgh**, human male, AL:LE, age 52, Specialty Priest of Tiamat 18, Vaasan Dragon Cult Cell. CR 18; Size M (5'6"/168cm. tall); HD 18d8; hp 79; Init +0; Speed 30 ft.; AC 10; Attack +14/+9/+4 melee, or +13/+8/+3 ranged; SV Fort +11, Ref +6, Will +16; AL LE; Str 13, Dex 11, Con 11, Int 10, Wis 18, Cha 20. Skills: Craft (Leatherworking) +17, Craft (Trapmaking) +8, Heal +27, Hide +0, Knowledge (Religion) +20, Listen +5, Move Silently +0, Spot +5; Feats: Combat Casting, Craft Staff, Empower Spell, Forge Ring, Run, Skill Focus (Craft (Leatherworking)), Skill Focus (Craft (Trapmaking)), Skill Focus (Heal). Domains: Death, Destruction. Spells available (Specialty Priest): 8/9/8/8/8/7/6/5/5/4.

**Spells known** (Specialty Priest): 9/5/5/5/5/4/4/3/3/2. 0<sup>th</sup> - Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Read Magic, Resistance. 1<sup>st</sup> - Bane, Cause Fear<sup>D</sup>, Comprehend Languages, Cure Light Wounds, Inflict Light Wounds, Shield of Faith. 2<sup>nd</sup> - Bear's Endurance, Bull's Strength, Cure Moderate Wounds, Death Knell<sup>D</sup>, Desecrate, Zone of Truth. 3<sup>rd</sup> - Bestow Curse, Blindness/Deafness, Contagion<sup>D</sup>, Cure Serious Wounds, Searing Light, Unweave Magic. 4<sup>th</sup> - Cure Critical Wounds, Death Ward, Discern Lies, Divine Power, Dragon Scales<sup>P</sup>, Restoration. 5<sup>th</sup> - Command Greater, Flame Strike, Raise Dead, Slay Living, Wall of Stone. 6<sup>th</sup> - Harm<sup>D</sup>, Heal, Sleep of Dragons<sup>P</sup>, Spawn of Tiamat<sup>P</sup>, Unweave Magic Greater. 7<sup>th</sup> - Blasphemy, Destruction, Disintegrate<sup>D</sup>, Resurrection. 8<sup>th</sup> - Antimagic Field, Earthquake<sup>D</sup>, Spell Immunity Greater, Unholy Aura. 9<sup>th</sup> - Implosion, True Resurrection, Wail of the Banshee<sup>D</sup>.

<sup>D</sup> Domain Spell, <sup>P</sup> Defined under Tiamat in *Powers & Pantheons*.

- **Wearer of the Purple Gardagha**, human female, AL:CE, age 48, Necromancer 17, Vaasan Dragon Cult Cell. CR 16; Size M (5'9"/175cm tall); HD 16d4+16; hp 71; Init +0; Speed 30 ft/9m; AC 10; Attack +8/+3 melee, or +8/+3 ranged; SV Fort +6, Ref +5, Will +13; AL CE; Str 10, Dex 11, Con 13, Int 18, Wis 16, Cha 10. Skills: Hide +0, Knowledge (Arcana) +19, Knowledge (Geography) +22, Knowledge (Local) +21, Knowledge (Nature) +22, Knowledge (Religion) +22, Listen +5, Move Silently +0, Spot +5. Feats: Alertness, Brew Potion, Craft Magic Arms and Armor, Craft Staff, Empower Spell, Eschew Materials, Extend Spell, Magical Aptitude, [Scribe Scroll], Toughness, Widen Spell.

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**Necromancer Spells Available** (5/7/6/6/6/5/5/3/2 - at least one of each level necromancy): 0<sup>th</sup> - Dancing Lights, Flare, Light, Touch of Fatigue (2). 1<sup>st</sup> - Chill Touch, Command Undead<sup>C</sup>, Feather Fall, Magic Missile, Obscuring Mist, Ray of Enfeeblement, True Strike. 2<sup>nd</sup> - Darkness, Death Armor<sup>C</sup>, Flaming Sphere, Protection from Arrows (2), Shatter. 3<sup>rd</sup> - Fireball (2), Ray of Paralysis<sup>C</sup>, Stinking Cloud, Unweave Magic (2). 4<sup>th</sup> - Bestow Curse, Ennervation, Fire Shield, Forcefend, Solid Fog, Spelltouch<sup>C</sup>. 5<sup>th</sup> - Cloudkill, Magic Jar, Pierce Magic Resistance, Symbol of Pain, Teleport, Thrice<sup>C</sup>. 6<sup>th</sup> - Chain Lightning, Circle of Death, Contingency, Dweomerburst<sup>C</sup>, Symbol of Fear. 7<sup>th</sup> - Finger of Death, Forcecage, Improved Thrice<sup>C</sup>, Prismatic Spray, Symbol of Weakness. 8<sup>th</sup> - Symbol of Death, Thrice Supreme<sup>C</sup>, Unlife<sup>C</sup>. 9<sup>th</sup> - Pierce Any Shield<sup>C</sup>, Wail of the Banshee

<sup>C</sup> Defined in the free *Cult of the Dragon* accessory.

**Permanent spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, Resistance (upon caster), See Invisibility, Tongues.

**Schools unavailable:** Enchantment, Illusion.

- **Red Ravager Thungbla**, human female, AL:LE, age 33, Specialty Priest of Tiamat 10, Vaasan Dragon Cult Cell. CR 10; Size M (5'3"/160cm tall); HD 10d8+10; hp 71; Init +0; Speed 30 ft/9m; AC 10; Attack +8/+3 melee, or +7/+2 ranged; SV Fort +8, Ref +3, Will +9; AL LE; Str 13, Dex 10, Con 12, Int 6, Wis 16, Cha 14. Skills: Hide +0, Knowledge (History) +4, Knowledge (Religion) +10, Listen +2, Move Silently +0, Profession (Miner) +10, Spot +2; Feats: Combat Casting, Craft Rod, Empower Spell, Leadership, Persuasive. Domains: Death, Destruction. Spells available (Specialty Priest): 8/7/7/6/5/4/0/0/0.

**Spells known** (Specialty Priest): 9/4/4/3/3/2/0/0/0. 0<sup>th</sup> - Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Read Magic, Resistance. 1<sup>st</sup> - Cure Light Wounds, Doom, Inflict Light Wounds<sup>D</sup>, Obscuring Mist, Sanctuary. 2<sup>nd</sup> - Cure Moderate Wounds, Death Knell<sup>D</sup>, Desecrate, Restoration Lesser, Soundburst. 3<sup>rd</sup> - Contagion<sup>D</sup>, Cure Serious Wounds, Searing Light, Unweave Magic. 4<sup>th</sup> - Cure Critical Wounds, Death Ward<sup>D</sup>, Dragon Scales<sup>P</sup>, Restoration. 5<sup>th</sup> - Flame Strike, Slay Living<sup>D</sup>, Symbol of Sleep.

<sup>D</sup> Domain Spell, <sup>P</sup> Defined under Tiamat in *Powers & Pantheons*.

- **Draagh**, human male, AL:CE, Necromancer 11, Vaasan Dragon Cult Cell. CR 11; Size M (6 ft., 0 in. tall); HD 11d4+22; hp 56; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 melee, or +6 ranged; SV Fort +5, Ref +4, Will +9; AL CE; Str 8, Dex 12, Con 15, Int 18, Wis 15, Cha 8. Skills: Concentration +14, Craft (Bowmaking) +15, Dweomercraft +13, Hide +1, Knowledge (Arcana) +18, Knowledge (Geography) +15, Knowledge (History) +12, Knowledge (Nature) +18, Knowledge (Religion) +17, Listen +2, Move Silently +1, Spot +2. Feats: Heighten Spell, Quicken Spell, Rapid Reload (crossbow, light), Run, [Scribe Scroll], Silent Spell, Spell Penetration, Still Spell.

**Necromancer Spells Available** (5/6/6/6/5/3/2/0/0/0 - at least one of each level necromancy): 0<sup>th</sup> - Dancing Lights, Flare, Light, Touch of Fatigue (2). 1<sup>st</sup> - Chill Touch, Command Undead<sup>C</sup>, Feather Fall, Magic Missile, Ray of Enfeeblement, True Strike. 2<sup>nd</sup> - Darkness, Death Armor<sup>C</sup>, Flaming Sphere, Protection from Arrows (2), Shatter. 3<sup>rd</sup> - Fireball (2), Ray of Paralysis<sup>C</sup>, Stinking Cloud, Unweave Magic. 4<sup>th</sup> - Ennervation, Fire Shield, Forcefend, Solid Fog, Spelltouch<sup>C</sup>. 5<sup>th</sup> - Pierce Magic Resistance, Teleport, Thrice<sup>C</sup>. 6<sup>th</sup> - Circle of Death, Dweomerburst<sup>C</sup>.

<sup>C</sup> Defined in the free *Cult of the Dragon* accessory.

**Permanent spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, Resistance (upon caster), See Invisibility, Tongues.

**Schools unavailable:** Enchantment, Illusion.

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- **Nurghin**, human female, AL:CE, age 24, Conjurer 5, Vaasan Dragon Cult Cell. CR 5; Size M (4'10"/147cm); HD 5d4+5; hp 22; Init +1 (+1 Dex); Speed 30 ft/9m; AC 11 (+1 Dex); Attack +5 melee, or +3 ranged; SV Fort +2, Ref +2, Will +6; AL CE; Str 17, Dex 12, Con 13, Int 16, Wis 14, Cha 11. Skills: Craft (Armor smithing) +9, Decipher Script +9, Hide +1, Knowledge (History) +10, Knowledge (Local) +11, Knowledge (Nature) +5, Knowledge (The Planes) +9, Listen +2, Move Silently +1, Spellcraft +11, Spot +2. Feats: Craft Wand, Craft Wondrous Item, Greater Spell Penetration, [Scribe Scroll], Spell Penetration.

**Conjurer Spells Available** (4/4/3/2/0/0/0/0/0 - at least one of each level conjuration): 0<sup>th</sup> - Acid Splash, Dancing Lights, Flare, Light. 1<sup>st</sup> - Feather Fall, Mage Armor, Obscuring Mist. 2<sup>nd</sup> - Fog Cloud, Melf's Acid Arrow, Web. 3<sup>rd</sup> - Phantom Steed, Sleet Storm.

**Schools unavailable:** Illusion, Necromancy.

- **Tandhar**, human male, AL:LE, age 25, Cleric of Tiamat 4, Vaasan Dragon Cult Cell. CR 4; Size M (4'8"/142cm tall); HD 4d8+4; hp 30; Init +0; Speed 30 ft/9m; AC 10; Attack +4 melee, or +3 ranged; SV Fort +5, Ref +1, Will +6; AL LE; Str 12, Dex 11, Con 13, Int 9, Wis 15, Cha 10. Skills: Heal +6, Hide +0, Knowledge (Religion) +2, Listen +4, Move Silently +0, Search +1, Spot +4. Feats: Craft Wondrous Item, Widen Spell. Domains: Death, Destruction.

**Spells ready** (5/4+1/3+1/0/0/0/0/0/0): 0<sup>th</sup> - Cure Minor Wounds, Detect Magic, Guidance, Inflict Minor Wounds, Resistance. 1<sup>st</sup> - Command, Cure Light Wounds, Divine Favor, Inflict Light Wounds<sup>D</sup>, Sanctuary. 2<sup>nd</sup> - Cure Moderate Wounds, Death Knell<sup>D</sup>, Desecrate, Restoration Lesser.

<sup>D</sup> Domain Spell

- **3 Fighters Lvl 5**, human male and female, CR 5; Size M; HD 5d10+15; hp 49, 41 and ;26 Init +5 (+1 Dex, +4 Improved Initiative); Speed 30 ft./9m; AC 11 (+1 Dex); Attack +9 melee, or +6 ranged; SV Fort +7, Ref +2, Will +2; AL LE; Str 18, Dex 13, Con 17, Int 14, Wis 12, Cha 12. Skills: Bluff +2, Craft (Armor smithing) +4, Craft (Blacksmithing) +4, Craft (Stonemasonry) +8, Craft (Trapmaking) +4, Craft (Weapon smithing) +4, Hide +1, Jump +10, Knowledge (Architecture and Engineering) +5.5, Knowledge (Nature) +4.5, Listen +1, Move Silently +1, Ride +9, Spot +1. Feats: Cleave, Improved Initiative, Power Attack, Quick Draw, Toughness.
- **5 Fighters, lvl 3**, of the Vaasan Dragon Cult Cell, human male and female, CR 3; Size M; HD 3d10+6; hp 26, 25, 29, 22 and 23; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30 ft./9m; AC 11 (+1 Dex); Attack +6 melee, or +4 ranged; SV Fort +5, Ref +2, Will +0; AL LE; Str 17, Dex 12, Con 14, Int 15, Wis 8, Cha 8. Skills: Craft (Painting) +7, Craft (Weapon smithing) +7, Handle Animal +4, Hide +1, Listen -1, Move Silently +1, Search +4, Speak Language +3, Spot -1, Swim +8. Feats: Improved Initiative, Point Blank Shot, Quick Draw, Weapon Focus (flail, heavy), Weapon Focus (rapier).
- **Rogue, lvl 6**, of the Vaasan Dragon Cult Cell, human female, CR 6; Size M (5'4"/162cm tall); HD 6d6+6; hp 28; Init +3 (+3 Dex); Speed 30 ft./9m; AC 13 (+3 Dex); Attack +5 melee, or +7 ranged; SV Fort +3, Ref +8, Will +4; AL LE; Str 13, Dex 16, Con 13, Int 8, Wis 14, Cha 10. Skills: Decipher Script +7, Disable Device +8, Forgery +8, Hide +12, Intimidate +8, Listen +10, Move Silently +3, Perform (Percussion Instruments) +9, Sense Motive +9, Spot +2, Swim +8. Feats: Deceitful, [Evasion], Improved Unarmed Strike, Point Blank Shot, Precise Shot.
- **2 Rogues, lvl 4**, of the Vaasan Dragon Cult Cell, human male and female, CR 4; Size M (5'9"/175cm tall); HD 4d6+8; hp 21 and 22; Init +2 (+2 Dex); Speed 30 ft./9m; AC 12 (+2 Dex); Attack +3 melee, or +5 ranged; SV Fort +3, Ref +6, Will +2; AL LE; Str 10, Dex 15, Con 15, Int 13, Wis 13, Cha 9. Skills: Climb +6, Decipher Script +6, Disable Device +8, Disguise +6, Forgery +7, Gather Information +6, Hide +9, Intimidate +5, Jump +6, Listen +10, Move Silently +6, Open Lock +4, Spot +3. Feats: Alertness, Dodge, [Evasion], Quick Draw.

## Citadel of the Mists Residents

Segment: *Backlands*

- **Azure** (official NPC - unofficial statistics), hf, Invoker lvl 12, AL: NG, AC 11, HP 32, Abilities Str 10, Dex 12, Con, 11, Int 19, Wis 16, Cha 12. Base attack bonus: +6/+1. Saves; +4/+5/+11. Spells: 5/6/6/6/5/4/2/0/0/0, at least one per level daily invocation. Challenge Rating 10.
- **Gwynlynn** (unofficial NPC) – Human male, Ranger lvl 11, AL: NG, AC: 5, chain mail, HP 84, Abilities Str 17, Dex 20, Con, 13, Int 11, Wis 11, Cha 14. Base attack bonus +11/+6/+1. Long Sword +5, Attack bonus +19/+12/+7, 1d8+8 hp dmg; Long bow, 100 ft/30 m Attack Bonus +16/+11/+6, 200 ft/60m +14/+9/+4, 300 ft/90m +12/+7/+2, 1d8 hp dmg. Spells: 1/1/0/0. Rangers abilities, Saves; +8/+8/+3. Challenge rating 9.
- **Itmul of Helm**, (official NPC - unofficial statistics), hm, Cleric (Watcher of Helm), lvl 11, AL: LN, AC 17 (chain mail + dex), HP: 81, Abilities Str 16, Dex 15, Con, 14, Int 11, Wis 19, Cha 14. Base attack bonus: +8/+3. Attack: Great Mace Attack Bonus +11/+6, 1d8+6 hp dmg. Spells: 6/5+1/4+1/4+1/3+1/2+1/1+1/0/0/0, Domains: Law, Protection. Saves: +9/+5/+11. Challenge Rating 9.
- **Mintareil of Tymora, Cherissa**, (official NPC - unofficial statistics), hf, Cleric (Luckbringer of Tymora) lvl 9, AL: CG, AC:18 (chain mail + dex), HP: 54, Abilities Str 14, Dex 16, Con, 13, Int 12, Wis 19, Cha 16. Base attack bonus: +6/+6. Attack: Great Mace Attack Bonus +8/+3, 1d8+2 hp dmg. Spells: 6/5+1/5+1/4+1/3+1/1+1/0/0/0/0, Domains: Luck, Protection. Saves: +7/+6/+10. Challenge Rating 7.
- **Mistmaster**, (official NPC - unofficial statistics), hm, Epic Level 45, cleric lvl 19, illusionist lvl 26, CR: 45, Init: +3 (Dex +3), AL: N, HP 186, AC: 22, Base attack bonus: +24/+14/+4, AC 22, weapons and items unknown. Saves: +32/+26/+35. Cleric Spells: 6/7+1/7+1/6+1/6+1/5+1/4+1/4+1/4+1. Illusionist Spells: 4/6/6/5/5/5/5/4/4/4, one each level Illusion plus epic spells.

## Dagger Falls - the NPCs

Segment: *Backlands*

The statistics here deviate from WotC's last published official statistics, which were prepared for *Advanced Dungeons & Dragons, 2<sup>nd</sup> Edition*.

In the case of the Knights of Myth Drannor, their last published 2E statistics appeared in the *Heroes Lorebook* by Dale Donovan and Paul Culotta (TSR - 1996, available as an ESD download from SV Games). These statistics were, in our opinion, incredibly low for adventurers of their experience and achievement.

Official 2E statistics for Randal Morn, Captain Durmark and Sir Ariton Delmis are in the Segment *Return of Randal Morn* by Jim Butler (TSR - 1995, available as an ESD download from SV Games). Official 2E statistics for the Red Ravens Mercenary Company are in the accessory *FR15 Gold & Glory* by Tim Beach (TSR - 1992, available as a free download from the WotC website).

An asterisk (\*) denotes an official NPC with unofficial 3E statistics written by the Vintyri Project.

## The Freedom Fighters

- **\*Lord Randal Morn**, ruler of Daggerdale. AL: NG, human male Fighter lvl 8, rogue lvl 6, AC: 13, HP: 99, Abilities: Str 16, Dex 17, Con 13, Int 12, Wis 10, Cha 15, Base Attack Bonus; +11/+2, Attacks (no weapon available in this adventure): Long Sword +3, Attack Bonus +17/+8, dmg 1d8+6 hp, Size: M (5'10"/178 cm), Saves: 9/10/5, Challenge Rating 12.
- **\*Captain Mestin Troll Durmark**, deputy ruler of Daggerdale, AL: LG, human female Ranger Lvl 8, AC: 19, HP: 77, Abilities: Str 16, Dex 16, Con 16, Int 10, Wis 15, Cha 12, Base Attack Bonus +8/+3, Long Sword +2 Attack Bonus +14/+9, dmg 1d8 + 6, Size: M (5'11"/180 cm), Saves: +9/+5/+4. Spells 2/0/0/0. Challenge Rating 6.

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- **\*Sir Ariton Delmis**, commander of the Freedom Fighters Of Daggerdale, AL: LG, human male Paladin of Torm, lvl 8, AC: 20 (Chain mail +3, Shield +1), HP: 61, Str 17, Dex 12, Con 12, Int 11, Wis 15, Cha 18, Base Attack Bonus +8/+3, Attack: Great Sword +3, Attack Bonus +14/+9, 1d10+6 hp dmg. Saves: +7/+3/+4. Spells: 2/1/0/0. Challenge rating 6.
- **50 Freedom Fighters lvl 3**, AL: LNC/GN, hm/f Fighter lvl 3, AC: 16, HP: 3-30, Base Attack Bonus: +3, Long Sword Attack Bonus +3, 1d8 hp dmg. Saves: +3/+1/+1. Challenge Rating 1.
- **100 Freedom Fighters lvl 2**, AL: LNC/GN, hm/f Fighter lvl 2, AC: 15, HP: 2-20, Base Attack Bonus: +2, Long Sword Attack Bonus +2, 1d8 hp dmg. Saves: +3/+0/+0. Challenge Rating 1/2.
- **100 Freedom Fighters lvl 1**, AL: LNC/GN, hm/f Fighter lvl 1, AC: 14, HP: 1-10, Base Attack Bonus: +1, Long Sword Attack Bonus +1, 1d8 hp dmg. Saves: +2/+0/+0. Challenge Rating 1/3.
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### Red Ravens Mercenary Co.

- **\*Rayanna the Rose**, leader of the Red Raven Mercenary Co., AL: LN, hf Fighter Lvl 15, AC: 20, HP: 106, Abilities: Str 16, Dex 18, Con 15, Int 11, Wis 12, Cha 12, Base Attack Bonus +15/+10/+5, Long Sword +2 Attack bonus +20/+15/+10, 1d8 + 5 hp dmg, Saves: +11/+9/+6, Size: M (5'8"/173 cm), Challenge Rating 13.
- **40 Red Raven archers**, AL: LN, hm/f Fighter lvl 4, AC: 15, HP: 4-40; Base Attack Bonus +4; Attacks: Long Sword Attack Bonus +4, 1d8hp dmg, Longbow: 100ft/30 m Attack Bonus +6 (Dex 14-15), 200 ft/60 m +4, 300 feet/90 m, +2. Saves: +4/+3/+1 (Dex bonus). Challenge Rating 2.
- **40 Red Raven foot soldiers**, AL: LN, hm/f Fighter lvl 3, AC: 15, HP: 3-30, Base Attack Bonus +3, Long Sword Attack Bonus +3 1d8 hp dmg, Saves +3/+1/+1, Challenge Rating 1.
- **2 Red Raven clerics**, AL: CG, hm/f Cleric (Tymora) lvl 7, AC: 15, HP: 42, 48, Base Attack Bonus +5, Great Mace Attack Bonus +5, 1d8 hp dmg, Spells: 6/4+1/3+1/2+1/1+1/0/0/0/0/0, Domains: Good Luck, Protection. Saves: +5/+2/+5. Challenge Rating 5.
- **2 Red Raven sorcerers**, AL: LN, hm/f mage lvl 5, AC: 12, HP: 16, 18, Base attack bonus +2, Dagger Attack Bonus +2, 1d4 hp dmg, Saves: +1/+1/+4, Spells: 6/6/4/0/0/0/0/0/0/0. Challenge rating 3.
- **6 Red Raven ballista team members**, AL: LN, hm/f Fighter lvl 5, AC: 15, HP: 5-50, Base attack bonus +5; Triple Ballista 1 Attack per 3 Rounds, 300 ft/90 m Attack Bonus +5, 600 ft/180m +3, 900 feet/270m +1, 3d810 hp dmg, Saves: +4/+1/+1. Challenge Rating 3.

### Knights of Myth Drannor

For more details see the ESD download *Heroes Lorebook* from <http://www.svgames.com> or <http://www.rpgnow.com>.

- **\*Florin Falconhand**, AL: CG, hm Ranger lvl 20, AC 24, HP 133, Abilities: Str 18, Dex 19, Con 10, Int 11, Wis 17, Cha 14, +20/+15/+10/+5, Long Sword +2 Attack Bonus +26/+21/+16/+11 1d8 + 6 hp dmg. Saves: +12/+10/+9. Spells: 4/4/4/3. Challenge Rating 18.
- **\*Jhessail Silvertree**, AL: CG, hf Mage lvl 20, AC 19, HP 73, Abilities: Str 13, Dex 14, Con 9, Int 18, Wis 18, Cha 14; Attack Bonus +10/+5. Dagger Attack Bonus +11/+6, 1d4 hp dmg. Saves: +6/+14/+9. Spells: 4/5/5/5/4/4/4/4/4. Challenge Rating 18.
- **\*Merith Strongbow**, AL: CG, elf male Mage lvl 12, Fighter lvl 8, AC 7, HP 105, Abilities: Str 18, Dex 14, Con 12, Int 18, Wis 15, Cha 16; Base Attack Bonus +14/+4, Long Sword +1 Attack Bonus +19/+9, 1d8+5 hp dmg,. Saves: +11/+10/+12. Spells: 4/5/5/5/4/3/2/0/0/0. Challenge Rating 18.



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- **\*Lanseril Snowmantle**, AL: N, halfelf male, Druid lvl 12, AC 16, HP 76, Abilities: Str 10, Dex 14, Con 12, Int 14, Wis 19, Cha 16. Base Attack Bonus +9/+4. Scimitar Attack Bonus +9/+4 1d6 hp dmg. Saves: +9/+6/+12. Spells: 6/6/5/5/4/3/2/0/0/0. Challenge Rating 10.
- **\*Illistyl Elventree**, AL: CG, hf Sorcerer lvl 19, AC 13, HP 89, Abilities: Str 12, Dex 17, Con 14, Int 18, Wis 16, Cha 19. Base Attack Bonus ++9/+4, Dagger Attack Bonus +10/+5, 1d4+1 hp dmg,. Saves: +8/+9/+14. Spells: 6/7/7/7/7/6/6/6/6/4, Challenge Rating 17..
- **\*Term**, AL: CN, hm Rogue lvl 15, AC 18, HP 75, Abilities: Str 13, Dex 19, Con 11, Int 12, Wis 12, Cha 16. Base Attack Bonus: +11/+6/+1. (Sneak attack +7d6). Attack: Short Sword Attack Bonus +12/+7/+2, 1d6+1 hp dmg. Saves: +5/+13/+6. Challenge Rating 13.
- **\*Rathan Thentraver of Tymora**, AL: CG, hm Cleric Tymora lvl 15, AC 17, HP 95, Abilities: Str 16, Dex 10, Con 12, Int 15, Wis 19, Cha 10. Base Attack Bonus: +11/+6/+1. Attack: Heavy Mace, Attack Bonus +14/+10/+5, 1d8+3 hp dmg. Saves: +10/+5/+13. Spells: 6/5+1/5+1/5+1/4+1/4+1/3+1/2+1/1+1/0, Domains: Good Luck, Protection. Challenge Rating 13.

## Daleport - the Key NPCs

Segment: *Bloodstone*

- **Nestor Biggins, Dockmaster and Magistrate**, human male, age 44, AL:NG, Expert 4; Size M (5'1"/155cm tall); hp 20; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +3 melee, Dagger, 1d4 dmg, or +5 ranged; SV Fort +1, Ref +3, Will +6; Str 10, Dex 15, Con 11, Int 13, Wis 15, Cha 6. Skills: Balance +3, Craft (Alchemy) +3, Craft (Armorsmithing) +3, Craft (Leatherworking) +3, Craft (Sculpting) +7, Escape Artist +9, Hide +2, Knowledge (Arcana) +8, Knowledge (The Planes) +8, Listen +2, Move Silently +2, Perform (Percussion Instruments) -1.5, Perform (Sing) +5, Perform (String Instruments) +4, Ride +5, Spot +2, Swim +0.5. Feats: Skill Focus (Knowledge (The Planes)), Toughness, Weapon Focus (club).
- **Thars Guldying, human male, age 42, AL:NG**, commander of the Bloodstone Riders detachment, Ranger 5. Size M (5'7"/170cm tall); hp 20; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +8 melee, or +9 ranged; SV Fort +3, Ref +5, Will +4; Str 16, Dex 18, Con 8, Int 14, Wis 16, Cha 13. Skills: Craft (Alchemy) +3, Craft (Woodworking) +9, Hide +12, Knowledge (Architecture and Engineering) +4, Knowledge (Nature) +10, Listen +9, Move Silently +11, Profession (Miner) +9, Search +6, Spot +10, Survival +10, Swim +10. Feats: Combat Reflexes, Dodge, Persuasive, [Rapid Shot], [Track]. Ranger Spells Per Day: 1.
- **Zanda Tallert, innkeeper of the Barge House and Iron Throne agent**, human female, age 42, AL:NE, Rogue 4, Expert 4; Size M (5'3"/160cm tall); hp 21; Init +8 (+4 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 14 (+4 Dex); Attack +7/+2 melee, or +10/+5 ranged; SV Fort +2, Ref +11, Will +6; Str 12, Dex 18, Con 11, Int 15, Wis 12, Cha 9. Skills and feats: Balance +4.5, Climb +8, Concentration +2.5, Craft (Trapmaking) +8, Craft (Weaponsmithing) +6, Diplomacy +6, Disable Device +8, Escape Artist +11, Handle Animal +6, Hide +9, Jump +8, Knowledge (Arcana) +4, Listen +10, Move Silently +4, Open Lock +11, Search +8, Sense Motive +8, Sleight of Hand +11, Speak Language +7, Spot +3, Tumble +11.5. Feats: Alertness, [Evasion], Improved Initiative, Lightning Reflexes, Point Blank Shot.

## Darmshall - the Key NPCs

Segment: *Backlands*

- **Teegis, Wendell**, human male, age 39, AL: LG, Burgomaster of Darmshall, Expert 8, Aristocrat 2, Warrior 2. CR 9; Size M (6'2"/188cm tall); HD 8d6-8 + 2d8-2 + 2d8-2; hp 39; Init +3 (+3 Dex); Speed 30 ft.; AC 13 (+3 Dex); Attack +11/+6 melee, or +12/+7 ranged; SV Fort +6, Ref +5, Will +10; AL LG; Str 14, Dex 17, Con 9, Int 10, Wis 13, Cha 14.

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Skills: Bluff +4, Concentration +1.5, Craft (Leatherworking) +11, Craft (Trapmaking) +5.5, Craft (Woodworking) +0.5, Forgery +6, Hide +3, Knowledge (Nature) +1, Knowledge (Nobility and Royalty) +8, Knowledge (The Planes) +12, Listen +1, Move Silently +3, Perform (Sing) +13, Perform (Wind Instruments) +7, Profession (Hunter) +10, Profession (Miner) +6, Spellcraft +2, Spot +1, Use Rope +5. Feats: Great Fortitude, Leadership, Point Blank Shot, Skill Focus (Craft (Leatherworking)), Skill Focus (Perform (Sing)), Weapon Finesse.

- Kardlnyr, Brigadier**, human male, age 37, AL:LG, Commander of the Princely Brigade, Paladin (Ilmater) 18. CR 18; Size M (5'7"/170cm tall); HD 18d10+18; hp 126; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30 ft.; AC 12 (+2 Dex); Attack +18/+13/+8/+3 melee, or +20/+15/+10/+5 ranged; SV Fort +16, Ref +12, Will +15; AL LG; Str 10, Dex 14, Con 13, Int 10, Wis 16, Cha 18. Skills: Craft (Ship making) +12, Diplomacy +22, Hide +2, Knowledge (Geography) +1, Knowledge (Nobility and Royalty) +18, Knowledge (Religion) +15, Listen +3, Move Silently +2, Spot +3; Blind-Fight, Heighten Spell, Improved Initiative, Improved Turning, Iron Will, Leadership, Quicken Spell, Skill Focus (Knowledge (Nobility and Royalty)). Paladin Spells Per Day: 4/3/3/1.
- Kili, Colonel**, dwarf male, age 191, AL:LG, Commander of the 1<sup>st</sup> Regiment of the Bloodstone Army, Fighter 15. CR 15; Size M (4'2"/127cm tall); HD 15d10+60; hp 147; Init +6 (+2 Dex, +4 Improved Initiative); Speed 20 ft.; AC 12 (+2 Dex); Attack +19/+14/+9 melee, or +17/+12/+7 ranged; SV Fort +13, Ref +9, Will +8; AL LG; Str 19, Dex 14, Con 18, Int 11, Wis 13, Cha 10. Skills: Climb +16, Craft (Armor making) +2, Craft (Blacksmithing) +2, Craft (Stonemasonry) +2, Craft (Trapmaking) +2, Craft (Weaponsmith) +2, Handle Animal +9, Hide +2, Intimidate +15, Listen +1, Move Silently +2, Spot +1. Feats: Blind-Fight, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency (sword, bastard), Improved Initiative, Improved Sunder, Iron Will, Leadership, Lightning Reflexes, Point Blank Shot, Power Attack, Rapid Shot, Weapon Focus (lance, light).
- Davis, Captain Alston**, human male, age 28, AL:LG, Commander of the Town Watch, Paladin (Ilmater) 5. CR 5; Size M (5'9"/175cm tall); HD 5d10; hp 30; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +6 melee, or +6 ranged; SV Fort +6, Ref +4, Will +5; AL LG; Str 13, Dex 13, Con 10, Int 8, Wis 15, Cha 15. Skills: Handle Animal +11, Hide +1, Knowledge (Nobility and Royalty) +0, Listen +2, Move Silently +1, Ride +8, Spot +2. Feats: Persuasive, Scribe Scroll, Skill Focus (Handle Animal). Paladin Spells Per Day: 1.
- Doogan of Ilmater, Tavish**, human male, AL:LG, Painbearer Cleric of Ilmater 10. CR 10; Size M (6'0"/183cm. tall); HD 10d8-10; hp 32; Init -1 (-1 Dex); Speed 30 ft.; AC 9 (-1 Dex); Attack +9/+4 melee, or +6/+1 ranged; SV Fort +6, Ref +4, Will +11; AL LG; Str 15, Dex 8, Con 8, Int 12, Wis 18, Cha 15. Skills: Heal +13, Hide -1, Knowledge (Religion) +10, Knowledge (The Planes) +12, Listen +4, Move Silently -1, Profession (Hunter) +15, Spellcraft +13, Spot +4. Feats: Combat Casting, Diligent, Leadership, Lightning Reflexes, Persuasive. Cleric Domains: Good, Law. Cleric Spells Per Day: 6/5+1/5+1/4+1/4+1/2+1.
- O'Faffell of Torm, Jenny**, human female, age 21, AL:LG, Holy Champion Cleric of Torm 1. CR 1; Size M (5'2"/157cm tall); HD 1d8+2; hp 10; Init +0; Speed 30 ft.; AC 10; Attack +1 melee, or +0 ranged; SV Fort +4, Ref +0, Will +6; AL LG; Str 12, Dex 11, Con 15, Int 11, Wis 18, Cha 16. Skills: Craft (Carpentry) +2, Craft (Trapmaking) +4, Hide +0, Knowledge (Religion) +4, Listen +4, Move Silently +0, Profession (Hunter) +6, Spot +4. Feats: Extend Spell, Spell Focus (divination). Cleric Domains: Law, Protection. Cleric Spells Per Day: 3/2+1.
- Tendel, Nebber**, human male, age 26, AL:LN(E), manager Heliogabalus Cooperative branch office and Iron Throne agent, Rogue 4, Expert 1. CR 4; Size M (5'8"/173cm tall); HD 4d6 + 1d6; hp 18; Init +8 (+4 Dex, +4 Improved Initiative); Speed 30 ft.; AC 14 (+4 Dex); Attack +4 melee, or +7 ranged; SV Fort +1, Ref +10, Will +4; AL LN; Str 12, Dex 18, Con 11, Int 14, Wis 12, Cha 9. Skills: Balance +4.5, Climb +8, Concentration +1, Craft (Trapmaking) +3, Craft (Weaponsmith) +6, Diplomacy +6, Disable Device +8, Escape Artist +11, Hide +9, Jump +2, Knowledge (Arcana) +4, Listen +8, Move Silently +4, Open Lock +11, Search +8, Sense Motive +8, Sleight of Hand +11, Speak Language +2, Spot +1, Tumble +11. Feats: [Evasion], Improved Initiative, Lightning Reflexes, Point Blank Shot.

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- **Wrugg, Gardor**, human male, age 25, AL: NE, manager Moonsea Assurance, Zhentarim Rogue 8. CR 8; Size M (6'2"/188cm tall); HD 8d6+16; hp 43; Init +3 (+3 Dex); Speed 30 ft.; AC 13 (+3 Dex); Attack +6/+1 melee, or +9/+4 ranged; SV Fort +4, Ref +9, Will +3; AL NE; Str 10, Dex 16, Con 15, Int 13, Wis 13, Cha 9. Skills: Climb +8, Decipher Script +12, Disable Device +12, Disguise +7, Forgery +11, Gather Information +7, Hide +10, Intimidate +6, Jump +9, Listen +14, Move Silently +12, Open Lock +14, Spot +3. Feats: Alertness, Dodge, [Evasion], Negotiator, Quick Draw.
- **Niela Dilby**, human female, age 26, AL:LE, Xvimist Assassin Monk, lvl 10. leader of the covert Zhentarim Xvimist assassins in Darmshall. CR 10; Size M (5'9"/175cm tall); HD 10d8-10; hp 48; Init +5 (+1 Dex, +4 Improved Initiative); Speed 60 ft.; AC 15 (+1 Dex, +2 Wis, +2 Monk); Attack +8/+3 melee, or +6/+6/+1 monk, or +8/+3 ranged; SV Fort +6, Ref +8, Will +11; AL LE; Str 12, Dex 13, Con 9, Int 14, Wis 15, Cha 13. Skills: Balance +13, Craft (Leatherworking) +9, Craft (Stonemasonry) +8, Hide +1, Jump +12, Knowledge (Dungeoneering) +3, Listen +4, Move Silently +1, Perform (Percussion Instruments) +14, Profession (Miner) +13, Sense Motive +13, Spot +4, Swim +6, Tumble +14. Feats: Alertness, Blind-Fight, [Combat Reflexes], [Evasion], [Improved Evasion], [Improved Grapple], Improved Initiative, [Improved Trip], [Improved Unarmed Strike], Iron Will, Track.

### Dawn Pass Ramparts

Segment: *Backlands*

- **8 Lord's Men**, NE, hm, F1, AC 22 in fortification, 15 outside (Chain mail), HP 1-10, Base Attack Bonus +1. Longbow 100 ft/30m Attack Bonus +1, 200 ft/60m +0, 300 ft/90m -1, 1d8 hp dmg; Long sword, Attack bonus +1, 1d8 hp dmg, Saves +2/+0/+0, Challenge Rating 1/3.
- **1 Lord's Man Sergeant**, LE, hm, fighter lvl 5, AC 22 in fortification, 15 outside (Chain mail), HP: 33, Base Attack Bonus: +5, Longbow 100ft/30m Attack Bonus +5, 200 ft/60m +3, 300 ft/90m +1, 1d8 hp dmg; Long sword, Attack Bonus +5, 1d8 hp dmg. Saves: +4/+1/+1. Challenge Rating 3.
- **1 Lord's Man Captain**, LE, hm, fighter lvl 9, AC 22 in fortification, 15 outside (Chain mail), HP 60; Base Attack Bonus +9; Attacks: Longbow Longbow 100ft/30m Attack Bonus +9, 200 ft/60m +7, 300 ft/90m +5, 1d8 hp dmg; Long sword, Attack Bonus +5, 1d8 hp dmg. Saves: +6/+3/+3. Challenge Rating 7.

### Dilpur - the Key NPCs

Segment: *Impiltur*

- **Yryrar the Seer**, hm AL: N, diviner lvl 17; AC: 16 (Dex + Ring of Protection +3); HP: 37, Abilities: Str 10, Con, 13, Dex 14, Int 19, Wis 18, Cha 8; Base Attack Bonus: +8/+3. Attack: Dagger +3, Attack Bonus +8/+3, 1d4 hp dmg; Saves: +6/+7/+14. Spells: 5/6/6/6/6/5/4/4/3/0 one daily divination. Yryrar is more than 90 years old and can tell the PCs almost anything about the history of Impiltur. He also has considerable knowledge about the ancient magic of dwarves and elves and how they lost that magic by yielding to the demands of Tempus (see the *Northern Journey Campaign Guide*). In addition, Yryrar can identify the PCs' sigylls as clearly being the product of ancient dwarves rather than elves. He charges between 100 and 20,000 gold talers per consultation, depending upon what the customer wants to know. Yryrar's lot, house and tower are well-protected by powerful magic. A break-in should be extremely difficult for your PCs. Challenge Rating 15.
- **Khezard**, hm AL: NE, rogue lvl 7; HP: 35, AC: 10; Str 13, Con, 12, Dex 6 (18), Int 12, Wis 10, Cha 9; Base Attack Bonus: +3; Club, Attack Bonus +4, 1d6+1 hp dmg; rogue's abilities; None at present. Saves: +3/+3/+2. Khezard thinks he's suffering under a curse from a trap he set off while trying to rob a visiting mage in Telflamm. The trap contained a tiny needle which pierced his thumb. It also was enchanted to speak the words, "*The curse of Turdusch is upon you, thief!*" Khezard believes he's suffering under a strange magical curse. So do the clerics of the *House of the Master's Shadow* in Telflamm, but all attempts to lift this curse have failed to date. This, of course, has stimulated the clerics' curiosity.

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They want to know the nature of this curse, because other rogues could be afflicted with it as well. Meanwhile, they've decided to see that Khezard is well cared for, so they can do further research in the future. For that reason, he was given the relatively comfortable job as landlord of Poor Talimbrar's. Khezard is not cursed at all. The needle that pierced his thumb contained a strange poison that set in only after a few days and reduced Khezard's dexterity from 18 to 6. This poison remains in his blood, and if no effective remedy is used, Khezard will remain handicapped for the rest of his life. The message of the *Magic Mouth* was a hoax. Khezard could regain his dexterity in a few days time if a *Neutralize Poison* spell were used, but that hasn't occurred to anyone yet. Challenge Rating 3.

### Dinderuc's Valley

Segment: *Bloodstone*

- **Dinderuc**, Shadow of the Void, Large Undead (Incorporeal, Cold).  
**Hit Dice:** 35d12 (252 hp)  
**Initiative:** +17 (+9 Dex, +8 Superior Initiative)  
**Speed:** 30ft/9m, Fly 60ft/18m (good)  
**AC:** 48 (-1 size, +9 Dex, +10 deflection, +20 insight)  
**Attacks:** Incorporeal Touch +25 melee  
**Damage:** Incorporeal Touch 2d6 plus blightfire  
**Face/Reach:** 5 by 5 ft/10 ft - 150 by 150 cm/3m  
**Special Attacks:** Blightfire, Create Spawn, Spell-Like Abilities  
**Special Qualities:** Undead traits, incorporeal traits, turn resistance +6, cold subtype, cold aura, SR 36, DR 20/+6 magic. *Blightfire (Su):* Touch ignites with blightfire, SV Fortitude DC 37 or permanent loss of 6 Con points. Opponents save for 7 consecutive rounds. Dinderuc heals 30 hp damage for each Con drain. Slain victims become winterwights. *Create Spawn (Su):* Slain humanoids turn into winterwights in 1d4 rounds and are commanded by Dinderuc. *Incorporeal Traits:* Harmed only by other incorporeal creatures, magic and magic weapons, +1 or better. 50% chance ignore corporeal weapons, , pass through solid objects, attacks pass through armor, Always moves silently. *Undead Traits:* Undead immunities, no critical hits, subdual damage, ability drain, energy drain. Negative energy heals. No death of massive damage. Destroyed at 0 points or less. Darkvision 60ft/18m. Cannot be raised. *Cold Subtype:* Immune to cold damage, double damage from fire. *Cold Aura (Su):* Within 10 feet/3m gives other undead cold-based creatures turn resistance +6, fast healing 10, cause 2d10 cold damage per round. *Spell-Like Abilities:* Darkness (DC 22), Otiluke's Freezing Sphere (DC 26) 3x daily, Caster lvl 24, SV DC  
**Saves:** Fortitude +13, Reflex +20, Will +26  
**Abilities:** Str -, Dex 29, Con -, Int 21, Wis 25, Cha 31  
**Skills:** Diplomacy +12, Hide +25, Intimidate +24, Survival +17, Listen +36, Search +17, Sense Motive +15, Spot +47  
**Feats:** Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack  
**Epic Feats:** Blinding Speed, Improved Combat Reflexes, Spellcasting Harrier, Superior Initiative  
**Challenge Rating:** 26  
**Treasure:** None  
**Alignment:** LE

Dinderuc is a former high priest of Gilgeam who was condemned by Tiamat to eternal punishment as a Shadow of the Void. His is completely under the Dragon Queen's control. She has stationed him on the slope of Suncatcher Mountain above Vaasa and Damara, where he stands guard with orders to slay all intruders and to turn them into winterwights. To date, he has taken two such victims, two former Wearers of the Purple of the Dragon Cult named Nazerac and Karzor.

Dinderuc is a 10-foot/3m tall humanoid made up of frozen black flames known as *blightfire*. The only other feature of Dinderuc that adventurers can make out is his pair of blue piercing eyes. Dinderuc can understand and speak the common tongue.

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**NOTE:** Game masters running *Northern Journey* campaigns should take note of the many advantages that the *Reaper's Scythe* element of the artifact *Weapons of Learning* has in combat against a shadow of the void. PC parties in a *NJ* campaign should be in possession of this and the other two elements of the *Weapons of Learning*!

- **Nazerac and Karzor**, Winterwights, Medium-Size Undead (Incorporeal, Cold).  
**Hit Dice:** 32d12 (Nazerac 212 hp, Karzor 197 hp)  
**Initiative:** +12 (+8 Dex, ++4 Improved Initiative)  
**Speed:** 60ft/18m  
**AC:** 46 (+8 Dex, +28 Natural)  
**Attacks:** 2 Claws +40 melee, Skull butt +32 melee  
**Damage:** Claw 3d8+21/19-20 (+1d6 on critical) plus blightfire, skull butt 2d6+10 plus blightfire  
**Face/Reach:** 5 by 5 ft/5 ft - 150 by 150 cm/150cm  
**Special Attacks:** Rend 6d8+31, blightfire, spell-like abilities  
**Special Qualities:** Undead traits, cold subtype, cold aura, SR 34, DR 20/+6 magic, Icy Hardness. *Rend (Ex):* Hit with 2 Claws tears flesh +6d8+31 hp dmg. *Blightfire (Su):* Touch ignites with blightfire, SV Fortitude DC 35 or permanent loss of 4 Con points. Opponents save for 5 consecutive rounds. Dinderuc heals 10 hp damage for each Con drain. Only icy fragments remain of slain victims. *Undead Traits:* Immune poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, mind-affecting effects, effects requiring Fortitude save. *Cold Subtype:* Immune cold damage, double damage from fire. *Cold Aura (Su):* Within 10 feet/3m gives other undead cold-based creatures turn resistance +6, fast healing 10, cause 2d10 cold damage per round. *Icy Hardness (Ex):* DR 10/- when standard DR does not apply. *Spell-Like Abilities:* Cone of Cold, Control Weather, Dimension Door, Spell Immunity (Fireball), Sleet Storm effects, Wall of Ice at will. Caster level 23, SV DC 19 + spell level.  
**Saves:** Fortitude +10, Reflex +18, Will +24  
**Abilities:** Str 52, Dex 27, Con -, Int 10, Wis 22, Cha 28  
**Skills:** Knowledge (Undead) +30, Listen +36, Spot +38  
**Feats:** Cleave, Improved Critical (claw), Improved Initiative, Power Attack, Weapon Focus (claw)  
**Epic Feats:** Overwhelming Critical (claw), Blinding Speed, Epic Weapon Focus (claw)  
**Challenge Rating:** 23  
**Treasure:** None except medallions of the Dragon Cult still worn around their throats  
**Alignment:** CE

Nazerac and Karzor are former high level Wearers of the Purple from an anti-Tiamatist faction of the Dragon Cult from the Moonsea Region. They attempted to ascend Suncatcher from its southwestern face, but they encountered Dinderuc, who slew both of them and made them into winterwights directly under his control.

If intruders are detected in Dinderuc's Valley, Nazerac has orders to allow two members of the party to pass (for Dinderuc and Karzor to battle). All but one of the others are to be slain. The one exception is to be brought barely alive to Dinderuc, to be slain and made into a new winterwight.

Karzor has similar orders. He is to allow one member of the party to pass (for Dinderuc to battle). All but one of any other survivors are to be slain. The one exception also is to be brought barely alive to Dinderuc, to be slain and made into a new winterwight.

**NOTE:** Game masters running *Northern Journey* campaigns should take note of the many advantages that the *Reaper's Scythe* element of the artifact *Weapons of Learning* has in combat against a winterwight. PC parties in a *NJ* campaign should be in possession of this and the other two elements of the *Weapons of Learning*!

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### Dragon Cult - Karana Tharr's Band

Segment: *Silverymoon*

This band of cultists is encountered between Longsaddle and Nesmé.

- **Karana Tharr**, human female, Necromancer lvl 12. AC: 14 (Dex + Ring of Protection +2), HP: 32. Abilities: Str: 10, Con: 12, Dex: 16, Int: 19, Wis: 13, Cha: 12. Base Attack Bonus: +6/+1. Attack: Dagger, Attack Bonus +6/+1, 1d4 hp dmg. Saves: +5/+7/+9. Spells: 5/6/6/5/5/3/0/0/0, one daily necromancy. Treasure: 4 Copper Nibs, 1 Copper Thumb, 14 Silver Shards, 3 Silver Falcons, 1 Blue Eye, 11 Gold Dragons, 7 Gold Lions, 4 Tricrowns, 8 Platinum Suns. 2 Potions Extra-Healing. 1 Dragon Ring, 1 Ring of Protection +2, 1 Lightning Wand (Command word: *Nagasz hratblar*), 1 Spellbook. Challenge Rating 10.
- **Rhiliith of Gargauth**, half elf male, Cleric (Gargauth), lvl 9. AC: 15 (Chain mail + Dex). HP: 66. Abilities: Str: 15, Con: 14, Dex: 13, Int: 14, Wis: 19, Cha: 15. Base Attack Bonus: +6/+1. Attack: Heavy Mace, Attack Bonus +8/+3, 1d8+2 hp dmg. Saves: +8/+4/+10. Spells: (from Cyric - abilities like Cleric of Cyric) 6/5+1/5+1/4+1/3+1/1+1/0/0/0/0, Domains: Chaos, Destruction. 1 Treasure: 3 Copper Nibs, 2 Copper Thumb, 10 Silver Shards, 5 Silver Falcons, 1 Moon, 6 Gold Dragons, 7 Gold Lions, 1 Tricrown, 5 Platinum Suns. 1 Potion Extra-Healing. 1 Ring of Fire Protection, 1 Staff of Withering (Command word: *Kzhenarh*). Challenge Rating 7.
- **Yabah**, Tuigan-Horsewarrior human male fighter lvl 11, AC: 16 (Leather + Dex), HP: 117,. Abilities: Str: 19, Con: 18, Dex: 18, Int: 9, Wis: 13, Cha: 6. Base Attack Bonus: +11/+6/+1,. Horsesword (as Longsword), Attack Bonus +15/+10/+5, 1d8+4 hp dmg; 6 Chinese Stars, 10 ft/3m Attack Bonus +15/+10/+5, 20 ft/6m +13/+8/+3, 30 ft/9m +11/+6/+1, 1d6 hp dmg; Longbow, 100ft/30m Attack Bonus +15/+10/+5, 200ft/60m +13/+8/+3, 300ft/90m +11/+6/+1, 1d8 hp dmg. Saves: +11/+7/+7. Treasure: : 4 Copper Nibs, 1 Copper Thumb, 8 Silver Shards, 3 Silver Falcons, 8 Gold Dragons, 2 Gold Lions, 1 Tricrown, 3 Platinum Suns. Challenge Rating 9.
- **Hepzibah**, Tuigan-Horsewarrior human male fighter lvl 11, AC: 16 (Leather + Dex), HP: 113, Abilities: Str: 19, Con: 17, Dex: 19, Int: 9, Wis: 12, Cha: 6. Base Attack Bonus: +11/+6/+1,. Horsesword (as Longsword), Attack Bonus +15/+10/+5, 1d8+4 hp dmg; 6 Chinese Stars, 10 ft/3m Attack Bonus +15/+10/+5, 20 ft/6m +13/+8/+3, 30 ft/9m +11/+6/+1, 1d6 hp dmg; Longbow, 100ft/30m Attack Bonus +15/+10/+5, 200ft/60m +13/+8/+3, 300ft/90m +11/+6/+1, 1d8 hp dmg. Saves: +10/+7/+4. Treasure: : 4 Copper Nibs, 1 Copper Thumb, 8 Silver Shards, 3 Silver Falcons, 8 Gold Dragons, 2 Gold Lions, 1 Tricrown, 3 Platinum Suns. Challenge Rating 9.

### Draconian Patrol - Nuthar's Band

Segment: *Silverymoon*

- **Nuthar**, Dragon Vampire, Hybridized Human/Dragon Form. AC: 18, HP: 162. Slam attack, negative levels, spells. Nuthar is one of several vampire dragons leading bands of draconians, who are out to destroy the Cult of Dragons and capture the dragon rings of Keepers of the Hoard. He will disappear before he can be engaged in an encounter by enemies.
- **6 Goblin Draconians**, AC: 16, HP: 11, 9, 12, 7, 14, 10. Attacks: 2 claws, +2, 1d4 hp dmg, Short Sword, +1, 1d6+1 hp dmg. Size: S (4'/120 cm tall). Turns to stone.
- **4 Orc Draconians**, AC: 16, HP: 17, 19, 21, 14. Attacks: 2 claws +3, 1d4 hp dmg, Long Sword +2, 1d8 + 2 hp dmg. Size: M (6' tall). Poison on Weapons. Dissolves in a puddle of acid.
- **2 Troll Draconians**, AC: 20, HP: 39, 46, Attacks: 2 claws +8, 1d8+2 dmg, Great Sword, +8, 1d10 + 8 hp dmg. Size: L (9+' tall). Spells, damage reduction, transformation, darkvision.

## Draconian Patrol - Szigh Harrd's Band

Segment: *Silverymoon*

- **Szigh Harrd**, Dragon Vampire, Hybridized Human/Dragon Form. AC: 18, HP: 143. Slam attack, negative levels, spells. Harrd is one of several vampire dragons leading bands of draconians, who are out to destroy the Cult of Dragons and capture the dragon rings of Keepers of the Hoard. He will disappear before he can be engaged in an encounter by enemies.
- **4 Goblin Draconians**, AC: 16, HP: 11, 9, 12, 7. Attacks: 2 claws, +2, 1d4 hp dmg, Short Sword, +1, 1d6+1 hp dmg. Size: S (4'120 cm tall). Turns to stone.
- **3 Orc Draconians**, AC: 16, HP: 17, 19, 21. Attacks: 2 claws +3, 1d4 hp dmg, Long Sword +2, 1d8 + 2 hp dmg. Size: M (6' tall). Poison on Weapons. Dissolves in a puddle of acid.

## Flaming Tower Enemy Encounters

Segment: *Backlands*

- **5 Fire Giants** (*atop the Temple in the Sky*): AL: LE, HD: 15d8 + 75, HP: 181, 154, 137, 142, 159. AC: 21, Attacks: Large rock 120ft/36m Attack Bonus +10/+5/+0, 240 ft/72m +8/+3/-2, 360 ft/108m +6/+1/-4, 2d6+10 hp + 2d6 hp fire. Saves +14/+4/+5. See *D&D Monster Manual* for more details. Size: H (18'/550 cm). Challenge Rating 10.
- **40 Zhentish Archers** (*atop the Flaming Tower*), AL: LE, hm/f Fighter lvl 4, AC: 15, HP: 12-52 (Lvl + Con), Abilities: Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 10. Base Attack Bonus +4, Attacks: Long Sword, Attack Bonus +5, dmg 1d8 + 1 hp, Longbow: 100ft, Attack Bonus +5, 200 ft/60m +3, 300 ft/90m +1, 1d8 hp dmg, Saves +6/+2/+1, Size M (5'6"-6'/168-183cm). Challenge Rating 2.
- **Game Master**: The following statistics are valid for the Zhentarim in the tower after the tower has been breached. subtract from the total of 100 all Zhentilar archers who are killed during the range weapon encounter.
- **0-40 Zhentish Warriors**, lvl 4 (*in the Flaming Tower*), AL: LE, hm/f Fighter lvl 4, AC: 15, HP: 12-52 (Lvl + Con), Abilities: Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 10. Base Attack Bonus +4, Attacks: Long Sword, Attack Bonus +5, dmg 1d8 + 1 hp, Longbow: 100ft, Attack Bonus +5, 200 ft/60m +3, 300 ft/90m +1, 1d8 hp dmg, Saves +6/+2/+1, Size M (5'6"-6'/168-183cm). Challenge Rating 2.
- **10 Zhentish Warriors**, lvl 3 (*in the Flaming Tower*), AL: LE, hm/f Fighter lvl 3, AC: 15, HP: 9-36 (Lvl + Con), Abilities: Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 10. Base Attack Bonus +3, Attacks: Long Sword, Attack Bonus +4, dmg 1d8 + 1 hp, Longbow: 100ft, Attack Bonus +4, 200 ft/60m +2, 300 ft/90m +0, 1d8 hp dmg, Saves +5/+2/+1, Size M (5'6"-6'/168-183cm). Challenge Rating 1.
- **20 Zhentish Warriors**, lvl 2 (*in the Flaming Tower*), AL: LE, hm/f Fighter lvl 2, AC: 15, HP: 6-24 (Lvl + Con), Abilities: Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 10. Base Attack Bonus +2, Attacks: Long Sword, Attack Bonus +3, dmg 1d8 + 1 hp, Longbow: 100ft, Attack Bonus +3, 200 ft/60m +1, 300 ft/90m -1, 1d8 hp dmg, Saves +5/+1/+0, Size M (5'6"-6'/168-183cm). Challenge Rating 1/2.
- **30 Zhentish Warriors**, AL: LE, hm/f Fighter lvl 1, AC: 15, HP: 3-12 (Lvl + Con), Abilities: Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 10. Base Attack Bonus +1, Attacks: Long Sword, Attack Bonus +2, dmg 1d8 + 1 hp, Longbow: 100ft, Attack Bonus +2, 200 ft/60m +0, 300 ft/90m -2, 1d8 hp dmg, Saves +4/+1/+0, Size M (5'6"-6'/168-183cm). Challenge Rating 1/3.
- **Wallach of Xvim** (*in the Flaming Tower*), AL: LE, hm Cleric (Ruinlord) lvl 10, AC: 15 (Chain Mail), HP: 63, Abilities: Str 12, Dex 13, Con 12, Int 15, Wis 18, Cha 4. Base Attack Bonus: +7/+2. Attack: Mace of Destruction +5 (see *Magic Items*), Attack Bonus +13/+8, dmg 1d8 + 6 hp and upon first hit save for fortitude or dead. Saves: +8/+4/+11, Domains: Evil, Destruction. Spells: 6/5+1/5+1/4+1/4+1/3+1/0/0/0/0. Challenge Rating 9.

## Fort Kane - the Key NPCs

Segment: *Bloodstone*

- **Ben Wheeler, Burgomaster**, human male, age 50, AL:NE, Rogue 8; Size M (5'9"/175cm tall); hp 43; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +6/+1 melee, or +9/+4 ranged; SV Fort +4, Ref +9, Will +3; Str 10, Dex 16, Con 15, Int 13, Wis 13, Cha 9. Skills: Climb +8, Decipher Script +12, Disable Device +12, Disguise +7, Forgery +11, Gather Information +7, Hide +10, Intimidate +6, Jump +9, Listen +14, Move Silently +12, Open Lock +14, Spot +3. Feats: Alertness, Dodge, [Evasion], Negotiator, Quick Draw.
- **Colonel Franklin Dartmouth, Commander of the 2<sup>nd</sup> Regiment, Princely Brigade of Damara, Bloodstone Army**, human male, age 50, AL:LG, Paladin of Ilmater 16; Size M (5'7"/170cm tall); hp 104; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +16/+11/+6/+1 melee, or +18/+13/+8/+3 ranged; SV Fort +15, Ref +11, Will +14; Str 10, Dex 14, Con 13, Int 10, Wis 16, Cha 18. Skills: Craft (Shipmaking) +12, Diplomacy +21, Hide +2, Knowledge (Geography) +1, Knowledge (Nobility and Royalty) +15, Knowledge (Religion) +12, Listen +3, Move Silently +2, Spot +3. Feats: Blind-Fight, Heighten Spell, Improved Initiative, Improved Turning, Iron Will, Leadership, Quicken Spell. Paladin Spells Per Day: 0/3/3/2/1/0/0/0/0/0.
- **Major Wanda Longpin, Commander, 1<sup>st</sup> Battalion, 2<sup>nd</sup> Regiment**, human female, age 34, AL:LG, Paladin of Ilmater 12; Size M (5'4"/163cm tall); hp 53; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +13/+8/+3 melee, or +13/+8/+3 ranged; SV Fort +11, Ref +8, Will +9; Str 13, Dex 13, Con 10, Int 8, Wis 15, Cha 17. Skills: Craft (Trapmaking) +5, Handle Animal +16, Hide +1, Knowledge (Nobility and Royalty) +3, Listen +2, Move Silently +1, Ride +10, Spot +2. Feats: Heighten Spell, Mounted Combat, Persuasive, Power Attack, Scribe Scroll, Skill Focus (Handle Animal). Paladin Spells Per Day: 2/2/1.
- **Warren Pulton, sergeant of the Bloodstone Riders Bunkhouse**, human male, age 66, AL:NG, Ranger 5; Size M (6'0"/183cm tall); hp 22; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +7 melee, or +8 ranged; SV Fort +3, Ref +4, Will +3; Str 15, Dex 17, Con 8, Int 8, Wis 15, Cha 12. Skills: Craft (Weaponsmithing) +4, Decipher Script +3, Hide +3, Knowledge (Geography) +6, Listen +4, Move Silently +10, Profession (Miner) +10, Ride +6, Spot +10, Survival +10. Feats: Alertness, Diligent, [Rapid Shot], [Track], Weapon Finesse. Ranger Spells Per Day: 1.
- **Winton Karg, commander of the watch**, human male, age 34, AL:NE, Warrior 2, Rogue 6; Size M (5'7"/170cm tall); hp 27; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +9/+4 melee, or +10/+5 ranged; SV Fort +5, Ref +11, Will +2; Str 17, Dex 19, Con 11, Int 15, Wis 11, Cha 12. Skills: Disable Device +10, Escape Artist +11, Forgery +10, Heal +2, Hide +11, Jump +12, Knowledge (Dungeoneering) +4, Listen +7, Move Silently +13.5, Open Lock +9, Ride +9, Search +11, Sense Motive +10, Sleight of Hand +12, Spot +0, Survival +2, Use Magic Device +9. Feats: Combat Reflexes, [Evasion], Lightning Reflexes, Negotiator, Point Blank Shot.
- **Nana of Ilmater**, human female, age 33, AL:LG, Cleric of Ilmater 6; Size M (5'7"/170cm tall); hp 35; Init -2 (-2 Dex); Speed 30ft/9m; AC 8 (-2 Dex); Attack +6 melee, or +2 ranged; SV Fort +6, Ref +0, Will +8; Str 15, Dex 6, Con 13, Int 10, Wis 16, Cha 13. Skills: Heal +9, Hide -2, Knowledge (Arcana) +8, Knowledge (The Planes) +7, Listen +3, Move Silently -2, Profession (Hunter) +9, Spot +3. Feats: Empower Spell, Heighten Spell, Improved Counterspell, Widen Spell. Cleric Domains: Healing, Protection. Cleric Spells Per Day: 5/4+1/4+1/3+1/0/0/0/0/0/0/0.
- **Myrna of Tymora**, human female, age 32, AL:NG, Cleric of Tymora 7; Size M (5'1"/155cm tall); hp 44; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +8 melee, or +6 ranged; SV Fort +6, Ref +3, Will +7; Str 16, Dex 12, Con 13, Int 12, Wis 15, Cha 12. Skills: Craft (Painting) +5, Craft (Shipmaking) +11, Heal +11, Hide +1, Knowledge (Religion) +8, Listen +2, Move Silently +1, Spellcraft +11, Spot +2. Feats: Brew Potion, Craft Magic Arms and Armor, Leadership, Negotiator. Cleric Domains: Luck, Protection. Cleric Spells Per Day: 6/5+1/4+1/2+1/1+1/0/0/0/0/0/0.



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- **Nathan (of Xvim) Quigg**, human male, age 36, AL:LE, Cleric of Xvim 8; Size M (5'1"/155cm tall); hp 17; Init +0; Speed 30ft/9m; AC 10; Attack +7/+2 melee, or +6/+1 ranged; SV Fort +4, Ref +2, Will +9; Str 13, Dex 10, Con 6, Int 14, Wis 17, Cha 11. Skills: Craft (Leatherworking) +11, Craft (Painting) +7, Craft (Stonemasonry) +12, Heal +13, Hide +0, Knowledge (History) +13, Knowledge (The Planes) +12, Listen +3, Move Silently +0, Spot +3; Feats: Extra Turning, Leadership, Quicken Spell, Widen Spell. Cleric Domains: Evil, Death. Cleric Spells Per Day: 6/5+1/4+1/4+1/2+1/0/0/0/0/0.
- **Rogan of Tempus**, human male, age 28, AL:CN, Cleric of Tempus 4. Size M (5'7"/170cm tall); hp 29; Init -1 (-1 Dex); Speed 30ft/9m.; AC 9 (-1 Dex); Attack +6 melee, or +2 ranged; SV Fort +8, Ref +0, Will +8; Str 16, Dex 8, Con 14, Int 13, Wis 18, Cha 16. Skills: Balance +0, Hide -1, Knowledge (Architecture and Engineering) +4, Knowledge (Dungeoneering) +3.5, Knowledge (History) +8, Knowledge (Nature) +2, Knowledge (Religion) +8, Knowledge (The Planes) +2, Listen +4, Move Silently -1, Spot +4. Feats: Craft Wondrous Item, Great Fortitude, Negotiator. Cleric Domains: Destruction, War. Cleric Spells Per Day: 5/4+1/3+1/0/0/0/0/0/0/0.
- **Hamilton Burge, head of Brandiar Transit and top Iron Throne agent**, human male, AL:NE, Rogue 12, Expert 2. Size M (5'9"/175cm tall); hp 55; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +10/+5 melee, or +13/+8 ranged; SV Fort +4, Ref +11, Will +9; Str 11, Dex 17, Con 11, Int 14, Wis 14, Cha 9. Skills: Appraise +17, Balance +17.5, Bluff +14, Concentration +5, Craft (Painting) +3, Craft (Weaponsmithing) +3, Decipher Script +14, Diplomacy +8, Disable Device +9, Escape Artist +16, Hide +3, Jump +5, Knowledge (Arcana) +7, Listen +18, Move Silently +16.5, Open Lock +13, Perform (Oratory) +3, Spot +16, Use Magic Device +14, Use Rope +14. Feats: Alertness, [Evasion], Magical Aptitude, Skill Focus (Escape Artist), Weapon Focus (quarterstaff).

## Fortress Clymph Inhabitants

Segment: *The Great Dale*

**Reaver Lord Dargenn, human male, AL: CE, Reaver of Garagos (Cleric) 14**; Size M (6'2"/188cm tall); hp 58; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +11/+6 melee, Long sword 1d8+1 dmg, or +11/+6 ranged; SV Fort +9, Ref +5, Will +12; Str 13, Dex 13, Con 10, Int 9, Wis 17, Cha 15. Skills: Concentration +3, Craft (Leatherworking) +7, Craft (Shipmaking) +6, Hide +1, Knowledge (History) +15, Listen +3, Move Silently +1, Spot +3. Feats: Craft Wondrous Item, Diligent, Dodge, Extend Spell, Scribe Scroll, Silent Spell. Cleric Domains: Destruction, War. Cleric Spells Per Day: 6/6+1/6+1/5+1/4+1/3+1/3+1/2+1.

**Rengul, human male, AL: CE, Fighter 15, commander of the troop**; Size M (5'6"/168cm tall); hp 107; Init +2 (+2 Dex); Speed 30 ft/9m; AC 12 (+2 Dex); Attack +19/+14/+9 melee, Great sword, 2d6+4 dmg (+20/+15/+10 - Weapon Focus) or +17/+12/+7 ranged; Heavy crossbow (Weapon Focus: 18/+13/+8), 1d10 dmg; SV Fort +10, Ref +7, Will +5; Str 19, Dex 15, Con 12, Int 15, Wis 10, Cha 15. Skills: Climb +18, Handle Animal +18, Hide +2, Intimidate +15, Jump +19, Listen +2, Move Silently +2, Ride +17, Spot +2, Swim +22. Feats: Alertness, Combat Expertise, Dodge, Endurance, Improved Overrun, Power Attack, Skill Focus (Intimidate), Weapon Focus (Great sword), Weapon Focus (Heavy crossbow).

**Reaver of Garagos, human male, AL: CE, Cleric 11**, Size M (5'7"/170cm); hp 60; Init +0; Speed 30ft/9cm; AC 10; Attack +10/+5 melee, Heavy mace 1d8+2 dmg, or +8/+3 ranged; SV Fort +7, Ref +3, Will +10; Str 14, Dex 10, Con 10, Int 13, Wis 16, Cha 16. Skills: Diplomacy +13, Heal +13, Hide +0, Knowledge (Arcana) +15, Knowledge (Religion) +11, Listen +3, Move Silently +0, Profession (Hunter) +14, Sense Motive +4, Spot +3. Feats: Brew Potion, Combat Casting, Extend Spell, Maximize Spell, Silent Spell. Cleric Domains: Death, Destruction. Cleric Spells Per Day: 6/6+1/5+1/5+1/3+1/2+1/1+1.

**Reaver of Garagos, human female, AL: CE, Cleric 9**; Size M (5'6"/168cm tall); hp 50; Init +0; Speed 30ft/9m; AC 10; Attack +8/+3 melee, Heavy mace, 1d8+3 dmg, or +6/+1 ranged; SV Fort +7, Ref +3, Will +8; Str 15, Dex 11, Con 12, Int 9, Wis 14, Cha 13. Skills: Craft (Stonemasonry) +6, Hide +0, Knowledge (Arcana) +9, Knowledge (The Planes) +0, Listen +2, Move Silently +0, Spellcraft +5, Spot +2. Feats: Extend Spell, Improved Turning, Maximize Spell, Persuasive, Track. Cleric Domains: Death, Destruction. Cleric Spells Per Day: 6/5+1/5+1/3+1/2+1.

**Reavers of Garagos, human male and female, AL: CE, Cleric 11, 9, 6, 5, 5 and 2**;

**342 Warriors of Garagos, human male and female, AL: CE, War 1-8 and Ftr 1-10.**

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### Fzoul's Invitation Committee

Segment: *Tale of 2 Liches*

- **Zinda of Xvim:** (*later encounter in Impiltur 1 lvl higher*) human female, AL: LE, Cleric (Hatemistress) lvl 6, AC 12 (Dex - no armor), HP: 48, Abilities: Str 10, Dex 14, Con 14, Int 12, Wis 18, Cha 6. Base Attack Bonus: +4. Attacks: Heavy Mace, Attack Bonus +4, 1d8 hp dmg. Saves: +7/+4/+9. Spells: 5/4+1/4+1/3+1/0/0/0/0/0/0, Domains: Law, Evil. Challenge Rating 4.
- **Gaarth of Xvim:** human male, AL: LE, Cleric (Oppressor) lvl 3, AC 11 (Dex - no armor), HP: 22, Abilities: Str 12, Dex 12, Con 15, Int 10, Wis 16, Cha 5. Base Attack Bonus: +4. Attacks: Heavy Mace, Attack Bonus +4, 1d8 hp dmg. Saves: +5/+2/+6. Spells: 4/3+1/2+1/0/0/0/0/0/0, Domains: Law, evil. Challenge Rating 1.
- **3 Zhentilar Soldiers:** human male/female. fighter lvl 1, AC 16 (Chain mail & Shield), HP: 8, 4, 5, Abilities: Str 14, Dex 13, Con 15, Int 9, Wis 10, Cha 10. Base Attack Bonus: +1, Attack: Long Sword, Attack Bonus: +3, 1d8 + 2 hp dmg. Saves: +4/+1/+0. Challenge Rating 1/3.

### Garyl's Cove Encounters

Segment: *Impiltur*

- **Dorgg of Xvim, Luinda,** human female, AL: LE; Cleric (Ruinelady) lvl 9, AC: 18 (Chain mail + Dex), HP: 66; Abilities: Str 14, Con 14, Dex 16, Int 13, Wis 17, Cha 6; Base Attack Bonus: +6/+1; Attack: Mace of the Green Eyes (see *Northern Journey Campaign Guide*), Base Attack Bonus +8/+3, 1d8 + 3 hp dmg + magical burn dmg; Saves +8/+6/+9; Spells: 6/5+1/5+1/4+1/3+1/1+1/0/0/0/0/0, Domains Evil, Destruction; Potion of healing; Potion of extra healing; Wand of fear; 3 scrolls game master's choice. Challenge Rating 7.
- **Zinda of Xvim:** (*encountered in Zhentil Keep, now one level higher*) human female, AL: LE, Cleric (Hatemistress) lvl 7, AC 12 (Dex - no armor), HP: 57, Abilities: Str 10, Dex 14, Con 15, Int 12, Wis 18, Cha 6. Base Attack Bonus: +5. Attacks: Heavy Mace, Attack Bonus +5, 1d8 hp dmg. Saves: +8/+4/+9. Spells: 6/5+1/4+1/3+1/2+1/0/0/0/0/0, Domains: Law, Evil. Challenge Rating 5.
- **Rendestarnzughthatometoplus Eszénfigiakarnutroltaras Kimûnghhûg-Harabaddus** (*better known as Rendest*), gnome male, AL: CE; Illusionist lvl 15, AC 14 (Dex), HP: 70, Abilities: Str 8, Con 15, Dex 18, Int 18, Wis 10, Cha 6; Base Attack Bonus +7/+2, Attacks: Dagger +2 with poison, Attack Bonus: +8/+3 (Magic +2, Str -1). 1d4 + 1 hp dmg + poison for two blows, save for fortitude vs. DC 15 or 20 hp dmg and unconscious 1d4 days; Saves: +7/+9/+9. Spells: 5/6/6/6/6/5/4/3/2/0, one daily illusion. 2 potions extra healing; Wand of Illusions, Wand of Wonder, Spell Turning Ring, Ring of Invisibility, 12 scrolls, game master's choice; Challenge Rating 13.
- **Magnonion,** human male, AL: LE; Conjurer, lvl 7, AC 13 (Dex), HP: 19, Abilities: Str 9, Con 11, Dex 16, Int 18, Wis 11, Cha 6; Base Attack Bonus +3, Attack: Dagger, Attack Bonus +2 (Str -1), 1d4 - 1 hp dmg; Saves: +2/+5/+5; Spells: 5/6/6/5/4/2/0/0/0. 1 potion extra healing; Wand of Magic Missiles, 2 scrolls, game master's choice; Challenge Rating 5.

### Gatehold - the Key NPCs

Segment: *Bloodstone*

- **General Zambelraun, commander of Fort Gatehold and local magistrate,** human male, age 60, AL:LG, Paladin of Ilmater 15; Size M (5'9"/175cm tall); hp 91; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +16/+11/+6 melee, or +16/+11/+6 ranged; SV Fort +12, Ref +9, Will +10; Str 13, Dex 13, Con 10, Int 8, Wis 15, Cha 17. Skills: Craft (Trapmaking) +5, Handle Animal +18, Hide +1, Knowledge (Nobility and Royalty) +4, Listen +2, Move Silently +1, Ride +13, Spot +2. Feats: Heighten Spell, Improved Initiative, Mounted Combat, Persuasive, Power Attack, Scribe Scroll, Skill Focus (Handle Animal). Paladin Spells Per Day: 0/3/2/1/1.

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- **Tregaszh, Commander of the 3<sup>rd</sup> Battalion**, half-orc male, age 40, AL:N, Fighter 14; Size M (6'0"/183cm tall); hp 125; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +20/+15/+10 melee, or +15/+10/+5 ranged; SV Fort +13, Ref +5, Will +3; Str 22, Dex 12, Con 14, Int 13, Wis 8, Cha 6. Skills: Climb +11, Forgery +6.5, Hide +1, Jump +22, Listen +3, Move Silently +1, Ride +2, Spot -1, Use Magic Device +3.5, Use Rope +7. Feats: Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Sunder, Improved Trip, Point Blank Shot, Power Attack, Quick Draw.
- **Nunghar, Commander of the Bloodstone Riders detachment**, half-orc male, age 36, AL:NG, Ranger 9, Size M (5'7"/170cm tall); hp 59; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +11/+6 melee, or +13/+8 ranged; SV Fort +6, Ref +7, Will +6; Str 14, Dex 19, Con 11, Int 13, Wis 17, Cha 9. Skills: Craft (Alchemy) +10, Craft (Carpentry) +9, Craft (Painting) +13, Craft (Pottery) +9, Craft (Stonemasonry) +7, Hide +16, Knowledge (Geography) +12, Listen +5, Move Silently +6, Spot +5, Survival +12, Use Rope +15. Feats: Alertness, Combat Reflexes, Deceitful, [Evasion], [Manyshot], [Rapid Shot], Stealthy, [Track]. Ranger Spells Per Day: 0/2/1/0/0.
- **Lil Trangolyn, owner of the Silvermere Lodge inn and unofficial underground town leader**, human female, age 44, AL:NE, Rogue 8; Size M (5'3"/160cm tall); hp 35; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +6/+1 melee, or +10/+5 ranged; SV Fort +3, Ref +10, Will +4; Str 11, Dex 19, Con 12, Int 12, Wis 14, Cha 9. Skills: Balance +14, Decipher Script +8, Disable Device +12, Disguise +10, Escape Artist +10, Hide +15, Intimidate +10, Jump +4, Listen +2, Move Silently +4, Search +10, Sense Motive +10, Speak Language +2, Spot +2, Swim +11. Feats: Use Magic Device +9; Dodge, Endurance, [Evasion], Persuasive, Point Blank Shot.
- **Targomar, Leader of the Hellrazors**, human male, age 48, AL:NE, Fighter 9, Wizard 9; Size M (6'2"/188cm tall); hp 91; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +16/+11/+6 melee, or +14/+9/+4 ranged; SV Fort +13, Ref +7, Will +9; Str 16, Dex 13, Con 14, Int 16, Wis 10, Cha 9. Skills: Craft (Leatherworking) +10, Handle Animal +10.5, Hide +1, Intimidate +6, Jump +15.5, Knowledge (Dungeoneering) +4, Knowledge (Nobility and Royalty) +15, Knowledge (Religion) +14, Knowledge (The Planes) +15, Listen +0, Move Silently +1, Ride +13, Spellcraft +13, Spot +0, Swim +14. Feats: Dodge, Great Fortitude, Improved Critical (long sword), Improved Initiative, Mobility, Point Blank Shot, Power Attack, Quick Draw, Rapid Shot, [Scribe Scroll], Spell Mastery (Protection from Chaos, Obscuring Mist), Still Spell, Weapon Focus (long sword), Weapon Focus (lance, heavy). Wizard Spells Known (4/5/5/4/2/1/0/0/0/0): 0th -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. 1st -- Charm Person, Color Spray, Disguise Self, Expeditious Retreat, Grease, Magic Missile, Obscuring Mist, Protection from Chaos, Reduce Person, Sleep. 2nd -- Alter Self, Ghoul Touch, Gust of Wind, Knock, Owl's Wisdom. 3rd -- Explosive Runes, Fly, Illusory Script, Magic Circle against Evil, Wind Wall. 4th -- Charm Monster, Greater Invisibility, Hallucinatory Terrain, Lesser Globe of Invulnerability, Polymorph, Scrying. 5th -- Hold Monster, Waves of Fatigue.
- **Luckbringer Reeda Darby**, human female, age 33, AL:CG, Cleric 5 of Tymora, Size M (5'2"/157cm tall); hp 44; Init +0; Speed 30ft/9m; AC 10; Attack +4 melee, or +3 ranged; SV Fort +6, Ref +1, Will +8; Str 12, Dex 11, Con 15, Int 11, Wis 19, Cha 16. Skills: Craft (Carpentry) +2, Craft (Trapmaking) +6, Hide +0, Knowledge (Arcana) +8, Knowledge (Religion) +6, Listen +4, Move Silently +0, Profession (Hunter) +7, Spot +4. Feats: Brew Potion, Improved Turning, Spell Focus (conjuration). Cleric Domains: Luck, Protection. Cleric Spells Per Day: 5/4+1/3+1/2+1/0/0/0/0/0/0.
- **Battlelord Bendell Gilling**, human male, age 24, AL:CG, Cleric 2 of Tempus, Size M (5'8"/173cm tall); hp 22; Init +0; Speed 30ft/9m; AC 10; Attack +2 melee, or +1 ranged; SV Fort +6, Ref +0, Will +5; Str 12, Dex 11, Con 17, Int 9, Wis 14, Cha 12. Skills: Heal +6, Hide +0, Knowledge (History) +3, Knowledge (Nobility and Royalty) +0, Listen +2, Move Silently +0, Spot +2. Feats: Maximize Spell, Persuasive. Cleric Domains: Strength, War. Cleric Spells Per Day: 4/3+1/0/0/0/0/0/0/0/0.

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- **Nilda Tarnoy, innkeeper of the Beaumaris Inn and Harper agent**, human female, age 55, AL:NG; Rogue 10, Size M (5'9"/175cm tall); hp 60; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +7/+2 melee, or +10/+5 ranged; SV Fort +5, Ref +10, Will +4; Str 10, Dex 16, Con 15, Int 13, Wis 13, Cha 9. Skills: Climb +9, Decipher Script +14, Disable Device +13, Disguise +7, Forgery +12, Gather Information +7, Hide +10, Intimidate +12, Jump +13, Listen +15, Move Silently +15, Open Lock +15, Spot +3. Feats: Alertness, Combat Reflexes, Dodge, [Evasion], Negotiator, Quick Draw.
- **Nathan Appleby, Manager of the Damaran Merchants League office and Iron Throne agent**, human male, age 36, AL:NE, Expert 2, Size M (5'7"/170cm tall); hp 8; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +2 melee, or +3 ranged; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con 10, Int 10, Wis 14, Cha 15. Skills: Craft (Painting) +5, Craft (Woodworking) +5, Forgery +1.5, Hide +2, Knowledge (Architecture and Engineering) +5, Knowledge (Geography) +4, Knowledge (Religion) +2, Listen +4, Move Silently +2, Perform (Dance) +8, Spot +4. Feat: Use Magic Device +4; Alertness, Skill Focus (Perform (Dance)).
- **Nestor Wilkins, Bookkeeper and civilian personnel manager of Fort Gatehold and Zhentarim spy**, human male, age 38, AL:LG(LE), Rogue 5, Expert 4, Size M (5'3"/160 cm tall); hp 51; Init +8 (+4 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 14 (+4 Dex); Attack +7/+2 melee, or +10/+5 ranged; SV Fort +4, Ref +9, Will +6; Str 13, Dex 18, Con 14, Int 11, Wis 13, Cha 15. Skills: Balance +13, Bluff +9, Climb +9, Craft (Sculpting) +1.5, Craft (Woodworking) +7, Decipher Script +6, Hide +12, Intimidate +7.5, Knowledge (Dungeoneering) +0.5, Knowledge (Geography) +2, Knowledge (Local) +8, Listen +1, Move Silently +11.5, Open Lock +8, Perform (Act) +9, Sense Motive +3, Spot +9, Tumble +12. Feats: [Evasion], Improved Initiative, Martial Weapon Proficiency (pick, light), Run, Shield Proficiency, Skill Focus (Balance).
- **Marda Trugg, Manager of the Moonsea Assurance office and Zhentarim agent**, human female, age 32, AL:LE, Rogue 2, Size M (5'4"/163cm tall); hp 11; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +2 melee, or +3 ranged; SV Fort +1, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 8, Wis 14, Cha 10. Skills: Decipher Script +4, Disable Device +2, Forgery +4, Hide +7, Intimidate +4, Listen +7, Move Silently +2, Perform (Percussion Instruments) +4, Sense Motive +6, Spot +2, Swim +6. Feats: [Evasion], Improved Unarmed Strike, Point Blank Shot.

## Goliad - the Key NPCs

Segment: *Bloodstone*

Duke Dormythyrr and Friar Dugald are described separately in the section *New Unofficial NPCs*.

- **Nester Mendee, Chancellor of Brandiar**, human male, age 32, AL:NG, Aristocrat 10; Size M (5'8"/173cm tall); hp 49; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +8/+3 melee, Dagger, 1d4+1 hp dmg, or +8/+3 ranged; SV Fort +4, Ref +4, Will +11; Str 12, Dex 12, Con 12, Int 9, Wis 18, Cha 14. Skills: Concentration +4, Diplomacy +15, Hide +1, Knowledge (Architecture and Engineering) +9, Listen +18, Move Silently +1, Perform (Keyboard Instruments) +15, Spot +6. Feats: Alertness, Far Shot, Leadership, Point Blank Shot, Track.
- **Kolbin Teely, Burgomaster**, human male, age 36, AL:NG, Fighter 4; Size M (6'2"/188cm tall); hp 33; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +6 melee, or +6 ranged; SV Fort +5, Ref +3, Will +3; Str 15, Dex 15, Con 13, Int 13, Wis 10, Cha 9. Skills: Handle Animal +3, Hide +2, Jump +9, Listen +2, Move Silently +2, Profession (Hunter) +2, Profession (Miner) +3, Ride +9, Spot +2. Feats: Alertness, Combat Expertise, Exotic Weapon Proficiency (axe, orc double), Iron Will, Power Attack, Weapon Finesse.
- **Major Lando Dallmayr, Commander, 2<sup>nd</sup> Battalion, 2<sup>nd</sup> Regiment, Princely Brigade of Vaasa, Bloodstone Army**, human male, age 41, AL:LG, Paladin of Ilmater 12; Size M (5'5"/165cm tall); hp 94; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +15/+10/+5 melee, or +13/+8/+3 ranged; SV Fort +13, Ref +9, Will +11; Str 16, Dex 12, Con 12, Int 12, Wis 13, Cha 19. Skills: Decipher Script +7.5, Hide +1, Listen +1, Move Silently +1, Profession (Miner) +14, Ride +16, Sense Motive +16, Spellcraft +6.5, Spot +1. Feats: Combat Casting, Combat Reflexes, Improved Counterspell, Iron Will, Leadership, Power Attack. Paladin Spells Per Day: 2/1/1.

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- **Nesbitt Kendall, commander of the Bloodstone Riders Detachment**, human male, age 40, AL:NG, Ranger 10; Size M (5'7"/170cm tall); hp 40; Init +8 (+4 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 14 (+4 Dex); Attack +13/+8 melee, or +14/+9 ranged; SV Fort +5, Ref +7, Will +4; Str 16, Dex 19, Con 7, Int 11, Wis 12, Cha 11. Skills: Craft (Armorsmithing) +1, Handle Animal +11, Hide +16, Knowledge (Dungeoneering) +9, Knowledge (Nature) +12, Listen +1, Move Silently +4, Ride +15, Search +10, Spot +13, Survival +16. Feats: Blind-Fight, [Evasion], Improved Initiative, [Manyslot], [Rapid Shot], Self Sufficient, [Track], Widen Spell. Ranger Spells Per Day: 2/1.
- **Ben Olmstead, commander of the watch**, human male, age 39, AL:NG, Warrior 5. Size M (5'10"/178cm tall); hp 30; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +7 melee, or +8 ranged; SV Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 14, Int 13, Wis 13, Cha 11. Skills: Handle Animal +7, Hide +3, Intimidate +8, Jump +6, Listen +1, Move Silently +6, Perform (Act) +2.5, Ride +5, Spot +1. Feats: Exotic Weapon Proficiency (chain, spiked), Lightning Reflexes, Power Attack.

### Gordthalornfaern: Royal Encounter

Segment: *Backlands*

- **King Niping**, dwarf male, fighter lvl 15, AL: LG, AC: 22 (Plate Mail +2), HP: 164, Abilities: Str 18, Con 20, Dex 10, Int 13, Wis 17, Cha 8; Base Attack Bonus +15/+10/+5, Attack: Battleaxe +5, Attack Bonus: +24/+19/+14. 1d8+9 hp dmg; Saves: +14/+5/+8. Challenge Rating: 13.
- **Olyynga of Moradin**, dwarf female, Cleric (Sonnliror), lvl 10; AL: LG, AC: 18 (chain mail +3), HP: 93, Abilities: Str 19, Con 18, Dex 10, Int 12, Wis 19, Cha 6. Base Attack Bonus: +7/+2. Attack: Battleaxe +3, Attack Bonus: +14/+9, 1d8 + 7 hp dmg; Saves: +11/+3/+11; Spells: 6/5+1/5+1/4+1/4+1/2+1/0/0/0/0, Domains: Earth, Protection. Challenge Rating 8.
- **2 Runecasters**, (see *Character Class Extensions* for more details), dwarf male runecaster, lvl 15, AL:LG, AC: 13 (Leather + Dex), Nifar, 92hp, and Brolin, 94hp, Abilities: Str 18, Con 18, Dex 14, Int 14, Wis 16, Cha 6. Base Attack Bonus: +1. Attack: Warhammer, Attack Bonus +5, 1d8 + 4 hp dmg; Special Attack: Lightning runestones, 1d4 hp dmg. Saves: +9/+7/+12, Challenge Rating 5.
- **4 Dvergr Warriors**: dwarf male fighters, lvl 15, AL:LG, AC 21, Dvergr chain mail +5, Dvergr shield +1, Doldar, 156hp; Oinar, 148hp; Fildur, 160hp; Wilping, 166hp. Abilities: Str 20, Con 19, Dex 11, Int 10, Wis 11, Cha 6. Base Attack Bonus +15/+10/+5, Attack: Battleaxes +3, Attack Bonus: +23/+18/+13, 1d8 + 5 hp dmg. Saves: +13/+5/+5. Challenge Rating 13.

### Graasz and His Gnome Party

Segment: *Silverymoon*

- **Graasz of Gond**, gnome male, illusionist lvl 15, AL:CN, Cleric (Seeker of the 8<sup>th</sup> Order) lvl 9, AC: 14 (Dex + Ring of protection +3), Age: 488; HP 110, Abilities: Str 10, Con 12, Dex 12, Int 19, Wis 19, Cha 10. Base Attack Bonus: +13/+3 Weapons: Dagger, Attack Bonus +12/+3, 1d4 hp dmg; Sling, 50 ft/15m, Attack Bonus +13/+4, 100ft/30m +11/+2, 150ft/45m +9/+0, 1d4 hp dmg. Saves: +11/+9/+19. Arcane spells 4/5/5/5/5/4/3/3/2/0, one daily illusion; Divine spells: 6/5+1/5+1/4+1/3+1/1+1/0/0/0/0, Domains: Fire, Knowledge. Challenge Rating 22.
- **Rolfr of Gond**, gnome male, AL:CN, Cleric (Seeker of the 9<sup>th</sup> Order) lvl 8, Rogue Lvl 13, AC: 15 (Dex + Leather) , Age: 409, HP 101, Abilities: Str 12, Con 13, Dex 17, Int 10, Wis 17, Cha 11. Base Attack Bonus: +15/+5, Attacks: Short sword, Attack Bonus +17/+7, 1d6 + 1 hp dmg; Sling, 50ft/15m Attack Bonus +18/+8, 100ft/30m +16/+6, 150ft/45m +14/+4. Saves: +11/+14/+11. Spells: 6/5+1/4+1/4+1/2+1/0/0/0/0/0, Domains: Earth, Fire. Challenge Rating 19.
- **Nardl of Gond**, gnome male, AL: CN, fighter lvl 11, Cleric (Seeker of the 10<sup>th</sup> Order) lvl 7, AC: 17 (Chain mail + Dex) , Age: 404, HP: 157, Abilities: Str 18, Con 16, Dex 15, Int 10, Wis 16, Cha 8. Base Attack Bonus: +16/+6/+1. Attacks: Short Sword, Attack Bonus +20/+10/+5, 1d6 + 4 dmg; Short Bow, 60ft/18m Attack Bonus +18/+8/+3, 120ft/36m +16/+6/+1, 180ft/54m +14/+4/-1, 1d6 hp dmg; Flamethrower 100 ft/30m +18/+8/+3, 200 ft/60m +16/+6/+1, 300ft/90m +14/+4/-1, 12d6 hp dmg. Saves: +15/+7/+11. Spells: 6/5+1/4+1/3+1/1+1/0/0/0/0/0, Domains: Earth, Fire. Challenge Rating 16.

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- **Gilkjr of Gond**, gnome male, AL: CN, fighter lvl 9, Cleric (Seeker After Small Things) lvl 3, AC: 17 (Chain mail + Dex), Age: 322; HP: 75, Abilities: Str 17, Con 16, Dex 14, Int 10, Wis 15, Cha 9. Base Attack Bonus: +11/+4. Attacks: Short Sword, Attack Bonus +14/+7, 1d6 + 3 hp dmg; Short Bow, 60ft/18m Attack Bonus +13/+3, 120ft/36m +11/+1, 180ft/54m +9/-1, 1d6 hp dmg; Flamethrower 100 ft/30m +13/+3, 200 ft/60m +11/+1, 300ft/90m +9/-1, 12d6 hp dmg. Saves: +12/+6/+8. Spells: 4/3+1/0/0/0/0/0/0/0, Domains: Earth, Knowledge. Challenge Rating 10.

### Grafrúitnir's Cave Encounters

Segment: *Bloodstone*

- **4 Clusters of Purple Cap Mushrooms**, small fungus, Challenge Rating: 0, Hit Dice: 1 hp each. Initiative: 0. Speed: 0. AC: 10. Attacks: 0. Damage: 0. Face/Reach: 0. Special Attacks: Poison. Special Qualities: None. Saves: None. Abilities: NA. Skills: NA. Feats: NA. Treasure: None. Alignment: N. Advancement Range: None. (Source: *This book*.)

Highly toxic, 2% chance of a savings throw for fortitude, 98% chance automatic death after consuming 1 gram or more. A victim who receives and makes a savings throw is unconscious for 8 + d12 turns and incapacitated 1d6 days. The purple cap is a totally purple mushroom with caps up to a foot/30cm in diameter with stems up to 18 inches/45 cm. It has a thick stem and is gilled under the cap.

- **6 Green Slimes**, Small slime, Challenge Rating 1, Hit Dice 2 (14, 12, 4, 6, 8 and 10 hp). Initiative: 0. Speed: 0. AC: 11. Attacks: 0. Damage: 0. Face/Reach: 0. Special Attacks: On contact turns target into green slime. Special Qualities: Destroyed only by magic, freezing or burning. Saves: None. Abilities: NA. Skills: NA. Feats: NA. Treasure: None. Alignment: N. Advancement Range: None.

Green Slime is bright green, sticky, and wet. Upon contact, green slime attaches itself to living flesh and in 1-4 rounds turns the creature into green slime (no resurrection possible). Green slime eats through an inch/2.5cm of wood in an hour, but it can dissolve metal quickly. It can cut through plate armor in three rounds. The slime can be scraped off quickly, cut away, frozen, or burned. A *Remove Disease* will kill green slime. Other attacks except for burning and freezing have no effect upon it. It dries out in sunlight and eventually dies.

### Great Dale - Leaders of the Freeman's Militia

Segment: *The Great Dale*

- **(Uthmere) General Friedhleif Skjöldurssonur**, human male, AL: NG, commander in chief of the Freeman's militia, Ranger 24, Epic 4. General Skjöldurssonur is described fully in Section II.1, *Unofficial NPCs*.
- **(Uthmere) General Gunnar Jónakssonur**, human male, AL: NG, commander of the Uthmere Freeman's militia garrison, Ranger 18, AC: 17 (Dex +4 + Chain Mail +3), Age: 46; HP 187, Abilities: Str 18, Con 17, Dex 18, Int 14, Wis 14, Cha 17. Base Attack Bonus: +18/+13/+8/+3 Weapons: Long Sword +3, Attack Bonus +25/+20/+15/+10, 1d8+7 hp dmg; Long bow +2, 100 ft/30m, Attack Bonus +24/+19/+14/+9, 200ft/60m +22/+17/+12/+7, 300ft/90m +20/+15/+10/+5, 1d8+2 hp dmg. Saves: Fort +14 / Ref +10 / Will +7. Divine spells 0/4/3/2/1 (Wis), Challenge Rating 20.
- **(Uthmere) Judge Advocate General Tambryl**, human female, AL: LG, judge advocate general of the Freeman's militia, Cleric 16 (Tyr), AC: 21 (Dex +3 + Breastplate +3 + Helm), Age: 39; HP 220, Abilities: Str 17, Con 15, Dex 16, Int 15, Wis 20, Cha 18. Base Attack Bonus: +12/+7/+2 Weapons: Warhammer of Justice +3, Attack Bonus +18/+13/+8, 1d8+6 hp dmg; Saves: Fort +12 / Ref +7 / Will +6. Divine spells 6/7+1/6+1/6+1/5+1/5+1/3+1/3+1/2+1/0 (Wis), Challenge Rating 18.

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- **(Uthmere) General Arcane Rögni Heimirssonur**, human male, AL: CG, general arcane of the Freeman's militia, Sorcerer 16, AC: 21 (Dex +3 + Breastplate +3 + Helm), Age: 42; HP 80, Abilities: Str 13, Con 14, Dex 16, Int 15, Wis 12, Cha 20. Base Attack Bonus: +8/+3 Weapons: Staves and Dagger, Attack Bonus +9/+4 (Str), Staves: 1d6+1 hp dmg / Dagger 1d4+1 hp dmg; Saves: Fort +7 / Ref +8 / Will +11. Arcane Spells 6/8/7/7/7/6/5/3/0 (Cha), Known Spells: 9/5/5/4/4/3/2/1/0. Challenge Rating 18.
- **(Uthmere) General Diviner Rumblara**, human female, AL: NG, general diviner of the Freeman's militia, Wizard 15 (diviner), AC: 15 (Dex +2 + Ring of Protection +3), Age: 30; HP 74, Abilities: Str 12, Con 15, Dex 15, Int 20, Wis 13, Cha 16. Base Attack Bonus: +7/+2 Weapons: Dagger +1, Attack Bonus +9/+4, 1d4+1 hp dmg; Saves: Fort +6 / Ref +7 / Will +10. Arcane Spells 4/6/5/5/5/3/2/1/0 (Int), Challenge Rating 16.

## Grollburg - the Key NPCs

Segment: *Impiltur*

- **Hundelraun**, human male, AL:NE, Fighter 4, Expert 15, Steward of the Southeastern District of the Badlands and Zhentarim operative. Size Medium (5'8"/170cm tall); HP 95; Init +4 (+4 Dex); Speed 30 ft/9m; AC 14 (+4 Dex); Attack +17/+12/+7 melee, Long Sword (1d8+2) or +19/+14/+9 ranged; Saves Fort +10, Ref +10, Will +10; Abilities: Str 15, Dex 19, Con 12, Int 13, Wis 11, Cha 9. Skills: Craft (Sculpting) +6, Handle Animal +6, Heal +2.5, Hide +4, Intimidate +19, Knowledge (Arcana) +6, Knowledge (Local) +16, Knowledge (Nobility and Royalty) +17, Listen +2, Move Silently +4, Perform (Oratory) +16, Ride +22, Sleight of Hand +20, Spot +7.5, Swim +9, Use Magic Device +3. Feats: Alertness, Combat Expertise, Combat Reflexes, Diligent, Persuasive, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Skill Focus (Knowledge (Local)), Skill Focus (Sleight of Hand). CR 18.
- **Narthoon**, human male, AL: NE, Wizard 16, mage of the steward and Zhentarim agent. Size M (5'7"/167cm tall); HP 75; Init +0; Speed 30 ft/9m; AC 10; Attack +9/+4 melee, Dagger (1d4+1) or +8/+3 ranged; Saves: Fort +7, Ref +7, Will +10; Abilities: Str 13, Dex 11, Con 15, Int 17, Wis 10, Cha 15. Skills: Craft (Weaponsmithing) +9, Craft (Woodworking) +8, Hide +0, Knowledge (Arcana) +21, Knowledge (History) +22, Knowledge (Local) +22, Knowledge (The Planes) +22, Listen +0, Move Silently +0, Spellcraft +21, Spot +0. Feats: Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Empower Spell, Enlarge Spell, Extend Spell, Lightning Reflexes, Run, [Scribe Scroll], Silent Spell. CR 16.

Wizard Spells Known (4/5/5/5/4/4/3/3): 0th -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. 1st -- Charm Person, Color Spray, Disguise Self, Erase, Expeditious Retreat, Feather Fall, Magic Missile, Reduce Person, Shield, Summon Monster I, True Strike. 2nd -- Acid Arrow, Darkness, Fog Cloud, Knock, Locate Object, Mirror Image, Shatter, Whispering Wind. 3rd -- Deep Slumber, Dispel Magic, Fly, Haste, Hold Person, Lightning Bolt, Stinking Cloud, Suggestion. 4th -- Arcane Eye, Charm Monster, Confusion, Detect Scrying, Dimension Door, Fear, Minor Creation, Rainbow Pattern, Remove Curse, Wall of Ice. 5th -- Cloudkill, Cone of Cold, Hold Monster, Interposing Hand, Mage's Faithful Hound, Magic Jar, Mind Fog, Stone Shape, Wall of Force. 6th -- Circle of Death, Contingency, Create Undead, Flesh to Stone, Mass Bear's Endurance, Mass Owl's Wisdom, Mislead, Repulsion, Symbol of Fear, True Seeing. 7th -- Limited Wish, Mass Hold Person.

- **Luminin**, human female, AL:LE, Cleric of *Iyachtu Xvim* 11, Zhentarim agent. Size M (5 ft., 7 in. tall); HP 40; Init -1 (-1 Dex); Speed 30 ft/9m; AC 9 (-1 Dex); Attack +12/+7 Heavy Mace +2 melee (1d8+4), or +7/+2 ranged; Saves Fort +6, Ref +4, Will +11; Abilities: Str 15, Dex 8, Con 8, Int 12, Wis 18, Cha 15. Skills: Heal +13, Hide -1, Knowledge (Religion) +11, Knowledge (The Planes) +15, Listen +4, Move Silently -1, Profession (Hunter) +15, Spellcraft +13, Spot +4. Feats: Combat Casting, Diligent, Leadership, Lightning Reflexes, Persuasive. CR 11. Cleric Domains: Destruction, Evil. Cleric Spells Per Day: 6/6+1/5+1/5+1/4+1/2+1/1+1.

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- **Bastilaun**, human male, AL: NE, Fighter 17, commander of the steward's mercenaries and Zhentarim agent. Size Medium (5'5"/163cm tall); HP 147; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m.; AC 11 (+1 Dex); Attack +22/+17/+12/+7 melee, great sword +3 (2d6+6), or +18/+13/+8/+3 ranged; Saves Fort +12, Ref +6, Will +3; Str 15, Dex 12, Con 15, Int 8, Wis 7, Cha 6. Skills: Craft (Shipmaking) +10, Hide +1, Jump +22, Listen +0, Move Silently +1, Perform (Sing) +1, Search +3.5, Spot +0; Alertness, Blind-Fight, Cleave, Combat Reflexes, Endurance, Greater Weapon Focus (great sword), Improved Critical (great sword), Improved Initiative, Improved Sunder, Improved Unarmed Strike, Leadership, Power Attack, Self Sufficient, Weapon Focus (axe, throwing). CR 17.
- **Ragnar Geely**, human male, AL:LE, Rogue 15, Hundelraun's liaison with the meazels, Zhentarim agent. Size M (5'7"/167cm tall); HP 42; Init +5 (+5 Dex); Speed 30 ft/9m; AC 15 (+5 Dex); Attack Short Sword +12/+7/+2 melee (1W6+1), or +16/+11/+6 ranged; Saves: Fort +4, Ref +14, Will +8; Abilities: Str 13, Dex 20, Con 8, Int 14, Wis 16, Cha 16. Skills: Balance +21, Climb +10, Disable Device +19, Disguise +21, Escape Artist +20, Forgery +14, Hide +25, Intimidate +17, Knowledge (Architecture and Engineering) +3, Knowledge (Geography) +4, Knowledge (Local) +19, Listen +3, Move Silently +23, Open Lock +18, Spot +21, Swim +15. Feats: Dodge, [Evasion], Far Shot, Nimble Fingers, Point Blank Shot, Quick Draw, Stealthy. CR 15.

## Halfling Downs - the Key NPCs

Segment: *Bloodstone*

- **Codington, Wilmer**, halfling male, age 88, AL:NG, Burgomaster, Commoner 3, Warrior 1, Rogue 1. CR 3; Size S (3'1"/94cm tall); HD 3d4 + 1d8 + 1d6; hp 14; Init +3 (+3 Dex); Speed 20 ft.; AC 14 (+3 Dex, +1 Size); Attack +4 melee, or +6 ranged; SV Fort +4, Ref +7, Will +5; AL NG; Str 13, Dex 17, Con 11, Int 12, Wis 17, Cha 10. Skills: Climb +3, Craft (Pottery) +5, Craft (Weaponsmith) +5, Diplomacy +2, Disable Device +3, Hide +7, Jump +3, Knowledge (Dungeoneering) +1.5, Listen +5, Move Silently +6, Profession (Hunter) +10.5, Ride +10, Sense Motive +5, Spot +3. Feats: Run, Skill Focus (Profession (Hunter)).
- **Tweed, Hannibal**, halfling male, age 72, AL: NG, Chief of the Village Constables, Fighter 8. CR 8; Size S (3'1"/94cm tall); HD 8d10+24; hp 64; Init +6 (+2 Dex, +4 Improved Initiative); Speed 20 ft.; AC 13 (+2 Dex, +1 Size); Attack +12/+7 melee, or +11/+6 ranged; SV Fort +12, Ref +5, Will +4; AL NG; Str 16, Dex 14, Con 17, Int 13, Wis 12, Cha 14. Skills: Climb +5, Forgery +2.5, Handle Animal +12, Hide +6, Intimidate +12, Jump +5, Listen +3, Move Silently +4, Ride +12, Spot +1. Feats: Blind-Fight, Combat Expertise, Dodge, Endurance, Great Fortitude, Improved Initiative, Improved Trip, Power Attack.
- **Finnegan, Narm**, human male, age 32, AL:NG, commander of the Bloodstone Riders detachment, Ranger 7. CR 7; Size M (5'9"/175cm tall); HD 7d8+7; hp 36; Init +2 (+2 Dex); Speed 30 ft.; AC 12 (+2 Dex); Attack +9/+4 melee, or +9/+4 ranged; SV Fort +6, Ref +4, Will +3; AL NG; Str 14, Dex 15, Con 13, Int 14, Wis 12, Cha 10. Skills: Climb +10, Craft (Sculpting) +8, Craft (Ship making) +11, Craft (Stonemasonry) +7, Craft (Trapmaking) +11, Craft (Weaponsmith) +3, Heal +10, Hide +2, Knowledge (Dungeoneering) +11, Listen +1, Move Silently +12, Search +11, Spot +1, Survival +8, Use Rope +11. Feats: Combat Reflexes, Dodge, [Evasion], [Manyslot], Point Blank Shot, Precise Shot, [Rapid Shot], [Track]. Ranger Spells Per Day: 2.
- **Pinkerton of Sheela, Wanda**, halfling female, age 84, AL:NG, Priestess of Sheela Peryroyl, Cleric 6. CR 6; Size S (2'10"/86cm tall); HD 6d8-6; hp 30; Init +0; Speed 20 ft.; AC 11 (+1 Size); Attack +6 melee, or +5 ranged; SV Fort +5, Ref +3, Will +10; AL NG; Str 13, Dex 10, Con 9, Int 10, Wis 18, Cha 16. Skills: Climb +3, Diplomacy +10, Hide +4, Jump +3, Knowledge (Arcana) +10, Knowledge (Architecture and Engineering) +1.5, Listen +6, Move Silently +2, Spot +4. Feats: Extra Turning, Skill Focus (Knowledge (Arcana)), Weapon Focus (Morningstar). Cleric Domains: Earth, Plant. Cleric Spells Per Day: 5/4+1/4+1/3+1.



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- **Brandywine, Luman**, halfling male, age 64, AL: N, Manager of the Halfling Downs Trade Coop, Expert 12, Rogue 4. CR 15; Size S (2'11"/89cm tall); HD 12d6-24 + 4d6-8; hp 24; Init +6 (+6 Dex); Speed 20 ft.; AC 17 (+6 Dex, +1 Size); Attack +14/+9/+4 melee, or +19/+14/+9 ranged; SV Fort +4, Ref +15, Will +9; AL N; Str 13, Dex 23, Con 7, Int 17, Wis 9, Cha 14. Skills: Appraise +7.5, Bluff +9, Climb +3, Craft (Painting) +14, Craft (Pottery) +17, Craft (Ship making) +15, Craft (Woodworking) +14, Decipher Script +9, Diplomacy +18, Disguise +4, Heal +14, Hide +16, Jump +3, Knowledge (Local) +20, Knowledge (Religion) +17, Listen +3, Move Silently +15, Open Lock +13, Perform (Act) +18, Spot +2, Swim +7, Use Magic Device +3. Feats: Alertness, Combat Expertise, Dodge, [Evasion], Exotic Weapon Proficiency (war axe, dwarven), Martial Weapon Proficiency (pick, heavy), Power Attack.
- **Peters, Witch Sundla**, halfling female, age 77, AL: CG, Sorcerer 12. CR 12; Size S (3'0"/91cm tall); HD 12d4+12; hp 36; Init +3 (+3 Dex); Speed 20 ft.; AC 14 (+3 Dex, +1 Size); Attack +7/+2 melee, or +10/+5 ranged; SV Fort +6, Ref +10, Will +8; AL CG; Str 11, Dex 16, Con 12, Int 17, Wis 8, Cha 16. Skills: Bluff +13, Climb +2, Concentration +14, Gather Information +4, Hide +7, Jump +2, Knowledge (Arcana) +17, Knowledge (Local) +6, Knowledge (Nobility and Royalty) +9, Listen +1, Move Silently +5, Ride +10, Spellcraft +15, Spot -1. Feats: Greater Spell Focus (evocation), Improved Unarmed Strike, Lightning Reflexes, Scribe Scroll, Spell Focus (evocation).

**Sorcerer Spells Known** (6/7/7/6/5/3): *0<sup>th</sup>* - Arcane Mark, Dancing Lights, Detect Poison, Flare, Ghost Sound, Light, Mending, Message, Ray of Frost. *1<sup>st</sup>* - Enlarge Person, Feather Fall, Floating Disk, Magic Missile, Shield. *2<sup>nd</sup>* - Blur, Darkness, Glitterdust, Scorching Ray, Shatter. *3<sup>rd</sup>* - Fireball, Lightning Bolt, Tiny Hut, Wind Wall. *4<sup>th</sup>* - Ice Storm, Phantasmal Killer, Wall of Ice. *5<sup>th</sup>* - Dominate Person, Waves of Fatigue. *6<sup>th</sup>* - Chain Lightning.

- **Peters, Jackson**, halfling male, age 78, AL:NE, fugitive fraud artist, Rogue 11, Ranger 5. CR 16; Size S (2'10"/86cm tall); HD 11d6+11 + 5d8+5; hp 94; Init +7 (+3 Dex, +4 Improved Initiative); Speed 20 ft.; AC 14 (+3 Dex, +1 Size); Attack +14/+9/+4 melee, or +17/+12/+7 ranged; SV Fort +9, Ref +12, Will +6; AL NE; Str 10, Dex 17, Con 12, Int 19, Wis 12, Cha 7. Skills: Balance +17, Bluff +12, Climb +2, Craft (Blacksmithing) +10, Diplomacy +9, Disable Device +14, Escape Artist +13, Forgery +16, Gather Information +9, Heal +9, Hide +17, Jump +2, Knowledge (Arcana) +6.5, Knowledge (Geography) +10, Knowledge (Nature) +11, Listen +15, Move Silently +5, Open Lock +16, Ride +10, Search +15, Spot +13, Survival +6, Swim +6, Use Magic Device +12, Use Rope +17. Feats: Blind-Fight, Dodge, [Evasion], Improved Initiative, Point Blank Shot, Quicken Spell, [Rapid Shot], Toughness, [Track]. Ranger Spells Per Day: 1.
- **Peters, Tillerlivvy**, halfling female, age 70, AL:NE, Wizardess 9. CR 9; Size S (2'11"/89cm tall); HD 9d4+9; hp 28; Init +1 (+1 Dex); Speed 20 ft.; AC 12 (+1 Dex, +1 Size); Attack +6 melee, or +6 ranged; SV Fort +5, Ref +5, Will +10; AL NE; Str 12, Dex 13, Con 12, Int 17, Wis 17, Cha 10. Skills: Climb +3, Craft (Armor maker) +12, Hide +5, Jump +3, Knowledge (Geography) +14, Knowledge (History) +14, Knowledge (Nobility and Royalty) +14, Knowledge (The Planes) +15, Listen +5, Move Silently +3, Spot +3. Feats: Combat Casting, Extend Spell, Improved Counterspell, Leadership, Persuasive, [Scribe Scroll].

**Wizard Spells Known** (4/5/5/4/2/1): *0<sup>th</sup>* - Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. *1<sup>st</sup>* - Alarm, Chill Touch, Erase, Floating Disk, Identify, Protection from Law, Sleep, Summon Monster I, Unseen Servant. *2<sup>nd</sup>* - Hypnotic Pattern, Invisibility, Locate Object, Minor Image, Mirror Image, Rope Trick, Summon Swarm, Whispering Wind. *3<sup>rd</sup>* - Deep Slumber, Magic Circle against Chaos, Nondetection, Phantom Steed, Rage, Slow, Summon Monster III. *4<sup>th</sup>* - Confusion, Mass Enlarge Person, Phantasmal Killer, Polymorph. *5<sup>th</sup>* - Dominate Person, Dream.

- **Blackale, Eli Woody**, halfling male, age 58, AL:CE, Commoner 3. CR 2; Size S (3'1"/94cm tall); HD 3d4+3; hp 12; Init +3 (+3 Dex); Speed 20 ft.; AC 14 (+3 Dex, +1 Size); Attack +4 melee, or +5 ranged; SV Fort +3, Ref +5, Will +3; AL CE; Str 14, Dex 16, Con 13, Int 17, Wis 12, Cha 12. Skills: Climb +9, Craft (Bowmaking) +7, Craft (Carpentry) +8, Craft (Sculpting) +5, Handle Animal +7, Hide +7, Jump +7, Listen +5, Move Silently +5, Profession (Miner) +8, Spot +3. Feats: Alertness, Skill Focus (Profession (Miner)).

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- **Putoyl**, human male, AL: CE, Wizard 13. CR 13; Size M (6'0"/183cm tall); HD 13d4+26; hp 57; Init +1 (+1 Dex); Speed 30 ft/9m; AC 11 (+1 Dex); Attack +5/+0 melee, or +7/+2 ranged; SV Fort +6, Ref +5, Will +10; AL CE; Str 8, Dex 12, Con 15, Int 19, Wis 15, Cha 8. Skills: Concentration +14, Craft (Bowmaking) +15, Hide +1, Knowledge (Arcana) +19, Knowledge (Geography) +19, Knowledge (History) +12, Knowledge (Nature) +19, Knowledge (Religion) +18, Listen +2, Move Silently +1, Spellcraft +20, Spot +2. Feats: Heighten Spell, Leadership, Quicken Spell, Rapid Reload (crossbow, light), Run, [Scribe Scroll], Silent Spell, Spell Penetration, Still Spell.

**Wizard Spells Known** (4/5/5/5/3/2/1): *0<sup>th</sup>* - Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. *1<sup>st</sup>* - Color Spray, Enlarge Person, Grease, Jump, Magic Missile, Protection from Evil, Reduce Person, Ventriloquism. *2<sup>nd</sup>* - Bear's Endurance, Blur, Detect Thoughts, Fog Cloud, Ghoul Touch, Owl's Wisdom, Resist Energy, See Invisibility, Shatter, Spider Climb. *3<sup>rd</sup>* - Arcane Sight, Illusory Script, Keen Edge, Major Image, Shrink Item, Slow. *4<sup>th</sup>* - Greater Invisibility, Lesser Geas, Polymorph, Rainbow Pattern, Remove Curse, Resilient Sphere. *5<sup>th</sup>* - Cloudkill, Contact Other Plane, Dismissal, Prying Eyes, Stone Shape, Telepathic Bond. *6<sup>th</sup>* - Analyze Dweomer, Disintegrate, Mass Cat's Grace, Planar Binding, True Seeing. *7<sup>th</sup>* - Delayed Blast Fireball, Simulacrum, Summon Monster VII.

## Helíogabalus - Circle of Poisoners

Segment: *Bloodstone*

- **Mei-Tsou-Lang**, Talontar (Cleric) of Talona, human female, lvl 12, age 48, Size M (5'2"/157 cm tall); HD 12d8; hp 57; Init +0; Spd 30 ft.; AC 10; Attack +11/+6 melee, or +9/+4 ranged; SV Fort +8, Ref +4, Will +11; Str 14, Dex 10, Con 10, Int 13, Wis 17, Cha 16. Skills: Diplomacy +16, Heal +13, Hide +0, Knowledge (Arcana) +16, Knowledge (Religion) +11, Listen +3, Move Silently +0, Profession (Hunter) +14, Sense Motive +4, Spot +3. Feats: Brew Potion, Combat Casting, Extend Spell, Maximize Spell, Silent Spell, Still Spell. AL:CE, CR 12. Domains: Death, Evil.

**Spells Ready** (6/6+1/5+1/5+1/3+1/3+1/2+1/0/0/0): *0<sup>th</sup>*: - Detect Magic, Inflict Minor Wounds (2), Light, Read Magic, Resistance. *1<sup>st</sup>* - Bane, Cause Fear, Curse Water (2), Doom, Protection from Good, Shield of Faith. *2<sup>nd</sup>* - Augury, Darkness, Death Knell, Desecrate, Inflict Moderate Wounds, Undetectable Alignment. *3<sup>rd</sup>* - Animate Dead, Bestow Curse, Glyph of Warding, Inflict Serious Wounds (2), Magic Circle Against Good. *4<sup>th</sup>* - Divine Power, Inflict Critical Wounds, Poison, Unholy Blight. *5<sup>th</sup>* - Dispel Good, Mass Inflict Light Wounds, Slay Living, Unhallow. *6<sup>th</sup>* - Create Undead, Harm, Mass Inflict Moderate Wounds.

- **Navarron**, Talontar (Cleric) of Talona, lvl 9, age 31, Size M (5'3"/160 cm tall); HD 9d8+18; hp 65; Init +0; Spd 30 ft.; AC 10; Attack +9/+4 melee, or +6/+1 ranged; SV Fort +8, Ref +3, Will +9; AL CE; Str 17, Dex 11, Con 14, Int 13, Wis 17, Cha 12. Skills: Concentration +14, Craft (Sculpting) +2, Craft (Stonemasonry) +8, Diplomacy +10, Heal +13, Hide +0, Knowledge (The Planes) +10, Listen +3, Move Silently +0, Spot +3. Feats: Craft Rod, Empower Spell, Maximize Spell, Persuasive, Widen Spells. CR 9; AL:CE. Domains: Chaos, Death.

**Spells Ready** (6/5+1/5+1/4+1/2+1/1+1/0/0/0/0): *0<sup>th</sup>*: - Detect Magic, Inflict Minor Wounds (2), Light, Read Magic, Resistance. *1<sup>st</sup>* - Bane, Cause Fear, Curse Water (2), Doom, Protection from Good, Shield of Faith. *2<sup>nd</sup>* - Augury, Darkness, Death Knell, Desecrate, Inflict Moderate Wounds, Undetectable Alignment. *3<sup>rd</sup>* - Animate Dead, Bestow Curse, Glyph of Warding, Inflict Serious Wounds, Magic Circle Against Good. *4<sup>th</sup>* - Chaos Hammer, Poison, Unholy Blight. *5<sup>th</sup>* - Dispel Good, Slay Living.

- **Zhigha**, Talontar (Cleric) of Talona, lvl 6, age 29, Size M (5'7"/170 cm tall); HD 6d8-6; hp 32; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Attack +6 melee, or +3 ranged; SV Fort +4, Ref +3, Will +9; Str 14, Dex 8, Con 8, Int 12, Wis 18, Cha 15. Skills: Heal +13, Hide -1, Knowledge (Religion) +8, Knowledge (The Planes) +9, Listen +4, Move Silently -1, Profession (Hunter) +11, Spellcraft +6, Spot +4. Feats: Combat Casting, Leadership, Lightning Reflexes, Persuasive. CR 6; AL CE. Domains: Chaos, Death.

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**Spells Ready** (5/4+1/3+1/2+1/0/0/0/0/0): *0<sup>th</sup>* - Detect Magic, Inflict Minor Wounds, Light, Read Magic, Resistance. *1<sup>st</sup>* - Bane, Cause Fear, Curse Water, Doom, Shield of Faith. *2<sup>nd</sup>* - Darkness, Death Knell, Desecrate, Inflict Moderate Wounds. *3<sup>rd</sup>* - Animate Dead, Bestow Curse, Inflict Serious Wounds.

The Circle of Poisoners is a circle of three Talontar - two priestesses and a priest of Talona working in Damaran Heliogabalus for the epic wizardess Shandaril. More information is available under the description of the garden house of Bethlraun's Manor in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*. Because the Talontar are background figures in *NJ*, we leave open to the game master the decision in which building in Heliogabalus the Talontar have their quarters.

Mei-Tsou-Lang is a native of Shou-Lung. Navarron hails from the Vilhon Reach. Zhigha comes from the Impilturian swamps north of Trader's Bay.

### Heliogabalus - Manor House Guards

Segment: *Bloodstone*

- **4 Commanding Magi** - Human male and female, wizards, level 9. Age 35-45, Size M. HD 9d4; hp 25, 30, 21, 19; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +5 melee, or +5 ranged; SV Fort +3, Ref +4, Will +9; Str 13, Dex 12, Con 11, Int 20, Wis 16, Cha 17. Skills: Decipher Script +15, Hide +1, Knowledge (Arcana) +16, Knowledge (Dungeoneering) +15, Knowledge (History) +11, Knowledge (Local) +17, Knowledge (Nature) +17, Knowledge (Religion) +14, Knowledge (The Planes) +12, Listen +3, Move Silently +1, Ride +3, Spellcraft +12, Spot +3. Feats: Empower Spell, Eschew Materials, Maximize Spell, Quicken Spell, [Scribe Scroll], Silent Spell, Skill Focus (Spellcraft). AL:NE, CR9.

**Spells Ready** (7/5/5/4/3/1/0/0/0/0): *0<sup>th</sup>* - Detect Magic (3), Detect Poison (2), Read Magic (2). *1<sup>st</sup>* - Comprehend Languages, Detect Undead, Hold Portal, Obscuring Mist, Read Aura. *2<sup>nd</sup>* - Arcane Lock, Detect Thoughts, Fog Cloud, See Invisibility (2). *3<sup>rd</sup>* - Arcane Sight, Halt Undead, Hold Person, Unweave Magic. *4<sup>th</sup>* - Arcane Eye, Dimension Door, Solid Fog. *5<sup>th</sup>* - Passwall.

- **4 - Assisting Magi** - Human male and female, wizards, level 5. Age 22-30, Size M. HD 5d4+15; hp 32, 19, 27, 24; Init +0; Spd 30 ft.; AC 10; Attack +1 melee, or +2 ranged; SV Fort +4, Ref +1, Will +5; Str 9, Dex 11, Con 17, Int 15, Wis 12, Cha 12. Skills: Concentration +11, Hide +0, Knowledge (Arcana) +5, Knowledge (Dungeoneering) +9, Knowledge (Geography) +10, Knowledge (Local) +9, Listen +1, Move Silently +0, Spellcraft +10, Spot +1. Feats: Craft Magic Arms and Armor, Craft Wondrous Item, Enlarge Spell, [Scribe Scroll], Still Spell. AL:NE. CR:5.

**Spells Ready** (4/4/4/2/0/0/0/0/0/0): *0<sup>th</sup>* - Detect Magic (2), Detect Poison, Read Magic. *1<sup>st</sup>* - Comprehend Languages, Detect Undead, Hold Portal, Read Aura. *2<sup>nd</sup>* - Arcane Lock, Detect Thoughts, Fog Cloud, See Invisibility. *3<sup>rd</sup>* - Halt Undead, Unweave Magic.

- **8 Sergeants** - Human male and female, Fighters lvl 15. Age: 25-40. Size: M. HD 15d10+45; hp 122, 175, 156, 180, 110, 131, 124, 119; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +19/+14/+9 melee, Long sword (1d8+4 hp), or +17/+12/+7 ranged, Longbow (1d8 + 4 hp); SV Fort +12, Ref +7, Will +6; Str 18, Dex 14, Con 16, Int 11, Wis 13, Cha 12. Skills: Climb +22, Handle Animal +8, Hide +2, Intimidate +15, Jump +18, Knowledge (Local) +1, Listen +1, Move Silently +2, Spot +1. Feats: Blind-Fight, Cleave, Combat Reflexes, Dodge, Endurance, Great Cleave, Improved Bull Rush, Improved Sunder, Mobility, Power Attack, Quick Draw, Weapon Focus (greatclub). AL:NE. CR 15.
- **72 Soldiers** - Human male and female, Fighters lvl 12, Age: 18-35. HD 12d10+24; average hp 100; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +16/+11/+6 melee, or +13/+8/+3 ranged; SV Fort +10, Ref +5, Will +5; Str 18, Dex 13, Con 15, Int 12, Wis 12, Cha 12. Skills: Climb +19, Craft (Painting) +4, Hide +1, Jump +19, Listen +1, Move Silently +1, Open Lock +7, Ride +11, Spot +1, Swim +15. Feats: Cleave, Combat Reflexes, Dodge, Far Shot, Greater Weapon Focus (long spear), Improved Initiative, Improved Sunder, Point Blank Shot, Power Attack, Quick Draw, Weapon Focus (long spear), Weapon Focus (sickle), Weapon Specialization (sickle). AL:NE. CR 12.

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All guard members are highly trained professionals in the service of the Iron Throne. It should be noted that the wizards do not choose their own spells but rather learn those spells selected for them by Shandaril.

### Heliogabalus - Shandaril's Watch

Segment: *Bloodstone*

- **Nidhgurdh**, Lich (Medium undead, augmented humanoid), 18<sup>th</sup> level human necromancer. HD: 18d12+3. HP: 132. Initiative: +3. Speed: 30ft./9m. AC: 18 (+3 Dex, +5 Natural), touch 14, flat-footed 20. Base attack/Grapple: +5/+5. Attack: Touch +5 melee (1d8 + 5 hp neg. energy plus paralysis), dagger +5 melee (1d4 hp). Full attack: Touch +5 melee (1d8 + 5 hp neg. energy plus paralysis), dagger +5 melee (1d4 hp). Space/Reach: 5ft/150cm - 5ft/150cm. Special attacks: Damaging touch, Fear aura, Paralyzing Touch. Spells. Special Qualities: +4 Turn resistance, DR 15/Bludgeoning & Magic, Darkvision 60ft/18m, Immunity to cold, electricity, polymorph and mind-affecting effects, undead traits. Save: Fortitude +4, Reflex +7, Will +9. Abilities: Str 10, Dex 16, Con: -, Int 19, Wis 14, Cha 13. Skills: Craft (Painting) +19, Craft (Trapmaking) +23, Craft (Woodworking) +17, Hide +0, Knowledge (History) +25, Knowledge (Nobility and Royalty) +25, Knowledge (Religion) +24, Listen +1, Move Silently +0, Spellcraft +22, Spot +1. Feats: Craft Staff, Enlarge Spell, Forge Ring, Heighten Spell, Improved Counterspell, Maximize Spell, Quicken Spell, [Scribe Scroll], Silent Spell, Spell Focus (illusion), Still Spell, Widen Spell. Challenge Rating: 20. AL:NE.

**Schools unavailable:** Divination, Illusion

**Spells Ready** (4/5/5/5/5/4/4/3/2/1): 0<sup>th</sup> - Disrupt Undead (2), Touch of Fatigue (2). 1<sup>st</sup> - Cause Fear, Chill Touch, Hold Portal, Magic Missile, Ray of Enfeeblement. 2<sup>nd</sup> - Blindness/Deafness, Command Undead, False Life, Ghoul Touch, Spectral Hand. 3<sup>rd</sup> - Fireball, Gentle Repose, Lightning Bolt, Ray of Exhaustion, Vampiric Touch. 4<sup>th</sup> - Animate Dead, Bestow Curse, Contagion, Enervation, Wall of Ice. 5<sup>th</sup> - Blight, Magic Jar, Symbol of Pain, Waves of Fatigue. 6<sup>th</sup> - Circle of Death, Create Undead, Eyebite, Symbol of Fear. 7<sup>th</sup> - Control Undead, Finger of Death, Symbol of Weakness. 8<sup>th</sup> - Create Greater Undead, Symbol of Death. 9<sup>th</sup> - Soul Bind.

- **8 Ghosts** - Ghost 9<sup>th</sup> level human rogues. (Medium undead, augmented humanoid, incorporeal), 18<sup>th</sup> level human necromancer. HD: 9d12. HP: 65, 38, 76, 43, 49, 32, 86, 54. Initiative: +7, (+3 Dex, +4 Improved Initiative). Speed: 60ft./18m (fly - perfect). AC: Ethereal/Material 13/13 (+3 Dex/+3 Cha), touch 13/13, flat-footed 10/13. Base attack/Grapple: +9/+4 - +9/+4. Attack: Ethereal only Short Sword 1d6+3 hp. Full attack: Ethereal only Short Sword 1d6+3 hp.. Space/Reach: 5ft/150cm - 5ft/150cm. Special attacks: Corrupting Touch (Su - Attack Material +13/+5 1d6 hp dmg, Ethereal +13/+5 1d6+3 hp dmg), Malevolence (Only when manifested, Save Will DC 18 or ghost enters body), Manifestation. Special Qualities: Rejuvenate 2d4 days, destroyed ghost returns with 1d20+3 vs. DC 16, Turn Resistance +4. Save: Fortitude +4, Reflex +9, Will +5. Abilities: Str 17, Dex 16, Con -, Int 12, Wis 14, Cha 16.. Skills: Disable Device +10, Gather Information +13, Hide +15, Knowledge (Arcana) +3, Knowledge (Local) +13, Listen +13, Move Silently +14, Open Lock +13, Sleight of Hand +13, Spot +14, Use Rope +14. Feats: [Evasion], Improved Initiative, Improved Unarmed Strike, Negotiator, Run, Shield Proficiency. Challenge Rating: 20. AL:NE.

Nidhgurdh and his ghosts are found in Shandaril's Tower on the grounds of Bethlraun's Manor in Damaran Heliogabalus. Their full history is outlined within the tower's description in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*.

Nidhgurdh was a necromancer lich who was lured by one of Shandaril's traps. She outwitted him, stole his phylactery and has it hidden in her tower, *Severný Tajemství*, in the Novularond Mountains of Pelvuria, the Great Glacier. Nidhgurdh knows nothing of this tower. She then called the lich to her and named her terms for preserving the phylactery. Nidhgurdh understood, of course, that the destruction of the phylactery was tantamount to his own destruction. He now serves as the main guard of her tower in Heliogabalus and commands the eight ghosts of the tower.

The ghosts are disloyal, lower level members of the Iron Throne who were slain and converted to ghosts as a punishment for their disloyalty.

### **Heliogabalus - the Key NPCs**

Segment: *Bloodstone*

Prince Quillan, Burgomaster Gillian Dendy, Myrddin Viligoth, Shandaril and Titus Traud all have separate descriptions in the section *New Unofficial NPCs*.

- **Durnian, Holger, Chancellor of Damara**, human male, age 49, AL:NG, Aristocrat 14, Fighter 5; CR 18; Size M (6'0"/183cm tall); HD 14d8-14 + 5d10-5; hp 77; Init +2 (+2 Dex); Speed 30 ft.; AC 12 (+2 Dex); Attack +18/+13/+8 melee, or +17/+12/+7 ranged; SV Fort +7, Ref +7, Will +9; AL NG; Str 17, Dex 14, Con 9, Int 12, Wis 8, Cha 18. Skills: Appraise +4.5, Craft (Ship making) +7.5, Disguise +20, Forgery +14.5, Heal +2.5, Hide +2, Intimidate +18, Knowledge (Dungeoneering) +10, Knowledge (History) +9, Listen +1, Move Silently +2, Perform (Comedy) +21, Perform (Oratory) +20, Profession (Miner) +1.5, Search +5, Spot +1. Feats: Alertness, Blind-Fight, Leadership, Point Blank Shot, Quick Draw, Rapid Reload (crossbow, heavy), Rapid Shot, Skill Focus (Intimidate), Skill Focus (Forgery), Skill Focus (Knowledge (Dungeoneering)), Skill Focus (Perform (Oratory)).
- **Killian, Narma, High Holy Justice of Damara**, human female, age 54, AL:LG, Cleric (Tyr) 18; CR 18; Size M (5 ft., 9 in. tall); HD 18d8; hp 88; Init +1 (+1 Dex); Speed 30 ft.; AC 11 (+1 Dex); Attack +14/+9/+4 melee, or +14/+9/+4 ranged; SV Fort +11, Ref +7, Will +15; AL LG; Str 13, Dex 13, Con 10, Int 9, Wis 18, Cha 15. Skills: Concentration +6, Craft (Leatherworking) +7, Craft (Ship making) +7, Hide +1, Knowledge (History) +20, Listen +4, Move Silently +1, Spot +4. Feats: Craft Wondrous Item, Diligent, Dodge, Extend Spell, Persuasive, Scribe Scroll, Silent Spell, Skill Focus (Craft (Ship making)). Cleric Domains: Good, Law. Cleric Spells Per Day: 6/6+1/6+1/6+1/4+1/4+1/3+1/3+1.
- **Durney, Davis, Brigadier**, human male, age 42, AL:LG, Commander of the Princely Brigade, Paladin (Ilmater) 19. CR 19; Size M (5'3"/160cm tall); HD 19d10+19; hp 123; Init +2 (+2 Dex); Speed 30 ft.; AC 12 (+2 Dex); Attack +22/+17/+12/+7 melee, or +21/+16/+11/+6 ranged; SV Fort +15, Ref +11, Will +11; AL LG; Str 17, Dex 15, Con 13, Int 11, Wis 14, Cha 16. Skills: Concentration +18, Decipher Script +1, Handle Animal +17, Heal +17, Hide +2, Knowledge (Nobility and Royalty) +18, Listen +4, Move Silently +2, Spot +4. Feats: Alertness, Combat Reflexes, Improved Turning, Negotiator, Point Blank Shot, Weapon Focus (Great Axe), Weapon Focus (Short Spear), Weapon Focus (scimitar). Paladin Spells Per Day: 4/4/3/2.
- **Wells, Gordon, Colonel**, human male, age 49, AL:NG, Commander of the 1<sup>st</sup> Regiment of the Bloodstone Army, Fighter 15. CR 15; Size M (6'0"/182cm tall); HD 15d10+30; hp 108; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30 ft.; AC 11 (+1 Dex); Attack +19/+14/+9 melee, or +16/+11/+6 ranged; SV Fort +11, Ref +6, Will +4; AL NG; Str 19, Dex 12, Con 15, Int 15, Wis 8, Cha 8. Skills: Craft (Painting) +17, Craft (Weaponsmith) +20, Handle Animal +16, Hide +1, Listen +1, Move Silently +1, Search +11, Speak Language +6, Spot +1, Swim +22. Feats: Alertness, Blind-Fight, Far Shot, Greater Weapon Focus (flail, heavy), Greater Weapon Specialization (flail, heavy), Improved Critical (flail, heavy), Improved Initiative, Point Blank Shot, Quick Draw, Weapon Focus (flail, heavy), Weapon Focus (rapier), Weapon Focus (short bow), Weapon Focus (warhammer), Weapon Specialization (flail, heavy), Weapon Specialization (short bow).
- **Tallboy, Mervin, Magistrate**, human male, age 38, AL:NG, Commander of the City Watch, Paladin (Ilmater) 8. CR 8; Size M (6'2"/188cm tall); HD 8d10+8; hp 57; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 10; Attack +8/+3 melee, or +8/+3 ranged; SV Fort +10, Ref +5, Will +7; AL LG; Str 10, Dex 10, Con 13, Int 13, Wis 14, Cha 16. Skills: Concentration +10, Handle Animal +7, Heal +7, Hide +0, Knowledge (Arcana) +3.5, Knowledge (Nobility and Royalty) +10, Knowledge (Religion) +10, Listen +2, Move Silently +0, Spot +2, Tumble +2. Feats: Blind-Fight, Extra Turning, Improved Initiative, Leadership. Paladin Spells Per Day: 2/1.
- **Pebble, Merton, Holy High Justice of Heliogabalus**, human male, age 43, AL:LG, Cleric (Tyr) 9. CR 9; Size M (5'7"/170cm tall); HD 9d8; hp 51; Init +0; Speed 30 ft.; AC 10; Attack +8/+3 melee, or +6/+1 ranged; SV Fort +6, Ref +3, Will +9; AL LG; Str 14, Dex 10, Con 10, Int 13, Wis 16, Cha 16. Skill: Diplomacy +11, Heal +11, Hide +0, Knowledge (Arcana) +12, Knowledge (Religion) +11, Listen +3, Move Silently +0, Profession (Hunter) +14, Spot +3. Feats: Brew Potion, Combat Casting, Extend Spell, Maximize Spell, Silent Spell. Cleric Domains: Good, Law. Cleric Spells Per Day: 6/5+1/5+1/4+1/2+1/1+1.

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- Leary, Handus, chairman of the Damaran Merchants League** and high level Iron Throne operative, human male, age 49, AL:LE, Rogue 8, Aristocrat 6. CR 13; Size M (5'3"/160cm tall); HD 8d6+16 + 6d8+12; hp 86; Init +8 (+4 Dex, +4 Improved Initiative); Speed 30 ft.; AC 14 (+4 Dex); Attack +11/+6 melee, or +14/+9 ranged; SV Fort +6, Ref +12, Will +8; AL LE; Str 13, Dex 18, Con 14, Int 11, Wis 12, Cha 17. Skills: Bluff +12, Climb +8, Decipher Script +11, Disable Device +7, Disguise +12, Forgery +12, Gather Information +9, Hide +12, Intimidate +13, Listen +11, Move Silently +14, Perform (Comedy) +11, Sleight of Hand +14, Speak Language +8, Spot +1, Tumble +10. Feats: Dodge, [Evasion], Improved Initiative, Leadership, Quick Draw, Shield Proficiency, Skill Focus (Gather Information).
- Tendelring, Seth, Chairman of the Royal Damaran Bloodstone Trust**, human male, age 62, AL:LG, Fighter 6, Aristocrat 8. CR 13; Size M (6'0"/183cm tall); HD 6d10+6 + 8d8+8; hp 85; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +16/+11/+6 melee, or +14/+9/+4 ranged; SV Fort +8, Ref +6, Will +7; AL LG; Str 18, Dex 14, Con 12, Int 8, Wis 8, Cha 17. Skills: Gather Information +10, Handle Animal +13, Hide +2, Intimidate +13, Jump +12, Knowledge (Local) +6, Listen -1, Move Silently +2, Spot -1, Swim +15. Feats: Blind-Fight, Dodge, Improved Initiative, Mobility, Point Blank Shot, Power Attack, Skill Focus (Gather Information), Skill Focus (Handle Animal), Toughness, Weapon Focus (halberd).
- Gench, Diebart**, human male, age 58, AL:N, Diviner 18 (private). CR 18; Size M (5 ft., 7 in. tall); HD 18d4+18; hp 64; Init +3 (+3 Dex); Speed 30 ft.; AC 13 (+3 Dex); Attack +10/+5 melee, or +12/+7 ranged; SV Fort +7, Ref +9, Will +16; AL N; Str 12, Dex 16, Con 12, Int 20, Wis 16, Cha 11. Skills: Decipher Script +19, Hide +3, Knowledge (Arcana) +26, Knowledge (Architecture and Engineering) +20, Knowledge (Geography) +15, Knowledge (History) +23, Knowledge (Local) +23, Knowledge (Nobility and Royalty) +23, Knowledge (The Planes) +22, Listen +3, Move Silently +3, Spellcraft +26, Spot +3. Feats: Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Iron Will, Magical Aptitude, Maximize Spell, Quicken Spell, [Scribe Scroll], Spell Mastery (Magic Missile, Summon Monster I, Chill Touch, Jump), Spell Penetration, Widen Spell. Wizard Spells Known (4/6/5/5/5/5/4/3/2):
- Burkna Duhl**, human female, age 58, AL:CN, Transmuter 17 (Private). CR 17; Size M (5'2"/160cm tall); HD 17d4+51; hp 91; Init +1 (+1 Dex); Speed 30 ft.; AC 11 (+1 Dex); Attack +7/+2 melee, or +9/+4 ranged; SV Fort +8, Ref +6, Will +11; AL CN; Str 9, Dex 12, Con 17, Int 17, Wis 12, Cha 12. Skills: Concentration +17, Hide +1, Knowledge (Arcana) +23, Knowledge (Dungeoneering) +21, Knowledge (Geography) +23, Knowledge (Local) +22, Listen +1, Move Silently +1, Spellcraft +23, Spot +1. Feats: Craft Magic Arms and Armor, Craft Wondrous Item, Enlarge Spell, Forge Ring, Heighten Spell, Improved Unarmed Strike, Leadership, Quicken Spell, [Scribe Scroll], Silent Spell, Still Spell. Wizard Spells Known (4/5/5/5/4/4/4/3).
- Sandulraun, human male**, age 52, AL:LG, director of the Bloodstone branch of Hlammach Shipping, Aristocrat 12. CR 11; Size M (6'2"/188cm tall); HD 12d8-12; hp 52; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +10/+5 melee, or +10/+5 ranged; SV Fort +3, Ref +5, Will +10; AL LG; Str 13, Dex 13, Con 9, Int 10, Wis 14, Cha 18. Skills: Craft (Alchemy) +3.5, Heal +4, Hide +1, Knowledge (Local) +14, Listen +2, Move Silently +1, Perform (String Instruments) +18, Perform (Wind Instruments) +17, Spot +18, Use Magic Device +11. Feats: Blind-Fight, Far Shot, Point Blank Shot, Skill Focus (Knowledge (Local)), Skill Focus (Spot), Skill Focus (Perform (String Instruments)).
- Aengus Mac Feod**, human male, age 58, AL:LE, chairman of the Bloodstone branch of the Fallen Star Holding (Iron Throne front from Impilturian Hlammach), Rogue 12. CR 12; Size M (5'7"/170cm tall); HD 12d6; hp 45; Init +4 (+4 Dex); Speed 30 ft.; AC 14 (+4 Dex); Attack +9/+4 melee, or +13/+8 ranged; SV Fort +4, Ref +12, Will +5; AL LE; Str 10, Dex 18, Con 10, Int 14, Wis 13, Cha 15. Skills: Appraise +12, Balance +13, Climb +14, Decipher Script +17, Disable Device +14, Hide +14, Intimidate +16, Jump +10, Knowledge (Architecture and Engineering) +5, Knowledge (Local) +12, Listen +15, Move Silently +9, Open Lock +14, Sense Motive +14, Sleight of Hand +20, Spot +1. Feats: Deceitful, Deft Hands, Dodge, [Evasion], Point Blank Shot, Precise Shot, Weapon Focus (sap).

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- Ranar Mithling**, human male, age 32, AL:NE, director of the Fallen Star Trading Coster in the Bloodstone Kingdom (wholly owned subsidiary of Fallen Star Holding), Rogue 10. CR 10; Size M (5'3"/160cm tall); HD 10d6+10; hp 37; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30 ft.; AC 13 (+3 Dex); Attack +10/+5 melee, or +10/+5 ranged; SV Fort +4, Ref +10, Will +5; AL NE; Str 17, Dex 16, Con 13, Int 12, Wis 14, Cha 12. Skills: Disable Device +14, Gather Information +13, Hide +15, Knowledge (Arcana) +3, Knowledge (Local) +14, Listen +13, Move Silently +14, Open Lock +13, Sleight of Hand +16, Spot +14, Use Rope +16. Feats: [Evasion], Improved Initiative, Improved Unarmed Strike, Negotiator, Run, Shield Proficiency.
- Nathan Tarad**, human male, age 40, AL:LG (LE), Manager of the Heliogabalus Vault, Expert 6, Rogue 4. CR 9; Size M (5'9"/175cm tall); HD 6d6+6 + 4d6+4; hp 49; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30 ft.; AC 13 (+3 Dex); Attack +7/+2 melee, or +10/+5 ranged; SV Fort +4, Ref +9, Will +8; AL LE; Str 10, Dex 17, Con 13, Int 13, Wis 14, Cha 8. Skills: Concentration +9, Decipher Script +8, Disable Device +9, Disguise +0, Escape Artist +5, Forgery +7, Hide +3, Knowledge (Local) +9, Knowledge (Nature) +5.5, Knowledge (The Planes) +9, Listen +11, Move Silently +3, Profession (Accountant) +17, Sense Motive +9, Spot +10, Swim +10, Tumble +12, Use Magic Device +1; Alertness, [Evasion], Improved Initiative, Skill Focus (Knowledge (Nature)), Skill Focus (Profession).
- Gunda Dimpleton**, human female, age 40, AL:LE, Director of Moonsea Assurance Co. (Xvimist Zhentarim), Rogue 14, Fighter 3. CR 16; Size M (5'7"/170cm tall); HD 13d6+39 + 3d10+9; hp 119; Init +1 (+1 Dex); Speed 30 ft.; AC 11 (+1 Dex); Attack +15/+10/+5 melee, or +13/+8/+3 ranged; SV Fort +10, Ref +10, Will +4; AL LE; Str 17, Dex 13, Con 16, Int 16, Wis 8, Cha 8. Skills: Balance +13, Bluff +11, Climb +19, Disable Device +18, Disguise +13, Handle Animal +1, Hide +19, Intimidate +15, Jump +9, Knowledge (Architecture and Engineering) +8, Listen +1, Move Silently +19, Open Lock +14, Perform (Act) +1, Ride +7, Spot +1, Swim +19, Use Magic Device +15, Use Rope +16. Feats: Alertness, Combat Reflexes, [Evasion], Investigator, Point Blank Shot, Power Attack, Stealthy, Toughness, Weapon Focus (short bow), Weapon Focus (long sword).
- Ginleigh Thornton**, human female, age 35, AL:LE, Iron Throne agent and head of the Heliogabalus Cooperative (Iron Throne influenced), Rogue 10. CR 10; Size M (5'2"/157cm tall); HD 10d6+30; hp 74; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +7/+2 melee, or +9/+4 ranged; SV Fort +6, Ref +9, Will +5; AL LE; Str 11, Dex 14, Con 16, Int 18, Wis 15, Cha 11. Skills: Balance +15, Decipher Script +17, Disable Device +16, Disguise +13, Escape Artist +15, Hide +15, Knowledge (Local) +13, Knowledge (Nobility and Royalty) +6, Listen +2, Move Silently +11, Open Lock +15, Profession (Hunter) +11, Sleight of Hand +13, Spot +14, Tumble +15, Use Rope +15. Feats: Combat Expertise, Endurance, [Evasion], Investigator, Run, Skill Focus (Disguise).
- Gordon Wildy**, human male, age 44, AL:N, Damaran manager, Nester Investments, AL:N, Rogue 7. CR 7; Size M (5'8"/165cm tall); HD 7d6+7; hp 34; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +5 melee, or +9 ranged; SV Fort +3, Ref +9, Will +4; AL N; Str 11, Dex 18, Con 12, Int 12, Wis 14, Cha 9. Skills: Balance +14, Decipher Script +8, Disable Device +11, Disguise +9, Escape Artist +10, Hide +14, Intimidate +8, Jump +4, Listen +2, Move Silently +4, Search +10, Sense Motive +10, Speak Language +2, Spot +2, Swim +7, Use Magic Device +8. Feats: Dodge, Endurance, [Evasion], Persuasive, Point Blank Shot.
- Bieling of Ilmater, Lana**, human female, age 64, AL:LG, Painbearer, Cleric (Ilmater) 17. CR 17; Size M (5'9"/175cm tall); HD 17d8; hp 74; Init +1 (+1 Dex); Speed 30 ft.; AC 11 (+1 Dex); Attack +13/+8/+3 melee, or +13/+8/+3 ranged; SV Fort +10, Ref +6, Will +14; AL LG; Str 13, Dex 13, Con 10, Int 9, Wis 18, Cha 15. Skills: Concentration +6, Craft (Leatherworking) +7, Craft (Ship making) +6, Hide +1, Knowledge (History) +18, Listen +4, Move Silently +1, Spot +4. Feats: Craft Wondrous Item, Diligent, Dodge, Extend Spell, Persuasive, Scribe Scroll, Silent Spell. Cleric Domains: Law, Protection. Cleric Spells Per Day: 6/6+1/6+1/6+1/6+1/4+1/4+1/3+1/2+1.

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- **McNarn of Tymora, Gina**, human female, age 40, AL:NG, Cleric of Tymora 12. CR 12; Size M (5'2"/157cm tall); HD 12d8; hp 57; Init +0; Spd 30 ft.; AC 10; Attack +11/+6 melee, or +9/+4 ranged; SV Fort +8, Ref +4, Will +11; AL NG; Str 14, Dex 10, Con 10, Int 13, Wis 17, Cha 16. Skills: Diplomacy +16, Heal +13, Hide +0, Knowledge (Arcana) +16, Knowledge (Religion) +11, Listen +3, Move Silently +0, Profession (Hunter) +14, Sense Motive +4, Spot +3. Feats: Brew Potion, Combat Casting, Extend Spell, Maximize Spell, Silent Spell, Still Spell. Cleric Domains: Luck, Travel. Cleric Spells Per Day: 6/6+1/5+1/5+1/3+1/3+1/2+1.
- **Danning of Tempus, Weber**, human male, age 36, AL:CG, Battlelord Cleric of Tempus 14. CR 12; Size M (5'2"/157cm in. tall); HD 12d8; hp 57; Init +0; Speed 30 ft.; AC 10; Attack +11/+6 melee, or +9/+4 ranged; SV Fort +8, Ref +4, Will +11; AL NG; Str 14, Dex 10, Con 10, Int 13, Wis 17, Cha 16. Skills: Diplomacy +16, Heal +13, Hide +0, Knowledge (Arcana) +16, Knowledge (Religion) +11, Listen +3, Move Silently +0, Profession (Hunter) +14, Sense Motive +4, Spot +3. Feats: Brew Potion, Combat Casting, Extend Spell, Maximize Spell, Silent Spell, Still Spell. Cleric Domains: Strength, War. Cleric Spells Per Day: 6/6+1/5+1/5+1/3+1/3+1/2+1
- **Fleming of Waukeen, Narda**, human female, age 58, AL:N, Goldeye Cleric of Waukeen 16. CR 16; Size M (5'4"/162cm tall); HD 16d8+32; hp 113; Init +1 (+1 Dex); Speed 30 ft.; AC 11 (+1 Dex); Attack +14/+9/+4 melee, or +13/+8/+3 ranged; SV Fort +12, Ref +6, Will +13; AL N; Str 14, Dex 13, Con 14, Int 8, Wis 17, Cha 11. Skills and feats: Craft (Sculpting) +7, Heal +19, Hide +1, Knowledge (The Planes) +13, Listen +3, Move Silently +1, Spot +3; Blind-Fight, Brew Potion, Combat Reflexes, Improved Turning, Spell Focus (conjunction), Widen Spell. Cleric Domains: Knowledge, Law. Cleric Spells Per Day: 6/6+1/6+1/6+1/4+1/4+1/3+1/3+1
- **Langbaum of Mask, Lily**, human female, AL:NE, Demarchess Cleric of Mask 11. CR 11; Size M (5'7"/175cm tall); HD 11d8-11; hp 40; Init -1 (-1 Dex); Speed 30 ft.; AC 9 (-1 Dex); Attack +10/+5 melee, or +7/+2 ranged; SV Fort +6, Ref +4, Will +11; AL NE; Str 15, Dex 8, Con 8, Int 12, Wis 18, Cha 15. Skills: Heal +13, Hide -1, Knowledge (Religion) +11, Knowledge (The Planes) +15, Listen +4, Move Silently -1, Profession (Hunter) +15, Spellcraft +13, Spot +4. Feats: Combat Casting, Diligent, Leadership, Lightning Reflexes, Persuasive. Cleric Domains: Evil, Trickery. Cleric Spells Per Day: 6/6+1/5+1/5+1/4+1/2+1/1+1

## Helmsdale - the Key NPCs

Segment: *Bloodstone*

- **Larman Kelter**, human male, age 48, AL:N, alderman and owner of the Last Portal Inn, Commoner 3, Size M (5'7"/170cm tall); hp 6; Init +1 (+1 Dex); Speed 30ft/9m.; AC 11 (+1 Dex); Attack +3 melee, short sword (1d6+2), Saves Fort +1, Ref +2, Will +3; Str 15, Dex 13, Con 10, Int 10, Wis 14, Cha 15. Skills: Craft (Trapmaking) +6, Hide +1, Knowledge (Arcana) +2, Listen +2, Move Silently +1, Perform (Keyboard Instruments) +3, Profession (Hunter) +9, Spot +2. Feats: Combat Reflexes, Point Blank Shot, Skill Focus (Profession (Hunter)).
- **Willard Sykes**, human male, age 48, AL:NG, Commander of the Night Watch, Warrior 5, Size M (5'3"/160cm tall); hp 40; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +9 melee, long sword (1d8+4), or +7 ranged. long bow (1d8); Save Fort +6, Ref +3, Will +2; Str 18, Dex 14, Con 15, Int 11, Wis 13, Cha 12. Skills: Climb +12, Craft (Leatherworking) +1.5, Handle Animal +7, Hide +2, Intimidate +5, Listen +1, Move Silently +2, Ride +5, Spot +1. Feats: Dodge, Mounted Combat, Point Blank Shot.

## Hlammach - the Key NPCs

Segment: *Impiltur*

- **Rulmgar**, Royal Impilturian Minister of Finance; **Jeltar Starrain**. (really the Iron Throne agent Warbin Twoomb, **Undrabans**, , Cleric (Strifeleader of Cyric), see the section *New Unofficial NPCs* for details.



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- **Jasper Tardrin**, human male Aris 7, AL:LE. CR 6; Size M (5 ft., 8 in. tall); HD 7d8+7; hp 38; Init +1 (+1 Dex); Speed 30 ft.; AC 11 (+1 Dex); Attack +6 melee, or +6 ranged; SV Fort +3, Ref +3, Will +8; AL LE; Str 12, Dex 12, Con 12, Int 9, Wis 17, Cha 14. Skills: Concentration +4, Diplomacy +10, Hide +1, Knowledge (Architecture and Engineering) +9, Listen +13, Move Silently +1, Perform (Keyboard Instruments) +12, Spot +5. Feats: Alertness, Leadership, Point Blank Shot, Track. Tardrin is a graduate of the Colleges of Trade and Economics at the University of Hlammach. He was born in Hlammach on the Year of the Lion (1340 DR). Tardrin is a powerful person in Hlammach; he is Jeltar Starrain's executive officer, although this is little known. Most members of Hlammach's merchant circle think rather of Tardrin as the head of the Fallen Star Holding Co. and Starrain as the majority stockholder of Fallen Star Holding. About 20% of the stock in Fallen Star is owned by persons other than Starrain, but that only for the purpose of making it appear to be a public company. Tardrin is one of few people who know that Starrain was assassinated and replaced by the Iron Throne agent Warbin Twoomb. Most other higher Throne agents believe that Starrain leaves and that he came voluntarily to the Throne. In fact, Tardrin was one of the people who arranged the details of Starrain's assassination. He already was recruited by the Throne during his days as an accomplished university student, and after finishing school, he was assigned to seek a position with Starrain. He did so and quickly rose to high rank, giving the Throne the trusted inside man it needed to make Starrain's murder on Starrain Isle possible. While Starrain/Twoomb steers the greater course of the Throne in the Bloodstone Lands from his island mansion, Tardrin is responsible for all the many details of its day-to-day business dealings. He lives in a well-guarded mansion in the Great Imphras Estates.

## Hightsong - the Key NPCs

Segment: *Bloodstone*

- **Gukir, commander of the Bloodstone Riders detachment**, dwarf male, age 167; AL:LG, Fighter 12; Size M (4'2"/127cm tall); hp 106; Init +5 (+1 Dex, +4 Improved Initiative); Speed 20ft/6m; AC 11 (+1 Dex); Attack +15/+10/+5 melee, or +13/+8/+3 ranged; SV Fort +12, Ref +5, Will +6; Str 16, Dex 13, Con 18, Int 13, Wis 10, Cha 6. Skills: Climb +18, Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weaponsmithing) +3, Handle Animal +12, Hide +1, Intimidate +9, Listen +2, Move Silently +1, Spot +2, Use Rope +4. Feats: Alertness, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (net), Improved Initiative, Iron Will, Mobility, Rapid Reload (crossbow, light), Spring Attack, Weapon Focus (long sword).
- **Mirka Neely, Cleric of Tymora**, human female, AL:CG, Cleric 5; Size M (5'7"/170cm tall); hp 31; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +5 melee, or +2 ranged; SV Fort +3, Ref +2, Will +8; Str 14, Dex 8, Con 8, Int 12, Wis 18, Cha 15. Skills: Heal +11, Hide -1, Knowledge (Arcana) +8, Knowledge (Religion) +6, Knowledge (The Planes) +8, Listen +4, Move Silently -1, Spellcraft +8, Spot +4. Feats: Combat Casting, Lightning Reflexes, Skill Focus (Heal). Cleric Domains: Luck, Protection. Cleric Spells Per Day: 5/4+1/3+1/2+1/0/0/0/0/0/0.
- **Martha Wellby, Druidess of Chauntea**, human female, age 32, AL:NG, Druid 6; Size M (5'2"/157cm tall); hp 38; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +5 melee, or +6 ranged; SV Fort +5, Ref +4, Will +9; Str 12, Dex 15, Con 11, Int 16, Wis 19, Cha 11. Skills: Craft (Alchemy) +8, Craft (Shipmaking) +12, Craft (Stonemasonry) +11, Craft (Woodworking) +10, Handle Animal +5, Hide +2, Knowledge (Nature) +12, Listen +15, Move Silently +2, Perform (Percussion Instruments) +3, Perform (String Instruments) +3, Spot +6, Swim +10. Feats: Alertness, Blind-Fight, Improved Unarmed Strike, Skill Focus (Craft (Woodworking)). Druid Spells Per Day: 5/4/4/3/0/0/0/0/0/0.
- **Teldo Dabney, Owner of the Gramble's Foot Inn and Iron Throne agent**, human male, age 46, AL:NG (NE), Expert 4; Size M (5'8"/173cm tall); hp 21; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +3 melee, or +7 ranged; SV Fort +4, Ref +5, Will +5; AL NE; Str 11, Dex 18, Con 12, Int 14, Wis 12, Cha 9. Skills: Craft (Armorsmithing) +7, Craft (Sculpting) +5, Craft (Stonemasonry) +4, Heal +8, Hide +4, Knowledge (Arcana) +5, Knowledge (Architecture and Engineering) +9, Knowledge (Nature) +7, Knowledge (Nobility and Royalty) +9, Listen +6, Move Silently +11, Perform (Act) +1, Spot +1. Feats: Great Fortitude, Improved Unarmed Strike, Track.

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- Minna Hammil, manager of Moonsea Assurance (Zhentarim)**, human female, age 31, AL:LE, Rogue 3, Size M (5'9"/175cm tall); HD 3d6+6; hp 21; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +2 melee, or +4 ranged; SV Fort +3, Ref +5, Will +2; Str 10, Dex 14, Con 15, Int 13, Wis 13, Cha 9. Skills: Climb +5, Decipher Script +6, Disable Device +6, Disguise +5, Forgery +7, Gather Information +4, Hide +7, Intimidate +5, Jump +6, Listen +8, Move Silently +6, Open Lock +4, Spot +3. Feats: Alertness, Dodge, [Evasion], Quick Draw.
- Narban Eaststar, Burgomaster, owner of Narban's General Store and Harper agent**, human male, age 42, AL:NG, Fighter 12; Size M (5'7"/170cm tall); HD 12d10+24; hp 96; Init +0; Speed 30ft/9m; AC 10; Attack +15/+10/+5 melee, or +12/+7/+2 ranged; SV Fort +12, Ref +4, Will +4; Str 17, Dex 10, Con 14, Int 14, Wis 10, Cha 15. Skills: Disable Device +7.5, Forgery +7, Hide +0, Intimidate +17, Jump +16, Listen +1, Move Silently +0, Ride +12, Search +5, Spot +0, Tumble +2.5, Use Magic Device +6.5, Use Rope +1.5. Feats: Blind-Fight, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Trip, Negotiator, Power Attack, Rapid Reload (crossbow, heavy), Run.
- Nala Tendly, leading Harper mage**, human female, age 59, AL:CG, Wizardess 17, Size M (4'10"/137cm tall); hp 65; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +11/+6 melee, or +9/+4 ranged; SV Fort +6, Ref +6, Will +12; Str 17, Dex 12, Con 13, Int 19, Wis 14, Cha 11. Skills: Craft (Armorsmithing) +17, Decipher Script +19, Hide +1, Knowledge (History) +23, Knowledge (Local) +24, Knowledge (Nature) +18, Knowledge (The Planes) +24, Listen +2, Move Silently +1, Spellcraft +24, Spot +2. Feats: Combat Casting, Craft Magic Arms and Armor, Craft Wand, Enlarge Spell, Forge Ring, Greater Spell Penetration, Heighten Spell, Martial Weapon Proficiency (great club), Quicken Spell, [Scribe Scroll], Spell Penetration.
 

Wizard Spells Known (4/5/5/5/4/4/3/2/1): 0th -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. 1st -- Charm Person, Color Spray, Detect Undead, Feather Fall, Identify, Jump, Mage Armor, Magic Missile, Protection from Good, Sleep, True Strike. 2nd -- Darkvision, Hypnotic Pattern, Knock, Levitate, Minor Image, Misdirection, Summon Swarm. 3rd -- Arcane Sight, Dispel Magic, Fly, Greater Magic Weapon, Hold Person, Rage, Ray of Exhaustion, Shrink Item, Summon Monster III. 4th -- Black Tentacles, Lesser Geas, Lesser Globe of Invulnerability, Phantasmal Killer, Polymorph, Remove Curse, Wall of Fire. 5th -- Animal Growth, Baleful Polymorph, Lesser Planar Binding, Mage's Private Sanctum, Telekinesis. 6th -- Chain Lightning, Eyebite, Freezing Sphere, Legend Lore, Mass Bear's Endurance, Mass Suggestion, Permanent Image. 7th -- Delayed Blast Fireball, Finger of Death, Forcecage, Instant Summons, Mage's Magnificent Mansion, Vision. 8th -- Binding, Dimensional Lock, Greater Prying Eyes, Irresistible Dance, Mind Blank, Polymorph Any Object, Sunburst. 9th -- Mage's Disjunction, Power Word, Kill.
- Muring Daltabell, Harper leader and manager of the Highsong Ranch**, human male, age 48, AL:NG, Ranger 14, Size M (5'9"/175cm tall); hp 83; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +16/+11/+6 melee, or +17/+12/+7 ranged; SV Fort +10, Ref +7, Will +5; Str 14, Dex 17, Con 13, Int 14, Wis 12, Cha 10. Skills: Climb +17, Craft (Sculpting) +11, Craft (Shipmaking) +12, Craft (Stonemasonry) +8, Craft (Trapmaking) +11, Craft (Weaponsmithing) +11, Heal +17, Hide +3, Knowledge (Dungeoneering) +17, Listen +1, Move Silently +19, Search +19, Spot +1, Survival +17, Use Rope +19. Feats: Combat Reflexes, Dodge, [Evasion], [Improved Precise Shot], [Manyslot], Point Blank Shot, Power Attack, Precise Shot, [Rapid Shot], [Track], Weapon Finesse. Ranger Spells Per Day: 0/3/1/0/0.
- Calamastyrr, Harper agent and Cleric of Lathander**, human male, age 62, AL:LG, Cleric 16, Size M (6'0"/183cm tall); hp 63; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +14/+9/+4 melee, or +11/+6/+1 ranged; SV Fort +9, Ref +6, Will +15; Str 15, Dex 8, Con 8, Int 12, Wis 20, Cha 15. Skills: Heal +15, Hide -1, Knowledge (Religion) +17, Knowledge (The Planes) +17, Listen +7, Move Silently -1, Profession (Hunter) +24, Spellcraft +16, Spot +7. Feats: Alertness, Combat Casting, Diligent, Leadership, Lightning Reflexes, Persuasive, Weapon Focus (crossbow, light). Cleric Domains: Good, Law. Cleric Spells Per Day: 6/7+1/6+1/6+1/5+1/5+1/3+1/3+1/2+1/0.

## Hillsafar Hall - the Key NPCs

Segment: *Bloodstone*

Baron Garumbelly Hillsafar is described separately in the section *New Unofficial NPCs*.

- **Bóri, Baronial Chancellor**, dwarf male, age 198, AL:LG, Fighter 13; Size M (4'3"/130cm tall); hp 144; Init +3 (-1 Dex, +4 Improved Initiative); Speed 20ft/6m.; AC 9 (-1 Dex); Attack +16/+11/+6 melee, or +12/+7/+2 ranged; SV Fort +12, Ref +5, Will +4; Str 17, Dex 9, Con 19, Int 12, Wis 11, Cha 10. Skills: Bluff +3.5, Climb +6, Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weaponsmithing) +3, Disguise +5, Hide -1, Jump +17, Knowledge (Nature) +4.5, Listen +0, Move Silently -1, Ride +14, Spot +0. Feats: Blind-Fight, Cleave, Endurance, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Mounted Combat, Power Attack, Quick Draw, Rapid Reload (crossbow, light), Toughness.
- **Bífla, Commander of the Sunderland 2<sup>nd</sup> Regiment of the Bloodstone Army**, age 174, AL:LG, Fighter 18; Size M (3'11"/119cm tall); hp 143; Init +2 (+2 Dex); Speed 20ft/6m; AC 12 (+2 Dex); Attack +22/+17/+12/+7 melee, or +20/+15/+10/+5 ranged; SV Fort +13, Ref +8, Will +6; Str 18, Dex 15, Con 15, Int 13, Wis 10, Cha 7. Skills: Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weaponsmithing) +3, Hide +2, Jump +25, Listen +2, Move Silently +2, Profession (Hunter) +5, Profession (Miner) +4, Ride +20, Spot +2, Swim +15. Feats: Alertness, Blind-Fight, Combat Expertise, Diligent, Dodge, Endurance, Far Shot, Improved Critical (spear), Improved Disarm, Improved Grapple, Improved Unarmed Strike, Point Blank Shot, Quick Draw, Rapid Reload (crossbow, heavy), Weapon Focus (spear), Weapon Focus (axe, throwing).
- **Gúrfi, commander of the Bloodstone Riders detachment**, dwarf male, age 164, AL:NG, Ranger 11; Size M (4'2"/127cm tall); hp 60; Init +7 (+3 Dex, +4 Improved Initiative); Speed 20ft/6m; AC 13 (+3 Dex); Attack +13/+8/+3 melee, or +14/+9/+4 ranged; SV Fort +8, Ref +6, Will +4; Str 14, Dex 17, Con 12, Int 10, Wis 13, Cha 13. Skills: Craft (Armorsmithing) +2, Craft (Blacksmithing) +2, Craft (Painting) +5, Craft (Stonemasonry) +2, Craft (Trapmaking) +14, Craft (Weaponsmithing) +2, Hide +3, Knowledge (Nature) +14, Listen +15, Move Silently +3, Profession (Miner) +13, Spot +1, Survival +14, Use Rope +17. Feats: Combat Casting, Deceitful, [Evasion], Improved Initiative, [Improved Precise Shot], [Manyslot], [Rapid Shot], Run, [Track]. Ranger Spells Per Day: 0/2/1/0/0.
- **Hroin, High Priest of Moradin**, dwarf male, age 240, AL:LG, Cleric 22 (Epic); Size M (4'1"/124cm tall); 102; Init -1 (-1 Dex); Speed 20ft/6m; AC 9 (-1 Dex); Attack +18/+13/+8 melee, or +15/+10/+5 ranged; SV Fort +13, Ref +6, Will +18; Str 15, Dex 8, Con 10, Int 12, Wis 20, Cha 14. Skills: Craft (Armorsmithing) +18, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Weaponsmithing) +3, Dweomercraft +30, Heal +28, Hide -1, Knowledge (Religion) +22; Listen +5, Move Silently -1, Spot +5. Feats: Brew Potion, Craft Wondrous Item, Empower Spell, Epic Spellcasting, Improved Turning, Maximize Spell, Skill Focus (Perform (Keyboard Instruments)), Weapon Focus (dart). Cleric Domains: Law, War. Cleric Spells Per Day: 6/7+1/6+1/6+1/6+1/4+1/4+1/4+1/4+1/ 2 Epic (Peripety/Ruin).
- **Fidh, Master Runecutter**, dwarf male, age 3,214, AL:LG, Runecutter 20. Size M (3'10"/117cm tall); 102; Init +1 (+1 Dex); Speed 20ft/6m; AC 11 (+1 Dex); Attack +10/+5 melee, or 10/+5 ranged; SV Fort +4, Ref +3, Will +4; Str 10, Dex 12, Con 10, Int 18, Wis 18, Cha 14. Skills: Concentration +23, Dweomercraft +27, Knowledge (religion) +13, Knowledge (runic arcana) +27. Feats: Alertness, Diligent, Empower Stave, Enlarge Stave, Extend Stave, Great Fortitude, Heighten Stave, Iron Will, Magical Aptitude, Maximize Stave, Stave Penetration, Widen Stave. 9 radicals, 8 staves per radical, 52 staves, maximum level: 9.

## Ilmwatch - the Key NPCs

Segment: *Impiltur*

- **Daerthnur – Archwand of Impiltur**, human male, AL: LG, Invoker lvl 23; AC: 12 (Dex); HP: 93; Abilities: Str 13, Con 14, Dex 16, Int 22, Wis 14, Cha 10; Base Attack Bonus +10/+5, Attack: Dagger +5, Attack Bonus: +11/+6, 1d4+6 hp dmg; Saves: +8/+9/+14; Magical items: game master's choice; Spells: 5/7/7/6/6/6/6/5/5/5, at least one of each level Invocation. Challenge Rating 21.

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Daerthnur is officially the foremost mage of Impiltur. As Archwand, he is the commander of all wizards who are members of the Wand of Impiltur. He reports only to the queen, Regent War Captain Kyrilraun in Lyrabar, and on naval matters to the commander of the fleet, Admiral War Captain Rilaunyr in Ilmwatch. Daerthnur lives and spends most of his time in his Ilmwatch Tower, where he is in control of the master Scrying Stone of Myth Drannor. Despite his 82 years and the queen's pending 90<sup>th</sup> birthday, he and she continue to be the lovers they have been for the past five decades.

- **Glira, Aboadus –Wand of Impiltur**, human male, AL: NG, Diviner lvl 16; HP: 59; AC: 13 (Dex); Abilities: Str 10, Con 13, Dex 16, Int 19, Wis 11, Cha 10; Base Attack Bonus +8/+3; Attack: Dagger +3, Attack Bonus: +11/+6, 1d4+3 hp dmg, Magical items: game master's choice, strong on scrying; Saves: +6/+8/+10; Spells: 5/6/6/6/5/5/4/4/3/0, at least one of each level Divination. Challenge Rating 14.

Glira is a reclusive diviner who has devoted his life to research into magic that lets him see and hear things beyond the limits of normal scrying. He is the aide to Daerthnur, Archwand of Impiltur.

- **Holumbrar of Tyr**, human male, AL: LG, Cleric (High Holy Justice) lvl 18; HP: 144; AC: 23 (Dex, Plate armor +3 and Shield); Abilities: Str 17, Con 16, Dex 13, Int 14, Wis 20, Cha 9; Base Attack Bonus: +13/+8/+3, Warhammer +3, Attack Bonus: +19/+14/+9, 1d8 + 6 hp dmg; Magical items: game master's choice; Saves: +14/+7/+16; Spells: 6/6+1/6+1/6+1/5+1/4+1/4+1/3+1 /3+1/2+1, Domains Knowledge, Law. Challenge Rating 16.

Holumbrar believes in the firm punishment of lawbreakers. He is quick to choose the maximum sentence for the law provides and adds hard labor quickly. He also has no reticence over sending those who commit capital crimes to the gallows.

**Rilaunyr – Admiral War Captain**, human male, AL: LG, Paladin of Tyr, lvl 18; HP: 92; AC: 24 (Dex, Plate armor +3 and Shield), Abilities: Str 18, Con 15, Dex 15, Int 10, Wis 18, Cha 20; Base Attack Bonus +18/+13/+8/+3; Attack: Warhammer +5, Attack Bonus: +27/+22/+17/+12, 1d8 + 9 hp dmg; Magical items: game master's choice; Saves: +13/+8/+10; Spells: 3/3/3/2, Special abilities: Detect evil, divine grace, lay on hands, divine health, aura of courage, smite evil, remove disease 6x weekly, turn undead, special mount. Challenge Rating +16. Rilaunyr is commander of the Royal Navy and second only to Kyrilraun within the Sword of Impiltur. He virtually built the Impilturian naval fleet, through the pirate ships he captured, and captains his own, magical, 90-foot/27m magical battleship.

- **Yalish of Mystra, Dweomerkeeper Astohabard**, hm, AL: CG, Cleric (Lord of Mystery) lvl 16; HP: 59; AC: 11 (Dex); Abilities: Str 12, Con 12, Dex 13, Int 13, Wis 21, Cha 9; Base Attack Bonus: +12/+7/+2, Attack: Heavy Mace +3, Attack Bonus +16/+11/+6, 1d8+4 hp dmg,; Magical items: game master's choice; Saves: +11/+6/+15, Spells: 6/7+1/6+1/6+1/5+1/5+1/3+1/3+1/1+1/0, Domains: Magic, Knowledge. Challenge Rating 14.

Yalish is the religious advisor of Impiltur and a close companion of Archwand Daerthnur.

- **Xindelraun – Prefect of Ilmwatch**, human male, AL: LG, Paladin of Tyr, lvl 11; HP: 84; AC: 23 (Dex, Plate armor +2, shield); Abilities: Str 18, Con 13, Dex 14, Int 15, Wis 17, Cha 18; Base Attack Bonus: +11/+6/+1; Attack: Warhammer +1, Attack Bonus +16/+11/+6 hp, 1d8 + 5 hp dmg; Magical items: large selection; Saves: +8/+5/+6; Spells: 2/2/1/0. Special abilities: Detect evil, divine grace, lay on hands, divine health, aura of courage, smite evil, remove disease 3x weekly, turn undead, special mount. Challenge Rating 9.

## Impilturian Swampland Encounters

Segment: *Impiltur*

- **Butcherfish**, (see *New Unofficial Monsters for details*) HD: 1d2. HP: 1-2, AL: N; Attack: Bite +1 melee, 1d6 hp dmg, automatic in a school, AC 10. A school of 20 or more butcherfish can strip a man to the bones in 1d3 rounds, no roll to hit necessary.
- **Leech, Giant**, (unofficial conversion of 2E monster) HD: 3d8; HP: 3-24; AL: N; AC: 11; Attacks: Bite, +3, melee, 1d4 hp dmg; Special attacks: Drain blood: 3 hp dmg per round. Special defenses: Nil. Size: M (5 feet/150 cm), The anesthetizing saliva of the giant leech gives the victim only a save for fortitude against DC 30 to notice the attack, as long as the victim remains in the water. Otherwise the attack is noted only with the loss of 50% of hit points. Giant leeches can be killed by attack or by sprinkling salt on their bodies. There is a 50% chance that the bite of one of these creatures causes a disease that is fatal in 1d4+1 weeks unless cured. Challenge Rating 2.
- **Snake, Black Adder**, (see *New Unofficial Monsters for details*) HD: 2d8+1, AL: N; HP: 2-17; AC: 14; Attacks: Bite +2 for 1hp dmg + Poison: save for fortitude.
- **Troll, Swamp**, HD: 4d8+4. AL: LE; HP: 8-36, AC 16, Speed 20 feet/6m, swimming 30 ft/9m. Attacks: 2 Claws, +3 melee, 1d2+6 hp each, Bite: +3 melee. 1d4+8 hp dmg. Special ability: Strength 19. Special attack: Ice grab (see below). Special defense: Damage reduction 10/+3, but only in water. Size L (8 feet/240 cm). Ice grab: Swamp trolls are able to use their fists to break a hole up to 2 feet/60 cm in diameter in an ice crust up to 1 foot/30 cm thick. This takes 1 round. Before the round is ended and without a roll for initiative, the swamp troll can attempt to hit its victim. When hit, the victim is firmly gripped by the troll. At that point, the victim must check for dexterity. If he/she fails the dexterity check, he/she is pulled underwater by the troll. A new dexterity check must be made for each round in which the troll continues to grip the victim. Challenge Rating 3

## Ingthra's Haunt

Segment: *Tale of 2 Liches*

- **Ingthra (Haunt)**, (unofficial 2E conversion) HD 5d8/as victim, AC 20/Victim's AC, AL: N, HP 27/as victim, Attack Bonus: +15, Attacks 1: as 5HD monster; Special attack: see description. Special defenses: See description. Spell resistance: see description, Speed: 20ft/6m or as victim, Size: S (4 feet/120cm). Challenge Rating 5.

Ingthra's touch drains two points of dexterity per hit. As the PCs dexterity is drained, he suffers the penalties of lowered dexterity, and increasing numbness creeps over his body. When dexterity reaches zero, the haunt possesses the PC's body. Once possessed, the body's dexterity returns to normal. Ingthra then uses the victim PC's body to complete bringing her wand in contact with the bars. Once she does this, she will pass on to her final rest and the victim PC will regain control of his/her body. The victim PC will have only three dexterity points left. The lost points can be regained at the rate of a point per hour of complete rest. If the victim PC's possessed body is slain, it will haunt the place where that body was killed. In her ghostly state, Ingthra may be struck only by silver or magical weapons or by fire. Weapons cause one point of damage plus the magical bonus. Normal fire causes one point of damage per round. Magical fire inflicts full damage. If Ingthra is reduced to zero hit points, she fades away and reforms in a week to haunt her chamber again. After gaining control of a PC's body, she will be determined to complete her task. But if blocked by the PCs, she will tell her story, as briefly as possible, of course.

## Iron Maiden Crew

Segment: *Tale of 2 Liches*

- **Binks, "Captain" Nenton**, Fighter, hm, Level 12, the complete statistics are under *Unofficial NPCs*.
- **Hoogan, Jasper. First Mate**, Fighter, hm, Level 10, the complete statistics are under *Unofficial NPCs*.

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- **Pinkerton, Karbash**, Slave Overseer, first shift, Fighter, hm, Level 8, AL:CE, AC: 15 (Chain mail), HP: 67. Abilities: Strength 16, Dexterity 10, Constitution 14, Intelligence 8, Wisdom 9, Charisma 6. . Base Attack Bonus: +8/+3. Attacks: Cutlass (as scimitar) Attack Bonus +11/+6, 1d6 + 3 hp dmg. Saves +8/+2/+1. Challenge Rating 6.
- **Raighh, Darahnn**, Slave Overseer, second shift, Fighter, hm, Level 8, AL:CE, AC: 5 (Chain mail), HP: 64. Abilities: Strength 15, Dexterity 11, Constitution 13, Intelligence 9, Wisdom 8, Charisma 7. . Base Attack Bonus: +8/+3. Attacks: Cutlass (as scimitar) Attack Bonus +10/+5, 1d6+2 hp dmg. Saves: +7/+2/+1. Challenge Rating 6.

Karbash Pinkerton and Darahnn Raighh are cruel slave overseers who once worked together driving slaves on a plantation in Thay. They were forced to flee Thay under circumstances they never have explained. Hoogan keeps them on duty as slave overseers because they know how to instill enough fear in those chained to the benches to keep them rowing hard even though they are not allowed to whip the slaves regularly, as they would like to. Hoogan does not want these men regularly among the rest of the crew.

As slave overseers, Pinkerton and Raighh are entitled to a quadruple ration of rum, and they drink every drop of it. If the PCs wish to incite a mutiny on the *Iron Maiden*, the easiest way to do so would be to slay the overseer who is on duty during a drunken period and free the slaves. If the PCs send a rogue off to do careful scouting, he will discover that one of the ships holds contains 8 large crates with long swords which the slaves could use to arm themselves. The best time for a mutiny is between 11 p.m. (23 hours) and 5 a.m. (5 hours), when only a small crew of six sailors and one usually drunken overseer are on duty.

- **4 Sailors**, human male, fighter, lvl 3, AL: E, AC: 15 (Chain mail). HP: 3-30. Base Attack Bonus +3. Attacks: Cutlass Attack Bonus +3, 1d6 hp dmg, Dagger Attack Bonus +3, 1d4 hp dmg. Saves: +3/+1/+1. Challenge Rating 1.
- **6 Sailors**, human male, fighter, level 2, AL: E, AC: 15 (Chain mail), HP: 2-20. Base Attack Bonus +2. Attacks: Cutlass, Bonus Attack +2, 1d6 hp dmg, Dagger Bonus Attack +2, 1d4 hp dmg. Saves: +3/+0/+0. Challenge Rating ½.
- **8 Sailors**, human male, fighter, Level 1, AL: E, AC: 15 (Chain mail). HP: 1-10. Base Attack Bonus +1. Attacks: Cutlass, Base Attack +1, 1d6 hp dmg, Dagger, Bonus Attack +1, 1d4 hp dmg. Saves; +2/+0/+0. Challenge Rating 1/3.
- **4 Cooks**, human male, Level 0, AL: E, AC: 10. HP: 1-4. Base Attack Bonus +0. Attacks: Club, Attack Bonus +0, 1d6 hp dmg. Saves: +0/+0/+0. Challenge Rating 1/4.
- **6 Slaves**, (3 per shift) hm, fighter, lvl 3, AL: ALL, AC: 10. HP: 3-30. Base Attack Bonus +3. Attacks (when available): Long sword, Attack Bonus +3, 1d8 hp dmg. Saves: +3/+1/+1. Challenge Rating 1.
- **8 Slaves**, (4 per shift) human male, fighter, lvl 2, AL: ALL, AC: 10. HP: 2-20. Base Attack Bonus +2. Attacks (when available): Long sword, Attack Bonus +2, 1d8 hp dmg. Saves: +3/+0/+0. Challenge Rating ½.
- **12 Sailors**, (6 per shift) human male, fighter, lvl 1, AL: ALL, AC: 10. HP: 1-10. Base Attack Bonus +1. Attacks: Long sword, Attack Bonus +1, 1d8 hp dmg. Saves: +2/+0/+0. Challenge Rating 1/3.
- **14 Slaves**, human male, lvl 0, AL: E, AC: 10. HP: 1-4. Base Attack Bonus +0. AC: 10. Attacks (when available): Long sword, Bonus Attack +0, 1d8 hp dmg. Saves: +0/+0/+0. Challenge Rating ¼.

**TREASURE/CARGO:** 8 crates each containing 30 long swords, value 15 gold pentars per sword; 20 barrels of Scardale Malt Whisky, each barrel worth 150 gold pentars; 6 barrels of rum, each worth 110 gold pentars; 300 barrels of salted lamb, each worth 30 gold pentars, stolen temple treasures (game master's choice).

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### TREASURE/PERSONAL:

- **Captain Binks** – In his cabin is a chest with various jewels at a value of 5,000 gold pentars, along with 1,000 gold pentars in coin and 12 potions of extra healing. On his person, Binks carries 10 gold pentars, 8 silver hawks and 14 steel pennies.
- **Jasper Hoogan** – In his cabin Hoogan has a small chest with jewels valuing 1,000 gold pentars and 300 gold pentars in coin and 4 potions of extra healing. On his person Hoogan carries 12 gold pentars, 6 silver hawks and 8 steel pennies.
- **Other crew members** – Each has 1d6 + 2 gold pentars, 1d2 – 1 electrums, 1d10 + 4 silver hawks and 1d10 + 6 steel pennies.

### Ironspur - the Key NPCs

Segment: *Bloodstone*

Iron Duke Murnaros is described in the Section *New Unofficial NPCs*.

- **Nufing, Commander of the Ironspur Regiment of the Bloodstone Army**, dwarf male, age 213, AL:NG, Fighter 18, Size M (4'3"/130cm tall); hp 174; Init +7 (+3 Dex, +4 Improved Initiative); Speed 20ft/6m; AC 13 (+3 Dex); Attack +21/+16/+11/+6 melee, or +21/+16/+11/+6 ranged; SV Fort +14, Ref +9, Will +4; Str 17, Dex 16, Con 16, Int 13, Wis 6, Cha 8. Skills: Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weaponsmithing) +3, Craft (Woodworking) +8, Handle Animal +9, Hide +3, Intimidate +19, Knowledge (Architecture and Engineering) +5, Listen -2, Move Silently +3, Ride +24, Spot -2. Feats: Blind-Fight, Cleave, Dodge, Exotic Weapon Proficiency (siangham), Improved Critical (short bow), Improved Initiative, Mobility, Power Attack, Skill Focus (Intimidate), Spring Attack, Track, Weapon Focus (short bow), Weapon Focus (longbow).
- **Dildur, High Priest of Moradin**, dwarf male, age 246, AL:LG, Cleric 19, Size M (4'3"/130cm tall); hp 131; Init +1 (+1 Dex); Speed 20ft/6m; AC 11 (+1 Dex); Attack +17/+12/+7 melee, or +15/+10/+5 ranged; SV Fort +13, Ref +7, Will +15; Str 16, Dex 12, Con 15, Int 12, Wis 18, Cha 10. Skills: Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Painting) +17, Craft (Shipmaking) +8, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weaponsmithing) +3, Hide +1, Knowledge (Religion) +22, Listen +4, Move Silently +1, Spellcraft +23, Spot +4. Feats: Craft Magic Arms and Armor, Craft Staff, Craft Wand, Diligent, Improved Turning, Leadership, Maximize Spell. Cleric Domains: War, Strength. Cleric Spells Per Day: 6/6+1/6+1/6+1/5+1/4+1/4+1/3+1/0.
- **Nófi, Commander of the Ducal Bloodstone Riders**, dwarf male, age 182, AL:NG, Ranger 16, Size M (4'2"/127cm tall); hp 99; Init +4 (+4 Dex); Speed 20ft/6m; AC 14 (+4 Dex); Attack +16/+11/+6/+1 melee, or +20/+15/+10/+5 ranged; SV Fort +11, Ref +9, Will +7; Str 11, Dex 18, Con 13, Int 13, Wis 14, Cha 4. Skills: Climb +14, Concentration +15, Craft (Armorsmithing) +18, Craft (Blacksmithing) +3, Craft (Stonemasonry) +19, Craft (Trapmaking) +3, Craft (Weaponsmithing) +3, Decipher Script +2, Heal +20, Hide +4, Knowledge (Geography) +19, Listen +4, Move Silently +4, Search +20, Spot +4, Survival +20. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Endurance, [Evasion], [Improved Precise Shot], [Manyshot], [Rapid Shot], Skill Focus (Craft (Stonemasonry)), [Track]. Ranger Spells Per Day: 0/3/3/1/1.
- **Narth Tandler, so-called *Bandit King***, half-orc male, age 48, AL: CE, Ranger 6, Fighter 6, CR 12, Size M (5'7"/170cm tall); hp 102; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +17/+12/+7 melee, or +14/+9/+4 ranged; SV Fort +13, Ref +6, Will +6; Str 20, Dex 14, Con 16, Int 15, Wis 14, Cha 6. Skills: Climb +13, Craft (Leatherworking) +10, Craft (Shipmaking) +10, Handle Animal +9, Heal +9.5, Hide +4, Intimidate +6, Knowledge (Nobility and Royalty) +6.5, Listen +11, Move Silently +4, Profession (Miner) +11, Ride +11, Spot +2, Survival +12. Feats: Combat Reflexes, Diligent, Dodge, [Evasion], Leadership, [Manyshot], Mounted Combat, Point Blank Shot, Power Attack, [Rapid Shot], Skill Focus (Survival), Stealthy, [Track]. Ranger Spells Per Day: 0/2/0/0/0.

## Justin's Mine - the Key NPCs

Segment: *Bloodstone*

- **Alderman Edward Tweed, human male, AL:NE, Expert 3, Iron Throne agent, Size M (6'1"/185cm tall);** hp 15; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +4 melee, dagger (1d4+2). or +5 ranged; Saves: Fort +0, Ref +4, Will +4; Str 14, Dex 17, Con 8, Int 15, Wis 13, Cha 9. Skills: Craft (Mining) +8, Craft (stone polishing) +7, Craft (stonemasonry) +7, Craft (wagon repair) +4, Diplomacy +1.5, Escape Artist +9, Hide +3, Knowledge (History) +8, Knowledge (Nobility and Royalty) +7, Listen +1, Move Silently +3, Open Lock +9, Spot +8. Feats: Skill Focus (Spot), Toughness, Weapon Focus (quarterstaff).
- **Willard Pomeroy, human male, AL:NG, Bloodstone Riders Station Commander, Ranger 10, Size M (6'4"/193cm tall);** hp 68; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +10/+5 melee, long sword (1d8), or +13/+8 ranged, long bow (1d8); Saves: Fort +8, Ref +6, Will +5; Str 10, Dex 17, Con 12, Int 13, Wis 15, Cha 8. Skills: Balance +7, Concentration +13, Craft (Carpentry) +9, Craft (Trapmaking) +8, Hide +16, Jump +11, Knowledge (Nature) +12, Knowledge (Geography) +12, Listen +14, Move Silently +3, Spot +2, Survival +15. Feats: Diligent, [Evasion], [Manyshot], Point Blank Shot, Precise Shot, [Rapid Shot], Skill Focus (Hide), [Track], Weapon Finesse.

**Ranger Spells:** 0/2/2/0/0/0/0/0/0

- **Woodrow Cutty, human male, AL:NE, Commander of the Watch, Fighter 5, Size M (5'7"/170cm tall);** hp 45; Init +5 (+1 Dex, +4 Imp Init); Speed 30ft/9m; AC 11 (+1 Dex); Attack +6 melee, long sword (1d8+1), or +6 ranged, long bow (1d8); Saves: Fort +6, Ref +2, Will +0; Str 13, Dex 13, Con 14, Int 11, Wis 9, Cha 9. Skills: Craft (Blacksmithing) +6, Hide +1, Intimidate +6, Jump +9, Listen -1, Move Silently +1, Perform (salmoè) +0, Sense Motive +0, Spot -1; Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Quick Draw, Weapon Focus (long bow), Weapon Specialization (long bow).
- **Thaddeus Simon, human male, AL:NE, Rogue 8, Expert 4, local Damaran Merchants League manager, Size M (6'1"/185cm tall);** hp 51; Init +5 (+5 Dex); Speed 30ft/9m; AC 15 (+5 Dex); Attack +10/+5 melee, short sword (1d6+1) or dagger (1d4+1), or +14/+9 ranged, sling (1d4); Saves: Fort +4, Ref +12, Will +8; Str 13, Dex 20, Con 12, Int 12, Wis 14, Cha 9. Skills: Balance +14, Bluff +9.5, Craft (quill maker) +6, Craft (ink maker) +8, Craft (wood carving) +3, Decipher Script +11, Diplomacy +2, Disable Device +7, Escape Artist +14.5, Forgery +10, Hide +7, Jump +12.5, Knowledge (History) +7, Listen +2, Move Silently +7, Open Lock +17, Spot +2, Tumble +16, Use Magic Device +8, Use Rope +13.5. Feats: Deceitful, [Evasion], Investigator, Rapid Reload (crossbow, heavy), Run, Skill Focus (Use Magic Device), Stealthy.
- **Daryl Hyman, human male, AL:NE, manager of the mines, Expert 4; Size M (5'6"/168cm tall);** hp 10; Init +1 (+1 Dex); Speed 30ft/9; AC 11 (+1 Dex); Attack +6 melee, dagger (1d4+3), or +4 ranged; Saves: Fort +0, Ref +2, Will +5; AL NE; Str 16, Dex 12, Con 8, Int 12, Wis 9, Cha 8. Skills and feats: Appraise +3, Craft (stonemasonry) +8, Craft (blacksmithing) +3.5, Craft (stone polishing) +2, Craft (wagon repair) +2, Hide +1, Jump +10, Knowledge (Local) +4, Listen +0, Move Silently +1, Perform (theorbo) +0.5, Ride +8, Sense Motive +1.5, Spellcraft +9, Spot -1. Feats: Iron Will, Point Blank Shot, Skill Focus (Spellcraft).
- **Martin Talbot, human male, AL:NE, manager of East Galenas Bloodstone, Rogue 5, Expert 1, Size M (5'2"/157cm tall);** hp 37; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +6 melee, short sword (1d6+3) or dagger (1d4+3), or +6 ranged, sling (1d4); Saves: Fort +4, Ref +7, Will +8; Str 17, Dex 17, Con 16, Int 7, Wis 16, Cha 10. Skills: Balance +12, Craft (Leatherworking) +5, Craft (stone polishing) +6, Hide +3, Listen +3, Move Silently +3, Search +6, Sense Motive +11, Spot +3, Tumble +8, Use Magic Device +8. Feats: [Evasion], Improved Unarmed Strike, Iron Will, Skill Focus (Balance), Track.



### Kinbrace - the Key NPCs

Segment: *Bloodstone*

The statistics for Duke Olwen Forest-Friend can be found in the Section *New Unofficial NPCs*.

- **Melnor Tullin, Soravian Chancellor**, human male, age 58, AL:LG, Aristocrat 8, Fighter 8; Size M (5'1"/155cm tall); hp 91; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +18/+13/+8 melee, Dagger 1d4+4 dmg; or +13/+8/+3 ranged; SV Fort +8, Ref +3, Will +11; Str 18, Dex 9, Con 11, Int 12, Wis 12, Cha 16. Skills: Appraise +11, Bluff +4, Craft (Alchemy) +11.5, Hide -1, Jump +15, Knowledge (Architecture and Engineering) +12, Knowledge (Local) +2, Knowledge (Nobility and Royalty) +10, Listen +1, Move Silently -1, Perform (Keyboard Instruments) +14.5, Perform (Percussion Instruments) +14, Perform (Sing) +6.5, Perform (String Instruments) +14, Spot +1, Use Magic Device +7. Feats: Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Leadership, Point Blank Shot, Power Attack, Skill Focus (Knowledge (Nobility and Royalty)), Toughness.
- **Helmut Barden, Burgomaster**, human male, age 64, AL:NG, Aristocrat 9; Size M (5'4"/163cm tall); hp 34; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +5/+0 melee, Dagger 1d4 dmg, or +8/+3 ranged; SV Fort +2, Ref +5, Will +7; Str 9, Dex 14, Con 8, Int 18, Wis 13, Cha 19. Skills: Craft (Bowmaking) +5.5, Craft (Painting) +8, Gather Information +15, Handle Animal +16, Hide +2, Intimidate +16, Jump +1, Knowledge (Dungeoneering) +16, Knowledge (Local) +17, Knowledge (Religion) +12, Listen +3, Move Silently +2, Perform (Comedy) +16, Perform (Oratory) +10, Ride +13, Spot +3. Feats: Alertness, Far Shot, Point Blank Shot, Skill Focus (Gather Information), Skill Focus (Knowledge (Local)).
- **Lana Kingsley, Holy Justice**, human female, age 33, AL:LG, High Justice of Soravia, Cleric of Tyr 9; Size M (5'2"/158cm tall); hp 29; Init +0; Speed 30ft/9m; AC 10; Attack +7/+2 melee, Long sword 1d8+1 dmg, or +6/+1 ranged; SV Fort +5, Ref +3, Will +8; Str 12, Dex 11, Con 9, Int 8, Wis 14, Cha 9. Skills: Craft (Armorsmithing) +3, Diplomacy +11, Hide +0, Listen +2, Move Silently +0, Profession (Hunter) +12, Spot +2. Feats: Combat Casting, Craft Wondrous Item, Negotiator, Scribe Scroll, Silent Spell. Cleric Domains: Law, Knowledge. Cleric Spells Per Day: 6/5+1/5+1/3+1/2+1/0/0/0/0/0.
- **Colonel Roddy Hamish, Commander of the 4<sup>th</sup> Regiment of the Bloodstone Army**, human male, AL:LG, Paladin 15; Size M (5'9"/175cm tall); hp 108; Init +2 (-2 Dex, +2 Improved Initiative); Speed 30ft/9m; AC 8 (-2 Dex); Attack +19/+14/+9 melee, Great sword, 2d6+4 dmg, or +13/+8/+3 ranged; SV Fort +13, Ref +6, Will +11; Str 18, Dex 7, Con 13, Int 13, Wis 16, Cha 16. Skills: Craft (Blacksmithing) +2, Decipher Script +4, Diplomacy +21, Handle Animal +18, Hide -2, Knowledge (Nobility and Royalty) +12, Knowledge (Religion) +9, Listen +3, Move Silently -2, Sense Motive +18, Spot +3. Feats: Cleave, Combat Reflexes, Improved Initiative, Power Attack, Spell Focus (illusion). Paladin Spells Per Day: 0/3/2/2/1/0/0/0/0/0/0.
- **Major Winton Kord, commander of the 1<sup>st</sup> Battalion**, human male, age 41, AL:LG, Paladin of Ilmater 12, Size M (5'10"/178cm tall); hp 86; Init +0; Speed 30ft/9m; AC 10; Attack +15/+10/+5 melee, Great sword 2d6+3 dmg, or +12/+7/+2 ranged, Heavy Crossbow, 1d10 dmg; SV Fort +11, Ref +8, Will +7; Str 17, Dex 11, Con 12, Int 9, Wis 12, Cha 14. Skills: Diplomacy +13, Hide +0, Knowledge (Religion) +11, Listen +1, Move Silently +0, Sense Motive +8, Spot +1. Feats: Improved Turning, Improved Unarmed Strike, Leadership, Lightning Reflexes, Rapid Reload (crossbow, heavy), Weapon Focus (great sword). Paladin Spells Per Day: 2/1.
- **Bret Fenton, Commander of the Soravian Bloodstone Riders**, human male, age 41, AL:NG, Ranger 13; Size M (5'3"/160cm tall); hp 60; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 13 (+3 Dex); Attack +16/+11/+6 melee, long sword 1d8+3 dmg, or +16/+11/+6 ranged; long bow, 1d8 dmg, SV Fort +8, Ref +7, Will +6; Str 17, Dex 16, Con 11, Int 14, Wis 15, Cha 12. Skills: Concentration +16, Craft (Armorsmithing) +14, Craft (Blacksmithing) +12, Craft (Trapmaking) +12, Handle Animal +17, Hide +3, Intimidate +4, Jump +19, Knowledge (Nature) +18, Listen +2, Move Silently +3, Profession (Hunter) +15, Profession (Miner) +18, Spot +2, Survival +20. Feats: Combat Expertise, [Evasion], [Greater Two Weapon Fighting], Improved Initiative, [Improved Two Weapon Fighting], Quick Draw, Self Sufficient, Skill Focus (Profession (Miner)), [Track], [Two Weapon Fighting], Weapon Focus (mace, light).

Ranger Spells Per Day: 2/2/1

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- **Seth Keppell, Magistrate and Commander of the City Watch**, human male, age 46, AL:LG, Fighter 10; Size M (5'4"/163cm tall); hp 87; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +14/+9 melee, long sword 1d8+4 dmg, or +12/+7 ranged; SV Fort +10, Ref +7, Will +3; Str 19, Dex 15, Con 16, Int 18, Wis 11, Cha 9. Skills: Balance +4, Climb +16, Craft (Sculpting) +5, Craft (Weaponsmithing) +10, Handle Animal +12, Hide +2, Intimidate +12, Jump +17, Knowledge (Architecture and Engineering) +9, Listen +0, Move Silently +2, Ride +9, Sense Motive +0.5, Spellcraft +5, Spot +0, Swim +16. Feats: Blind-Fight, Cleave, Combat Expertise, Improved Disarm, Improved Initiative, Leadership, Lightning Reflexes, Power Attack, Quick Draw.
- **Thurston Dart, ducal court mage**, human male, age 49, AL:NG, Wizard 10; Size M (5'9"/175cm tall); hp 45; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +6 melee, Dagger 1d4+1 dmg, or +6 ranged; SV Fort +7, Ref +4, Will +7; Str 13, Dex 13, Con 14, Int 17, Wis 10, Cha 8. Skills: Craft (Painting) +16, Hide +1, Knowledge (Geography) +13, Knowledge (History) +15, Knowledge (Local) +15, Knowledge (The Planes) +15, Listen +0, Move Silently +1, Spellcraft +18, Spot +0. Feats: Craft Wondrous Item, Dodge, Great Fortitude, Magical Aptitude, Maximize Spell, [Scribe Scroll], Still Spell, Widen Spell. Wizard Spells Known (4/5/5/4/3/2/0/0/0/0).
- **Wilma Smith, mage for hire**, human female, age 37, AL:CG, Wizard 12; Size M (5'5"/165cm tall); hp 57; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +7/+2 melee, Dagger 1d4+1 dmg, or +8/+3 ranged; SV Fort +6, Ref +6, Will +6; Str 12, Dex 14, Con 15, Int 17, Wis 7, Cha 13. Skills: Hide +2, Knowledge (Arcana) +18, Knowledge (Architecture and Engineering) +13, Knowledge (Dungeoneering) +11, Knowledge (Geography) +17, Knowledge (Nature) +16, Knowledge (The Planes) +18, Listen -2, Move Silently +2, Spellcraft +13, Spot -2. Feats: Craft Wand, Empower Spell, Forge Ring, Heighten Spell, Improved Unarmed Strike, Quicken Spell, [Scribe Scroll], Toughness, Widen Spell. Wizard Spells Known (4/5/5/5/3/3/2/0/0/0).
- **Painbearer Carla of Ilmater**, human female, age 44, AL:LG, Cleric of Ilmater 7; Size M (5'7"/170cm tall); hp 32; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +7 melee, Heavy Mace 1d8+2 dmg, or +4 ranged; SV Fort +4, Ref +3, Will +9; Str 14, Dex 8, Con 8, Int 12, Wis 18, Cha 15. Skills: Heal +13, Hide -1, Knowledge (Religion) +9, Knowledge (The Planes) +9, Listen +4, Move Silently -1, Profession (Hunter) +11, Spellcraft +9, Spot +4. Feats: Combat Casting, Leadership, Lightning Reflexes, Persuasive. Cleric Domains: Good, Healing. Cleric Spells Per Day: 6/5+1/4+1/3+1/2+1/0/0/0/0.
- **Luckbringer Tanda of Tymora**, human female, age 28, AL:CG, Cleric of Tymora 4; Size M (5'10"/178cm tall); hp 26; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +5 melee, Heavy Mace 1d8+2 dmg, or +6 ranged; SV Fort +5, Ref +4, Will +8; Str 15, Dex 16, Con 13, Int 11, Wis 18, Cha 17. Skills: Heal +9, Hide +3, Knowledge (History) +6, Knowledge (Religion) +4, Knowledge (The Planes) +6, Listen +4, Move Silently +3, Spot +4; Eschew Materials, Negotiator, Quicken Spell. Cleric Domains: Luck, Travel. Cleric Spells Per Day: 5/4+1/3+1/0/0/0/0/0/0/0.
- **Morninglord Nuell of Lathander**, human male, age 26, AL:LG, Cleric of Lathander 3; Size M (5'7"/170cm tall); hp 25; Init +0; Speed 30ft/9m; AC 10; Attack +3 melee, Heavy Mace 1d8+1 dmg, or +2 ranged; SV Fort +5, Ref +1, Will +7; Str 12, Dex 11, Con 15, Int 11, Wis 18, Cha 16. Skills: Craft (Carpentry) +2, Craft (Trapmaking) +6, Hide +0, Knowledge (Arcana) +3, Knowledge (Religion) +6, Listen +4, Move Silently +0, Profession (Hunter) +6, Spot +4. Feats: Brew Potion, Improved Turning, Spell Focus (divination). Cleric Domains: Protection, Good.
- Cleric Spells Per Day: 4/3+1/2+1/0/0/0/0/0/0/0.
- **Martina Fisher, Iron Throne leader for the duchy and head of Soravian Exports**, human female, age 34, AL:NE, Rogue 11; Size M (5'4"/163cm tall); hp 77; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +7/+2 melee, short sword 1d6-1 dmg, or +11/+6 ranged; SV Fort +7, Ref +10, Will +3; Str 8, Dex 17, Con 18, Int 13, Wis 10, Cha 8. Skills: Balance +14, Bluff +12, Climb +10, Diplomacy +13, Hide +5, Intimidate +12, Jump +13, Listen +2, Move Silently +17, Open Lock +17, Sense Motive +14, Sleight of Hand +14, Spot +2, Tumble +16. Feats: Alertness, [Evasion], Leadership, Martial Weapon Proficiency (long spear), Point Blank Shot, Stealthy.

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- **Turward Rogath, Zhentarim leader for Kinbrace**, human male, age 59, AL:LE, Wizard 10; Size M (6'0"/183cm tall); hp 40; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +3 melee, Dagger 1d4-2 dmg, or +7 ranged; SV Fort +4, Ref +5, Will +7; Str 6, Dex 14, Con 13, Int 18, Wis 10, Cha 13. Skill: Concentration +10, Craft (Armorsmithing) +15, Craft (Weaponsmithing) +11, Diplomacy +2, Hide +2, Knowledge (Architecture and Engineering) +17, Knowledge (History) +17, Knowledge (Local) +17, Knowledge (The Planes) +17, Listen +0, Move Silently +2, Spot +0. Feats: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Quicken Spell, [Scribe Scroll], Spell Focus (illusion), Widen Spell. Wizard Spells Known (4/5/5/4/4/2/0/0/0/0)
- **Nathan Kilgore, owner of Kinbrace Imports and hobgoblin spy**, hobgoblin male polymorphed into human male, age 51, AL:LG(LE), Wizard 12. Size M (5'4"/163cm tall); hp 80; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +4/-1 melee, Dagger 1d4-2 dmg, or +8/+3 ranged; SV Fort +8, Ref +6, Will +8; Str 7, Dex 14, Con 19, Int 17, Wis 11, Cha 13. Skills: Craft (Carpentry) +16, Hide +2, Knowledge (Arcana) +17, Knowledge (Geography) +5, Knowledge (History) +16, Knowledge (Nobility and Royalty) +18, Knowledge (Religion) +12, Knowledge (The Planes) +18, Listen +0, Move Silently +2, Spellcraft +16, Spot +0. Feats: Brew Potion, Craft Rod, Craft Staff, Magical Aptitude, Point Blank Shot, Run, [Scribe Scroll], Silent Spell, Still Spell. Wizard Spells Known (4/5/5/5/3/3/2/0/0/0)

## Kínnery - the Key NPCs

Segment: *Bloodstone*

- **Mundelraun**, human male, AL:N, Wizard 26, is described separately in the section *New Unofficial NPCs*.
- **Gordon Mullin**, human male, age 27, AL:NG, Ducal Watchmen, Warrior 3, Size M (5'9"/175cm tall); hp 23; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +5 melee, long sword (1d8+2) or +4 ranged, long bow (1d8); Saves Fort +5, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 13, Wis 10, Cha 8. Skills: Climb +4, Craft (Alchemy) +2.5, Craft (Pottery) +3, Hide +1, Knowledge (Geography) +3, Knowledge (The Planes) +3, Listen +0, Move Silently +1, Perform (Dance) +2, Perform (Sing) -0.5, Spot +0. Feats: Blind-Fight, Combat Expertise, Improved Unarmed Strike.
- **Brace Colby**, human male, age 30, AL:NG, Ducal Watchmen, Warrior 3, Size M (6'0"/183cm tall); hp 28; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +6 melee, or +4 ranged; Saves: Fort +5, Ref +2, Will +0; Str 17, Dex 12, Con 14, Int 15, Wis 8, Cha 8. Skills: Climb +9, Craft (Blacksmithing) +4, Hide +1, Intimidate +5, Jump +8, Listen -1, Move Silently +1, Perform (Act) +1, Perform (Sing) +1.5, Spot -1. Feats: Cleave, Improved Initiative, Power Attack.

## Kront Encounters

Segment: *The Great Dale*

- **True Druid Infallible Bödvar Bjarkissonur, human male, AL: NE, Druid (Herne) 19 (in truth Cleric (Cyric) 19), Imperator of the Great Dale and Ashanath**; CR 19; Size M (5 ft., 3 in. tall); HD 19d8; HP 76; Init +3 (+3 Dex); Spd 30 ft./9 m; AC 13 (+3 Dex); Attack +18/+13/+8 melee, or +17/+12/+7 ranged; Weapon: Scimitar +4, 1d6+8 hp dmg; SV Fort +11, Ref +9, Will +14; Str 18, Dex 16, Con 11, Int 13, Wis 16, Cha 12. Languages Spoken: Common, Druidic, Old Turami. Skills and feats: Animal empathy +15, Bluff +4.5, Climb +7, Diplomacy +16, Heal +21, Hide +3, Intuit direction +19, Listen +3, Move silently +3, Profession +18, Scry +20, Spellcraft +22, Spot +3, Swim +8; Craft magic arms and armor, Dodge, Forge ring, Improved unarmed strike, Scribe scroll, Skill focus (heal), Still spell, Track. Druid Spells per Day: 6/6/6/6/5/5/4/4/3/3.

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- **Narfing Lóptssonur, human male, AL: NE, Aris 12, Burgomaster of Kront;** CR 11; Size M (6 ft., 0 in. tall); HD 12d8-12; HP 40; Init +2 (+2 Dex); Spd 30 ft./9m; AC 12 (+2 Dex); Attack +8/+3 melee, or +11/+6 ranged; Weapon: Short Sword, 1d6 hp dmg. SV Fort +3, Ref +8, Will +11; Str 8, Dex 15, Con 8, Int 12, Wis 17, Cha 17. Languages Spoken: Common, Old Turami. Skills and feats: Hide +2, Intimidate +18, Knowledge +16, Knowledge (arcana) +16, Knowledge (nature) +14, Listen +3, Move silently +5.5, Open lock +6, Ride +8, Spot +3, Wilderness lore +19; Blind-fight, Leadership, Lightning reflexes, Point blank shot, Skill focus (wilderness lore), Two-weapon fighting.
- **Githlur Habardssonur, human male, AL: NE, Hunter of Herne Rgr 18, commander of the military detachment;** CR 18; Size M (5 ft., 7 in./167 cm tall); HD 18d10; HP 125; Init +6 (+6 Dex); Spd 30 ft./9m; AC 16 (+6 Dex); Attack +19/+14/+9/+4 melee, or +24/+19/+14/+9 ranged; Weapon: Long Sword +5, Attack +24/+19/+14/+9, dmg 1d8 + 5; SV Fort +11, Ref +12, Will +9; Str 12, Dex 22, Con 11, Int 15, Wis 16, Cha 11. Languages Spoken: Common, Elven, Old Turami. Skills and feats: Animal empathy +20, Climb +19, Concentration +20, Gather information +3, Hide +26, Listen +24, Move silently +26, Search +22, Spot +5, Wilderness lore +9; Alertness, Combat reflexes, Craft wondrous item, Dodge, Endurance, Improved unarmed strike, Scribe scroll, Skill focus (hide), [Track]. Ranger Spells Per Day: 4/3/3/1.
- **Sniedla, human female, AL: CE, Diviner 17, Wearer of the Purple, head of the Kront detachment, Cult of the Dragon;** CR 17; Size M (4 ft., 10 in. tall); HD 17d4+17; hp 59; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +11/+6 melee, or +9/+4 ranged; Weapon: Dagger: 1d4+3 hp dmg; SV Fort +6, Ref +6, Will +12; Str 17, Dex 13, Con 13, Int 18, Wis 14, Cha 11. Languages Spoken: Common, Draconic, Goblin, Old Turami. Skills and feats: Alchemy +21, Concentration +18, Craft +18, Handle animal +1, Hide +1, Jump +7, Knowledge +23, Knowledge (religion) +24, Listen +2, Move silently +1, Speak language +1, Spellcraft +24, Spot +2; Craft rod, Empower spell, Enlarge spell, Forge ring, Martial weapon proficiency (lance, light), Maximize spell, Quicken spell, Run, [Scribe scroll], Spell mastery (Slow, Hold Person, Charm Monster), Spell penetration. Wizard Spells Known (4/5/5/5/5/4/4/3/2/1)
- **Tarask, human male, AL: CE, Conjurer 14, Wearer of the Purple, Kront detachment, Cult of the Dragon;** CR 14; Size M (6 ft., 0 in. tall); HD 14d4+28; hp 59; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +6/+1 melee, or +8/+3 ranged; Weapon: Dagger, 1d4 hp dmg; SV Fort +6, Ref +5, Will +11; Str 8, Dex 12, Con 14, Int 20, Wis 15, Cha 8. Languages Spoken: Common, Draconic, Elven, Old Turami. Skills and feats: Alchemy +21, Craft +21, Diplomacy +4, Hide +1, Knowledge (arcana) +21, Knowledge (nature) +22, Listen +2, Move silently +9, Perform +5, Profession +18, Spot +2, Use rope +4; Combat casting, Empower spell, Enlarge spell, Far shot, Heighten spell, Point blank shot, Quicken spell, [Scribe scroll], Silent spell. Wizard Spells Known (4/6/5/5/5/4/3/2)
- **Rafala, human female, AL: CE, Cleric (Tiamat) 12, high priestess of the House of the Undying Lady;** CR 12; Size M (5 ft., 10 in./175 cm tall); HD 12d8+24; HP 87; Init +0; Spd 30 ft./9 m; AC 10; Attack +12/+7 melee, or +9/+4 ranged; Weapon: Warhammer, 1d8+3 hp dmg. SV Fort +10, Ref +4, Will +12; Str 17, Dex 11, Con 14, Int 13, Wis 18, Cha 12. Languages Spoken: Common, Old Turami. Skills and feats: Craft +15, Disguise +1.5, Forgery +2, Hide +0, Jump +6.5, Knowledge (arcana) +15, Knowledge (religion) +14, Listen +11, Move silently +0, Perform +3, Spellcraft +3, Spot +4; Combat casting, Craft wondrous item, Empower spell, Scribe scroll, Skill focus (listen), Still spell. Cleric Domains: Evil, Death. Cleric Spells Per Day: 6/6+1/5+1/5+1/4+1/3+1/2+1.
- **Giezar, human male, AL: N, Wizard 19;** CR 19; Size M (6 ft., 0 in./180 cm tall); HD 19d4+38; HP 88; Init +1 (+1 Dex); Spd 30 ft./9m; AC 11 (+1 Dex); Attack +8/+3 melee, or +10/+5 ranged; Weapon: Dagger 1d4 hp dmg. SV Fort +8, Ref +7, Will +13; Str 8, Dex 12, Con 14, Int 21, Wis 15, Cha 8. Languages Spoken: Common, Draconic, Old Turami. Skills and feats: Alchemy +24, Bluff +0, Craft +24, Diplomacy +4, Hide +1, Jump +0, Knowledge (arcana) +26, Knowledge (nature) +25, Listen +2, Move silently +9, Perform +9, Profession +24, Spellcraft +14, Spot +2, Use rope +4; Combat casting, Empower spell, Enlarge spell, Extend spell, Far shot, Heighten spell, Point blank shot, Quicken spell, [Scribe scroll], Silent spell, Spell focus (evocation), Spell penetration. Wizard Spells Known (4/6/5/5/5/5/4/4/3/3):

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- **Lunda, human female, AL: NE, Illusionist 14, Rogue 3 (covert Iron Throne agent);** CR 17; Size M (5 ft., 10 in./175 cm tall); HD 14d4+28 + 3d6+6; HP 80; Init +3 (+3 Dex); Spd 30 ft./9 m; AC 13 (+3 Dex); Attack +9/+4 melee, or +12/+7 ranged; Weapon: Short Sword 1d6 hp dmg; SV Fort +7, Ref +10, Will +11; Str 11, Dex 17, Con 15, Int 18, Wis 13, Cha 12. Languages Spoken: Common, Elven, Giant, Gnome, Halfling, Infernal, Orc, Old Turami. Skills and feats: Climb +4.5, Disable device +10, Gather information +6.5, Hide +3, Intimidate +7, Intuit direction +8.5, Knowledge (arcana) +20.5, Knowledge (nature) +21, Listen +1, Move silently +3, Perform +8, Profession +19, Ride +3.5, Scry +20, Search +8.5, Sense motive +7, Speak language +8, Spot +1, Swim +5.5, Tumble +8, Wilderness lore +2; Combat casting, Craft magic arms and armor, Dodge, Extend spell, Forge ring, Heighten spell, [Scribe scroll], Silent spell, Simple weapon proficiency (gauntlet, spiked), Track. Wizard Spells Known (4/5/5/5/5/3/3/2/0/0)
- **Rabardus, human male, AL: NG, Illusionist 12 (Harper agent),** CR 11; Size M (6 ft., 0 in. tall/180 cm); HD 11d4+22; HP 52; Init +1 (+1 Dex); Spd 30 ft./9 m; AC 11 (+1 Dex); Attack +4 melee, or +6 ranged; Weapon: Dagger 1d4 hp dmg; SV Fort +5, Ref +4, Will +9; Str 8, Dex 12, Con 14, Int 19, Wis 15, Cha 8. Languages Spoken: Old Turami, Common, Draconic, Elven. Skills and feats: Alchemy +18, Craft +15, Diplomacy +4, Hide +1, Knowledge (arcana) +14, Knowledge (nature) +18, Listen +2, Move silently +6, Perform +5, Profession +16, Spot +2, Use rope +4; Combat casting, Empower spell, Enlarge spell, Heighten spell, Point blank shot, Quicken spell, [Scribe scroll], Silent spell. Wizard Spells Known (4/5/5/5/4/2/1/0/0/0):
- **Tweevis Harnby, human male, AL: NE, Rogue 3, Exp 16, head of Southern Dale Trading and covert head of the Iron Throne in Kront;** CR 18; Size M (6 ft., 2 in./185 cm tall); HD 16d6+16 + 3d6+3; HP 85; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft./9 m; AC 14 (+4 Dex); Attack +14/+9/+4 melee, or +18/+13/+8 ranged; Weapon: Short Sword 1d6 hp dmg; SV Fort +7, Ref +12, Will +12; Str 10, Dex 18, Con 13, Int 15, Wis 13, Cha 9. Languages Spoken: Common, Old Turami, Orc. Skills and feats: Alchemy +13, Animal empathy +18, Appraise +5.5, Balance +9, Bluff +5, Concentration +22, Disable device +3, Disguise +1, Heal +1.5, Hide +4, Intimidate +20, Jump +6, Knowledge +7.5, Listen +8.5, Move silently +23, Open lock +9, Perform +2, Pick pocket +10, Scry +21, Spot +1, Swim +7, Use magic device +8; Expertise, Improved initiative, Improved unarmed strike, Skill focus (alchemy), Skill focus (intimidate), Skill focus (concentration), Stunning fist, Two-weapon fighting.

## Lenchford - the Key NPCs

Segments: *Impiltur, The Great Dale, Bloodstone*

- **Tarnstjúpsonur, Hulkyng, human male, age 42, AL:NG, Alderman, Commoner 3, Warrior 1.** Size M (5'7"/170cm tall); hp 8; Init +0; Speed 30 ft/9m.; AC 10; Attack +6 melee, or +2 ranged; SV Fort +3, Ref +1, Will +2; AL NG; Str 19, Dex 11, Con 11, Int 16, Wis 12, Cha 15. Skills: Climb +10, Craft (Armor smithing) +9, Craft (Blacksmithing) +5, Craft (Carpentry) +6, Craft (Ship making) +9, Escape Artist +2, Hide +0, Jump +10, Listen +1.5, Move Silently +0, Perform (Keyboard Instruments) +4, Perform (Oratory) +2.5, Profession (Hunter) +5, Spellcraft +3.5, Spot +1, Tumble +0.5. Feats: Skill Focus (Craft (Ship making)), Skill Focus (Craft (Carpentry)).
- **Elgundsdóttir, Captain Heathvynga, human female, age 31, AL: LG, commander of the Bloodstone Army detachment, Fighter lvl 9.** Size M (5'3"/160cm tall); hp 73; Init -1 (-1 Dex); Speed 30 ft/9m; AC 9 (-1 Dex); Attack +13/+8 melee, or +8/+3 ranged; SV Fort +8, Ref +2, Will +3; AL LG; Str 18, Dex 9, Con 15, Int 12, Wis 11, Cha 12. Skills: Climb +6, Craft (Ship making) +9, Disguise +3, Hide -1, Intimidate +14, Jump +16, Listen +0, Move Silently -1, Ride +11, Spot +0. Feats: Exotic Weapon Proficiency (urgosh, dwarven), Leadership, Mounted Archery, Mounted Combat, Persuasive, Point Blank Shot, Quick Draw, Toughness, Trample.

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- **mac Turrn, Devit**, dwarf male, age 254, AL: LG, Expert 10, Fighter 8, master smith and co-commander of the volunteer watch. Size M (3'11"/119cm tall); hp 100; Init +3 (+3 Dex); Speed 20 ft/6m; AC 13 (+3 Dex); Attack +18/+13/+8 melee, or +18/+13/+8 ranged; SV Fort +10, Ref +8, Will +10; AL LG; Str 16, Dex 17, Con 12, Int 13, Wis 13, Cha 7. Skills: Craft (Armor making) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +14, Craft (Weaponsmith) +3, Craft (Woodworking) +15, Decipher Script +2, Forgery +3, Hide +3, Intimidate +11, Jump +15, Knowledge (Dungeoneering) +4, Knowledge (Local) +2, Knowledge (Nobility and Royalty) +13, Listen +1, Move Silently +16, Open Lock +9, Ride +14, Spot +1, Use Magic Device +0.5; Cleave, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (siangham), Exotic Weapon Proficiency (kama), Leadership, Mounted Combat, Power Attack, Skill Focus (Craft (Woodworking)), Skill Focus (Jump), Skill Focus (Knowledge (Nobility and Royalty)), Weapon Finesse.
- **Tenbuster, Orthric**, human male, age 52, AL: NG, Expert 5, Warrior 6, wainwright and co-commander of the volunteer watch. Size M (5'7"/170cm tall); hp 37; Init +3 (+3 Dex); Speed 30 ft/9m; AC 13 (+3 Dex); Attack +11/+6 melee, or +12/+7 ranged; SV Fort +6, Ref +6, Will +8; AL NG; Str 15, Dex 16, Con 11, Int 13, Wis 14, Cha 10. Skills: Climb +9.5, Craft (Carpentry) +9, Craft (Leatherworking) +2, Craft (Woodworking) +3.5, Forgery +9, Hide +3, Intimidate +9, Jump +9, Knowledge (Dungeoneering) +9.5, Knowledge (Nature) +4, Knowledge (Religion) +4, Listen +11, Move Silently +3, Perform (Wind Instruments) +3, Ride +11, Spot +4, Use Magic Device +1. Feats: Alertness, Cleave, Power Attack, Skill Focus (Ride), Skill Focus (Knowledge (Nature)).
- **Gurdjeff, Eino**, human male, age 48, AL:NG, Expert 6, Fighter 4, master tanner and co-commanders of the volunteer watch. Size M (5'3"/160cm tall); hp 63; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30 ft/9m; AC 13 (+3 Dex); Attack +11/+6 melee, or +11/+6 ranged; SV Fort +8, Ref +6, Will +7; AL NG; Str 16, Dex 17, Con 14, Int 13, Wis 12, Cha 12. Skills: Appraise +2, Climb +9, Craft (Bowmaking) +10, Craft (Ship making) +11, Diplomacy +10.5, Disable Device +7, Hide +3, Intimidate +4, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +2, Knowledge (The Planes) +8.5, Listen +3, Move Silently +3, Perform (Oratory) +10, Perform (Wind Instruments) +9, Spot +3, Swim +5, Tumble +6. Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Martial Weapon Proficiency (long spear), Skill Focus (Craft (Bowmaking)), Weapon Finesse.
- **Sir Tilinyr**, human male, age 29, AL: LG, commander of the Sword of Impiltur detachment on the south bank, Paladin of Ilmater lvl 6. Size M (5'9"/175cm tall); hp 36; Init +1 (+1 Dex); Speed 30 ft/9m; AC 11 (+1 Dex); Attack +7/+2 melee, or +7/+2 ranged; SV Fort +7, Ref +5, Will +6; AL LG; Str 13, Dex 13, Con 10, Int 8, Wis 15, Cha 15. Skills: Craft (Trapmaking) +1, Handle Animal +12, Hide +1, Knowledge (Nobility and Royalty) +0, Listen +2, Move Silently +1, Ride +8, Spot +2. Feats: Heighten Spell, Persuasive, Scribe Scroll, Skill Focus (Handle Animal). Paladin Spells Per Day: 2.
- **Delton, Randall**, human male, age 34, AL: LG, Expert 3, Warrior 3, manager Royal Damaran Bloodstone Trust branch office. Size M (6'0"/183cm tall); hp 35; Init +2 (+2 Dex); Speed 30 ft/9m; AC 12 (+2 Dex); Attack +9 melee, or +7 ranged; SV Fort +5, Ref +4, Will +6; AL LG; Str 18, Dex 15, Con 12, Int 8, Wis 14, Cha 8. Skills: Appraise +2, Balance +8, Bluff +5, Climb +11, Hide +2, Intimidate +2, Knowledge (Local) +1, Knowledge (The Planes) +4, Listen +10, Move Silently +2, Spot +4. Feats: Alertness, Exotic Weapon Proficiency (sword, two-bladed), Exotic Weapon Proficiency (sword, bastard), Skill Focus (Balance).
- **Newton, Tinder**, human male, age 33, AL: LN(E), manager Heliogabalus Cooperative branch office and Iron Throne agent, Rogue 4, Expert 1. Size M (5'7"/170cm tall); hp 17; Init +4 (+4 Dex); Speed 30 ft/9m; AC 14 (+4 Dex); Attack +4 melee, or +7 ranged; SV Fort +1, Ref +8, Will +5; AL NE; Str 12, Dex 19, Con 11, Int 16, Wis 15, Cha 11. Skills: Balance +11, Climb +7, Craft (Blacksmithing) +3.5, Craft (Bowmaking) +4, Disable Device +10, Escape Artist +4.5, Forgery +10, Heal +4, Hide +10, Intimidate +7, Jump +8, Knowledge (Local) +9, Knowledge (Nobility and Royalty) +4, Listen +4, Move Silently +8, Open Lock +8, Perform (Act) +2, Perform (Sing) +2, Sense Motive +8, Sleight of Hand +9, Spot +4, Tumble +10, Use Rope +10. Feats: Alertness, [Evasion], Shield Proficiency, Weapon Focus (dagger).

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- **Gunda of Chauntea, Sister**, human female, age 26, AL:NG, Druidess of Chauntea, lvl 5. Size M (5'3"/160cm tall); hp 17; Init +3 (+3 Dex); Speed 30 ft/9m; AC 13 (+3 Dex); Attack +2 melee, or +6 ranged; SV Fort +4, Ref +4, Will +6; AL NG; Str 9, Dex 17, Con 11, Int 12, Wis 15, Cha 12. Skills: Concentration +7, Craft (Bowmaking) +9, Craft (Carpentry) +9, Craft (Stonemasonry) +3, Craft (Trapmaking) +9, Handle Animal +9, Hide +3, Knowledge (Nature) +9, Listen +2, Move Silently +3, Spot +2. Feats: Combat Casting, Improved Counterspell, Widen Spell. Druid Spells Per Day: 5/4/3/1.

### Llorkh - the Key NPCs

Segment: *Backlands*

- **Baern of Cyric, Karsen**, human male, lvl 10, Cleric (Strifeleader), AL: CE, AC: 17 (Dex + Chain Mail), HP: 63, Abilities: Str 13, Con 13, Dex 15, Int 11, Wis 19, Cha 11. Base Attack Bonus +7/+2. Attack: Morning Star +3, Attack Bonus +11/+6, 1d8 + 4 hp dmg. Saves: +8/+5/+10; Spells: 6/5+1/5+1/4+1/4+1/2+1/0/0/0/0, Domains: Chaos, Evil. Challenge Rating 8.
- **Darr of Xvim, Kharad**, human male, Cleric (Ruinlord) lvl 13, AL: LE, AC 19 (Dex + Plate mail), HP: 95, Abilities: Str 15, Con 15, Dex 15, Int 10, Wis 19, Cha 10. Base Attack Bonus +9/+4, Attacks: Morning Star +5, Attack Bonus: +16/+11, 1d8 + 7 hp dmg; Saves: +10/+6/+12. Spells: 6/6+1/6+1/5+1/5+1/3+1/2+1/1+1/0/0, Domains: Law, Evil, Challenge Rating 11.
- **Geildarr, Lord of Llorkh**, human male, Zhentarim sorcerer, lvl 7, AL: CE, AC: 12 (Dex), HP: 15, Abilities: Str 11, Con 11, Dex 14, Int 10, Wis 12, Cha 18. Base Attack Bonus, +3, Attack: Dagger, Attack Bonus +3, 1d4/ hp dmg; Saves: +2/+4/+6, Spells: 6/7/7/5/0/0/0/0/0/0, Challenge Rating 5.

### Lucky Pears Trading Coster

Segment: *Silverymoon*

This is a rather new coster in the North, founded by a group of reckless adventurers who've had good luck until now. They take incredible chances. They're heading to Triboar. guarding a cargo of water clocks.

- **Gaevert Surkh**: human male, fighter lvl 5, AL: NG, AC 17, HP: 43, Abilities: Str 17, Con 15, Dex 15, Int 10, Wis 10, Cha 10. Base Attack Bonus +5. Attack: Long sword, Attack Bonus +8, 1d8 + 3 hp dmg. Saves: +6/+6/+1. Challenge Rating 3.
- **Liselotte Kampfwut**, human female, fighter lvl 5, AC 5, HP 41, Abilities: Str 16, Con 15, Dex 17, Int 10, Wis 11, Cha 11. Base Attack Bonus +5. Attack: Long sword, Attack Bonus +8, 1d8 + 3 hp dmg. Saves: +6/+6/+1. Challenge Rating 3.
- **Kibbit Gudarn**, halfelf female, rogue 7, AC 6, HP 33, Abilities: Str 14, Con 15, Dex 18, Int 10, Wis 11, Cha 13. Base Attack Bonus +5, Attack: Short sword, Attack Bonus: +7, 1d6 + 2 hp dmg, Special abilities: Sneak attack +4d6, Uncanny Dodge, Evasion. Saves: +5/+9/+2, Challenge Rating 4.

### Lyraban - the Key NPCs

Segment: *Impiltur*

- **Bebediah**, human male, Invoker lvl 17; AL: CG, AC: 13 (Dex); HP: 62; Abilities: Str 10, Con 12, Dex 16, Int 19, Wis 11, Cha 10; Base Attack Bonus +8/+3; Attack: Dagger +3, Attack Bonus: +11/+6, 1d4 + 3 hp dmg; Magical items: large selection, game master's choice; Saves: +6/+8/+10; Spells: 5/6/6/6/6/5/5/4/3/2, at least one of each level Invocation. Benediah Reep is a native of Ordulin and perhaps the only Sembian with a tie to the throne. He is a personal friend and confidante of the queen and serves the crown exclusively, being fully pledged to Impiltur's defense. Challenge Rating 15

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- **Cormaeryl, Darren**, human male, AL: LE, War 5, AC: 16 (Chain mail). HP: 35. Abilities: Strength 17, Dexterity 12, Constitution 14, Intelligence 13, Wisdom 11, Charisma 12. . Base Attack Bonus +4. Attacks: Long sword, Attack Bonus +7, 1d6+3 hp dmg. Saves: +6/+2/+1. Challenge Rating 2.
- **Dendelraun the Seer**, human male, AL: CG, Diviner (Sage) lvl 18; AC: 14 (Dex + Ring of Protection +5); HP: 102; Abilities: Str 10, Con 12, Dex 17, Int 17, Wis 12, Cha 10; Base Attack Bonus +9/+4; Attack: Dagger +3, Attack Bonus: +12/+7, 1d4+3 hp dmg; Magical items: large selection; Saves: +7/+9/+12, Spells: 6/6/6/6/5/5/4/4/3, at least one of each level divination. XDendelraun specializes in historical archives, scrying and detection. His service cost from 100 gold talers (for trivialities) upwards. Also see the *Swimming With Orcus* adventure in Segment 5 *Impiltur*. Challenge Rating 16.
- **Gurthan of Orcus**, see the detailed description under *New Unofficial NPCs*.
- **Hruun, Regazh**, human male, Necromancer lvl 17; AL: CN, AC: 20 (Huellong of Thay – an invisible, weightless magical shield that improves the armor class by 8); HP: 45; Abilities: Str 12, Con 11, Dex 14, Int 19, Wis 10, Cha 7; Base Attack Bonus: +8/+3; Attack: Dagger +3, Attack Bonus: +12/+7, 1d4 + 4 hp dmg; Magical items: large selection; Saves: +5/+7/+10; Spells: 6/6/6/6/6/5/5/4/3/2, at least one of each level Necromancy. Regazh Hruun is a refugee Red Wizard from Thay whose presence is not 100% acceptable to many of the Lords of Imphras II, however, he is an aide to the queen pledged to Impiltur's defense. Hruun serves only the crown and is little known and seldom seen in Lyrabar. Challenge Rating 15.
- **Kyrlraun, Regent War Captain of Impiltur**, human male, Paladin of Ilmater, lvl 22\*, AL: LG, AC: 32 (Dex, various magical protections and plate mail -5); HP: 213; Abilities: Str 18, Con 17, Dex 15, Int 15, Wis 18, Cha 18; Base Attack Bonus +20/+15/+10/+5, Attacks: (double-handed) Sword of Imphras +5; Attack Bonus +29/+24/+19/+14, dmg 1d10 + 9 hp dmg; Heavy horse lance, Attack Bonus: +24/+19/+14/+9, 1d8+4 hp dmg; Special abilities: Remove disease 6x weekly, Special mount, Turn undead, Aura of Courage, Smite evil, detect evil, divine grace, lay on hands; Spells: 4/4/3/3. (\*In the Year of the Turret – 1360 DR – Kyrlraun was a 20<sup>th</sup> lvl paladin, according to FR9 *The Bloodstone Lands*, available as an ESD download from SV Games). Challenge Rating: 24.
- **Luthian**, human male, AL: CG, Transmuter lvl 16; AC: 14 (Dex, Ring of Protection +3); HP: 59; Abilities: Str 12, Con 13, Dex 13, Int 18, Wis 14, Cha 15; Base Attack Bonus +8/+3; Attack: Dagger +3, Attack Bonus: +12/+7, 1d4+4 hp dmg; Magical items: large selection; Saves: +6/+8/+12; Spells: 6/6/6/6/6/5/4/4/2/0, at least one of each level alteration. Luthian is a native of Iriaebor in Sunset Vale. He came to know Queen Sambryl when she still was a princess wandering the Realms, and he came to Impiltur at her call. He is a personal friend and confidante of the queen and serves the crown exclusively, being pledged to Impiltur's defense. Challenge Rating 14.
- **Morgorech of Cyric**, human male, AL: CE, Cleric (Strifeleader), lvl 8; AC: 16 (Dex + Chain mail); HP: 43; Abilities: Str 16, Con 11, Dex 12, Int 11, Wis 18, Cha 8; Base Attack Bonus +6/+1; Attack: Great Mace +2, Attack Bonus +11/+6, 1d6 + 5 hp dmg; Magical items: Ring of Human Influence; Saves: +6/+3/+6; Spells: 6/5+1/4+1/4+1/3+1/0/0/0/0/0, Domains: Destruction, Evil. Challenge Rating 6.
- **Nundbrar**, human male, AL: NE, Rogue, lvl 16; AC: 13 (Dex + Ring of Protection +3); HP: 96. Abilities: Str 14,; Con 14, Dex 19, Int 17, Wis 17, Cha 15; Base Attack Bonus: +12/+7/+2; Attack: Short Sword +5, Attack Bonus +19/+14/+5, 1d6+7 hp dmg; Magical items: Ring of Mind Shielding, Amulet of Life Protection, Special abilities: Crippling Strike, Sneak Attack +8d6, Uncanny Dodge (+2 vs. traps), Opportunist, Evasion. Saves: +7/+14/+8. Challenge Rating 15.
- **Pyrlbraun of Tyr**, human male, AL: LG, Cleric (Holy High Justice), lvl 15; AC: 18 (Dex + Chain mail +2); HP: 110; Abilities: Str 16, Con 15, Dex 12, Int 15, Wis 18, Cha 10; Base Attack Bonus +9/+5/+9; Attack: Attack Bonus: Warhammer +3, +17/+12/+7, 1d8 + 6 hp dmg; Magical items: Amulet of Detection, Ring of Truth, Rod of Absorption; Saves: +11/+6/+10; Spells: 6/6+1/6+1/6+1/5+1/4+1/3+1/2+1/1+1/0, Domains: Knowledge, Law. Challenge Rating 14.



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- **Reep, Egediah**, human male, AL: CG, Conjurer lvl 16; AC: 17 (Dex + Ring of Protection +5); HP: 59; Abilities: Str 10, Con 13, Dex 15, Int 18, Wis 13, Cha 9; Base Attack Bonus +8/+3; Attack: Dagger +3, Attack Bonus: +11/+6; 1d4+3 hp dmg; Magical items: large selection, game master's choice; Saves: +6/+7/+11; Spells: 5/6/6/6/4/3/3/2/0, at least one of each level conjuring. Egediah Reep is a native of the High Dale west of the Dragon Reach. He is a personal friend and confidante of the queen and serves the crown exclusively. Challenge Rating 14.
- **Sambryl, Queen of Impiltur**, human female, AL: CG, wizardess lvl 20\*; AC: 23 (Dex + various magical protections); HP: 73; Abilities: Str 6\*\*, Con 8\*\*, Dex 11\*\*, Int 20, Wis 18, Cha 15; Base Attack Bonus +10/+5; Attack: Dagger, Attack Bonus +7/+2 (Str) 1d4 hp dmg but usually unarmed; Magical items: Crown of Narfell, a lesser Scrying Stone of Myth Drannor and countless more, game master's choice; Saves: +5/+6/+16; Spells: 4/6/6/5/5/5/4/4. Challenge Rating 18 – but if you cash the 90-year-old queen's chips in, you're a dirty dog. (\*In the Year of the Turret – 1360 DR – Sambryl was a 17<sup>th</sup> lvl mage, according to FR6 and FR9. \*\*Values lowered with age.).

### Mal - NPCs of the Mask Temple

Segment: *Impiltur*

- **Darby of Mask, Matt**, Cleric (Demarch) lvl 8, See NPC section.
- **Pryth of Mask, Wilma**, Cleric (Demarchess) lvl 6, See NPC section.
- **Ruagh**, Illusionist lvl 15, gm, See NPC section.
- **12 Fighters**, hm/f, lvl 3, AL: N, NE, E, CE, AC 15 (Chain mail), Long Sword, HP: 3-30, Attack Bonus +3, 1d8 hp dmg, Saves: +3/+1/+1. Challenge Rating 1..
- **6 Rogues**, hm/f, lvl 4, AL: N, NE, E, CE, AC 15 (Dex + Leather), HP: 4-24, Short Sword, Attack Bonus +3, Sneak Attack +2d6, Special abilities Uncanny Dodge, Evasion. Saves: +1/+7/+1. Challenge Rating 2.

### Merikurn – the Key NPCs

Segment: *Bloodstone*

- **Tim Flanagan**, human male, age 31, AL:NG, Ducal Watchmen, Warrior 3, Size M (5'7"/170cm tall); hp 29; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +6 melee, long sword (1d8+3), or +5 ranged, long bow (1d8); Saves: Fort +7, Ref +3, Will +1; AL NG; Str 16, Dex 15, Con 18, Int 12, Wis 11, Cha 11. Skills: Climb +9, Craft (Alchemy) +3, Craft (Leatherworking) +3, Hide +2, Intimidate +4, Listen +0, Move Silently +2, Ride +7, Speak Language +1, Spot +0. Feats: Dodge, Power Attack, Weapon Focus (longbow).
- **Ward Darren**, human male, age 26, AL:NG, Ducal Watchmen, Warrior 3, Size M (6'0"/183cm tall); hp 21; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +4 melee, long sword (1d8+1), or +6 ranged, long bow (1d8); Saves: Fort +5, Ref +6, Will -1; Str 13, Dex 16, Con 14, Int 13, Wis 6, Cha 10. Skills: Climb +7, Concentration +3, Hide +4, Intimidate +2, Jump +7, Listen +0, Move Silently +3, Spot +0, Use Magic Device +3. Feats: Alertness, Lightning Reflexes, Weapon Focus (long sword).

### Midwood Encounter

Segment: *Tale of 2 Liches*

- **2 Shape-Changed Brown Bears (Elves)**, HD 6d8 + 24, AC 15, AL: CG, HP 46,50, Attack: 2 Claws, +11 Melee, 1d8 + 8 hp dmg each, Bite, +6 Melee, 2d8 + 4 hp dmg, Saves: +9/+6/+3. Challenge Rating: 6. (See entry for *Bear, Brown* under App. 1 *Animals* in the *D&D Monster Manual* for more details.)

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- **Elven Leader**, elven male, fighter lvl 9, AL:CG, AC:0 (elven chain +3, dex), HP: 76; Abilities: Str 19, Con 13, Dex 18, Int 13, Wis 13, Cha 12; Base Attack Bonus: +9/+4; Attacks: Long sword +3, Attack Bonus +16/+11, 1d8+7 hp dmg; Longbow: 100ft/30m Attack Bonus +16/+11, 200ft/60m +14/+9, 300ft/90m +12/+7. Saves +7/+7/+4. Challenge Rating 7.
- **5 Elven Warriors**, elven male/female, fighters lvl 5, AL:CG, AC: 19 (Dex + Elven chain +1), HP: 32, 40, 38, 36, 42; Abilities: Str 18, Con 13, Dex 16, Int 12, Wis 13, Cha 12; Base Attack Bonus: +5; Attack: Long sword, Attack Bonus +9, 1d8 + 4 hp dmg; Saves: +5/+2/+2. Challenge Rating 3.
- **2 Elven Warrior/Wizards**, elven male and female, fighters lvl 3/wizards lvl 5, AL:CG, AC: 13 (dex), HP: 43, 39; Abilities: Str 15, Con 13, Dex 16, Int 19, Wis 10, Cha 12; Base Attack Bonus: +5, Attack: Long sword, Attack Bonus +7, 1d8+2 hp dmg; Saves +5/+5/+5, Spells 4/4/3/2/0/0/0/0/0, Challenge Rating 6.

## Mistover - the Key NPCs

Segment: *Bloodstone*

- **Millard Wright Burgomaster of Mistover and Innkeeper at the Swampbait Inn**, human male, age 57, AL:NG, Ranger 10; Size M (5'8"/178cm tall); hp 41; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +11/+6 melee, or +13/+8 ranged; SV Fort +7, Ref +6, Will +5; Str 12, Dex 17, Con 11, Int 14, Wis 14, Cha 9. Skills: Climb +14, Craft (Armorsmithing) +7, Craft (Leatherworking) +10, Craft (Woodworking) +10, Hide +18, Knowledge (Nature) +3, Knowledge (Nobility and Royalty) +5, Listen +14, Move Silently +5, Profession (Hunter) +14, Ride +15, Spot +2, Survival +15, Swim +7, Use Magic Device +5. Feats: Brew Potion, Enlarge Spell, [Evasion], Improved Unarmed Strike, [Manyslot], Mounted Combat, [Rapid Shot], Stealthy, [Track]. Ranger Spells Per Day: 0/2/2/0/0.
- **Gúrki, commander of the Bloodstone Riders detachment**, dwarf male, age 154, AL:LG, Fighter 10, Size M (3'11"/119cm tall); hp 53; Init +2 (+2 Dex); Speed 20ft/6m; AC 12 (+2 Dex); Attack +13/+8 melee, or +12/+7 ranged; SV Fort +9, Ref +5, Will +3; Str 16, Dex 15, Con 15, Int 13, Wis 10, Cha 7. Skills: Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weaponsmithing) +3, Hide +2, Jump +15, Listen +2, Move Silently +2, Profession (Hunter) +2, Profession (Miner) +4, Ride +15, Spot +2, Swim +7. Feats: Alertness, Blind-Fight, Combat Expertise, Diligent, Improved Critical (spear), Point Blank Shot, Rapid Reload (crossbow, heavy), Weapon Focus (spear), Weapon Focus (axe, throwing).
- **Kendall Harrington owner of Midswamp Livestock and Harper agent**, human male, age 50, AL:NG, Ranger 12; Size M 5'7"/170cm. tall); hp 50; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +14/+9/+4 melee, or +16/+11/+6 ranged; SV Fort +8, Ref +8, Will +5; Str 14, Dex 18, Con 10, Int 10, Wis 13, Cha 15. Skills: Craft (Alchemy) +8, Craft (Pottery) +13, Craft (Sculpting) +9, Craft (Weaponsmithing) +15, Craft (Woodworking) +15, Hide +4, Knowledge (Geography) +15, Knowledge (Nature) +15, Listen +3, Move Silently +4, Spot +3, Survival +16. Feats: Alertness, Deceitful, Endurance, [Evasion], [Improved Precise Shot], [Manyslot], Power Attack, [Rapid Shot], Spell Focus (illusion), Toughness, [Track]. Ranger Spells Per Day: 0/2/1/1/0.
- **Milton Biggs, manager of the Mistover General Store and Iron Throne agent**; human male, AL:NE, Rogue 4; Size M (5'3"/160cm tall); hp 16; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +6 melee, or +5 ranged; SV Fort +2, Ref +6, Will +3; Str 17, Dex 15, Con 13, Int 12, Wis 14, Cha 12. Skills: Disable Device +7, Gather Information +7, Hide +8, Knowledge (Arcana) +3, Knowledge (Local) +8, Listen +9, Move Silently +6, Open Lock +9, Sleight of Hand +9, Spot +6, Use Rope +8. Feats: [Evasion], Improved Initiative, Run, Shield Proficiency.

## Monastery of the Golden Cup Settlement - the Key NPCs

Segment: *Bloodstone*

**NOTE:** The barons Hobart Bracegirdle and Garumbelly Hillsafar are defined individually in the section *New Unofficial NPCs*.

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- Quigg Hrugghan**, half-orc male, age 40, AL: NG, Commander of the Gate Bloodstone Riders (Vaasan Side), Ranger 8. Size M (5'8"/173cm tall); hp 35; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +10/+5 melee, long sword, 1d8+2 dmg, or +12/+7 ranged; SV Fort +6, Ref +6, Will +3; Str 14, Dex 19, Con 11, Int 12, Wis 12, Cha 7. Skills: Climb +4, Concentration +11, Craft (Armor smithing) +6, Handle Animal +9, Hide +6, Knowledge (Nature) +9, Listen +11, Move Silently +17, Search +12, Spot +3, Survival +12. Feats: Alertness, [Evasion], [Manyslot], Persuasive, [Rapid Shot], Stealthy, [Track]. Ranger spells: 0/2/0/0/0/0/0/0/0.
- General Liam MacAroon**, human male, age 62, AL: LG, War Minister and Commander of the Bloodstone Army, Paladin (Ilmater) 24. Size M (6'2"/188cm tall); hp 135; Init +4 (+4 Improved Initiative); Speed 30ft/9m; AC 10; Attack +26/+21/+16/+11 melee, Great Sword +3, +29/+24/+19/+14, 2d6+7 dmg, or +22/+17/+12/+7 ranged; SA: Smite Evil 5x daily, Turn Undead; SQ: Remove Disease 8x weekly, Special Mount, Aura of Courage, Divine Health, Lay on Hands, Divine Grace, Aura of Good, Detect Evil. SV Fort +19, Ref +12, Will +15; Str 18, Dex 10, Con 13, Int 13, Wis 16, Cha 19. Skills: Concentration +16, Handle Animal +24, Heal +24, Hide +0, Knowledge (Arcana) +3.5, Knowledge (Nobility and Royalty) +14, Knowledge (Religion) +17, Listen +2, Move Silently +0, Spot +2, Tumble +2. Feats: Blind-Fight, Combat Reflexes, Diligent, Empower Spell, Epic Leadership, Epic Reputation, Extra Turning, Holy Strike, Improved Initiative, Leadership, Weapon Focus (Great Sword). Paladin spell: 0/4/4/3/0/0/0/0/0.
- Colonel Kevin O'Driscoll**, human male, age 48, AL: LG, Commander, 1<sup>st</sup> Regiment, Command Brigade, Bloodstone Army, Paladin (Ilmater) 16. Size M (5'7"/170 cm tall); hp 104; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +20/+15/+10/+5 melee, Long Sword +2, +22/+17/+12/+7, 1d8+6 dmg, or +18/+13/+8/+3 ranged; SA: Smite Evil 4x daily, Turn Undead; SQ: Remove Disease 4x weekly, Special Mount, Aura of Courage, Divine Health, Lay on Hands, Divine Grace, Aura of Good, Detect Evil. SV Fort +15, Ref +11, Will +14; Str 18, Dex 14, Con 13, Int 10, Wis 16, Cha 18. Skills: Craft (Ship making) +12, Diplomacy +21, Hide +2, Knowledge (Geography) +1, Knowledge (Nobility and Royalty) +15, Knowledge (Religion) +12, Listen +3, Move Silently +2, Spot +3. Feats: Blind-Fight, Heighten Spell, Improved Initiative, Improved Turning, Iron Will, Leadership, Quicken Spell. Paladin spells: 0/3/3/2/1/0/0/0/0/0.
- Major Tanya Korbov**, human female, age 34, AL: LG, Commander, 1<sup>st</sup> Battalion, Paladin (Ilmater) 11. Size M (5'10"/178cm tall); hp 88; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +14/+9/+4 melee, Great Axe +2, +16/+11/+6, 1d12+5 dmg, Short Spear, +14/+9/+4, 1d6+3 dmg, or +13/+8/+3 ranged; SA: Smite Evil 3x daily, Turn Undead; SQ: Remove Disease 2x weekly, Special Mount, Aura of Courage, Divine Health, Lay on Hands, Divine Grace, Aura of Good, Detect Evil. SV Fort +10, Ref +7, Will +6; Str 17, Dex 15, Con 13, Int 11, Wis 13, Cha 15. Skills and feats: Concentration +6, Decipher Script +1, Handle Animal +16, Heal +13, Hide +2, Knowledge (Nobility and Royalty) +9, Listen +3, Move Silently +2, Spot +3. Feats: Alertness, Improved Turning, Negotiator, Weapon Focus (Great Axe), Weapon Focus (Short Spear). Paladin spells: 0/2/1/0/0/0/0/0/0/0.
- Major Tavish McDonald**, human male, age 33, AL: LG, Commander, 2<sup>nd</sup> Battalion, Paladin (Ilmater) 11. Size M (5'9"/175cm tall); hp 51; Init +1 (+1 Dex); Speed 30 ft/9m; AC 11 (+1 Dex); Attack +16/+11/+6 melee, Long Sword +2, +18/+13/+8, 1d8+6dmg, or +12/+7/+2 ranged; SA: Smite Evil 3x daily, Turn Undead; SQ: Remove Disease 2x weekly, Special Mount, Aura of Courage, Divine Health, Lay on Hands, Divine Grace, Aura of Good, Detect Evil. SV Fort +10, Ref +7, Will +8; Str 18, Dex 13, Con 10, Int 8, Wis 15, Cha 16. Skills: Craft (Trapmaking) +5, Handle Animal +14, Hide +1, Knowledge (Nobility and Royalty) +3, Listen +2, Move Silently +1, Ride +10, Spot +2. Feats: Heighten Spell, Mounted Combat, Persuasive, Scribe Scroll, Skill Focus (Handle Animal). Paladin spells: 0/2/2/0/0/0/0/0/0/0.

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- Major Molly Flannigan**, human female, age 31, AL:LG, Commander, 3<sup>rd</sup> Battalion, Paladin (Ilmater) 12. Size M (5'7"/170cm tall); hp 60; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +14/+9/+4 melee, Morning Star 1d8+2 dmg, or +11/+6/+1 ranged; SA: Smite Evil 3x daily, Turn Undead; SQ: Remove Disease 3x weekly, Special Mount, Aura of Courage, Divine Health, Lay on Hands, Divine Grace, Aura of Good, Detect Evil. SV Fort +9, Ref +5, Will +12; Str 15, Dex 8, Con 8, Int 12, Wis 19, Cha 15. Skills: Concentration +14, Handle Animal +14, Hide -1, Knowledge (History) +3, Knowledge (Nobility and Royalty) +13, Listen +4, Move Silently -1, Ride +10, Spot +4, Tumble +3. Feat: Blind-Fight, Iron Will, Leadership, Point Blank Shot, Toughness, Weapon Focus (Morning Star). Paladin spells: 0/2/2/2/0/0/0/0/0/0.
- Sir Tandarduk**, human male, human male, age 37, AL: LG, Leader of the King's Men, Paladin (Ilmater) 14. Size M (5'7"/170cm tall); hp 94; Init +4 (+4 Improved Initiative); Speed 30ft/9m; AC 10; Attack +18/+13/+8 melee, Great Sword +3, +21/+16/+11, 2d6+7 dmg, or +14/+9/+4 ranged; SA: Smite Evil 3x daily, Turn Undead; SQ: Remove Disease 3x weekly, Special Mount, Aura of Courage, Divine Health, Lay on Hands, Divine Grace, Aura of Good, Detect Evil. SV Fort +15, Ref +9, Will +12; AL LG; Str 18, Dex 11, Con 12, Int 11, Wis 16, Cha 21. Skills: Concentration +17, Craft (Blacksmithing) +9, Handle Animal +22, Hide +0, Listen +5, Move Silently +0, Spellcraft +7, Spot +5. Feats: Alertness, Diligent, Improved Initiative, Leadership, Track, Weapon Focus (Great Sword). Paladin spells: 0/3/2/2/0/0/0/0/0/0.
- High Painbearer Lunila Fuling**, human female, age 51, AL:LG, Abbess of the Monastery, Specialty Priestess of Ilmater 20. Size M (5'7"/170cm tall); hp 109; Init -2 (-2 Dex); Speed 30ft/9m.; AC 8 (-2 Dex); Attack +17/+12/+7 melee, or +13/+8/+3 ranged; SV Fort +13, Ref +4, Will +13; Str 15, Dex 6, Con 13, Int 10, Wis 13, Cha 20. Skills and feats: Heal +20, Hide -2, Knowledge (Arcana) +23, Knowledge (The Planes) +16, Listen +5, Move Silently -2, Profession (Hunter) +20, Spot +5. Feats: Combat Casting, Empower Spell, Heighten Spell, Improved Counterspell, Improved Turning, Leadership, Silent Spell, Widen Spell. Domain: Healing. Spells available: 8/9+1/8+1/8+1/8+1/6+1/6+1/6+1 Spells known (9/5/5/5/5/4/4/4/4).
- Sir Garthing**, human male, age 71, AL:LG, Paladin (Ilmater) 20, Rector of the Monastery's Training center for Paladins. Size M (5'11"/180cm tall); hp 146; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +23/+18/+13/+8 melee, Great Sword +4, +27/+22/+17/+12, 2d6+8 dmg, or +23/+18/+13/+8 ranged; SA: Smite Evil 5x daily, Turn Undead; SQ: Remove Disease 5x weekly, Special Mount, Aura of Courage, Divine Health, Lay on Hands, Divine Grace, Aura of Good, Detect Evil. SV Fort +16, Ref +12, Will +11; Str 18, Dex 16, Con 12, Int 12, Wis 14, Cha 17. Skills: Craft (Painting) +21, Craft (Stonemasonry) +8, Diplomacy +24, Handle Animal +25, Hide +3, Knowledge (Religion) +23, Listen +2, Move Silently +3, Spot +2. Feats: Blind-Fight, Combat Reflexes, Diligent, Empower Spell, Eschew Materials, Maximize Spell. Paladin spells: 0/4/4/3/3/0/0/0/0/0.
- Kunula, human female**, age 60, AL:LG, Rector of the Monastery's Training Center for Monks, Monk 19. Size M (4'8"/142cm tall); hp 139; Init +0; Speed 90ft/27m; AC 17 (+4 Wis, +3 Monk); Attack +12/+7/+2 melee, or +10/+10/+10/+5/+0 monk, or +14/+9/+4 ranged; SA: Ki strike (adamantine), Quivering Palm, Greater Flurry, Improved Evasion. SQ: Empty Body, Slow Fall 90ft/27m, Diamond Soul, Still Mind. SV Fort +13, Ref +11, Will +15; AL LG; Str 6, Dex 11, Con 14, Int 10, Wis 19, Cha 13. Skills: Bluff +17, Escape Artist +18, Hide +0, Knowledge (Nobility and Royalty) +8.5, Knowledge (Religion) +17, Knowledge (The Planes) +1, Listen +6, Move Silently +17, Sense Motive +20, Spot +6, Tumble +22. Feats: Alertness, [Deflect Arrows], [Evasion], [Improved Evasion], [Improved Trip], [Improved Unarmed Strike], Persuasive, Run, Skill Focus (Escape Artist), Skill Focus (Move Silently), [Stunning Fist], Weapon Focus (nunchaku), Weapon Focus (kama).

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- **Norma Tweedy**, human female, age 36, AL: NG, manager of the Gendring Tiles Kiln, Expert 2. Size M (5'2"/157cm tall); hp 12; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +4 melee, or +4 ranged; SV Fort +2, Ref +3, Will +6; Str 16, Dex 17, Con 14, Int 13, Wis 16, Cha 8. Skills: Climb +7, Concentration +6, Craft (Mining) +6, Craft (Kiln firing) +6, Craft (Mold making) +3, Disable Device +3, Disguise +4, Handle Animal +1.5, Hide +3, Listen +5, Move Silently +3, Spot +5. Feats: Survival +8; Alertness, Skill Focus (Craft (Kiln firing)).
- **Gorn Pardell**, human male, age 30, AL: N, Manager Falling Star Trading Coster Outpost (Iron Throne), Commoner 3. Size M (5'9"/175cm tall); hp 8; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +3 melee, or +2 ranged; SV Fort +0, Ref +2, Will +3; AL N; Str 14, Dex 13, Con 9, Int 11, Wis 15, Cha 11. Skills: Disguise +1, Handle Animal +7, Heal +4.5, Hide +1, Listen +4, Move Silently +1, Sleight of Hand +4, Spot +4. Feats: Alertness, Skill Focus (Handle Animal), Track.
- **Rabaldun**, dwarf male, AL: LG, master blacksmith, weaponsmith and armor maker, Fighter 4, Expert 10. Size M (4'3"/130cm tall); hp 79; Init +5 (+1 Dex, +4 Improved Initiative); Speed 20ft/6m; AC 11 (+1 Dex); Attack +17/+12/+7 melee, Great Axe +4, +21/+16/+11, 2d6+9 dmg, or +12/+7/+2 ranged (crossbow); SV Fort +11, Ref +5, Will +8; Str 20, Dex 12, Con 18, Int 15, Wis 11, Cha 8. Skills: Appraise +15, Craft (Armor smithing) +14, Craft (Blacksmithing) +14, Craft (weapon smithing) +14, Craft (Stonemasonry) +4, Craft (Trapmaking) +3, Escape Artist +2, Handle Animal +6.5, Hide +1, Intimidate +7.5, Jump +8, Knowledge (Smithing) +6.5, Knowledge (Local) +6.5, Knowledge (Nobility and Royalty) +15, Listen +0, Move Silently +1, Ride +6.5, Sense Motive +3, Spot +0. Feats: Blind-Fight, Combat Expertise, Far Shot, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Skill Focus (Intimidate).
- **Nurgh**, half-orc male, age 42, AL: N(E), Commoner 2. Size M (5'8"/173cm tall); hp 5; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +5 melee, Dagger, 1d4+4 hp dmg; or +0 ranged; SV Fort +0, Ref -1, Will +2; Str 19, Dex 9, Con 11, Int 10, Wis 14, Cha 10. Skills: Craft (Cooking) +2, Craft (Stonemason) +3, Hide -1, Listen +2, Move Silently -1, Profession (Miner) +7, Spot +2. Feat: Stealthy.

## Moon Elves of the Encircling Wood

Segment: *Tale of 2 Liches*

These elves are in the Encircling Wood because of the unusual amount of activity by outsiders in the vicinity of Myth Drannor in recent days. They want to know what's going on, are careful and are somewhat hostile at the start, which will be alleviated fastest if an elf in the PC party does the talking. They will not attack unless provoked or unless the PCs try to push past them without satisfying their demand for answers. If the PCs murder this group of elven scouts, a considerably larger band should find the PCs within 1d4+1 days and give them a bloody battle. Most of the elves in this group will be in the forest, hidden, and PC range weapons will hit these hidden elves only with luck, in other words, with a natural 20 on 1d20. The elves in the foreground also will disappear into the forest and elude the PCs within 1d4 rounds if pressed hard.

- **Elven Leader**, elven male, fighter lvl 9, AL: CG, AC: 21 (Dex + elven chain mail +3), HP: 96; Abilities: Str 19, Con 16, Dex 15, Int 10, Wis 10, Cha 12; Base Attack Bonus +9/+4; Attack: Long sword +3, Attack Bonus +16/+11, 1d8 + 7 hp dmg; Saves: +10/+6/+3. Challenge Rating 9.
- **2 Elven Warriors**, elven male/female, fighters lvl 5, AL: CG, AC: 18 (Dex + elven chain mail +1), HP: 38, 42; Abilities: Str 18, Con 14, Dex 14, Int 10, Wis 9, Cha 13; Base Attack Bonus +5; Attack: Long sword, Attack Bonus +9, 1d8+4 hp dmg; Saves: +6/+3/+1. Challenge Rating 3.
- **4 Hidden Elven Archers**, elven male/female, fighters lvl 4, AL: CG, AC: 17 (Dex+ elven chain mail), HP: 31, 33, 29, 30; Abilities: Str 18, Con 13, Dex 14, Int 10, Wis 9, Cha 12; Base Attack Bonus +3; Attack: Long bow, Attack bonus shooting at point blank range +5, 1d8 hp dmg. Saves: +5/+3/+1. Challenge Rating 2.

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- **Hidden Elven Mage**, elven female, lvl 8, AL:CG, AC: 16 (Dex + magic); HP: 29; Abilities: Str 12, Con 12, Dex 17, Int 19, Wis 16, Cha 14; Base Attack Bonus: +4, Attack: Dagger, Attack Bonus +5, 1d4 + 1hp dmg. Saves: +3/+5/+9, Spells: 4/5/4/4/3/0/0/0/0/0. Magic items: *Ring of Protection* +3, *Potion of Dragon Control*, *Wand of Frost*. Challenge Rating 6.

### Moortown - the Key NPCs

Segment: *Bloodstone*

- **Kranghar, Commander of the 3<sup>rd</sup> Battalion**, half-orc male, age 41, AL:N, Fighter 14, Size M 5'8"/173 cm tall; hp 92; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +20/+15/+10 melee, or +13/+8/+3 ranged; SV Fort +11, Ref +5, Will +4; Str 22, Dex 9, Con 14, Int 10, Wis 11, Cha 10. Skills: Handle Animal +2, Hide +3, Intimidate +11, Listen +2, Move Silently -1, Ride +15, Spot +2. Feats: Alertness, Cleave, Combat Reflexes, Greater Weapon Focus (hammer, light), Improved Sunder, Lightning Reflexes, Mounted Combat, Point Blank Shot, Power Attack, Toughness, Trample, Weapon Focus (hammer, light).
- **Meldon Haran, innkeeper of the Hibernating Troll and appointed Alderman**, human male, age 38, AL:NG, Expert 2, Sorcerer 3; Size M (6'2"/188cm tall); hp 25; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +2 melee, or +5 ranged; SV Fort +2, Ref +4, Will +5; Str 10, Dex 16, Con 13, Int 14, Wis 9, Cha 13. Skills: Appraise +4, Balance +5, Concentration +6, Craft (Weaponsmithing) +7, Gather Information +2, Hide +3, Intimidate +3, Knowledge (Arcana) +8, Knowledge (Dungeoneering) +4, Knowledge (Local) +4.5, Knowledge (Religion) +3, Listen -1, Move Silently +3, Perform (Percussion Instruments) +3, Perform (String Instruments) +3.5, Spellcraft +4.5, Spot -1, Swim +1, Feats: Combat Casting, Craft Wondrous Item. Sorcerer Spells Known (6/6/0/0/0/0/0/0/0): 0th -- Daze, Detect Magic, Flare, Light, Message. 1st -- Magic Missile, Protection from Chaos, Shocking Grasp.

### Morovar - the Key NPCs

Segment: *Bloodstone*

Baron Celedon Kierney is described separately in the Section *New Unofficial NPCs*.

- **Resnet Harding, Chancellor of the Barony**, human male, age 38, AL:LG, Fighter 8; Size M (5'6"/168cm tall); hp 56; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +12/+7 melee, Dagger 1d4+4 dmg, or +9/+4 ranged; SV Fort +8, Ref +3, Will +3; Str 18, Dex 13, Con 14, Int 12, Wis 12, Cha 12. Skills: Climb +15, Diplomacy +5, Hide +1, Jump +15, Listen +1, Move Silently +1, Open Lock +3, Ride +8, Spot +1, Swim +14. Feats: Cleave, Combat Reflexes, Far Shot, Improved Initiative, Leadership, Negotiator, Persuasive, Point Blank Shot, Power Attack.
- **Willard Presske, commander of the Bloodstone Riders**, human male, age 48, AL:NG, Ranger 10; Size M (5'9"/175cm tall); hp 76; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +13/+8 melee, long sword 1d8+3 dmg, or +13/+8 ranged. long bow, 1d8 dmg; SV Fort +9, Ref +6, Will +4; Str 16, Dex 16, Con 14, Int 7, Wis 12, Cha 11. Skills: Craft (Blacksmithing) +9, Craft (Trapmaking) +8, Hide +15, Knowledge (Architecture and Engineering) +0, Listen +14, Move Silently +3, Search +9, Spot +1, Survival +6. Feats: Brew Potion, Dodge, [Evasion], Extend Spell, [Manyshot], Point Blank Shot, [Rapid Shot], Run, [Track]. Ranger Spells Per Day: 0/2/1/0/0/0/0/0/0/0.
- **Jarvis Hempstead, Commander of the Town Watch**, human male, age 55, AL:NG, Warrior 5; Size M (5'1"/155cm tall); hp 22; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +8 melee, long sword 1d8+3 dmg, or +6 ranged; Saves: Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 10, Int 14, Wis 11, Cha 6. Skills: Craft (Bowmaking) +5, Forgery +4, Handle Animal +6, Hide +1, Intimidate +6, Listen +2, Move Silently +1, Perform (Act) +1, Sleight of Hand +2, Spot +2, Tumble +2, Use Rope +3.5. Feats: Alertness, Great Fortitude, Improved Unarmed Strike.

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- **Leander of Ilmater**, human male, age 44, AL:LG, Cleric of Ilmater 7. Size M (6'0"/183cm tall); Init +0; Speed 30ft/9m; AC 10; Attack +6 melee, Heavy Mace 1d8+1 dmg, or +5 ranged; SV Fort +6, Ref +2, Will +7; Str 12, Dex 10, Con 13, Int 9, Wis 15, Cha 13. Skills: Craft (Sculpting) +3, Hide +0, Knowledge (Religion) +4, Listen +2, Move Silently +0, Profession (Miner) +12, Spot +3. Feats: Improved Turning, Leadership, Negotiator, Scribe Scroll. Cleric Domains: Good, Healing. Cleric Spells Per Day: 6/5+1/4+1/2+1/1+1/0/0/0/0/0.

### Mosstreader, Truebow and Windstrider

Segment: *Backlands*

- **Mosstreader**, half elf male, ranger lvl 9, AL: NG, AC 20 (Dex, chain mail, ring of protection +2), HP 87; Str 18, Con 16, Dex 17, Int 11, Wis 17, Cha 9, Base Attack Bonus: +9/+4, Attack: Long sword +2, Attack Bonus +15/+10, 1d8+6 hp dmg; Dagger, Attack Bonus +13/+8, 1d4 hp dmg; Long bow 100m/30m Attack Bonus +18/+13, 200 ft/60m, +16/+11, 300 ft/90m +14/+9, 1d8 hp dmg, Special ability: Track. Favored enemies: Orcs, goblins. Saves: +9/+7/+6. Spells: 2/1/0/0, Challenge Rating 7..
- **Truebow**, elven male, fighter lvl 10 AL: NG, AC 18 (Dex + chain mail), 97 hp, Abilities: Str 18, Con 16, Dex 18, Int 10, Wis 9, Cha 10, Base Attack Bonus: +10/+5; Attacks: Long sword +3, Attack Bonus +17/+12, 1d8+7 hp dmg; Dagger, Attack Bonus +14/+9, 1d4+4 hp dmg; Long bow, 100ft/30m, Attack Bonus +17/+12, 200ft/60m, +15/+10; 300ft/90m +13/+8; 1d8 hp dmg; Saves: +10/+7/+2; Challenge Rating 8.
- **Windstrider**, elven male, fighter lvl 9, AL: NG, AC 18 (Dex + chain mail), 71 hp, Abilities: Str 18, Con 14, Dex 17, Int 11, Wis 10, Cha 14, Base Attack Bonus: +9/+5; Attacks: Long sword +1 Attack Bonus +14/+9, dmg 1d8+5 hp dmg; Dagger, Attack Bonus +13/+8, dmg 1d4+4 hp dmg; Long bow with flight arrow, 100ft/30m Attack Bonus +12/+7; 200ft/60m +10/+5; 300ft/90m +10/+5, 1d8 dmg; Saves: +8/+6/+2. Challenge Rating 7.

### Myth Drannon Brigands

Segment: *"Tale of 2 Liches"*

- **Red Wizard Conjurer**, human female, lvl 5, AL: CE, AC 12 (Dex), HP 37, Abilities: Str 12, Con 12, Dex 15, Int 18, Wis 12, Cha 11; Base Attack Bonus: +2; Attack: Dagger, Attack Bonus +3, 1d4 + 1 hp dmg; Magic items: *Potion of Extra Healing*, *Scrolls – Hold Undead (2)*, *Rod of Passage* (8 charges). Saves: +2/+3/+5; Spells: 4/4/3/2/0/0/0/0/0/0, 1 each lvl conjuration. Challenge Rating 4.
- **3 Mercenary Fighters**, human male, lvl 3, AL: NE, AC 16 (Dex + chain mail), HP:23, 26, 27, Abilities: Str 17, Con 14, Dex 12, Int 8, Wis 9, Cha 9; Base Attack Bonus +3; Long sword, Attack Bonus +6; 1d8 + 3 hp dmg; Long bow, 100ft/30m Attack Bonus +4; 200ft/60m +2; 300ft/90m +0; 1d8hp dmg; Saves: +5/+2/+0. Challenge Rating 1.
- **1 Mercenary Rogue**, human male, lvl 4, AL: LE, AC 16 (Dex + leather), HP:20. Abilities: Str 14, Con 12, Dex 18, Int 9, Wis 10, Base Attack Bonus +3, Attacks: Long sword, Attack Bonus: +5; 1d6+3 hp dmg; Sling, 50ft/15m Attack Bonus +7; 100ft/30m +5; 150ft/45m +3, 1d4 hp dmg. Special abilities: Sneak Attack +2d6; Uncanny Dodge, Evasion. Saves: +2/+8/+1. Challenge Rating 2.

### Myth Drannon Devils

Segment: *Tale of 2 Liches*

- **Aglaeroch - Pit Fiend**, AL:LE, HD: 13d6+65, AC: 30, HP: 160, Attacks wing buffets, +14, melee, 1d4+3 hp dmg; 2 claws, +19 melee, 1d6+7 hp dmg; Bite, +14 melee, 2d6+3 hp dmg + poison & disease; Tail slap, +14 melee, 2d4 + 3 hp dmg; Special attacks: Spell-like abilities, Fear aura, Improved grab, Constrict 2d4+10, (summon baatezu unavailable in MD) Special qualities: Damage reduction 25/+2, Spell resistance: 28; Saves: +13/+9/+13. Size L (12 feet/360 cm); Challenge Rating 16. (See the section *Devil* in the *D&D Monster Manual* for full details.)

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- **Oluubarga and Belubaer - Gelugons**, AL: LE, HD: 12d8+60, HP: Oluubarga 150, Belubaer 144; AC: 28, Attacks: Long Spear: +17/+12/+7, 1d8+9 hp dmg and cold; 2 claws, 2 claws, +17 melee, 1d8+6 hp dmg; Bite, +12 melee, 2d4+3 hp dmg; Tail slap, +12 melee, 2d4+3 hp dmg and cold; Special attacks: Spell-like abilities, fear aura, cold (summon baatezu unavailable in MD). Special qualities: Damage reduction 20/+2; Spell resistance 25; Saves: +13/+9/+14. Challenge Rating 13. (See the section *Devil* in the *D&D Monster Manual* for full details.)
- **Dlanchass, Glaungter and Faerlfeyd - Cornugons**, AL: LE, HD: 11d8+33, HP: Dlanchass 101, Glaungter 107 and Faerlfeyd 113; AC: 25, Attacks: Whip, +15/+10/+5 melee, 1d6+5 hp dmg & stun; 2 Claws +15 melee, 1d4+5 hp dmg; Bite, +9 melee, 1d4+2 hp dmg; Tail slap, +9 melee, 1d4+2 hp dmg & wounding; Special qualities: Spell-like abilities, fear aura, stun, wound Damage reduction 20/+2, Spell resistance 24 (summon baatezu unavailable in MD). Saves: +10/+8/+9. Challenge Rating 10. (See the section *Devil* in the *D&D Monster Manual* for full details.)
- **Hamatula**, AL: LE, HD: 9d8+9, HP: 64; AC: 22, Attacks: 2 claws, +12 melee, 2d4+3 hp dmg & fear. Special attacks: Fear, improved grab, impale 3d4+4 hp dmg, (summon baatezu unavailable in MD). Special defenses: Damage reduction 10/+1, Spell resistance 23. Saves: +7/+6/+8. Challenge Rating 8. (See the section *Devil* in the *D&D Monster Manual* for full details.)
- **Barbazu**, AL: LE, HD: 6d8+6, HP: 43; AC: 17, Attacks: Glaive +8/+3 melee, 1d10+3 hp dmg and wounding; Claws +8 melee, 1d4+2 hp dmg; Beard, 1d8+2 hp dmg + disease. Special attacks: Wounding, beard, battle frenzy (summon baatezu unavailable in MD). Special Qualities: Damage reduction 10/+1, Spell resistance 23. Challenge Rating 7. (See the section *Devil* in the *D&D Monster Manual* for full details.)
- **Eryines**, AL: LE, HD: 6d8+6, HP: 43; AC: 20, Attacks: Long sword, +8/+3 melee, 1d8+3 hp dmg; Long bow 100ft/30m +7/+2; 200 ft/60m +5/+0, 300ft/90m +3/-2, 1d8 hp dmg; Rope: 30ft/9m+7, entangle. Special attacks: Charm Person (summon baatezu unavailable in MD). Special Qualities: Damage reduction 10/+1; Tongues, Spell Resistance 12. Saves: +6/+6/+7. Challenge Rating 7. (See the section *Devil* in the *D&D Monster Manual* for full details.)
- **Osyluth**, AL: LE, HD: 5d8+10, HP: 42; AC: 17, Attacks: 2 claws, +4 melee, 1d4+2 hp dmg; Bite, +9 melee, 1d8+5 hp dmg; Tail sting, +4 melee, 3d4+2 hp dmg & poison; Special attacks: Spell abilities, fear aura, poison (summon baatezu unavailable in MD). Special qualities: Damage reduction 10/+1, Know alignment, Spell resistance 22. Saves: +6/+4/+6. Challenge Rating 6. (See the section *Devil* in the *D&D Monster Manual* for full details.)

### Unofficial Conversions from 2E *Monstrous Compendium*:

- **Abishai, Red**, AL: LE, HD: 6d8+3, HP: 38; AC: 19, Attacks: 2 claws, +6 melee, 1d4+2 hp dmg; Tail, +6 melee, 1d4+1 hp dmg; Special attacks: Poison, dive (summon baatezu unavailable in MD). Special Qualities: Damage Reduction 10/+1, Spell resistance 22. Additional spell abilities: Once per Round – *Change Self, Command, Produce Flame, Pyrotechnics, Scare*. Saves +5/+5/+6. Challenge Rating 7.
- **Abishai, Green**, AL: LE, HD: 5d8+2, HP: 41; AC: 17, Attacks: 2 claws, +5 melee, 1d4+1 hp dmg; Tail, +5 melee, 1d4 hp dmg; Special attacks: Poison, dive (summon baatezu unavailable in MD). Special Qualities: Damage Reduction 10/+1, Spell resistance 22. Additional spell abilities: Once per Round – *Change Self, Command, Produce Flame, Pyrotechnics, Scare*. Saves +4/+4/+5. Challenge Rating 6.
- **Abishai, Black**, AL: LE, HD: 4d8+1, HP: 25; AC: 15, Attacks: 2 claws, +4 melee, 1d4 hp dmg; Tail, +4 melee, 1d4 hp dmg; Special attacks: Poison, dive (summon baatezu unavailable in MD). Special Qualities: Damage Reduction 10/+1, Spell resistance 22. Additional spell abilities: Once per Round – *Change Self, Command, Produce Flame, Pyrotechnics, Scare*. Saves +3/+3/+5. Challenge Rating 4.
- **Spinagon**, AL: LE, HD: 3d8+3, HP: 40; AC: 16, Attacks: 2 claws, +3 melee, 1d4 hp dmg; fork, +3 melee, 1d6 hp dmg; Special attacks: Flame spikes, 2/round fired as darts, 1d4 hp dmg + fire. Special defenses: Special Qualities: Spell resistance: 11. Spell abilities: Once per Round – *Affect Normal Fires, Change Self, Command, Produce Flame, Scare, Stinking Cloud*. Saves: +3/+3/+4. Challenge Rating 3.



### Myth Drannor - Drandalar's Group

Segment: *Tale of 2 Liches*

- **Drandalar of Cyric**, human male, Cleric (Strifeleader) of Cyric, lvl 10, the complete statistics are under *Unofficial NPCs*.
- **2 Fighters**, human male, AL: NE, fighter lvl 8, AC 5 (Chain mail); HP: 68, 59; Abilities: Str 19, Dex 16, Con 16, Int 11, Wis 11, Cha 10. Base Attack Bonus +8/+1; Attacks: Long sword, Attack Bonus +12/+7, 1d8+4 hp dmg; Long bow 100m/30ft, Attack Bonus +11/+6, 200ft/60m +9/+4, 300ft/90m +7/+2. 1d8 hp dmg. Saves: +9/+5/+2. Challenge Rating 6.

### Myth Drannor - Emenlander's Group

Segment: *Tale of 2 Liches*

- **Emenlander**, human male, AL: N(E), Sorcerer lvl 5/fighter Level 5, the complete statistics are under *Unofficial NPCs*.
- **2 Fighters**, human male, AL: NE, fighter, lvl 9, AC 18 (Dex + Chain mail); HP: 89, 82; Abilities: Str 19, Dex 17, Con 17, Int 11, Wis 11, Cha 10. Base Attack Bonus +9/+4. Attacks: Long sword, Attack Bonus +13/+8 1d8+4 hp dmg; Long bow, 100m/30ft Attack Bonus +12/+7, 200ft/60m +10/+5, 300ft/90m +10/+5, 1d8 hp dmg. Saves: +6/+3/+3. Challenge Rating 7.
- **1 Rogue**, human male, AL: CE, rogue lvl 11, AC 16 (Dex + Leather); HP: 77; Abilities: Str 16, Dex 19, Con 17, Int 11, Wis 13, Cha 12. Base Attack Bonus +8/+3; Attacks: Short sword, Attack Bonus +11/+6, 1d6+3 hp dmg, Dagger, Attack Bonus +11/+6, 1d4+3 hp dmg, Short bow 60ft/18m Attack Bonus +12/+7, 120ft/36m +10/+5, 180ft/54m, 1d6 hp dmg. Special abilities: Sneak Attack +6d6, Uncanny Dodge (+1 vs. traps), Evasion, Defensive Roll. Saves: +6/+11/+4. Challenge Rating 9.

### Myth Drannor - Hbnaster's Group

Segment: *Tale of 2 Liches*

- **Hbnaster**, human male, AL: LE, Necromancer, Level 6, the complete statistics are under *Unofficial NPCs*.
- **3 Fighters**, human male, AL: NE, fighter, lvl 6, AC 5 (Chain mail); HP: 52, 47, 55; Abilities: Str 18, Dex 16, Con 14, Int 11, Wis 11, Cha 10. Base Attack Bonus +6/+1; Attacks: Long sword, Attack Bonus +10/+5, 1d8+4 hp dmg; Long bow, 100ft/30ft, Attack Bonus +9/+4; 200ft/60 ft +7/+2; 300ft/90m +5/+0; Saves: +7/+5/+2. Challenge Rating 4.
- **1 Rogue**, human male AL: CE, rogue lvl 8, AC 16 (Dex + Leather); HP: 59; Abilities: Str 15, Dex 18, Con 15, Int 11, Wis 11, Cha 13. Base Attack Bonus +6/+1; Attacks: Short sword, Attack Bonus +8/+3, 1d6+2 hp dmg, Dagger Attack Bonus +8/+3, 1d4+2 hp dmg, Short bow, 60ft/18m Attack Bonus +10/+5; 120ft/36m +8/+3, 180ft/54m +6/+1, 1d6 hp dmg. Special skills: Sneak Attack +4d6, Uncanny Dodge (can't be flanked), Evasion. Saves: +4/+10/+2. Challenge Rating 6.

## Myth Drannor Lurkers

Segment: Tale of 2 Liches

### FEAST OF THE UNDEAD

- **Blazing Bones (Undead)**, (*Unofficial conversion from 2E. This creature was introduced in the 1993 TSR boxed set Ruins of Myth Drannor by Ed Greenwood, which is available as an ESD download from SV Games.*) AL: CE, HD: 5d8+5, HP: 30, AC: 15; Attacks: 2 claws, +5 melee, 1d4+2 hp dmg. Special attacks: Hurl fire 20 feet/6m 1d6+3 hp dmg. Special qualities: Immune all fire & heat dmg and charm, hold and sleep spells. Hit points from heat attack heal lost hit points and then permanently augment hit points and also HD for each 8 hp. Half damage from edged or piercing weapons. Holy water does 4d4 hp dmg per vial, 2d4 hp dmg per splash. Turn as ghosts. Size: M (6 feet/180cm). Saves: +2/+2/+2. Challenge Rating 4.

Blazing bones are accidentally created undead, the remains of wizards and clerics with contingency magicks who were destroyed by fire while casting a spell or triggering an item. The blazing bones look exactly like the burnbones from the *Ruins of Zhentil Keep* set but they are in truth much weaker, possessing none of Cyric's power.

- **Spectre (Undead)**, see *D&D Monster Manual*.

### DROW PARTY

- **Cleric of Lloth**, drow female, AL:CE, lvl 5, AC: 20 (dex + adamantine chain), HP: 32, Abilities: Str 14, Dex 17, Con 12, Int 13, Wis 18, Cha 10; Base Attack Bonus: +3; Attacks: Heavy Mace +2, Attack Bonus: +7, 1d8+4 hp dmg; Saves: +5/+4/+8, Spells: 5/4+1/3+1/2+1/0/0/0/0/0, Domains: Chaos, Evil; Special abilities: Drow abilities (see *D&D Monster Manual*). Challenge Rating 4.
- **Necromancer**, drow male, AL:CE, Lvl 4, AC: 13 (Dex), HP: 15, Abilities: Str 12, Dex 17, Con 13, Int 18, Wis 10, Cha 8; Base Attack Bonus: +2; Attack: Dagger, Attack Bonus +3, 1d4+1 hp dmg; Saves: +2/+5/+4; Spells: 4/4/3/0/0/0/0/0/0, 1 each necromancy, Special abilities: Drow abilities (see *D&D Monster Manual*). Challenge Rating 3.
- **3 Warriors**, drow male, AL:CE, Lvl 4, AC: 5 (chain), HP: 35, 30, 38, 36, Abilities: Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 8; Base Attack Bonus +4; Attacks: Long sword, Attack Bonus +8, 1d8+4 hp dmg, Special abilities: Drow abilities (see *D&D Monster Manual*). Challenge Rating 2.

### WATCHERS

- **Baelnorn (Elven undead - unofficial 2E conversion)**, AL: LG/LN, HD 12d10, AC: 20, Base Attack Bonus: +6/+1, Attack: 1, Cold touch, +6/+1, 1d10 cold dmg; Weapon, Attack Bonus +6/+1, dmg by weapon type; Special attacks: Spells: 4/4/4/3/3/2/0/0/0; Special qualities: +1 or better magic weapon to hit, Spell resistance: 30 Damage reduction 15/+1. Saves: +6/+6/+15. Challenge rating 12.

Baelnorn cannot be turned within Myth Drannor. Three times daily with a duration of 5 turns each a baelnorn can project an image of himself up to a mile in distance. The image also can cross the border between material and astral planes, and it can communicate and cast spells, but it cannot carry objects, turn undead, damage by touch, etc. The image can take damage at armor class 20, but the baelnorn sustains only half of the taken damage. A baelnorn has the cold touch of a lich, inflicting 1d10 hp dmg and save for will or the victim is paralyzed until the magic is dispelled.

### SLAVE-GATHERING SLAVES

- **8 Bugbears** (see *D&D Monster Manual*).

## Myth Drannon - Ralpur's Group

Segment: *Tale of 2 Liches*

- **Ralpur of Tiamat**, human male, Cleric Lvl 6, *(further described in the New NPCs section)*.
- **2 Fighters**, human male, AL:NE, lvl 6, AC 5 (Chain mail); HP: 49, 40; Abilities: Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 10; Base Attack Bonus +6/+1; Attacks: Long sword, Attack Bonus +10/+5, 1d8+4 hp dmg; Long bow, 100ft/30m, Attack Bonus: +9/+4; 200ft/60m, +7/+2; 300ft/90m, +5/+0, 1d8 hp dmg. Saves: +7/+5/+2. Challenge Rating 4.
- **1 Rogue**, human male, AL:CE, lvl 8, AC 19 (Dex + Leather); HP: 48; Abilities: Str 16, Dex 18, Con 14, Int 10, Wis 10, Cha 13; Base Attack Bonus: +6/+1; Attacks: Short sword, Attack Bonus: +9/+4, 1d6+3 hp dmg; Dagger, Attack Bonus: +9/+4, 1d4+3 hp dmg, Short bow, 60ft/18m, Attack Bonus: +10/+5, 120 ft/36m +8/+3, 180ft/54m, +6/+1, 1d6 hp dmg. Special skills: Sneak attack +4d6, Uncanny dodge (can't be flanked), Evasion. Saves: +4/+10/+2. Challenge Rating 6.

## Nardet's Lair

Segment: *Tale of 2 Liches*

- **4 Death Knights**, *(unofficial 2E Conversion)*, AL: LE, HD 10d10, AC 22, HP 81, 82, 84, 87, Abilities: Str 20, Dex 18, Con NA Undead, Int 16, Wis 16, Cha 3; Attack: 2-Handed Sword +3, +23/+18/+13/+8, 1d10 + 8 hp dmg; Special attacks: Aura of fear, spell-like powers (*Power Word*, *Symbol*, *Wall of Ice*, *Fireball* 20d10 hp dmg). Special Qualities: *Detect Magic*, *Detect Invisibility*, Spell Resistance 27. Saves: +8/+6/+10. Challenge Rating 11.
- **Stone Golem, Large Construct**, 12ft/360cm tall, 5,000 lbs/2,500kg, HD: 14d10+30, HP: 107, AC: 26 (-1 size, -1 Dex, +18 natural) touch 8, flat-footed 26; Speed: 20ft/6m, Base Attack/Grapple: +10/+23; Full attack: 2 slams, +18 melee, 2d10+9 dmg; Space/Reach: 10ft-3m/10ft-3m; Special Attacks: Slow; Special Qualities: Construct traits (*Low-light Vision*; *Immunity mind-affecting effects*; *Immunity poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects*; *cannot heal own damage*; *not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion or energy drain*; *immunity any effect requiring Fortitude save excepts effects that work upon objects and harmless effects*; *no death from massive damage*; *destroyed at 0 hp*); DR 10/adamantine; Darkvision 60ft/18m; immune to magic with SR; Saves: Fort +4, Reflex +3, Will +4; Abilities: Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1; Skills: none; Feats: none; Environment: Any; Organization: Solitary; CR 11; AL: N, Advancement: 15-21 HD (Large), 22-42 (Huge).

## Nighthawk Tower - the Stone Golem

Segment: *The Great Dale*

- **Stone Golem, Large Construct**, 12ft/360cm tall, 5,000 lbs/2,500kg, HD: 14d10+30, HP: 107, AC: 26 (-1 size, -1 Dex, +18 natural) touch 8, flat-footed 26; Speed: 20ft/6m, Base Attack/Grapple: +10/+23; Full attack: 2 slams, +18 melee, 2d10+9 dmg; Space/Reach: 10ft-3m/10ft-3m; Special Attacks: Slow; Special Qualities: Construct traits (*Low-light Vision*; *Immunity mind-affecting effects*; *Immunity poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects*; *cannot heal own damage*; *not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion or energy drain*; *immunity any effect requiring Fortitude save excepts effects that work upon objects and harmless effects*; *no death from massive damage*; *destroyed at 0 hp*); DR 10/adamantine; Darkvision 60ft/18m; immune to magic with SR; Saves: Fort +4, Reflex +3, Will +4; Abilities: Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1; Skills: none; Feats: none; Environment: Any; Organization: Solitary; CR 11; AL: N, Advancement: 15-21 HD (Large), 22-42 (Huge).

## Nighthunters Crossing Residents

Segment: *Backlands*

- **Ildur Arntar**, (official NPC, statistics unofficial) human male, AL: NG, fighter lvl 16, AC: 17 (Dex + Ring of Protection +3), HP: 155, Abilities: Str 18, Dex 18, Con 17, Int 13, Wis 18, Cha 17; Base Attack Bonus +16/+11/+6/+1, Hand axe, Attack Bonus +20/+15/+10/+5, 1d6+4 hp dmg; Long Sword +3, Attack Bonus +23/+18/+13/+8, 1d8+7 hp dmg, Saves: +13/+9/+9. Challenge Rating 14.
- Wife **Shaltana of Chauntea**, (official NPC, statistics unofficial) human female, AL: NG, Cleric (Onum) lvl 6, AC: 13 (Dex), HP: 38, Abilities: Str 13, Dex 16, Con 13, Int 14, Wis 18, Cha 17; Base Attack Bonus +4; Attacks: Club, Attack Bonus +5, 1d6+1 hp dmg; Frying Pan, Attack Bonus +5, 1d3+1 hp damage, Saves: +6/+5/+9. Spells: 5/4+1/4+1/3+1/0/0/0/0/0, Challenge Rating 4.
- Daughter **Lanandra** (unofficial), human female, AL: NG, fighter lvl 3, AC: 12 (Dex), HP: 23, Abilities: Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 13; Base Attack Bonus +3, Attacks: Club, Chair or Frying Pan, Attack Bonus +6, 1d6+3 hp dmg with club, 1d3+3 hp with a chair or frying pan; Short sword, Attack Bonus +6, 1d6+3 hp dmg, Saves: +4/+3/+1, Challenge Rating 1.
- Daughter **Mala** (unofficial), human female AL: NG, fighter lvl 2, AC: 11 (Dex), HP: 15, Abilities: Str 16, Dex 13, Con 12, Int 11, Wis 11, Cha 14; Base Attack Bonus +2, Attacks: Club, Chair or Frying Pan, Attack Bonus +5, , 1d6+3 hp dmg with club, 1d3+3 hp with a chair or frying pan; Short sword, Attack Bonus +5, 1d6+3 hp dmg, Saves: +4/+1/+0; Challenge Rating 1/2.
- Daughter **Rilla of Chauntea** (unofficial), human female, AL: NG, Cleric (Close One) lvl 1, AC: 11 (Dex), HP: 5, Abilities: Str 14, Dex 12, Con 11, Int 12, Wis 17, Cha 12; Base Attack Bonus +0; Attacks: Club, Attack Bonus +2, 1d6 hp dmg; Frying Pan, Attack Bonus +2, 1d3 hp damage, Saves: +2/+1/+5; Spells: 3/2+1/0/0/0/0/0/0/0, Domains: Earth, Plant, Challenge Rating 1/3.
- Daughter **Larenda** (unofficial), human female, AL: NG, lvl 0, AC: 10, HP: 4, Abilities: Str 12, Dex 11, Con 11, Int 14, Wis 12, Cha 16; Base Attack Bonus +0; Attacks: Club, Chair or Frying Pan, Attack Bonus +0, 1d6 hp dmg with club, 1d3 hp with a chair or frying pan; Short sword, Attack Bonus +0, 1d6 hp dmg, Saves: +0/+0/+1; Challenge Rating 1/4.
- **Kelt** (unofficial), halfling male, AL: N, rogue lvl 17, AC: 17 (Leather + Dex), HP: 119, Abilities: Str 15, Dex 21, Con 16, Int 10, Wis 9, Cha 11; Base Attack Bonus +12/+7/+2; Attacks: Short Sword +2, Attack Bonus: +16/+11/+6, 1d6+4 hp dmg; Special Skills: Sneak Attack +9d6, Uncanny Dodge (+3 vs. traps), Evasion, Defensive Roll, Slippery Mind, Saves: +15/+12/+2. Challenge Rating 15.
- **Sinda** (unofficial), half elf female, AL: N, Bard lvl 14, AC: 17 (Leather + Dex), HP: 85, Base Attack Bonus: +12/+7/+2; Attack: Short Sword +1, Attack Bonus +14/+9/+4, 1d6+2 hp dmg, Special Skills: Bardic Music (Mandolin), Bardic knowledge. Saves: +6/+12/+11; Spells: 4/6/5/5/4/3/1. Challenge Rating 15.
- **Darggh** (unofficial), human male, AL: CG, fighter lvl 17, AC: 19 (Dex + Chain mail), HP: 102, Abilities: Str 20, Dex 18, Con 16, Int 10, Wis 10, Cha 10; Base Attack Bonus +17/+12/+7/+2; Attacks: Long Sword +4, Attack Bonus +26/+21/+16/+11, 1d8+9 hp dmg, Saves: +14/+9/+10. Challenge Rating 15.
- **Hesta** (unofficial), human female, AL: CN, Sorcerer lvl 12, AC: 13 (Dex), HP: 40, Abilities: Str 11, Dex 16, Con 13, Int 13, Wis 14, Cha 18; Base Attack Bonus: +6/+1; Attack: Dagger 1d4+1 hp dmg; Saves: +5/+7/+10; Spells: 6/7/7/7/7/5/3/0/0/0, Challenge Rating 10.
- **Barscht** (unofficial), human male, AL: CN, fighter lvl 16, AC: 18 (Dex + Chain Mail), HP: 91, Abilities: Str 19, Dex 16, Con 17, Int 11, Wis 12, Cha 9; Base Attack Bonus: +16/+11/+6/+1; Attack: Long Sword +5, Attack Bonus +25/+20/+15/+10, 1d8+9 hp dmg, Saves: +13/+8/+5. Challenge Rating 14.
- **Ragga** (unofficial), dwarf female, AL: LN, fighter lvl 12, AC: 16 (Dex + Chain mail), HP: 128, Abilities: Str 18, Dex 12, Con 18, Int 10, Wis 13, Cha 7; Base Attack Bonus: +12/+7/+2; Attack: Battleaxe +3, Attack Bonus: +18/+13/+8, 1d8+7 hp dmg, Saves: +12/+5/+4, Challenge Rating 10.

### Northwatch

Segment: *Bloodstone*

Based upon a creation of Simon Gibbs

The members of *Northwatch* seldom use their names, and when they do, there's no guarantee that the names they use are their real names. Usually they simply use the nicknames listed below:

- **Drake Bethke, *The Captain***, human male, age 44, AL:NG, Fighter 10, Size M (5'7"/170cm tall); hp 105; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +13/+8 melee, or +13/+8 ranged; SV Fort +11, Ref +6, Will +3; Str 17, Dex 16, Con 18, Int 12, Wis 11, Cha 11. Skills: Handle Animal +6, Hide +3, Jump +15, Listen +2, Move Silently +3, Profession (Miner) +4, Ride +15, Spot +5, Swim +15. Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Far Shot, Improved Overrun, Point Blank Shot, Power Attack, Track, Weapon Focus (battleaxe).
- **Nixi Golden, *The Spellfirer***, human female, age 39, AL:CG, Sorcerer 13, Size M (5'3"/160cm tall); hp 47; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +6/+1 melee, or +7/+2 ranged; SV Fort +5, Ref +7, Will +7; AL CG; Str 11, Dex 12, Con 12, Int 17, Wis 9, Cha 17. Skills: Appraise +6, Concentration +17, Gather Information +9.5, Hide +1, Knowledge (Arcana) +19, Knowledge (Architecture and Engineering) +5, Knowledge (Nobility and Royalty) +5, Listen +1, Move Silently +1, Open Lock +7, Spellcraft +17, Spot +8, Survival +5. Feats: Alertness, Craft Rod, Improved Unarmed Strike, Lightning Reflexes, Persuasive, Spell Penetration. Sorcerer Spells Known (6/7/7/7/6/6/4/0/0/0): 0th -- Arcane Mark, Daze, Detect Magic, Light, Mage Hand, Mending, Ray of Frost, Read Magic, Resistance. 1st -- Alarm, Detect Secret Doors, Hold Portal, Jump, Silent Image. 2nd -- Blur, Cat's Grace, Eagle's Splendor, Levitate, Mirror Image. 3rd -- Dispel Magic, Greater Magic Weapon, Halt Undead, Protection from Energy. 4th -- Dimension Door, Lesser Geas, Shout, Solid Fog. 5th -- Cone of Cold, Nightmare, Teleport. 6th -- Flesh to Stone, Forceful Hand.
- **Lunitula, *The Singer***, half-elf female, age 94, AL:CG, Bard 12, Size M (5'9"/175cm tall); hp 44; Init +1 (+1 Dex); Speed 30ft/9m.; AC 11 (+1 Dex); Attack +10/+5 melee, or +10/+5 ranged; SV Fort +4, Ref +9, Will +7; AL CG; Str 13, Dex 13, Con 10, Int 14, Wis 9, Cha 18. Skill: Craft (Bowmaking) +13, Diplomacy +6, Gather Information +6, Hide +1, Knowledge (Nature) +12, Listen +2, Move Silently +1, Perform (Act) +18, Perform (Comedy) +19, Perform (Keyboard Instruments) +16, Perform (Percussion Instruments) +19, Perform (Sing) +18, Perform (String Instruments) +19, Perform (Wind Instruments) +19, Search +3, Spot +2. Feats: Alertness, Combat Casting, Scribe Scroll, Skill Focus (Perform (Comedy)), Weapon Focus (dagger, punching). Bard Spells Known (3/4/4/4/3/0): 0th -- Daze, Detect Magic, Mage Hand, Message, Read Magic, Summon Instrument. 1st -- Detect Secret Doors, Erase, Obscure Object, Silent Image. 2nd -- Animal Trance, Heroism, Hold Person, Shatter. 3rd -- Cure Serious Wounds, Major Image, Remove Curse, Secret Page. 4th -- Hallucinatory Terrain, Repel Vermin, Summon Monster IV.
- **Morgle, *The Tinker***, human male, age 36, AL:N, Rogue 10, Size M (5'7"/170cm tall); hp 29; Init +3 (+3 Dex); Speed 30ft/9m.; AC 13 (+3 Dex); Attack +7/+2 melee, or +10/+5 ranged; SV Fort +3, Ref +10, Will +4; Str 10, Dex 17, Con 10, Int 14, Wis 13, Cha 15. Skills: Appraise +12, Balance +12, Climb +12, Decipher Script +8, Disable Device +14, Hide +13, Intimidate +13, Jump +10, Knowledge (Architecture and Engineering) +5, Knowledge (Local) +12, Listen +12, Move Silently +7, Open Lock +13, Sense Motive +14, Sleight of Hand +15, Spot +1. Feats: Deceitful, Deft Hands, Dodge, [Evasion], Point Blank Shot, Precise Shot.
- **Black Jurgen, *The Pathfinder***, half-elf male, age 83, AL:NG, Ranger 12, Size M (5'8"/173cm tall); Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +15/+10/+5 melee, or +15/+10/+5 ranged; SV Fort +8, Ref +7, Will +6; Str 17, Dex 16, Con 11, Int 14, Wis 15, Cha 12. Skills: Concentration +15, Craft (Armorsmithing) +15, Craft (Blacksmithing) +11, Craft (Trapmaking) +15, Diplomacy +3, Gather Information +3, Handle Animal +12, Hide +3, Intimidate +2.5, Jump +18, Knowledge (Nature) +17, Listen +5, Move Silently +3, Profession (Hunter) +16, Search +3, Spot +5, Survival +15. Feats: Alertness, Dodge, [Evasion], [Improved Precise Shot], [Manyshot], [Rapid Shot], Skill Focus (Handle Animal), [Track], Weapon Focus (long sword), Weapon Focus (morning star). Ranger Spells Per Day: 2/2/1/0/0.

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- **Groak of Tempus, *The Preacher***, human male, age 40, AL:CG, Cleric of Tempus 11, Size M (5'9"/175cm tall); hp 73; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +10/+5 melee, or +9/+4 ranged; SV Fort +9, Ref +4, Will +9; Str 14, Dex 13, Con 14, Int 8, Wis 15, Cha 11. Skills: Craft (Sculpting) +7, Heal +16, Hide +1, Knowledge (The Planes) +5, Listen +2, Move Silently +1, Spot +2. Feats: Brew Potion, Combat Reflexes, Improved Turning, Spell Focus (abjuration). Cleric Domains: War, Strength. Cleric Spells Per Day: 6/6+1/5+1/4+1/3+1/2+1/0/0/0/0.
- **Big Mika, *The Blade***, human female, age 32, AL:NG, Fighter 14, Size M (5'7"/170cm tall); HD 14d10+28; hp 122; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +18/+13/+8 melee, or +15/+10/+5 ranged; SV Fort +11, Ref +5, Will +3; Str 19, Dex 12, Con 15, Int 15, Wis 8, Cha 8. Skills: Craft (Painting) +17, Craft (Weaponsmithing) +19, Handle Animal +16, Hide +1, Listen +1, Move Silently +1, Search +8, Speak Language +6, Spot +1, Swim +21. Feats: Alertness, Blind-Fight, Far Shot, Greater Weapon Focus (flail, heavy), Improved Critical (flail, heavy), Improved Initiative, Point Blank Shot, Quick Draw, Weapon Focus (flail, heavy), Weapon Focus (rapier), Weapon Focus (shortbow), Weapon Focus (warhammer), Weapon Specialization (flail, heavy), Weapon Specialization (shortbow).

## Orothian Clanhold - the Key NPCs

Segment: *Bloodstone*

- **Tokan**, dwarf male, age 292, AL:LG, Thane of the Orothian clan, Fighter 15. Size M (4'3"/130cm tall); hp 143; Init +3 (-1 Dex, +4 Improved Initiative); Speed 20ft/6m; AC 19 (-1 Dex, mithral chain mail +9 (magic +4), shield +1); Attack +18/+13/+8 melee, Waraxe +5, +23/+18/+13, dmg 1d10+8 dmg, or +14/+9/+4 ranged, heavy repeating crossbow +3, +17/+12/+7, 1d10+3 dmg; SV Fort +13, Ref +6, Will +5; Str 17, Dex 9, Con 19, Int 12, Wis 11, Cha 10. Skills: Bluff +3.5, Climb +6, Craft (Armor smithing) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weapon smithing) +3, Disguise +5, Hide -1, Jump +21, Knowledge (Nature) +4.5, Listen +0, Move Silently -1, Ride +16, Spot +0. Feats: Blind-Fight, Cleave, Endurance, Great Cleave, Greater Weapon Focus (battleaxe), Improved Bull Rush, Improved Initiative, Lightning Reflexes, Mounted Combat, Power Attack, Quick Draw, Rapid Reload (crossbow, light), Toughness, Weapon Focus (battleaxe).
- **Glorio**, dwarf male, age 281, AL:LG, Specialty Priest of Moradin 10. Size M (3'11"/119cm tall); hp 66; Init +1 (+1 Dex); Speed 20ft/6m; AC 20 (+1 Dex, mithral chain mail +8 (magic +3), shield +1); Attack +8/+3 melee, Waraxe +3, +11/+6, 1d10+4 dmg, or +8/+3 ranged, heavy crossbow +2, +10/+5, 1d10+2 dmg; SV Fort +8, Ref +4, Will +8; Str 13, Dex 13, Con 12, Int 9, Wis 12, Cha 17. Skills: Craft (Armor smithing) +1, Craft (Blacksmithing) +7, Craft (Stonemasonry) +1, Craft (Mining) +1, Craft (Weapon smithing) +1, Hide +1, Knowledge (Religion) +6, Listen +3, Move Silently +1, Spot +3. Feats: Brew Potion, Improved Turning, Quicken Spell, Scribe Scroll. Domains: Strength, War. Spells known: 9/4/4/3/2/0/0/0/0. Spells available: 8/7+1/7+1/6+1/5+1/4+1/0/0/0/0.
- **Gailan**, dwarf male, age 195, AL:LG, Commander of the Dwarven Axe Foot Guard, Fighter 11. Size M (4'2"/127cm tall); hp 89; Init +4 (+4 Improved Initiative); Speed 20ft/6m; AC 21 (Half-plate +10 (magic +3), shield +1); Attack +14/+9/+4 melee, Waraxe +2, +16/+11/+6, 1d10+2 dmg, or +11/+6/+1 ranged, heavy crossbow, 1d10 dmg; SV Fort +11, Ref +5, Will +3; Str 16, Dex 11, Con 15, Int 14, Wis 10, Cha 13. Skills: Craft (Armor smithing) +4, Craft (Blacksmithing) +4, Craft (Stonemasonry) +5, Craft (Trapmaking) +4, Craft (Weapon smithing) +4, Craft (Woodworking) +15, Handle Animal +15, Hide +0, Intimidate +8, Listen +0, Move Silently +0, Perform (Oratory) +4, Ride +12, Sleight of Hand +2.5, Spot +0. Feats: Blind-Fight, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (Waraxe).

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- **Tamal**, dwarf male, age 144, AL:LG, Commander of the Orothiar Bloodstone Riders detachment, Fighter 9, Cleric of Moradin 4. Size M (4'2"/127 cm tall); hp 101; Init +6 (+2 Dex, +4 Improved Initiative); Speed 20ft/6m; AC 20 (+2 Dex, mithral chain mail +7 (magic +2), shield +1); Attack +15/+10/+5 melee, Waraxe +2, +17/+12/+7, 1d10+5 dmg, or +14/+9/+4 ranged, heavy crossbow +2 +16/+11/+6, 1d10+2 dmg; SV Fort +12, Ref +6, Will +11; Str 16, Dex 15, Con 15, Int 12, Wis 18, Cha 9. Skills: Bluff +0, Craft (Armor smithing) +3, Craft (Blacksmithing) +3, Craft (Mining) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weapon smithing) +3, Handle Animal +5.5, Heal +5, Hide +2, Intimidate +9, Jump +14, Knowledge (Arcana) +5, Knowledge (Religion) +2, Listen +6, Move Silently +2, Ride +11, Spot +6. Feats: Alertness, Blind-Fight, Dodge, Improved Initiative, Leadership, Mobility, Spring Attack, Toughness. Cleric Domains: War, Law. Cleric spells available: 5/4+1/3+1/0/0/0/0/0/0.

## Ostrav - the Key NPCs

Segment: *Bloodstone*

- **Burgomaster Hanford Hempton**, human male, age 59, AL:NG, owner of the Swaying Yeti Inn, Expert 3, Warrior 1; Size M (5'8"/173cm tall); hp 15; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +5 melee, Dagger 1d4+2 dmg, or +6 ranged; SV Fort +4, Ref +4, Will +2; Str 15, Dex 17, Con 12, Int 11, Wis 9, Cha 12. Skills: Gather Information +7.5, Hide +3, Knowledge (Geography) +7.5, Knowledge (Nature) +4, Listen -1, Move Silently +3, Perform (Dance) +5, Ride +8, Sleight of Hand +7, Spellcraft +5, Spot -1, Survival +5, Use Rope +5.5. Feats: Point Blank Shot, Skill Focus (Knowledge (Geography)), Track.
- **Major Wilma Partridge**, human female, age 34, AL:LG, Commander of the 2<sup>nd</sup> Battalion, 3<sup>rd</sup> Combat Regiment, Paladin of Ilmater 12; Size M (5'6"/168cm tall); hp 55; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +14/+9/+4 melee, long sword, 1d8+2 dmg, or +11/+6/+1 ranged; SV Fort +11, Ref +7, Will +10; Str 15, Dex 8, Con 9, Int 17, Wis 14, Cha 19. Skills: Bluff +6.5, Craft (Woodworking) +16, Disable Device +9.5, Gather Information +5, Handle Animal +20, Hide +5.5, Knowledge (History) +9, Listen +2, Move Silently -1, Ride +10, Speak Language +2, Spot +6.5. Feats: Combat Expertise, Leadership, Mounted Combat, Power Attack, Skill Focus (Handle Animal), Weapon Focus (long sword). Paladin Spells Per Day: 0/2/2/1/0/0/0/0/0/0.
- **Tabor Danton**, human male, age 33, AL:NG, Commander of the Bloodstone Riders Detachment, Ranger 7; Size M (6'2"/188cm tall); hp 39; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +9/+4 melee, long sword, 1d8+2 dmg, or +9/+4 ranged, long bow, 1d8 dmg; SV Fort +6, Ref +4, Will +4; Str 14, Dex 15, Con 13, Int 10, Wis 14, Cha 9. Skills: Climb +11, Craft (Stonemasonry) +5, Handle Animal +9, Hide +2, Knowledge (Dungeoneering) +10, Knowledge (Nature) +9, Listen +4, Move Silently +2, Profession (Hunter) +12, Profession (Miner) +9, Spot +4, Survival +14. Feats: Alertness, [Evasion], [Improved Two Weapon Fighting], Self Sufficient, [Track], Two Weapon Defense, [Two Weapon Fighting], Weapon Focus (lance, heavy). Ranger Spells Per Day: 0/2/0/0/0/0/0/0/0/0.
- **Narda Smythe**, human female, age 34, AL:NG, Commander of the Village Watch, Warrior 5, Size M (5'1"/155cm tall); hp 21; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +9 melee, long sword, 1d8+4 dmg, or +7 ranged, long bow, 1d8 dmg; SV Fort +4, Ref +5, Will +1; Str 18, Dex 15, Con 11, Int 15, Wis 10, Cha 15. Skills: Climb +12, Concentration +2.5, Craft (Blacksmithing) +6, Craft (Carpentry) +4.5, Hide +2, Knowledge (Dungeoneering) +5.5, Listen +0, Move Silently +2, Perform (Comedy) +3, Ride +10, Spot +0. Feats: Improved Initiative, Lightning Reflexes, Power Attack.

## Palishchuk - the Key Encounters

Segment: *Bloodstone*

Baron Wingham is described separately in the section *New Unofficial NPCs*

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- **Oroghun, Burgomaster of Palishchuk**, half-orc male, age 38, AL:NG, Fighter 3, Size M (5'7"/170cm tall); hp 18; Init +4 (+4 Improved Initiative); Speed 30ft/9m; AC 10; Attack +6 melee, or +3 ranged; SV Fort +4, Ref +1, Will +1; Str 17, Dex 10, Con 13, Int 12, Wis 10, Cha 13. Skills: Balance +3, Craft (Stonemasonry) +4, Hide +0, Knowledge (Arcana) +3.5, Knowledge (Nobility and Royalty) +3, Listen +0, Move Silently +0, Spot +0. Feats: Improved Initiative, Point Blank Shot, Rapid Reload (crossbow, heavy), Weapon Focus (trident).
- **Granghat, Commander of the 4<sup>th</sup> Regiment of the Bloodstone Army**, half-orc male, age 46; AL:NG, Fighter 18; Size M (5'3"/160cm tall); hp 162; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +23/+18/+13/+8 melee, or +20/+15/+10/+5 ranged; SV Fort +14, Ref +10, Will +7; Str 21, Dex 15, Con 16, Int 9, Wis 13, Cha 10. Skills: Handle Animal +2, Hide +2, Intimidate +14, Knowledge (History) +0, Listen +3, Move Silently +2, Ride +6, Spot +3. Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (scimitar), Improved Bull Rush, Improved Critical (scimitar), Lightning Reflexes, Mobility, Power Attack, Quick Draw, Weapon Focus (scimitar).
- **Urugardht, Commander of the 1<sup>st</sup> Battalion**, half-orc male, age 33, AL:N, Commander of the 1<sup>st</sup> Battalion, Fighter 8; Size M (5'3"/160cm tall); hp 162; Init +2 (+2 Dex); Speed 30 ft/9m; AC 12 (+2 Dex); Attack +23/+18/+13/+8 melee, or +20/+15/+10/+5 ranged; SV Fort +14, Ref +10, Will +7; Str 21, Dex 15, Con 16, Int 9, Wis 13, Cha 10. Skills: Handle Animal +2, Hide +2, Intimidate +14, Knowledge (History) +0, Listen +3, Move Silently +2, Ride +6, Spot +3. Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (scimitar), Improved Bull Rush, Improved Critical (scimitar), Lightning Reflexes, Mobility, Power Attack, Quick Draw, Weapon Focus (scimitar).
- **Naghardh, Commander of the 2<sup>nd</sup> Battalion**, half-orc male, AL:NG, Fighter 8; Size M (6'0"/183cm tall); hp 66; Init +1 (+1 Dex); Speed 30ft/9m.; AC 11 (+1 Dex); Attack +13/+8 melee, or +9/+4 ranged; SV Fort +10, Ref +3, Will +1; Str 21, Dex 12, Con 14, Int 13, Wis 8, Cha 6. Skills: Forgery +6.5, Hide +1, Jump +14, Listen +0, Move Silently +1, Spot -1, Use Magic Device +1.5, Use Rope +6. Feats: Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Sunder, Power Attack, Quick Draw.
- **Varghurd, Commander of the Bloodstone Riders detachment**, half-orc male, age 34, AL:NG, Ranger 8; Size M (5'7"/170cm tall); hp 41; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +10/+5 melee, or +12/+7 ranged; SV Fort +6, Ref +6, Will +5; Str 14, Dex 19, Con 11, Int 13, Wis 17, Cha 9. Skills: Craft (Alchemy) +10, Craft (Carpentry) +9, Craft (Painting) +7, Craft (Pottery) +9, Craft (Stonemasonry) +7, Hide +16, Knowledge (Geography) +12, Listen +5, Move Silently +6, Spot +5, Survival +11, Use Rope +15; Alertness, Deceitful, [Evasion], [Manyslot], [Rapid Shot], Stealthy, [Track]. Ranger Spells Per Day: 2/1/0/0.
- **Beroghor, Commander of the Town Watch**, half-orc male, age 24, AL:NG, Fighter 3. Size M (5'8"/173cm tall); hp 29; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +7 melee, or +2 ranged; SV Fort +5, Ref +0, Will +1; Str 19, Dex 9, Con 14, Int 10, Wis 11, Cha 10. Skills: Hide +0, Intimidate +5, Listen +2, Move Silently -1, Ride +4, Spot +2. Feats: Alertness, Combat Reflexes, Improved Sunder, Power Attack.
- **Hadurghat, baronial mage**, half-orc male, age 44, AL:CG, Sorcerer 17; Size M (6'2"/188cm tall); Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +10/+5 melee, or +7/+2 ranged; SV Fort +5, Ref +4, Will +14; Str 15, Dex 9, Con 10, Int 12, Wis 14, Cha 16. Skills: Bluff +23, Craft (Shipmaking) +16, Hide -1, Knowledge (Arcana) +13, Knowledge (Local) +2, Knowledge (Nature) +2, Listen +2, Move Silently -1, Spot +2. Feats: Investigator, Iron Will, Scribe Scroll, Skill Focus (Knowledge (Arcana)), Still Spell. Sorcerer Spells Known (6/7/7/7/6/6/6/0/0/0): 0th -- Dancing Lights, Detect Magic, Ghost Sound, Light, Message, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue. 1st -- Cause Fear, Mount, Obscuring Mist, Sleep, Unseen Servant. 2nd -- Acid Arrow, Bear's Endurance, Hypnotic Pattern, Touch of Idiocy, Web. 3rd -- Deep Slumber, Fireball, Fly, Halt Undead. 4th -- Charm Monster, Detect Scrying, Lesser Globe of Invulnerability, Solid Fog. 5th -- Baleful Polymorph, Cloudkill, Mind Fog, Teleport. 6th -- Disintegrate, Forceful Hand, Stone to Flesh.



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- **Rughurd, Battlelord of Tempus**, half-orc male, age 41, AL:N, Cleric 8. Size M (5'7"/170cm tall); hp 42; Init +0; Speed 30ft/9m; AC 10; Attack +9/+4 melee, or +6/+1 ranged; SV Fort +6, Ref +2, Will +9; Str 16, Dex 10, Con 10, Int 11, Wis 16, Cha 14. Skills: Heal +6, Hide +0, Knowledge (Religion) +11, Listen +3, Move Silently +0, Spellcraft +8, Spot +3. Feats: Combat Casting, Combat Reflexes, Maximize Spell. Cleric Domains: War, Strength. Cleric Spells Per Day: 6/5+1/4+1/4+1/2+1/0/0/0/0/0.
- **Frighra, Healing Mother of Luthic**, half-orc female, age 38, AL:LN, Cleric 8. Size M (4'9"/145cm tall); hp 59; Init +0; Speed 30ft/9m; AC 10; Attack +11/+6 melee, or +6/+1 ranged; SV Fort +8, Ref +2, Will +9; Str 20, Dex 11, Con 14, Int 11, Wis 16, Cha 10. Skills: Diplomacy +7, Heal +7, Hide +0, Knowledge (The Planes) +11, Listen +3, Move Silently +0, Spot +3. Feats: Improved Turning, Leadership, Spell Focus (enchantment). Cleric Domains: Healing, Protection. Cleric Spells Per Day: 6/5+1/4+1/4+1/2+1/0/0/0/0/0.

## Polten Plain Encounters - the Key NPCs

Segment: *Bloodstone*

### Typical Bandit Group:

- **Leader**, human male or female, AL: various evil, Fighter 8, CR 8, Size M; HD 8d10+16; hp 55; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +12/+7 melee, or +7/+2 ranged; SV Fort +8, Ref +1, Will +2; Str 18, Dex 9, Con 15, Int 12, Wis 11, Cha 12. Skills: Climb +5, Craft (Shipmaking) +9, Disguise +3, Hide -1, Intimidate +13, Jump +15, Listen +0, Move Silently -1, Ride +10, Spot +0. Feats: Exotic Weapon Proficiency (urgosh, dwarven), Leadership, Mounted Archery, Mounted Combat, Persuasive, Point Blank Shot, Quick Draw, Toughness.
- **Goat's Head Priest**, human male or female, AL:CE, Cleric of dead Orcus 5, CR 5; Size M; HD 5d8; hp 28; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +4 melee, or +4 ranged; SV Fort +4, Ref +2, Will +7; Str 13, Dex 13, Con 10, Int 9, Wis 16, Cha 14. Skills: Craft (Leatherworking) +3, Craft (wool making) +4, Hide +1, Knowledge (History) +6, Listen +3, Move Silently +1, Spot +3. Feats: Dodge, Extend Spell, Scribe Scroll. Cleric Spells Daily: None.
- **Scout**, human male or female, AL: various evil, Rogue 3, CR 3; Size M; HD 3d6; hp 13; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +2 melee, or +4 ranged; SV Fort +1, Ref +5, Will +2; Str 10, Dex 15, Con 10, Int 14, Wis 13, Cha 15. Skills: Appraise +6, Balance +5, Climb +6, Decipher Script +6, Disable Device +7, Hide +7, Intimidate +5, Jump +5, Knowledge (Architecture and Engineering) +5, Knowledge (Local) +7, Listen +6, Move Silently +5, Open Lock +6, Sense Motive +4, Sleight of Hand +10, Spot +1. Feats: Deft Hands, Dodge, [Evasion], Point Blank Shot.
- **2 Fighters**, human male or female, AL: various evil, Fighter 2, Size M; HD 2d10+4; hp 20, 18; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +5 melee, or +4 ranged; SV Fort +5, Ref +2, Will +1; Str 17, Dex 14, Con 15, Int 11, Wis 13, Cha 12. Skills: Climb +7, Handle Animal +3, Hide +2, Intimidate +5, Jump +8, Listen +1, Move Silently +2, Spot +1. Feats: Blind-Fight, Improved Bull Rush, Improved Sunder, Power Attack.

## Portith - the Key NPCs

Segment: *Bloodstone*

- **Willard Kimball, Burgomaster of Portith**, human male, age 44, AL:NG, Expert 3; Size M (5'7"/170cm tall); hp 22; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +5 melee, Short sword 1d6+3 dmg, or +5 ranged; SV Fort +3, Ref +4, Will +6; Str 16, Dex 17, Con 14, Int 13, Wis 16, Cha 8. Skills: Climb +9, Concentration +6, Craft (Blacksmithing) +6, Craft (Painting) +6, Craft (Stonemasonry) +2, Craft (Trapmaking) +4.5, Disable Device +3, Disguise +5, Handle Animal +1.5, Hide +3, Jump +5, Listen +5, Move Silently +3.5, Spot +5, Survival +9. Feats: Alertness, Skill Focus (Craft (Painting)), Skill Focus (Craft (Trapmaking)).

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- **Herbert Quader, commander of the Bloodstone Riders detachment**, human male, age 28, AL:NG, Ranger 5; Size M (5'8"/173cm tall); hp 28; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +6 melee, Long sword 1d8+1 dmg, or +6 ranged, Long bow, 1d8 dmg; SV Fort +4, Ref +2, Will +4; Str 13, Dex 13, Con 10, Int 11, Wis 16, Cha 6. Skills: Concentration +3, Craft (Shipmaking) +4, Handle Animal +6, Heal +11, Hide +1, Intimidate +0, Jump +8, Knowledge (Dungeoneering) +8, Listen +5, Move Silently +1, Search +7, Spot +5, Survival +10. Feats: Alertness, Extend Spell, Improved Initiative, [Rapid Shot], [Track].  
Ranger Spells Per Day: 0/1/0/0/0/0/0/0.
- **Jurgen Sparrow, Commander of the Village Watch**, human male, age 27, AL:NG, Warrior 4; Size M (5'9"/175cm tall); hp 29; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +6 melee, Long sword 1d8+2 dmg, or +5 ranged; SV Fort +6, Ref +2, Will +0; AL NG; Str 15, Dex 13, Con 15, Int 11, Wis 9, Cha 11. Skills: Climb +9, Craft (Stonemasonry) +2.5, Forgery +0.5, Hide +1, Jump +8, Listen +0, Move Silently +1, Spellcraft +1, Spot -1. Feats: Endurance, Toughness, Toughness.
- **Olga of Ilmater**, human female, age 27, AL:LG, Cleric of Ilmater 4; Size M (5'8"/173cm tall); hp 24; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +5 melee, Heavy mace 1d8+2 dmg, or +2 ranged; SV Fort +5, Ref +0, Will +7; Str 14, Dex 9, Con 12, Int 9, Wis 16, Cha 10. Skills: Heal +9, Hide -1, Knowledge (Religion) +4, Listen +3, Move Silently -1, Profession (Hunter) +6, Spot +3. Feats: Empower Spell, Improved Turning, Weapon Focus (quarterstaff). Cleric Domains: Good, Healing. Cleric Spells Per Day: 5/4+1/3+1/0/0/0/0/0/0.
- **Zachary Menges, Station manager of the Bloodstone-Impilturian Trading Coster and Iron Throne agent**, human male, age 29, AL:NE, Rogue 5; Size M (5'5"/165cm tall); hp 12; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +4 melee, Short sword 1d6+1 dmg, or +4 ranged; SV Fort -1, Ref +5, Will +0; Str 12, Dex 13, Con 7, Int 13, Wis 9, Cha 6. Skills: Bluff +6, Diplomacy +5, Escape Artist +6, Hide +8, Intimidate +5, Listen -1, Move Silently +8, Open Lock +10, Profession (Hunter) +5, Sleight of Hand +6, Speak Language +3, Spellcraft +5, Spot -1, Tumble +8. Feats: Blind-Fight, [Evasion], Nimble Fingers, Weapon Focus (dart).
- **Gunda Tollwacks (Gunda of Xvim)**, human female, age 29, AL:LE, Cleric of Xvim 3, Rogue 2. Size M (5'2"/157cm tall); hp 46; Init +3 (+3 Dex); Speed 30ft/9m.; AC 13 (+3 Dex); Attack +5 melee, Heavy Mace 1d8+2 dmg, or +6 ranged; SV Fort +6, Ref +7, Will +6; Str 14, Dex 17, Con 16, Int 10, Wis 17, Cha 13. Skills: Craft (Bowmaking) +5, Craft (Trapmaking) +5, Craft (Weaponsmithing) +4, Disable Device +5, Forgery +1, Gather Information +3, Heal +9.5, Hide +3, Jump +4, Listen +5, Move Silently +3, Search +5, Spot +5. Feats: Alertness, Combat Reflexes, Empower Spell, [Evasion]. Cleric Domains: Destruction, Evil. Cleric Spells Per Day: 4/3+1/2+1/0/0/0/0/0/0.

## Praka - the Key NPCs

Segment: *Bloodstone*

Baron Tom Haystacks is described separately in the section *New Unofficial NPCs*.

- **Seymour Dalstrom, Chancellor of the Barony**, human male, age 60, AL:NG, Fighter 9; Size M (5'10"/178cm tall); hp 64; Init +4 (+4 Improved Initiative); Speed 30ft/9m; AC 10; Attack +12/+7 melee, Dagger 1d4+3 dmg, or +9/+4 ranged; SV Fort +7, Ref +3, Will +2; Str 16, Dex 11, Con 13, Int 10, Wis 9, Cha 12. Skills: Hide +0, Jump +13, Listen +1, Move Silently +0, Open Lock +1.5, Perform (String Instruments) +4, Ride +11, Spot +5.5. Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Improved Overrun, Power Attack, Track, Weapon Focus (axe, throwing), Weapon Focus (sword, short).
- **Anton Partch, Burgomaster of Praka**, human male, age 59, AL:LG, Aristocrat 5; Size M (5'2"/157cm tall); hp 45; Init +0; Speed 30ft/9m; AC 10; Attack +1 melee, Dagger 1d4-2 dmg, or +3 ranged; SV Fort +4, Ref +1, Will +4; Str 7, Dex 10, Con 16, Int 9, Wis 11, Cha 14. Skills: Forgery +5, Hide +0, Knowledge (Architecture and Engineering) +5, Listen +0, Move Silently +0, Ride +5, Sense Motive +8, Spot +0, Swim +6. Feats: Mounted Archery, Mounted Combat, Skill Focus (Sense Motive).

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- Dennis Narble, Commander of the Ostel Bloodstone Riders**, human male, age 39, AL:NG, Ranger 12. Size M (5'4"/163cm tall); hp 51; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +12/+7/+2 melee, long sword 1d8 dmg, or +15/+10/+5 ranged, long bow, 1d8 dmg; SV Fort +7, Ref +7, Will +7; Str 10, Dex 16, Con 9, Int 9, Wis 12, Cha 8. Skills and feats: Craft (Armorsmithing) +4, Craft (Blacksmithing) +7, Craft (Leatherworking) +8, Craft (Painting) +9, Craft (Pottery) +0, Hide +18, Jump +8, Listen +3, Move Silently +3, Search +8, Spot +3, Survival +13, Swim +15; Alertness, Combat Reflexes, [Evasion], [Improved Precise Shot], Iron Will, [Manyslot], Point Blank Shot, [Rapid Shot], Skill Focus (Swim), Still Spell, [Track]. Ranger Spells Per Day: 0/2/1/0/0/0/0/0/0/0.
- Burt Ralston, Commander of the Watch**, human male, age 29, AL:NG, Fighter 5; Size M (5'7"/170cm tall); hp 34; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +8 melee, Long sword 1d8+3 dmg, or +6 ranged, Long bow, 1d8 dmg; SV Fort +7, Ref +4, Will +2; Str 17, Dex 13, Con 16, Int 10, Wis 13, Cha 16. Skills: Climb +11, Forgery +3, Hide +1, Listen +4, Move Silently +1, Spot +1, Swim +10, Use Rope +1.5. Feats: Dodge, Endurance, Lightning Reflexes, Point Blank Shot, Power Attack, Quick Draw.
- Findelnyr**, human male, age 68, AL:NG, Wizard 17; CR 17; Size M (5'9"/175cm tall); hp 77; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +8/+3 melee, Dagger 1d3 dmg, or +9/+4 ranged; SV Fort +7, Ref +6, Will +11; Str 10, Dex 13, Con 15, Int 16, Wis 12, Cha 14. Skills: Craft (Painting) +15, Hide +1, Knowledge (Arcana) +23, Knowledge (Geography) +18, Knowledge (Religion) +21, Knowledge (The Planes) +23, Listen +1, Move Silently +1, Sleight of Hand +5, Spellcraft +23, Spot +1. Feats: Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Extend Spell, Forge Ring, Improved Initiative, Point Blank Shot, [Scribe Scroll], Silent Spell, Spell Focus (transmutation), Widen Spell. Wizard Spells Known (4/5/5/5/4/4/4/0/0/0)
- Monwind**, human male, age 74, AL:NG, Diviner 16; Size M (5'11"/180cm tall); hp 66; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +8/+3 melee, Dagger 1d4 dmg, or +10/+5 ranged; SV Fort +6, Ref +7, Will +11; Str 11, Dex 15, Con 12, Int 17, Wis 12, Cha 9. Skills: Craft (Painting) +11, Craft (Stonemasonry) +21, Hide +2, Knowledge (Arcana) +18, Knowledge (Dungeoneering) +5, Knowledge (Local) +18, Knowledge (Religion) +21, Listen +1, Move Silently +2, Spellcraft +21, Spot +1. Feats: Craft Staff, Craft Wand, Endurance, Maximize Spell, Run, [Scribe Scroll], Silent Spell, Spell Mastery (Identify, Tongues), Still Spell, Toughness, Widen Spell. Prohibited Schools: Abjuration. Wizard Spells Known (4/5+1/5+1/5+1/4+1/4+1/3+1/3+1/0/0).
- Painbearer Lietha of Ilmater**, human female, age 37, AL:LG, Cleric of Ilmater 9; Size M (5'2"/157cm tall); hp 43; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +8/+3 melee, Heavy mace 1d8+2 dmg, or +8/+3 ranged; SV Fort +6, Ref +5, Will +8; Str 14, Dex 14, Con 11, Int 7, Wis 15, Cha 11. Skills: Heal +10, Hide +2, Knowledge (History) +8, Knowledge (The Planes) +5, Listen +2, Move Silently +2, Spot +2. Feats: Combat Casting, Eschew Materials, Quicken Spell, Scribe Scroll, Silent Spell. Cleric Domains: Good, Healing. Cleric Spells Per Day: 6/5+1/5+1/3+1/2+1/1+1/0/0/0/0.
- Phandelraun, Head of the Bloodstone-Impiltur Trading Coster and Iron Throne agent**, human male, age 54, AL:NG(NE), Rogue 8, Expert 2, Aristocrat 3; Size M 6'0"/173cm tall); hp 64; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +6/+1 melee, Short sword 1d6-3 dmg, or +12/+7 ranged; SV Fort +4, Ref +10, Will +11; Str 4, Dex 17, Con 12, Int 16, Wis 13, Cha 15. Skills: Appraise +12, Balance +14, Climb +7, Craft (Blacksmithing) +11, Craft (Pottery) +7, Craft (Sculpting) +3.5, Craft (Stonemasonry) +8, Craft (Trapmaking) +4.5, Decipher Script +13, Diplomacy +10, Disable Device +16, Disguise +11, Forgery +13, Hide +3, Jump +5.5, Knowledge (Local) +8, Knowledge (Nature) +4, Knowledge (Nobility and Royalty) +8, Listen +3, Move Silently +12, Open Lock +15.5, Perform (Dance) +7, Perform (Percussion Instruments) +7, Perform (Sing) +8, Profession (Hunter) +4, Sleight of Hand +12, Spot +3, Use Magic Device +11. Feats: Alertness, [Evasion], Persuasive, Iron Will, Nimble Fingers, Skill Focus (Profession (Hunter)), Weapon Finesse.

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- **Goat's Head Priest Ruprus, owner of the River Rat Tavern**, human male, age 50, AL:CE, Cleric of Cyric 11; Size M (6'1"/185cm tall); hp 53; Init -1 (-1 Dex); Speed 30ft/9m.; AC 9 (-1 Dex); Attack +7/+2 melee, Heavy Mace 1d8-1 dmg, or +7/+2 ranged; SV Fort +9, Ref +2, Will +10; Str 9, Dex 9, Con 10, Int 8, Wis 17, Cha 8. Skills: Craft (Woodworking) +5, Diplomacy +6, Hide -1, Knowledge (Arcana) +3, Knowledge (Religion) +11, Listen +3, Move Silently -1, Spot +3. Feats: Brew Potion, Craft Magic Arms and Armor, Enlarge Spell, Extra Turning, Great Fortitude. Cleric Domains: Chaos, Death. Cleric Spells Per Day: 6/6+1/5+1/5+1/3+1/2+1/1+1/0/0/0.
- **Maskarr Lola Montets, owner of the Southwind Tavern**, human female, age 33, AL:NE, Cleric of Mask 6; Size M (4'11"/150cm tall); hp 38; Init +4 (+4 Improved Initiative); Speed 30ft/9m; AC 10; Attack +6 melee, Heavy Mace 1d8+2 dmg, or +4 ranged; SV Fort +7, Ref +2, Will +7; Str 15, Dex 11, Con 15, Int 9, Wis 15, Cha 12. Skills: Craft (Shipmaking) +0, Craft (Trapmaking) +9, Heal +10, Hide +0, Listen +2, Move Silently +0, Spot +2. Feats: Improved Initiative, Improved Unarmed Strike, Maximize Spell, Skill Focus (Craft (Trapmaking)).

### Prograth's Darkenbeasts

Segment: *Tale of 2 Liches*

- **7 Darkenbeasts** (*original forms: 4 mice, 2 rats, 1 black squirrel*), Size M (magical beast - 4-5ft/120-150cm tall). Init +6 (+2 Dex, +4 Improved Initiative). HD 5d10+15, AL: NE, AC 15 (+2 Dex, +3 natural), HP 38, 48, 46, 52, 30, 40. Attacks: 2 Claws, +8 melee, 3d4 hp dmg, or fangs, +3 melee, 1d4+3 hp dmg, and bite, +3 melee, 1d6+1 hp dmg. Face/Reach: 5ft/5x5ft-150cm/150x150cm. Speed: 5ft/150cm flight, 40ft/12m (poor). Special attacks: Spell imprinting. Special Qualities: Immunities, light vulnerability, SR 15. Saves: +9/+6/+1. Abilities: Str 16, Dex 15, Con 16, Int 5, Wis 11, Cha 4. Skills: Hide +3, Listen +5, Move Silently +5, Spot +5. Feats: Great Fortitude, Improved Initiative. Challenge Rating 4.

### Ravensburg - the Key NPCs

Segment: *Bloodstone*

- **Colonel Brandlnyr**, human male, age 66, AL:LG, Carmathian chancellor and commander of the 3<sup>rd</sup> Combat Regiment, Princely Brigade of Damara, Paladin of Ilmater 15; Size M (5'8"/173cm tall); HP: 92; Init +0; Speed 30ft/9m; AC 10; Attack +14/+9/+4 melee, long sword +2, +16/+11/+6, 1d8+2 dmg; Save: Fort +12, Ref +9, Will +11; Str 11, Dex 11, Con 12, Int 12, Wis 19, Cha 15. Skills: Craft (Painting) +16, Hide +5.5, Knowledge (Dungeoneering) +5, Knowledge (Geography) +1.5, Knowledge (Religion) +10, Listen +4, Move Silently +0, Perform (Comedy) +9, Ride +18, Spot +4. Feats: Combat Reflexes, Empower Spell, Leadership, Lightning Reflexes, Mounted Combat, Point Blank Shot, Weapon Focus (long sword). Paladin Spells Per Day: 0/3/2/2/2/0/0/0/0/0.
- **Major Willard Sykes**, human male, age 36, AL:LG, Commander of the 1<sup>st</sup> Battalion, 3<sup>rd</sup> Regiment, Fighter 13; Size M (5'11"/173cm tall); HP: 128; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +17/+12/+7 melee, long sword, 1d8+4 dmg, or +15/+10/+5 ranged. long bow, 1d8 dmg; Save: Fort +12, Ref +6, Will +3; Abilities: Str 18, Dex 14, Con 18, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +11, Hide +2, Jump +20, Listen +1, Move Silently +2, Perform (Dance) +6, Ride +14, Spot +1, Swim +19. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Improved Overrun, Improved Sunder, Power Attack, Quick Draw, Rapid Reload (long bow), Weapon Focus (long sword).

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- **Major Lucinda Grey**, human female, AL:LG, Commander of the 2<sup>nd</sup> Battalion, 3<sup>rd</sup> Combat Regiment, Fighter 13; Size M (5'9"/175cm tall); HP: 110; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +16/+11/+6 melee, long sword, 1d8+3 dmg, or +15/+10/+5 ranged, long bow, 1d8 dmg; Save: Fort +10, Ref +6, Will +6; Str 16, Dex 15, Con 14, Int 13, Wis 10, Cha 9. Skills: Handle Animal +10, Hide +2, Intimidate +4, Jump +17, Listen +2, Move Silently +2, Profession (Hunter) +2.5, Profession (Miner) +3, Ride +17, Spot +2, Swim +11. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Trip, Iron Will, Mobility, Power Attack, Weapon Finesse, Weapon Focus (long sword).
- **Burgomaster Sepp Seehofer**, human male, AL:LG, Aristocrat 4; Size M (5'6"/168cm tall); HP: 22; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +5 melee, dagger 1d4+2 dmg, or +5 ranged; Save: Fort +1, Ref +3, Will +6; Str 15, Dex 15, Con 10, Int 11, Wis 15, Cha 18. Skills: Craft (Blacksmithing) +2, Diplomacy +10, Handle Animal +9, Hide +2, Knowledge (Architecture and Engineering) +6, Listen +2, Move Silently +2, Perform (Dance) +8, Ride +8, Speak Language +4, Spot +2. Feats: Mounted Combat, Point Blank Shot, Quick Draw.
- **Tarm Winslow**, human male, AL:NG, Commander of the Arcatan Bloodstone Riders, Ranger 11; Size M (5'7"/170cm tall); HP: 51; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +13/+8/+3 melee, long sword, 1d8+2 dmg, or +14/+9/+4 ranged, long bow, 1d8 dmg; Save: Fort +7, Ref +6, Will +4; Str 14, Dex 17, Con 10, Int 10, Wis 13, Cha 15. Skills: Craft (Alchemy) +7, Craft (Pottery) +12, Craft (Sculpting) +9, Craft (Weaponsmithing) +14, Craft (Woodworking) +14, Hide +3, Knowledge (Geography) +14, Knowledge (Nature) +14, Listen +3, Move Silently +3, Spot +3, Survival +15; Alertness, Deceitful, [Evasion], [Improved Precise Shot], [Manyshot], Power Attack, [Rapid Shot], Toughness, [Track], Weapon Focus (long sword). Ranger Spells Per Day: 0/2/1/0/0/0/0/0/0.
- **Watch Commander Hubert Thann**, human male, AL:NG, Fighter 8. Size M (5'11"/180cm in. tall); HP: 65; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +11/+6 melee, long sword, 1d8+3 dmg, or +9/+4 ranged, long bow, 1d8 dmg; Saves: Fort +7, Ref +3, Will +5; Str 16, Dex 13, Con 13, Int 11, Wis 12, Cha 9. Skills: Handle Animal +9, Hide +1, Jump +14, Knowledge (Religion) +4, Listen +1, Move Silently +1, Spot +1, Use Rope +5. Feats: Improved Critical (long sword), Improved Initiative, Iron Will, Persuasive, Quick Draw, Weapon Focus (long sword), Weapon Focus (long bow), Weapon Specialization (long sword).
- **Lundlnyr**, human male, AL:NG, Wizard 20; Size M (5'3"/160cm tall); HP: 92; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +13/+8 melee, dagger, 1d4+3 dmg, or +11/+6 ranged; Saves Fort +8, Ref +7, Will +14; Str 17, Dex 12, Con 14, Int 19, Wis 14, Cha 11. Skills: Craft (Pottery) +18, Decipher Script +26, Hide +1, Knowledge (Arcane) +26, Knowledge (History) +25, Knowledge (Nature) +21, Knowledge (The Planes) +27, Listen +2, Move Silently +1, Spellcraft +27, Spot +2. Feats: Blind-Fight, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Empower Spell, Enlarge Spell, Forge Ring, Greater Spell Penetration, Heighten Spell, Quicken Spell, [Scribe Scroll], Spell Penetration.

**Wizard Spells Known** (4/5/5/5/4/4/4/4): 0<sup>th</sup> - Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. 1<sup>st</sup> - Charm Person, Color Spray, Detect Undead, Feather Fall, Identify, Jump, Mage Armor, Magic Missile, Protection from Evil, Protection from Good, Sleep, True Strike. 2<sup>nd</sup> - Darkvision, Hypnotic Pattern, Knock, Levitate, Minor Image, Misdirection, Summon Swarm. 3<sup>rd</sup> - Arcane Sight, Dispel Magic, Fireball, Fly, Greater Magic Weapon, Halt Undead, Hold Person, Phantom Steed, Rage, Ray of Exhaustion, Sepia Snake Sigil, Shrink Item, Summon Monster III. 4<sup>th</sup> - Black Tentacles, Charm Monster, Lesser Geas, Lesser Globe of Invulnerability, Phantasmal Killer, Polymorph, Remove Curse, Resilient Sphere, Wall of Fire. 5<sup>th</sup> - Animal Growth, Baleful Polymorph, Lesser Planar Binding, Mage's Private Sanctum, Telekinesis. 6<sup>th</sup> - Chain Lightning, Eyebite, Freezing Sphere, Legend Lore, Mass Bear's Endurance, Mass Suggestion, Permanent Image.

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7<sup>th</sup> - Delayed Blast Fireball, Finger of Death, Forcecage, Instant Summons, Mage's Magnificent Mansion, Vision. 8<sup>th</sup> - Binding, Dimensional Lock, Greater Prying Eyes, Irresistible Dance, Mind Blank, Polymorph Any Object, Sunburst. 9<sup>th</sup> - Annihilate, Dominate Monster, Energy Drain, Etherealness, Freedom, Imprisonment, Mage's Disjunction, Mass Hold Monster, Meteor Swarm, Shapechange, Time Stop.

- **Ruhrila of Ilmater**, human female, AL:LG, High Cleric of Ilmater, Cleric 17; Size M (4'11"/150cm tall); HP: 134; Init +4 (Imp Init); Speed 30ft/9m; AC 10; Attack +15/+10/+5 melee, heavy mace, 1d8+3 dmg, or +12/+7/+2 ranged; Save Fort +13, Ref +5, Will +15; Str 16, Dex 11, Con 16, Int 9, Wis 20, Cha 18. Skills: Craft (Blacksmithing) +2, Heal +21, Hide +0, Knowledge (Arcana) +1, Knowledge (Religion) +18, Listen +5, Move Silently +0, Spot +5. Feats: Blind-Fight, Brew Potion, Eschew Materials, Improved Counterspell, Improved Initiative, Improved Turning, Weapon Focus (heavy mace). Cleric Domains: Good, Healing. Cleric Spells Per Day: 6/7+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1/1+1.
- **Durlbryl**, human female, AL:NG, Druidess of Chauntea 16; Size M (5'4"/163cm tall); HP: 90; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +14/+9/+4 melee, scimitar, 1d6+2 dmg, or +14/+9/+4 ranged; Saves Fort +13, Ref +7, Will +14; Str 14, Dex 14, Con 13, Int 10, Wis 18, Cha 8. Skills: Craft (Alchemy) +14, Craft (Shipmaking) +8, Diplomacy +18, Handle Animal +17, Hide +2, Knowledge (Nature) +14, Listen +4, Move Silently +2, Perform (Percussion Instruments) +2.5, Spellcraft +18, Spot +4; Craft Magic Arms and Armor, Craft Staff, Great Fortitude, Spell Focus (abjuration), Toughness, Track, Widen Spell. Druid Spells Per Day: 6/6/6/6/5/4/3/3/2/0.
- **Wynton Copper**, human male, AL:N, Damaran Director of the Mulman Transport Union, Rogue 14; Size M (5'10"/178cm tall); HP: 64; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +8/+3 melee, short sword, 1d6-2, or +13/+8 ranged; Save: Fort +5, Ref +12, Will +6; Str 7, Dex 17, Con 13, Int 14, Wis 15, Cha 12. Skills: Appraise +20, Bluff +18, Climb +15, Disable Device +19, Escape Artist +17, Hide +3, Intimidate +19, Knowledge (Local) +17, Listen +4, Move Silently +20, Open Lock +20, Spot +4, Swim +11, Tumble +19. Feats: Alertness, Deft Hands, [Evasion], Improved Unarmed Strike, Persuasive, Skill Focus (Appraise), Weapon Finesse.
- **Romard Wheeler**, human male, AL:NE, Damaran Director of the Ordulin & Yhaunn Marine Coster and Iron Throne agent, Rogue 13; Size M (6'0"/183cm tall); HP: 26; Init +5 (+5 Dex); Speed 30ft/9m; AC 15 (+5 Dex); Attack +8/+3 melee, dagger 1d4 -1 dmg, or +14/+9 ranged; Saves Fort +3, Ref +13, Will +6; Str 8, Dex 20, Con 8, Int 14, Wis 15, Cha 12. Skills: Appraise +14, Balance +18, Bluff +16, Decipher Script +13, Diplomacy +14, Disable Device +15, Disguise +19, Escape Artist +18, Hide +21, Listen +4, Move Silently +20, Open Lock +19, Sleight of Hand +16, Spot +4, Use Magic Device +17. Feats: Alertness, Deceitful, Dodge, [Evasion], Persuasive, Point Blank Shot, Weapon Finesse.
- **Willard Hillman**, human male, AL:N, Manager of the Damaran Merchants League, Expert 2; Size M (6'3"/191cm tall); HP: 14; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +1 melee, dagger, 1d4 dmg, or +4 ranged; Saves Fort +2, Ref +3, Will +6; Str 11, Dex 17, Con 15, Int 16, Wis 17, Cha 13. Skills: Craft (Shipmaking) +8, Craft (Trapmaking) +6, Disable Device +4, Escape Artist +5, Hide +5.5, Knowledge (History) +8, Knowledge (Local) +8, Listen +5, Move Silently +3, Open Lock +8, Perform (Dance) +6, Perform (Keyboard Instruments) +5, Ride +5, Speak Language +3, Spot +5. Feats: Alertness, Skill Focus (Craft (Trapmaking)).
- **Bill Timmons**, human male, AL:NG, Chairman of the Carmathan Shepherds Circle, Expert 2; Size M (5'7"/170cm tall); HP: 11; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +1 melee, dagger, 1d4 dmg, or +4 ranged; Saves Fort +1, Ref +3, Will +5; Str 11, Dex 16, Con 12, Int 18, Wis 15, Cha 11. Skills: Craft (Stonemasonry) +8, Craft (Trapmaking) +8, Diplomacy +2, Escape Artist +4, Handle Animal +2.5, Hide +3, Knowledge (Architecture and Engineering) +9, Knowledge (Dungeoneering) +9, Knowledge (Local) +9, Listen +2, Move Silently +5, Open Lock +5, Perform (Percussion Instruments) +5, Perform (String Instruments) +5, Spot +2, Survival +7. Feats: Point Blank Shot, Skill Focus (Move Silently).

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- **Leonard Cobb**, human male, AL:NE, Chairman of the Carmathan Grazers Association, Expert 3; Size M (5'9"/175cm tall); HP: 11; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +1 melee, dagger, 1d4-1 dmg, or +3 ranged; Saves Fort +1, Ref +2, Will +5; Str 8, Dex 13, Con 10, Int 18, Wis 15, Cha 8. Skills: Climb +1, Craft (Leatherworking) +5, Craft (Pottery) +6.5, Craft (Woodworking) +9, Decipher Script +5, Diplomacy +0, Forgery +6, Handle Animal +1.5, Heal +2.5, Hide +1, Knowledge (Arcana) +10, Knowledge (Architecture and Engineering) +10, Knowledge (Nobility and Royalty) +5, Listen +4, Move Silently +1, Perform (Percussion Instruments) +1, Perform (Sing) +2, Perform (Wind Instruments) +0, Profession (Hunter) +8, Profession (Miner) +3, Sleight of Hand +3, Spot +4, Swim +1.5. Feats: Alertness, Martial Weapon Proficiency (sap), Skill Focus (Handle Animal).
- **Luke Warden**, human male, AL:LG, chairman of the Carmathan Growers Association, Expert 3, Size M (6'0"/183cm in. tall); HP: 15; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30ft/9m.; AC 13 (+3 Dex); Attack +0 melee, 1d4-2 dmg, or +5 ranged; Saves Fort +3, Ref +4, Will +4; Str 6, Dex 16, Con 14, Int 10, Wis 13, Cha 13. Skills: Craft (Painting) +5, Craft (Shipmaking) +6, Hide +3, Knowledge (Religion) +6, Listen +2, Move Silently +9, Perform (Dance) +7, Perform (Wind Instruments) +7, Spellcraft +6, Spot +1. Feats: Improved Initiative, Skill Focus (Craft (Shipmaking)), Weapon Focus (dagger).

## Rolling Hills NPCs

Segment: *Backlands*

### 1. Kelemvor's Quarter

- **Klarsa of Kelemvor**, human female, AL: LN, Cleric (Doomguide) lvl 20, AC: 20 (Dex, chain mail, Ring of Protection +3). HP: 167; Abilities: Str 14, Con 16, Dex 14, Wis 20, Int 12, Cha 9. Base Attack Bonus: +15/+10/+5; Attack: Weapon: Mace of Lasting Death +3, Attack Bonus +20/+15/+10, 1d8+5 hp dmg; hit automatically destroys undead of vampire or less, other undead save for will or are destroyed. Saves: +15/+8/+17. Spells: 6/7+1/6+1/6+1/6+1/5+1/4+1/4+1/4+1, Domains: Law, Death; Challenge Rating 19.
- **Hestell of Kelemvor**, human male, AL: LN, Cleric (Doomguide) lvl 14, AC: 18 (Dex, chain mail, Ring of Protection +2) HP: 129, Abilities: Str 15, Con 16, Dex 12, Wis 18, Int 11, Cha 11. Base Attack Bonus: +10/+5; Weapon: Heavy Mace+3, Attack Bonus: +15/+10, 1d8+5 hp dmg. Saves: +12/+5/+13; Spells: 6/6+1/6+1/5+1/5+1/3+1/3+1/2+1/0/0, Domains: Protection, Death; Challenge Rating 12.
- **Reetha of Kelemvor**, human female, AL: LN, Cleric (Doomguide) lvl 12, AC: 18 (Dex, chain mail, Ring of Protection +1); HP: 86, Abilities: Str 11, Con 15, Dex 16, Wis 18, Int 14, Cha 10. Base Attack Bonus: +9/+4; Attack: Weapon: Heavy Mace +2, Attack Bonus: +11/+6, 1d8 hp dmg. Saves: +10/+7/+12. Spells: 6/6+1/5+1/5+1/4+1/3+1/2+1/0/0/0, Domains: Law, Protection. Challenge Rating: 10.
- **Xaneth of Kelemvor**, human male, AL: LN, Cleric (Doomguide) lvl 10, AC: 17 (Dex + chain mail). HP: 63, Abilities: Str 12, Con 12, Dex 14, Wis 18, Int 11, Cha 13. Base Attack Bonus: +7/+2; Weapon: Heavy Mace +1, Attack Bonus +9/+4, 1d8+2 hp dmg. Saves: +8/+5/+11; Spells: 6/5+1/5+1/4+1/4+1/2+1/0/0/0, Domains: Law, Death. Challenge Rating 8.
- **Darbie of Kelemvor**, human male, AL: LN, Cleric (Doomguide) lvl 10, AC: 16 (Dex, chain mail) HP: 73, Abilities: Str 15, Con 14, Dex 12, Wis 18, Int 12, Cha 11. Base Attack Bonus: +7/+2; Attack: Weapon: Heavy Mace +1, Attack Bonus: +10/+5, 1d8+3 hp dmg. Saves: +9/+4/+11; Spells: 6/5+1/5+1/4+1/4+1/2+1/0/0/0, Domains: Protection, Travel. Challenge Rating 8.
- **Gamling**, human male, AL: LN, white necromancer lvl 17, AC: 16 (Dex, Ring of Protection +3). HP: 62, Abilities: Str 9, Con 12, Dex 16, Wis 12, Int 20, Cha 10. Base Attack Bonus +8/+3; Attack: Dagger, Attack Bonus +7/+2 (Str), 1d4+1 hp dmg; Saves: +6/+8/+11, Spells: 5/7/6/6/6/6/5/4/3/2, at least one of each necromancy. Challenge Rating 15. A white necromancer uses only those necromantic powers geared toward destroying undead, and these as a necromancer one step higher. He uses no spells to animate or use undead.

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- **Thurbal**, human male, AL: LN, fighter lvl 15, AC: 21 (Dex + full plate mail), HP: 145, Abilities: Str 19, Con 17, Dex 16, Wis 10, Int 8, Cha 6. Base Attack Bonus: +15/+10/+5; Attacks: Great sword +4, Attack Bonus +23/+18/+13, 2d6+8 hp dmg; Warhammer +3, Attack Bonus +22/+17/+12, 1d8 + 7 hp dmg. Saves: +13/+8/+5. Challenge Rating 13.
- **Vark**, human male, AL: LN, fighter lvl 14, AC: 21 (Dex + full plate mail), HP: 135, Abilities: Str 19, Con 16, Dex 16, Wis 9, Int 9, Cha 10. Base Attack Bonus: +14/+9/+4; Attacks: Long sword +3, Attack Bonus: +21/+16/+11, 1d8+7 hp dmg; Battleaxe +2; Attack Bonus +20/+15/+10, 1d8+6 hp dmg. Saves: +12/+7/+3. Challenge Rating 12.
- **Reilly**, human male, AL: LN, fighter lvl 14, AC: 21 (Dex + full plate mail), HP: 121, Abilities: Str 19, Con 14, Dex 17, Wis 7, Int 10, Cha 7. Base Attack Bonus: +14/+9/+4; Attacks: Long sword +3, Attack Bonus: +21/+16/+11, 1d8+7 hp dmg; Battleaxe +3 Attack Bonus: +21/+16/+11, 1d8+7 hp dmg. Saves: +11/+7/+2. Challenge Rating 12.

## 2. Ilmater's Quarter

- **Sir Harnell Penn**, hm, AL: LG, paladin of Ilmater, lvl 19, AC: 20 (Dex, full plate mail, shield). HP: 164, Abilities: Str 19, Con 15, Dex 12, Wis 18, Int 10, Cha 19. Base Attack Bonus +19/+14/+9/+4; Attack: Great Sword +5, Attack Bonus +28/+23/+18/+13, 2d6+9 hp dmg. Saves: +13/+8/+10. Spells: 4/4/4/3. Special Skills: Remove Disease 6x weekly, Special Mount, Turn Undead, Detect Evil, Divine Grace, Smite Evil, Lay on Hands, Divine Health, Aura of Courage. Challenge Rating 17.
- **Lady Davitta Gitton**, human female, AL: LG, paladin of Ilmater, lvl 17, AC: 20 (Dex, full plate mail, shield) HP:165, Abilities: Str 19, Con 16, Dex 13, Wis 18, Int 13, Cha 18. Base Attack Bonus: +17/+12/+7/+2; Attack: Great Sword +2, Attack Bonus: +26/+21/+16/+11, 2d6+6 hp dmg. Saves: +13/+6/+9. Spells: 3/3/3/2. Special Skills: Remove Disease 5x weekly, Special Mount, Turn Undead, Detect Evil, Divine Grace, Smite Evil, Lay on Hands, Divine Health, Aura of Courage. Challenge Rating 15.
- **Sir Tau tsi-Dang**, human male, AL: LG, paladin of Ilmater, lvl 15, AC: 20 (Dex, plate mail, shield) HP: 115, Abilities: Str 19, Con 13, Dex 13, Wis 18, Int 12, Cha 18. Base Attack Bonus: +15/+10/+5; Attack: Great Sword +1, Attack Bonus: +20/+15/+10; 2d6+5 hp dmg. Saves: +10/+6/+9. Spells: 3/2/2/2. Special Skills: Remove Disease 5x weekly, Special Mount, Turn Undead, Detect Evil, Divine Grace, Smite Evil, Lay on Hands, Divine Health, Aura of Courage. Challenge Rating 13.
- **Conard of Lathander**, human male, AL: LG, Cleric (High Mornmaster) lvl 14, AC: 17 (Dex + chain mail) HP: 103, Abilities: Str 15, Con 14, Dex 15, Wis 19, Int 11, Cha 11. Base Attack Bonus: +10/+5. Attack: Morning Star +3, Attack Bonus +15/+10, 1d8+5 hp dmg. Saves: +11/+6/+13. Spells: 6/6+1/6+1/5+1/5+1/3+1/3+1/2+1/0/0, Domains: Strength, Sun. Challenge Rating +12.
- **Sister Ralda**, human female, AL: LG, monk of Ilmater, lvl 12, AC: 16 (Dex + monk) HP: 76 hp, Abilities: Str 16, Con 13, Dex 18, Wis 18, Int 11, Cha 8. Unarmed Attack: +12/+9/+6, 1d12 hp dmg (no weapons used). Speed: 70ft/21m. Special skills: Abundant step, diamond body, Ki strike +1, Improved evasion, Slow fall (50ft/15m), Leap of the Clouds, Wholeness of Body, Improved Trip feat, Purity of Body, Still mind, Deflect arrows feat, Stunning Attack. Saves: +11/+12/+12. Challenge Rating 10.
- **Brother Lindar**, human male, AL: LG, monk of Ilmater, lvl 11, AC: 16 (Dex + monk) HP: 59, Abilities: Str 15, Con 11, Dex 18, Wis 18, Int 10, Cha 7. Unarmed Attack: +11/+8/+5, 1d10 hp dmg (no weapons used). Speed: 60ft/18m. Special skills: Diamond body, Ki strike +1, Improved evasion, Slow fall (50ft/15m), Leap of the Clouds, Wholeness of Body, Improved Trip feat, Purity of Body, Still mind, Deflect arrows feat, Stunning Attack. Saves: +7/+11/+11. Challenge Rating 9.
- **Sister Mariandl**, human female, AL: LG, monk of Ilmater, lvl 10, AC: 15 (Dex + monk) HP: 61 hp, Abilities: Str 16, Con 13, Dex 17, Wis 17, Int 10, Cha 7. Unarmed Attack: +10(+7/+4, 1d10 hp dmg (no weapons used). Speed: 60ft/18m. Special skills: Ki strike +1, Improved evasion, Slow fall (50ft/15m), Leap of the Clouds, Wholeness of Body, Improved Trip feat, Purity of Body, Still mind, Deflect arrows feat, Stunning Attack. Saves: +8/+10/+10. Challenge Rating 8.



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- **Brother George**, human male, AL: LG, monk of Ilmater, lvl 10, AC: 3 (Dex + monk), Abilities: Str 17, Con 12, Dex 17, Wis 17, Int 11, Cha 10. Unarmed Attack: +11/+8/+5, 1d10 hp dmg (no weapons used). Speed: 60ft/18m. Special skills: Ki strike +1, Improved evasion, Slow fall (50ft/15m), Leap of the Clouds, Wholeness of Body, Improved Trip feat, Purity of Body, Still mind, Deflect arrows feat, Stunning Attack. Saves: +8/+10/+10. Challenge Rating 8.
- **Brother Neville**, human male, AL: LG, monk of Ilmater, lvl 11 AC: 15 (Dex + monk), HP: 59, Abilities: Str 18, Con 11, Dex 16, Wis 17, Int 13, Cha 12. Unarmed Attack: +12/+9/+6, 1d10 hp dmg (no weapons used). Speed: 60ft/18m. Special skills: Diamond body, Ki strike +1, Improved evasion, Slow fall (50ft/15m), Leap of the Clouds, Wholeness of Body, Improved Trip feat, Purity of Body, Still mind, Deflect arrows feat, Stunning Attack. Saves: +7/+10/+10. Challenge Rating 9.

### 3. Chauntea's Quarter

- **Nartan**, human male, AL: N, Druid of Chauntea, lvl 13, AC: 15 (Dex + leather) HP: 108, Abilities: Str 11, Con 16, Dex 16, Wis 19, Int 11, Cha 15; Base Attack Bonus: +9/+4; Attack: Scimitar +3, +12/+7, 1d6+3 hp dmg; Saves: +11/+8/+12; Special skills: Wild Shape (4x daily, dire), Venom immunity, Resist nature's lure, Trackless step, Woodland stride, Nature sense, Animal companion: rat. Spells: 6/6/5/5/4/3/2/0/0/0. Challenge Rating 11.
- **Seppl**, human male, AL: N, Druid of Chauntea, lvl 11, AC: 14 (Dex + leather) HP: 81, Abilities: Str 12, Con 15, Dex 14, Wis 18, Int 13, Cha 15; Base Attack Bonus: +8/+8; Attack: Scimitar +3, +12/+7, 1d6+4 hp dmg; Saves: +9/+5/+11; Special skills: Wild Shape (4x daily, tiny), Venom immunity, Resist nature's lure, Trackless step, Woodland stride, Nature sense, Animal companion: prairie dog. Spells: 6/5/5/3/4/3/0/0/0/0. Challenge Rating 9.
- **Isaac**, human male, AL:N, Druid of Chauntea, lvl 7, AC: 14 (dex + leather) HP: 51, Abilities: Str 13, Con 14, Dex 14, Wis 18, Int 15, Cha 12. Base Attack Bonus: +8; Attack: Scimitar, +6, 1d6+1 hp dmg; Saves: +7/+4/+9; Special skills: Wild Shape (3x daily), Resist nature's lure, Trackless step, Woodland stride, Nature sense, Animal companion: mouse. Spells: 6/5/4/3/2/0/0/0/0/0. Challenge Rating 5.
- **Sister Meritta**, human female, AL: N, non-combatant religious monk of Chauntea, lvl 0, AC: 10, HP: 3, non-combatant, in charge of the common house. Challenge Rating 1/4
- **Brother Jeremiah**, human male, AL: N, non-combatant religious monk of Chauntea, lvl 0, AC: 10, HP: 4, non-combatant, miller. Challenge Rating 1/4
- **Sister Liandra**, human female, AL:N, non-combatant religious monk of Chauntea, lvl 0, AC: 10, HP: 2, non-combatant, in charge of the House of the Bountiful Harvest. Challenge Rating 1/4.
- **Brother Gambrinus**, human male, AL: N, non-combatant religious monk of Chauntea, lvl 0, AC: 10, HP: 2, non-combatant, brewmaster. Challenge Rating 1/4
- **Brother Adam**, human male, AL: N, non-combatant religious monk of Chauntea, lvl 0, AC:10, HP: 4, non-combatant, in charge of farming. Challenge Rating 1/4
- **14 Other** brothers and sisters of Chauntea, AL:N, lvl 0 non-combatant religious monks, AC: 10, HP: 1-4, Challenge Rating 1/4.

## Rostar's Trade

Segment: *Silverymoon*

- **Rostar Dvall**, human male, AL: NG, fighter lvl 3, AC: 13 (Dex + Leather), HP: 26, Abilities: Str 16, Con 14, Dex 12, Wis 12, Int 10, Cha 12; Base Attack Bonus: +3, Attacks: Long Sword, Attack Bonus +6, 1d8+3 hp dmg; Longbow 100ft/30m Attack Bonus +4, 200ft/60m +2, 300ft/90m +0, 1d8 hp dmg. Saves: +5/+2/+2. Challenge Rating 1.
- **Zarek Dvall**, human male, AL: NG, fighter lvl 3, AC: 15 (Dex + Leather), HP: 26, Abilities: Str 15, Con 11, Dex 16, Wis 11, Int 11, Cha 11; Base Attack Bonus: +3, Attacks: Long Sword, Attack Bonus +5, 1d8+2 hp dmg; Longbow 100ft/30m Attack Bonus +6, 200ft/60m +6, 300ft/90m +2, 1d8 hp dmg. Saves: +3/+4/+1. Challenge Rating 1.
- **Thulli**, (*real name unknown*), dwarf male, AL: LG, rogue lvl 4, AC: 15 (Dex + Leather), HP: 28; Abilities: Str 14, Con 16, Dex 16, Wis 10, Int 9, Cha 9; Base Attack Bonus: +3; Attack: Warhammer, Attack Bonus +5, 1d8+2 hp dmg; Saves: +4/+8/+1. Special skills: Sneak attack +2d6, Uncanny dodge, Evasion. Challenge Rating 2.
- **Githfindl**, half elf male, AL: CG, Sorcerer lvl 3, AC: 13 (Dex), HP:17, Abilities: Str 11, Con 13, Dex 16, Wis 10, Int 11, Cha 17; Base Attack Bonus: +1, Dagger, Attack Bonus +1, 1d4 hp; dmg; Saves: +2/+4/+3. Spells: 6/6/0/0/0/0/0/0/0. Familiar; Squirrel. Challenge Rating 1.
- **Nella of Lathander**, human female, Cleric (Dawnlord) lvl 3, AC: 14 (Dex + Leather), 24 hp, Abilities: Str 13, Con 15, Dex 15, Wis 18, Int 11, Cha 12; Base Aattck Bonus: +2; Attack: Morning Star, Attack Bonus: +3, 1d8+1 hp dmg; Saves: +5/+3/+7. Spells: 4/3+1/2+1/0/0/0/0/0/0, Challenge Rating 1.
- **Kiell**, human male, AL: CG, fighter lvl 2, AC: 14 (Dex + Leather), 15 hp, Abilities: Str 17, Con 13, Dex 15, Wis 12, Int 11, Cha 10; Base Attack Bonus +2, Attacks: Long Sword, Attack Bonus +5, dmg 1d8+3 hp; Longbow, 100ft/30m +4/ 200ft/60m +2/ 300ft/90m +0, 1d8 hp dmg. Saves: +5/+2/+1. Challenge Rating ½.
- **Radatt**, human male, AL: LN, fighter lvl 2, AC: 13 (Dex + Leather), 17 hp, Abilities: Str 18, Con 15, Dex 12, Wis 9, Int 10, Cha 9; Base Attack Bonus: +2, Attacks: Long Sword, Attack Bonus +6, dmg 1d8+4 hp; Longbow 100ft/30m +3, 200ft/60m +1, 300ft/90m -1. Saves: +5/+1/-1. Challenge Rating ½.
- **Ganda**, half elf female, AL: CG, fighter lvl 2, AC: 14 (Dex + Leather), 18 hp, Abilities: Str 18, Con 13, Dex 15, Wis 10, Int 9, Cha 11; Base Attack Bonus: +2, Attacks: Long Sword, Attack Bonus +6, dmg 1d8+4 hp; Longbow 100ft/30m +4, 200ft/60m +2, 300ft/90m +0. Saves: +4/+2/+0. Challenge Rating ½.
- **Merd**, half elf male, AL: CG, fighter lvl 1, AC: 13 (Dex + Leather) Attac Bonus: +1, 8 hp, Abilities: Str 16, Con 13, Dex 13, Wis 10, Int 11, Cha 12; Base Attack Bonus +1; Attacks: Long Sword, Attack Bonus +4, dmg 1d8+1 hp; Longbow, 100ft/30m Attack Bonus +2, 200ft/60m +0, 300ft/90m -2, 1d8 hp dmg. Saves +3/+1/+0. Challenge Rating 1/3.
- **Yandar**, human male, AL: LG, fighter lvl 1, AC: 8 (Leather) 6 hp; Abilities: Str 15, Con 14, Dex 14, Wis 11, Int 8, Cha 10; Base Attack Bonus +1; Attacks: Long Sword, Attack Bonus +3, dmg 1d8+1 hp; Longbow, 100ft/30m Attack Bonus +3, 200ft/60m +1, 300ft/90m -1, 1d8 hp dmg. Saves +4/+2/+0. Challenge Rating 1/3.

## Ruins of Guard - the Key NPCs

Segment: *Bloodstone*

Queen Christine Dragonsbane and Emelyn the Grey are two of the key NPCs in the ruins of Guard. They are described separately in the section *New Unofficial NPCs*.

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- **Gabrielle**, human female, age 52, AL:NG, Druidess 5, wife of Emelyn the Grey. Size M (5'3"/160cm tall); hp 17; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +2 melee, Club 1d6-1 dmg, or +6 ranged; SV Fort +4, Ref +4, Will +6; Str 9, Dex 17, Con 11, Int 12, Wis 15, Cha 12. SA: Animal companion, nature sense, wild empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (1x daily). Skills and feats: Concentration +7, Craft (Bowmaking) +9, Craft (Carpentry) +9, Craft (Stonemasonry) +3, Craft (Trapmaking) +9, Handle Animal +9, Hide +3, Knowledge (Nature) +9, Listen +2, Move Silently +3, Spot +2; Combat Casting, Improved Counterspell, Widen Spell. Druidic spells available: 5/4/3/1/0/0/0/0/0/0.

## Sanshel - the Key NPCs

Segment: *Impiltur*

- **Levitth of Orcus**, human male, AL: CE, Cleric (Goat's Head, really Cyric) lvl 8; AC: 17 (Dex + chain mail); HP: 51, Str 13, Con, 12, Dex 14, Int 9, Wis 18, Cha 8; Base Attack Bonus +6/+1; Attack: Heavy Mace. Attack Bonus +7/+2, 1d8+1 hp dmg; Saves: +7/+4/+10. Spells: 6/5+1/4+1/4+1/3+1/0/0/0/0/0, Domains: Chaos, Destruction. Challenge Rating 6.
- **Nythra of Orcus**, human female, AL: CE, Cleric (Goat's Head, really Cyric) lvl 6; AC: 16 (dex + chain mail); HP: 29, Str 11, Con, 13, Dex 13, Int 12, Wis 18, Cha 10; Base Attack Bonus +4; Attack: Heavy Mace. Attack Bonus +4, 1d8 hp dmg; Saves: +6/+3/+9. Spells: 5/4+1/4+1/3+1/0/0/0/0/0, Domains: Chaos, Destruction. Challenge Rating 4.
- **Derrenyn**, human male, AL: CE, Cleric (Goat's Head, really Cyric) lvl 3; AC: 8 leather; HP: 15, Abilities: Str 14, Con, 14, Dex 12, Int 8, Wis 16, Cha 7; Base Attack Bonus +2; Attack: Heavy Mace. Attack Bonus +4, 1d8+2 hp dmg; Saves: +6/+2/+7. Spells: 5/4+1/3+1/0/0/0/0/0/0, Domains: Chaos, Destruction. Challenge Rating 1.
- **Rongyar**, human male, AL: LE, rogue lvl 4, sorcerer lvl 2, assassin (prestige class) lvl 5; AC: 18 (cloak + Dex); HP: 52, Abilities: Str 17, Con, 13, Dex 17, Int 15, Wis 9, Cha 17; Base Attack Bonus +7, Garrote, sneak attack only, Attack Bonus +10; victim frees self or dead after 2<sup>nd</sup> round; Dagger + 4, Attack Bonus +14, dmg 1d4+4 hp dmg; Spells: 6/5/0/0/0/0/0/0/0; Special Skills: Sneak Attack +3d6, Uncanny dodge (can't be flanked)+2 save vs. poison, Death Attack, Poison Use, Evasion, Familiar: Rat; Magic Items: enhanced ring of invisibility, wand of polymorphing (16 charges left – command word *ali-kam-bay*), wand of magic detection (18 charges left, command word *haseem-el-dunar*), cloak of protection + 5. Saves: +3/+11/+2. Challenge Rating 10.
- **Brevas Hurn**, human male AL: NE rogue lvl 10; AC: 15 (Dex); HP: 56; Abilities: Str 14, Con 16, Dex 19, Int 10, Wis 11, Cha 9; Base Attack Bonus: +6/+1; Attack: Club, Attack Bonus +8/+3, 1d4+2 hp dmg; Special Skills: Sneak Attack +4d6, Uncanny dodge (can't be flanked), Evasion. Saves: +5/+11/+2. Challenge Rating 8.
- **Lithwindl**, human female, AL: NE fighter lvl 5/rogue lvl 12; AC: 18 (Dex + Chain); HP: 132; Abilities: Str 18, Con 17, Dex 18, Int 12, Wis 9, Cha 9; Base Attack Bonus: +14/+4; Attack: Short Sword +3, Attack Bonus +21/+16/+11, 1d6 + 7 hp dmg; Special Skills: Slippery mind, Sneak Attack +6d6, Uncanny dodge (+1 vs. traps), Evasion. Saves: +11/+12/+4. Challenge Rating 15.
- **Midambryl**, human female, AL: NE rogue lvl 8; AC: 14 (Dex); HP: 59; Abilities: Str 14, Con 15, Dex 18, Int 10, Wis 10, Cha 12; Base Attack Bonus: +6/+1; Attack: Dagger, Attack Bonus +8/+3 1d4+2 hp dmg; Special Skills: Sneak Attack +4d6, Uncanny dodge (can't be flanked), Evasion. Saves: +4/+10/+2. Challenge Rating 6.
- **Laadan**, human female AL: NE, rogue lvl 6; AC: 14 (Dex); HP: 36; Abilities: Str 15, Con 14, Dex 18, Int 10, Wis 9, Cha 8; Base Attack Bonus +4, Attack: Dagger, Attack Bonus: +6, 1d4+2 hp dmg; Special Skills: Sneak Attack +3d6, Uncanny dodge (can't be flanked), Evasion. Saves: +4/+10/+2. Challenge Rating 4.

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- **Rihgarth**, human male AL: NE, rogue lvl 8; AC: 14 (Dex); HP: 38; Abilities: Str 16, Con 14, Dex 18, Int 12, Wis 9, Cha 10; Base Attack Bonus: +6/+1; Dagger, Attack Bonus +9/+4, 1d4+3 hp dmg; Special Skills: Sneak Attack +4d6, Uncanny dodge (can't be flanked), Evasion. Saves: +4/+10/+1. Challenge Rating 6.
- **Xereb**, human male, AL: NE rogue lvl 5; AC: 13 (Dex); HP: 25; Abilities: Str 15, Con 13, Dex 17, Int 11, Wis 10, Cha 9; Base Attack Bonus: +3; Attack: Dagger, Attack Bonus +5, 1d4+2 hp dmg; Special Skills: Sneak Attack +3d6, Uncanny dodge (Dex bonus to AC), Evasion. Saves: +2/+8/+1. Challenge Rating 3.
- **Karnos**, human male AL: NE rogue lvl 4; AC: 13 (Dex); HP: 24; Abilities: Str 13, Con 14, Dex 17, Int 13, Wis 10, Cha 10; Base Attack Bonus: +3; Attack: Dagger, Attack Bonus +4, 1d4+1 hp dmg; Special Skills: Sneak Attack +2d6, Uncanny dodge (Dex bonus to AC), Evasion. Saves: +3/+7/+1. Challenge Rating 1.

### Sendrin - the Key NPCs

Segment: *Impiltur*

- **Foxx of Ilmater, Will, Angel of Ilmater**, human male, AL: LG(E) lvl 5 Cleric (Spells from Cyric), AC: 12 (Dex). HP: 37. Abilities: Str 14, Con 14, Dex 15, Int 9, Wis 18, Cha 12; Base Attack Bonus: +3. Attack: Morning Star, Attack Bonus +5, 1d8+2 hp dmg. Magic potions: 2 vials of Healing, 40 vials of poison (save for fortitude against DC 20/vs. poison for 20 hp dmg or die in 1d4 rounds); Saves: +6/+3/+8; Spells: 5/4+1/3+1/2+1/0/0/0/0/0/0, Domains: Healing, Challenge Rating 3.

Foxx is an especially strong and devout member of Ilmater's Angels and he will not be the least bit hesitant to sacrifice his own life in his church's cause. Indeed, he has extolled the wonders of Ilmater's City of Joy to such an extent that he yearns to be there himself, lending something of a suicidal drive to him. He's been in Sendrin together with two novice 1st level Angels of Ilmater since Nightal in the Year of the Unstrung Harp (1371 DR).

To date, his seemingly simple mission has been an abject failure. His church (in reality, the church of Cyric) gave him a handsome sum of money and sent Foxx and the two novices off to Sendrin to buy the abandoned temple to Waukeen there and convert it into a temple to Ilmater. The wealthy cattle rancher Hiagord Filiakin owns the temple, believes Waukeen will return and has not the least intention of selling it. On the contrary, he bought it to keep it for the day when Waukeen takes her seat again among the gods of the Faerûnian pantheon.

Not only has Foxx failed in buying the closed temple, but his attempts to buy other buildings in Sendrin also have been rejected, and neither he nor his novices have succeeded in winning a single convert. What's more, because of overzealous evangelizing, he and his novices have been banned by Zynd Cadojan (unofficial NPC – LN hm lvl 0) from entering the *Blasted Wizard Inn*.

The odds are stacked high against Foxx in Sendrin. The village is prosperous and is inclined in matters of worship toward Gond and Chauntea, although most wish Waukeen would return, for they thank her for the prosperity and good health that the folk of Sendrin enjoy.

Sendrin offers little fertile ground for the church of Ilmater, regardless of whether it is the true faith or the deluded angels who unwittingly serve Cyric, the god of illusion and strife. Perseverance is unnecessary in Sendrin, and the locals, with an average alignment near lawful neutral, are more interested in their own work and the profits and good life they reap from them than in the trials, tribulations and sufferings of less fortunate folk elsewhere.

Foxx has searched in vain for poor souls he can help to arrive at the City of Joy, but his basically lawful good alignment keeps him from rationalizing to any great extent in such matters, and therefore he has found no candidate for his merciful poisons to date. It should come as no surprise then that he is absolutely delighted at the news that the PCs are on the way to Sendrin. Foxx commiserates with the PCs and is fully horrified at the way they have been enslaved to the will of their evil sigylls. He is waiting with open arms to offer them absolution.

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- **Wilawyn of Gond, Thikath**, gnome male, AL: N, Cleric (Gondsman) lvl 10, AC: 5(12), HP: 21. se Attack Bonus: +10/+5. Abilities: Str 14, Con 14, Dex 18, Int 9, Wis 19, Cha 12; Base Attack Bonus: +7/+2; Attack:, Repeating Crossbow (holds 5 bolts, 1 round to reload), 80ft/24m Attack Bonus +11/+6, 160ft/48m +9/+4, 240ft/72m +7/+2, 1d8 hp dmg. Magic potions: 2 vials of Healing, 6 vials of Extra-Healing; Saves: +9/+7/+11. Spells: 6/5+1/5+1/4+1/4+1/2+1/0/0/0/0, Domains: Fire, Earth. Challenge Rating 8.

Wilawyn is an evangelist gnome cleric from the isle of Lantan who settled in Sendrin after discovering that milling operations have to come to a halt there in the winter when the millstream freezes. He and the two Sendrin millers (grain mill and sawmill) are working on a project to power the millstone and the saws with steam. The project still is not finished, although there have been two explosions, and Wilawyn has been forced to let one of his four *Raise Dead* scrolls be used to restore the life of the grain miller.

Wilawyn's big project, however, is the *Mechanical Man* (see *New Monsters*). His mentor in Lantan gave Wilawyn a copy of one of the church's rare magical treatises on the construction of the *Mechanical Man*.

## Southgate - the Key NPCs

Segment: *Bloodstone*

- **Nárkur, Commander of the 3<sup>rd</sup> Battalion**, dwarf male, age 174, AL:LG, Fighter 14, Size M (4'0"/122cm tall); hp 164; Init +2 (+2 Dex); Speed 20ft/6m; AC 12 (+2 Dex); Attack +17/+12/+7 melee, or +16/+11/+6 ranged; SV Fort +15, Ref +6, Will +4; Str 17, Dex 15, Con 22, Int 12, Wis 11, Cha 9. Skills: Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +4, Craft (Weaponsmithing) +3, Hide +2, Jump +16, Knowledge (Religion) +3.5, Listen +0, Move Silently +2, Ride +14, Spot +5, Swim +18. Feats: Blind-Fight, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (longbow), Mobility, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (long bow), Weapon Focus (short bow).
- **Jandalar, War Wizard**, human male, age 37, AL:CG, Wizard 9, Size M (5'8"/173cm tall); hp 48; Init +0; Speed 30ft/9m; AC 10; Attack +3 melee, or +4 ranged; SV Fort +6, Ref +3, Will +7; Str 9, Dex 11, Con 17, Int 16, Wis 12, Cha 12. Skills: Concentration +11, Hide +0, Knowledge (Arcana) +14, Knowledge (Dungeoneering) +14, Knowledge (Geography) +14, Knowledge (Local) +15, Listen +1, Move Silently +0, Dweomercraft +13, Spot +1. Feats: Craft Magic Arms and Armor, Craft Wondrous Item, Enlarge Spell, Improved Unarmed Strike, Quicken Spell, [Scribe Scroll], Still Spell. Wizard Spells Known (4/5/5/4/2/1/0/0/0/0): 0th -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. 1st -- Detect Secret Doors, Enlarge Person, Identify, Magic Missile, Magic Weapon, Protection from Chaos, Shield, Ventriloquism. 2nd -- Acid Arrow, Ghoul Touch, Glitterdust, Mirror Image, Pyrotechnics, Summon Swarm. 3rd -- Daylight, Fireball, Fly, Gentle Repose, Halt Undead, Magic Circle against Good, Sepia Snake Sigil. 4th -- Fire Shield, Greater Invisibility, Illusory Wall, Secure Shelter, Solid Fog. 5th -- Cone of Cold, Hold Monster.
- **Garbur, commander of the Bloodstone Riders detachment**, dwarf male, age 121, AL:LG, Fighter 9, Size M (3'11"/119cm tall); hp 73; Init +2 (+2 Dex); Speed 20ft/6m; AC 12 (+2 Dex); Attack +12/+7 melee, or +11/+6 ranged; SV Fort +8, Ref +5, Will +3; AL LG; Str 16, Dex 15, Con 15, Int 13, Wis 10, Cha 7. Skills: Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weaponsmithing) +3, Hide +2, Jump +15, Listen +2, Move Silently +2, Profession (Hunter) +2, Profession (Miner) +4, Ride +14, Spot +2, Swim +5. Feats: Alertness, Blind-Fight, Combat Expertise, Diligent, Improved Critical (spear), Rapid Reload (crossbow, heavy), Weapon Focus (spear), Weapon Focus (axe, throwing).

## Snowwood Encounters

Segment: Bloodstone

**7 Evil Treants; AL:NE** (see the *D&D Monster Manual* or the *AD&D Monstrous Compendium* for details).

- **Leader Tarangoom, 88 hp**
- **Velkarn, 79 hp**
- **Ringhar, 72 hp**
- **Beldyng, 68 hp**
- **Margurd, 65 hp**
- **Fundar, 62 hp**
- **Angar, 60 hp.**

**2 Good Treants; AL:NG** (see the *D&D Monster Manual* or the *AD&D Monstrous Compendium* for details).

- **Weltarim, 83 hp**
- **Vandarfin, 77 hp**

### Huge Plant

**Hit Dice:** 7d8+35

**Initiative:** -1

**Speed:** 30ft/9m

**AC:** 20 (-2 size, -1 Dex, +13 Natural), Touch 7, Flat-Footed 20

**Base Attack/Grapple:** +5/+22

**Attack:** Slam +12 melee (2d6+9)

**Full Attack:** 2 slams +12 melee (2d6+9)

**Space/Reach:** 15ft-4.5m/15ft-4.5m

**Special Attacks:** Animate Trees, double damage against objects, trample 2d6+13

**Saves:** Fortitude +10, Reflex +1, Will +7

**Abilities:** Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12.

**Skills:** Diplomacy +3, Hide -9 (+16 in forest), Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 8\*10 above ground)

**Feats:** Improved Sunder, Iron Will, Power Attack

**Challenge Rating:** 8

**Treasure:** None

**Advancement:** 8-16 HD (Huge), 17-21 HD (Gargantuan)

**Level Adjustment:** +5

**1,262 Evil Trees** (see the section *New Unofficial Monsters* in the *Northern Journey Campaign Guide* Version 8 for details).

### Huge Plant

**Hit Dice:** 8d10 (Killed only through destruction)

**Initiative:** 0 (does not move in a normal manner)

**Speed:** 0

**AC:** 12 (+2 natural)

**Attacks:** None

**Damage:** None

**Face/Reach:** 0

**Special Attacks:** Hypnotic Song.

**Special Qualities:** Can be commanded by druids, rangers and treants.

**Saves:** Fortitude +15, Reflex -, Will -.

**Abilities:** Str 40, Dex -, Con 40, Int 9, Wis 9, Cha -.

**Skills:** None.

**Feats:** None.

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**Climate/Terrain:** Known only in the Moonwood and the Snowwood

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** NE

**Advancement Range:** None

### Southwatch - the Key NPCs

Segment: *Bloodstone*

- **Alderman Dandibar, owner of the Southwatch Towers Inn**, human male, age 42, AL:LG, Expert 5; Size M (5'8"/173cm tall); hp 25; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +3 melee, or +5 ranged; SV Fort +2, Ref +3, Will +6; Str 11, Dex 15, Con 13, Int 16, Wis 14, Cha 11. Skills: Balance +10, Craft (Alchemy) +8, Craft (Armorsmithing) +8, Craft (Blacksmithing) +4, Craft (Carpentry) +5.5, Craft (Woodworking) +7, Disguise +8, Handle Animal +7, Hide +10, Knowledge (Local) +10, Listen +2, Move Silently +2, Perform (Sing) +8, Profession (Miner) +4, Ride +10, Spot +2. Feats: Skill Focus (Craft (Woodworking)), Skill Focus (Craft (Armorsmithing)), Track.
- **Neville Gorman**, human male, age 54, AL:NG, Wizard 12; Size M (5'10"/178cm tall); hp 58; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +5/+0 melee, or +8/+3 ranged; SV Fort +6, Ref +6, Will +10; Str 8, Dex 15, Con 15, Int 18, Wis 11, Cha 11. Skills: Craft (Bowmaking) +9, Hide +2, Knowledge (Arcana) +18, Knowledge (Dungeoneering) +16, Knowledge (Geography) +14, Knowledge (Local) +19, Knowledge (Nobility and Royalty) +13, Knowledge (Religion) +19, Listen +0, Move Silently +2, Spellcraft +16, Spot +0. Feats: Enlarge Spell, Eschew Materials, Extend Spell, Forge Ring, Improved Counterspell, Iron Will, Maximize Spell, [Scribe Scroll], Weapon Focus (quarterstaff). Wizard Spells Known (4/5/5/5/4/3/2/0/0/0)

### Star of Infelice - the Key NPCs

Segment: *Bloodstone*

- **Curran Noble, human male, age 54, AL:NG, Steward of Infelice** (in Tokard), Fighter 10, Size M (5'6"/168cm tall); hp 93; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +14/+9 melee, long sword (1d8+4) or +11/+6 ranged. long bow (1d8); Saves: Fort +9, Ref +4, Will +4; Str 18, Dex 13, Con 14, Int 12, Wis 12, Cha 12. Skills: Climb +16, Craft (Painting) +4, Hide +1, Jump +16, Listen +1, Move Silently +1, Open Lock +7, Ride +10, Spot +1, Swim +14. Feats: Cleave, Combat Reflexes, Dodge, Far Shot, Improved Initiative, Improved Sunder, Point Blank Shot, Power Attack, Weapon Focus (long sword), Weapon Focus (long bow), Weapon Specialization (long sword).
- **Barton Jacob, human male, AL:NG, Commander of the East Soravian Bloodstone Riders (in Tokard)**, Ranger 11, Size M (5'1"/155cm tall); hp 64; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +11/+6/+1 melee, long sword (1d8), or +14/+9/+4 ranged, long bow (1d8); Saves: Fort +7, Ref +6, Will +5; Str 10, Dex 16, Con 11, Int 13, Wis 15, Cha 6. Skills: Climb +8, Concentration +14, Craft (Armorsmithing) +14, Craft (Stonemasonry) +6, Decipher Script +3.5, Heal +16, Hide +3, Knowledge (Geography) +15, Knowledge (Nature) +12, Listen +4, Move Silently +3, Search +15, Spot +4, Survival +16. Feats: Alertness, [Evasion], Extend Spell, [Greater Two Weapon Fighting], [Improved Two Weapon Fighting], Persuasive, [Track], [Two Weapon Fighting], Weapon Focus (long sword), Weapon Focus (long bow).

**Ranger Spells:** 0/2/2/0/0/0/0/0/0.

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- **Holy Justice Nandor Parling, human male, AL:LG, Cleric of Tyr 9 (in Tokard),** Size M (5'7"/170cm tall); hp 68; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +9/+4 melee, warhammer (1d8+3), or +5/+0 ranged; Saves: Fort +8, Ref +2, Will +10; Str 16, Dex 8, Con 14, Int 13, Wis 19, Cha 16. Skills: Heal +12, Hide -1, Knowledge (Architecture and Engineering) +2, Knowledge (Dungeoneering) +4, Knowledge (History) +11, Knowledge (Nature) +4, Knowledge (Religion) +9, Knowledge (The Planes) +10, Listen +4, Move Silently -1, Spot +4. Feats: Brew Potion, Enlarge Spell, Improved Counterspell, Leadership, Negotiator.

**Cleric Domains:** Law, Order.

**Cleric Spells Per Day:** 6/5+1/5+1/4+1/3+1/1+1/0/0/0.

- **Jeb Andresen, human male, AL:NG, Commander of the Tokard Watch,** Fighter 5, Size M (5'9"/175cm tall); hp 37; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +7 melee, long sword (1d8+2), or +6 ranged, long bow (1d8); Saves: Fort +6, Ref +2, Will +0; Str 15, Dex 13, Con 15, Int 11, Wis 9, Cha 11. Skills: Climb +10, Heal +1, Hide +1, Listen -1, Move Silently +1, Ride +6, Speak Language +3, Spot -1, Swim +3. Feats: Blind-Fight, Cleave, Dodge, Improved Initiative, Persuasive, Power Attack.
- **Milvera, human female, AL:NG, Wizardess 9, Cleric of Sune 4 (Tokard),** Size M (5'9"/175cm tall); hp 56; Init +0; Speed 30ft/9m; AC 13 (Ring of Protection +3); Attack +9/+4 melee, Mace (1d8+2), or +7/+2 ranged; Saves: Fort +8, Ref +4, Will +14; Str 15, Dex 11, Con 13, Int 15, Wis 14, Cha 9. Skills: Concentration +9, Craft (Armorsmithing) +7, Craft (Bowmaking) +13, Decipher Script +14, Heal +4, Hide +0, Knowledge (Arcana) +15, Knowledge (History) +8, Knowledge (Local) +11, Knowledge (Religion) +8, Knowledge (The Planes) +11, Listen +2, Move Silently +0, Spot +2. Feats: Brew Potion, Craft Rod, Iron Will, Leadership, [Scribe Scroll], Silent Spell, Skill Focus (Craft (cosmetic making)), Widen Spell.

**Wizard Spells:** 4/5/5/3/2/1/0/0/0/0

**Cleric Domains:** Healing/Protection

**Cleric Spells Per Day:** 5/4+1/3+1/0/0/0/0/0/0/0

- **Horace Thompson, human male, AL:N, Chairman of the Soravian Cattlemen's Association,** Commoner 4 (Tokard), Size M (5'7"/170cm tall); hp 11; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +5 melee, long sword (1d8+3) or +3 ranged, long bow (1d8); Saves: Fort +1, Ref +2, Will +3; Str 16, Dex 13, Con 10, Int 10, Wis 14, Cha 15. Skills: Craft (Trapmaking) +7, Hide +1, Knowledge (Arcana) +3, Listen +2, Move Silently +1, Perform (lute) +3, Profession (Hunter) +10, Spot +2; Combat Reflexes, Point Blank Shot, Skill Focus (Profession (Hunter)).
- **Seth Barnaby, human male, AL:NG, Alderman of Hinterford,** Commoner 2, Size M (5'3"/160cm tall); hp 12; Init +0; Speed 30ft/9m; AC 10; Attack +4 melee, Dagger (1d4+3) or +1 ranged; Save: Fort +2, Ref +0, Will +2; Str 17, Dex 11, Con 15, Int 12, Wis 14, Cha 13. Skills: Craft (Armor making) +5, Craft (Stonemasonry) +3, Hide +0, Knowledge (Arcana) +3, Listen +2, Move Silently +0, Profession (Hunter) +4, Spot +6, Swim +8. Feats: Run, Skill Focus (Swim).
- **Wim Farthing, human male, AL:NG, Hinterford Bloodstone Riders agent,** Ranger 2, Size M (5'9"/175cm tall); hp 16; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +3 melee, long sword (1d8+1) or +4 ranged, long bow (1d8); Saves: Fort +4, Ref +2, Will +1; Str 13, Dex 15, Con 13, Int 14, Wis 12, Cha 10. Skills: Climb +5, Craft (bowmaker) +6, Craft (Fletcher) +6, Craft (smith) +7, Heal +6, Hide +2, Knowledge (Dungeoneering) +6, Listen +1, Move Silently +7, Search +7, Spot +1, Survival +6, Use Rope +6. Feats: Dodge, Point Blank Shot, [Rapid Shot], [Track].

**Ranger Spells:** None.



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- **Marvin Toggle, human male, AL:NG, Commander of the Hinterford watch**, Warrior 3, Size M (6'0"/183cm tall); hp 28; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +6 melee, long sword (1d8+3) or +4 ranged, long bow (1d8); Saves: Fort +5, Ref +2, Will +0; Str 17, Dex 12, Con 14, Int 15, Wis 8, Cha 8. Skills: Climb +9, Craft (Blacksmithing) +4, Hide +1, Intimidate +5, Jump +8, Listen -1, Move Silently +1, Perform (Act) +1, Perform (Sing) +1.5, Spot -1. Feats: Cleave, Improved Initiative, Power Attack.
- **Laura Stapleton, human female, AL:LG, Alderman of Newbelle**, Commoner 2, Size M (5'2"/157cm tall); hp 8; Init +3 (+3 Dex); Speed 30ft/9m.; AC 13 (+3 Dex); Attack +2 melee, dagger (1d4+1) or +4 ranged; Saves: Fort +0, Ref +3, Will +2; Str 12, Dex 16, Con 11, Int 18, Wis 15, Cha 11. Skills: Craft (Bowmaking) +9, Craft (Leatherworking) +9, Craft (Pottery) +9, Craft (Sculpting) +9, Craft (Weaponsmithing) +8, Craft (Woodworking) +6, Hide +3, Listen +4, Move Silently +3, Profession (Hunter) +7, Ride +8, Spot +4. Feats: Alertness, Skill Focus (Craft (Pottery)).
- **Jasper Slade, human male, AL:NG, Newbelle Bloodstone Riders agent**, Ranger 1, Size M (6'0"/183cm. tall); hp 9; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +3 melee, long sword (1d8+2) or +4 ranged, long bow (1d8); Saves: Fort +0, Ref +3, Will +1; Str 14, Dex 16, Con 6, Int 13, Wis 13, Cha 10. Skills: Craft (Bowmaking) +3, Craft (Fletcher) +5, Craft (Smith) +5, Craft (Carpentry) +5, Heal +3, Hide +7, Jump +4, Knowledge (Dungeoneering) +3, Knowledge (Nature) +5, Listen +1, Move Silently +3, Profession (Miner) +3, Spot +1, Survival +3. Feats: Endurance, Toughness, [Track].

**Ranger Spells:** None

- **Rob Taskins, human male, AL:NG, Commander of the Newbelle watch**, Warrior 4, Size M (5'6"/168cm tall); hp 35; Init +5 (+1 Dex, +4 Imp Init); Speed 30ft/9m; AC 11 (+1 Dex); Attack +7 melee, long sword (1d8+3), or +5 ranged, long bow (1d8); Saves: Fort +6, Ref +2, Will +2; Str 17, Dex 13, Con 14, Int 12, Wis 12, Cha 12. Skills: Climb +10, Craft (Carpentry) +3, Craft (Weaponsmithing) +4, Hide +1, Jump +10, Knowledge (Nature) +1.5, Listen +3, Move Silently +1, Sense Motive +2.5, Spot +3, Tumble +1.5; Alertness, Improved Initiative, Skill Focus (Jump).
- **Jules Battle, human male, AL:LG, Alderman of Rolene**, Commoner 2, Size M (5'1"/155cm tall); hp 5; Init +1 (+1 Dex); Speed 30 ft.; AC 11 (+1 Dex); Attack +3 melee, short sword (1d6+2), or +2 ranged; Saves: Fort +2, Ref +1, Will +2; Str 15, Dex 13, Con 10, Int 11, Wis 14, Cha 6. Skills: Craft (Leatherworking) +5, Craft (Painting) +5, Craft (Carpentry) +1, Disguise +0, Hide +1, Listen +2, Move Silently +1, Spot +2. Feats: Great Fortitude, Run.
- **Zeb Harding, human male, AL:NG, Rolene Bloodstone Riders agent**, Ranger 2, Size M (5'7"/170cm tall); hp 13; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +5 melee, long sword (1d8+3), or +5 ranged, long bow (1d8); Saves: Fort +2, Ref +3, Will +3; Str 16, Dex 17, Con 8, Int 14, Wis 16, Cha 13. Skills: Craft (Woodworking) +6, Hide +8, Knowledge (Architecture and Engineering) +4, Knowledge (Nature) +6, Listen +6, Move Silently +7, Profession (Miner) +5, Search +6, Spot +8, Survival +8, Swim +8. Feats: Combat Reflexes, Dodge, [Rapid Shot], [Track].

**Ranger Spells:** None

- **Estes Keefe, human male, AL:NG, Commander of the local watch**, Warrior 3, Size M (5'9"/175cm tall); hp 28; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +5 melee, long sword (1d8+2) or +4 ranged, long bow (1d8); Saves: Fort +5, Ref +2, Will +0; Str 14, Dex 13, Con 15, Int 11, Wis 9, Cha 11. Skills: Climb +8, Craft (Stonemasonry) +1.5, Forgery +0.5, Hide +1, Jump +7, Listen +0, Move Silently +1, Spellcraft +1, Spot -1. Feats: Endurance, Toughness, Toughness.

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- **Minfers Darathorn, human male, AL:N, Alderman of Thimble**, Rogue 2, Size M (5'5"/165cm tall); hp 5; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +2 melee, short sword (1d6+1), or +2 ranged, short bow (1d6); Saves: Fort -2, Ref +4, Will -1; Str 12, Dex 13, Con 7, Int 13, Wis 8, Cha 6. Skills: Bluff +2, Diplomacy +3, Escape Artist +3, Hide +6, Intimidate +3, Listen -1, Move Silently +6, Open Lock +5, Profession (Hunter) +4, Sleight of Hand +6, Speak Language +2, Spellcraft +3, Spot -1, Tumble +5. Feats: [Evasion], Nimble Fingers, Weapon Focus (short bow).
- **Nestor Ruggin, human male, AL:NG, Thimble Bloodstone Riders agent**, Ranger 3, Size M (5'10"/178cm tall); hp 19; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +3 melee, long bow (1d8) or +5 ranged, long bow (1d8); Saves: Fort +4, Ref +5, Will +2; Str 11, Dex 15, Con 12, Int 12, Wis 12, Cha 9. Skills: Climb +4, Craft (Leatherworking) +6, Craft (Shipmaking) +5, Heal +6, Hide +2, Knowledge (Nature) +7, Listen +1, Move Silently +8, Ride +8, Spot +1, Survival +7, Swim +6. Feats: Endurance, Lightning Reflexes, Mounted Combat, [Track], [Two Weapon Fighting].

**Ranger Spells:** None

- **Gaspard Danvers, human male, AL:NG, Commander of the Thimble watch**, Fighter 3, Size M (5'4"/163cm tall); hp 27; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +4 melee, long sword (1d8+1), or +2 ranged, long bow (1d8); Saves: Fort +4, Ref +0, Will +0; Str 13, Dex 9, Con 12, Int 9, Wis 8, Cha 10. Skills: Handle Animal +4, Hide -1, Intimidate +2, Knowledge (Nobility and Royalty) +1, Listen -1, Move Silently -1, Spot -1, Swim +4. Feats: Cleave, Diligent, Power Attack, Quick Draw, Toughness.

## Steppenhall - the Key NPCs

Segment: *Bloodstone*

- **Dalton Tremaine, Alderman, watch commander and innkeeper of the Freezing Fox**, human male, age 52, AL:NG, Fighter 3. Size M (5'2"/157cm tall); hp 21; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +6 melee, long sword 1d8+3 dmg, or +5 ranged; SV Fort +4, Ref +3, Will +0; Str 17, Dex 15, Con 12, Int 14, Wis 9, Cha 11. Skills: Climb +9, Craft (Stonemasonry) +5, Hide +2, Intimidate +5, Jump +8, Knowledge (Nobility and Royalty) +4, Listen -1, Move Silently +2, Perform (Sing) +1, Spot -1, Swim +8. Feats: Combat Expertise, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot.
- **Robin Kandelbel, Trade Authority manager and Iron Throne agent**, human male, age 37, AL:NG(NE), Expert 2, Rogue 6. Size M (5'5"/165cm tall); hp 31; Init +8 (+4 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 14 (+4 Dex); Attack +4 melee, Short sword 1d6-1 dmg, or +9 ranged; Saves: Fort +2, Ref +9, Will +6; Str 9, Dex 18, Con 11, Int 15, Wis 13, Cha 10. Skills: Appraise +10.5, Bluff +9, Climb +8.5, Craft (Bowmaking) +4, Craft (Carpentry) +7, Craft (Pottery) +3, Diplomacy +9, Disguise +9.5, Gather Information +9, Hide +11, Intimidate +11, Knowledge (Local) +8.5, Listen +1, Move Silently +4, Open Lock +12.5, Perform (Act) +5, Sleight of Hand +12, Spot +1, Tumble +10, Use Rope +9. Feats: Dodge, [Evasion], Improved Initiative, Persuasive, Point Blank Shot.

## Stormstar - the Key NPCs

Segment: *Bloodstone*

- **Lady Felice Assumbrar, human female, AL:NG, Harper agent**, Wizardess 24 (Mosstone Tower), is described separately in the section *New Unofficial NPCs*.

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- **Norel Winstead, human male, AL:CG, Settlement Spokesman, Harper, Sorcerer 12, Size M (5'9"/175cm tall);** hp 52; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +6/+1 melee, Dagger (1d4) or +7/+2 ranged; Saves: Fort +5, Ref +5, Will +10; Str 10, Dex 12, Con 13, Int 13, Wis 14, Cha 17. Skills: Concentration +12, Hide +1, Knowledge (Arcana) +14, Knowledge (History) +2, Listen +9, Move Silently +1, Perform (Oratory) +8, Spellcraft +15, Spot +4, Survival +4.5, Use Magic Device +5. Feats: Alertness, Craft Magic Arms and Armor, Investigator, Persuasive, Run, Scribe Scroll.

**Sorcerer Spells Known (6/7/7/7/6/5/3/0/0/0):** 0<sup>th</sup> - Dancing Lights, Flare, Ghost Sound, Mage Hand, Message, Open/Close, Prestidigitation, Read Magic, Touch of Fatigue. 1<sup>st</sup> - Charm Person, Comprehend Languages, Mage Armor, Obscuring Mist, Shield. 2<sup>nd</sup> - Alter Self, Gust of Wind, Invisibility, Rope Trick, Summon Monster II. 3<sup>rd</sup> - Dispel Magic, Magic Circle against Evil, Sleet Storm, Vampiric Touch. 4<sup>th</sup> - Crushing Despair, Greater Invisibility, Minor Creation. 5<sup>th</sup> - Permanency, Shadow Evocation. 6<sup>th</sup> - Eyebite.

- **Mother Nelda, human female, AL:NG, Abbess of the Mother's Star Monastery, Druidess of Chauntea 12, Size M (5'9"/175cm tall);** hp 58; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +10/+5 melee, Scimitar (1d6+1), or +10/+5 ranged, sling (1d4); Saves: Fort +8, Ref +7, Will +12; Str 13, Dex 13, Con 10, Int 11, Wis 18, Cha 10. Skills: Craft (tea mixing) +8, Diplomacy +11, Handle Animal +14, Hide +1, Knowledge (Nature) +15, Listen +19, Move Silently +1, Spot +4, Survival +16. Feats: Craft Staff, Heighten Spell, Lightning Reflexes, Natural Spell, Spell Penetration, Track.

**Druid Spells:** 6/6/5/5/4/3/2/0/0/0.

- **Morninglord Bennett Arnold, human male, AL:LG, Cleric of Lathander 12, Size M (5'7"/170cm tall);** hp 69; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +11/+6 melee, mace (1d8+2), or +11/+6 ranged; Saves: Fort +8, Ref +6, Will +11; Str 14, Dex 14, Con 11, Int 7, Wis 16, Cha 11. Skills: Heal +16, Hide +2, Knowledge (Religion) +9, Knowledge (The Planes) +5, Listen +3, Move Silently +2, Spot +3. Feats: Combat Casting, Eschew Materials, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration.

**Cleric Domains:** Healing, Sun

**Cleric Spells:** 6/6+1/5+1/5+1/3+1/2+1/0/0/0.

- **Luckbringer Rotha, human female, AL:CG, Cleric of Tymora 11, Size M (5'8"/173cm tall);** hp 53; Init -1 (-1 Dex); Speed 30ft/9m, AC 9 (-1 Dex); Attack +7/+2 melee, mace (1d8-1), or +7/+2 ranged; Saves: Fort +9, Ref +2, Will +10; Str 9, Dex 9, Con 10, Int 8, Wis 17, Cha 8. Skills: Craft (Woodworking) +5, Diplomacy +6, Hide -1, Knowledge (Arcana) +3, Knowledge (Religion) +11, Listen +3, Move Silently -1, Spot +3. Feats: Brew Potion, Craft Magic Arms and Armor, Enlarge Spell, Extra Turning, Great Fortitude.

**Cleric Domains:** Healing, Luck

**Cleric Spells:** 6/6+1/5+1/5+1/3+1/2+1/1+1/0/0/0.

- **Randall Fallin, human male, AL:NG, Ranger 16, Size M (5'8"/173cm tall);** hp 75; Init +5 (+5 Dex); Spd 30 ft.; AC 15 (+5 Dex); Attack +18/+13/+8/+3 melee, long sword (1d8+2), or +21/+16/+11/+6 ranged, long bow (1d8); Saves: Fort +10, Ref +12, Will +7; Str 14, Dex 20, Con 11, Int 13, Wis 14, Cha 11. Skills: Climb +21, Craft (bow making) +8, Craft (fletcher) +14, Craft (trap making) +6, Hide +5, Jump +18, Knowledge (nature) +20, Listen +2, Move Silently +5, Profession (Miner) +21, Ride +23, Spot +2, Survival +19, Swim +21. Feats: Combat Expertise, [Evasion], [Improved Precise Shot], Lightning Reflexes, [Manyshot], Maximize Spell, Mounted Combat, Power Attack, Quick Draw, [Rapid Shot], [Track], Trample.

**Ranger Spells:** 0/3/3/1/1/0/0/0/0/0

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- **Sir Talumbrar, human male, AL:LG, Paladin of Ilmater 13**, Size M (5'2"/157cm tall); hp 77; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +16/+11/+6 melee, great sword (2d6+3), or +12/+7/+2 ranged; Save: Fort +12, Ref +7, Will +10; Str 16, Dex 9, Con 11, Int 12, Wis 14, Cha 19. Skills: Diplomacy +17, Hide -1, Knowledge (Local) +2.5, Knowledge (Nobility and Royalty) +16, Knowledge (Religion) +13, Knowledge (The Planes) +3, Listen +2, Move Silently -1, Ride +14, Spot +2, Swim +4. Feats: Combat Casting, Endurance, Improved Turning, Leadership, Mounted Combat.

**Paladin Spells:** 0/2/2/1/0/0/0/0/0

- **Painbearer Johanna of Ilmater, human female, AL:LG, Cleric of Ilmater 9**, Size M (6'1"/185cm tall); hp 55; Init +0; Speed 30ft/9m; AC 10; Attack +8/+3 melee, mace (1d8+2), or +6/+1 ranged; Saves: Fort +7, Ref +3, Will +9; Str 15, Dex 10, Con 13, Int 10, Wis 16, Cha 14. Skills: Diplomacy +13, Heal +7, Hide +0, Knowledge (Arcana) +11, Knowledge (Religion) +6, Listen +3, Move Silently +0, Profession (leech) +7, Spot +3. Feats: Combat Casting, Craft Wondrous Item, Enlarge Spell, Extra Turning, Quicken Spell.

**Cleric Domains:** Good, Healing

**Cleric Spells:** 6/5+1/5+1/4+1/2+1/1+1/0/0/0/0.

- **Jarss Tubol, human male, AL:NG, Fighter 16**, Size M (5'5"/165cm tall); hp 93; Init +3 (-1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 9 (-1 Dex); Attack +20/+15/+10/+5 melee, long sword (1d8+4) or +15/+10/+5/+0 ranged, long bow (1d8); Saves: Fort +10, Ref +4, Will +4; Str 19, Dex 9, Con 11, Int 15, Wis 8, Cha 13. Skills: Climb +23, Craft (Fletcher) +10, Craft (Weaponsmithing) +14, Hide -1, Jump +22, Knowledge (Nature) +2.5, Listen +7, Move Silently -1, Ride +17, Sense Motive +2, Spot +1, Use Magic Device +6. Feats: Alertness, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Greater Weapon Focus (long sword), Greater Weapon Specialization (long sword), Improved Initiative, Leadership, Power Attack, Quick Draw, Weapon Focus (long sword), Weapon Focus (long bow), Weapon Specialization (long sword)
- **Marda, human female, AL:NG, Wizardess 17** (in Mosstone Tower), Size M (5'1"/155cm tall); hp 74; Init +0; Spd 30 ft.; AC 10; Attack +9/+4 melee, dagger (1d4+1) or +8/+3 ranged; Saves: Fort +7, Ref +5, Will +12; Str 13, Dex 10, Con 15, Int 20, Wis 14, Cha 10. Skills: Craft (leech) +19, Craft (pottery) +20, Craft (woodcarving) +19, Craft (stone polishing) +22, Hide +0, Knowledge (arcane) +21, Knowledge (religion) +25, Knowledge (The Planes) +25, Listen +2, Move Silently +0, Spellcraft +25, Spot +2. Feats: Craft Wand, Eschew Materials, Extend Spell, Heighten Spell, Maximize Spell, Point Blank Shot, Quicken Spell, [Scribe Scroll], Spell Penetration, Still Spell, Widen Spell.

**Wizard Spells:** (4/6/5/5/5/5/4/3/2/1): 0<sup>th</sup> - Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. 1<sup>st</sup> - Animate Rope, Chill Touch, Detect Secret Doors, Erase, Feather Fall, Floating Disk, Hold Portal, Mage Armor, Magic Aura, Shield, Sleep, Unseen Servant, Ventriloquism. 2<sup>nd</sup> - Acid Arrow, Alter Self, Blindness/Deafness, Bull's Strength, Darkvision, Eagle's Splendor, Locate Object, Spectral Hand. 3<sup>rd</sup> - Clairaudience/Clairvoyance, Fireball, Fly, Keen Edge, Magic Circle against Evil, Stinking Cloud. 4<sup>th</sup> - Charm Monster, Contagion, Fire Trap, Illusory Wall, Phantasmal Killer, Rainbow Pattern, Resilient Sphere, Scrying, Shout, Wall of Ice. 5<sup>th</sup> - Dream, Feeblemind, Hold Monster, Lesser Planar Binding, Major Creation, Telekinesis, Telepathic Bond, Transmute Rock to Mud. 6<sup>th</sup> - Acid Fog, Greater Heroism, Guards and Wards, Mage's Lucubration, Mass Bull's Strength, Mass Owl's Wisdom, Move Earth, Permanent Image, Repulsion. 7<sup>th</sup> - Mage's Magnificent Mansion, Mass Hold Person, Mass Invisibility, Project Image, Spell Turning. 8<sup>th</sup> - Create Greater Undead, Dimensional Lock, Mass Charm Monster, Sunburst. 9<sup>th</sup> - Freedom, Time Stop.

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- **Elena, human female, AL:CG, Rogue 4, Fighter 2** (in Mosstone Tower), Size M (5'6"/168cm tall); hp 22; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 13 (+3 Dex); Attack +5 melee, short sword (1d6) or +8 ranged, sling (1d4); Saves: Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 9, Wis 16, Cha 9. Skills: Appraise +5, Bluff +8, Climb +2, Disable Device +6, Disguise +1, Gather Information +6, Hide +6.5, Intimidate +7, Listen +3, Move Silently +10, Search +8, Sense Motive +10, Spot +3. Feats: Blind-Fight, [Evasion], Improved Initiative, Investigator, Persuasive, Point Blank Shot, Weapon Finesse.

### Suðrau - the Key NPCs

Segment: *Bloodstone*

- **Rengrar**, human male, AL:NG, resident Bloodstone Rider, Ranger 4, Size M (5'8"/173cm tall); HP: 18; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +5 melee, long sword, 1d8+1 dmg, or +7 ranged, long bow, 1d8 dmg; SV Fort +4, Ref +4, Will +2; Str 12, Dex 17, Con 11, Int 14, Wis 13, Cha 9. Skills: Climb +7, Craft (Armorsmithing) +7, Craft (Leatherworking) +9, Craft (Woodworking) +9, Hide +12, Knowledge (Nobility and Royalty) +5, Listen +8, Move Silently +5, Profession (Hunter) +3, Ride +10, Spot +1, Survival +8. Feats: Use Magic Device +0.5; Improved Unarmed Strike, Mounted Combat, [Rapid Shot], Stealthy, [Track]. Ranger Spells Per Day: 0/1/0/0/0/0/0/0/0.
- **Burgomaster Nestelnyr**, human male, AL:NG, owner of the Dunfee Pass General Store, Commoner 3, Size M (5'11"/180cm tall); HP: 6; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +4 melee, dagger, 1d4+3 dmg, or +3 ranged; SV Fort +0, Ref +5, Will +4; Str 17, Dex 14, Con 8, Int 15, Wis 16, Cha 9. Skills: Climb +8, Craft (Armorsmithing) +8, Craft (Bowmaking) +3, Hide +2, Jump +9, Listen +11, Move Silently +2, Profession (Miner) +5, Ride +8, Spot +5. Feats: Alertness, Lightning Reflexes, Skill Focus (Jump).
- **Morugh**, half-orc male, AL:NG, Commander of the Village Watch, Fighter 9, Size M (6'2"/188cm tall); HP: 73; Init +9 (+3 Dex, +6 Imp Init); Speed 30ft/9m; AC 13 (+3 Dex); Attack +12/+7 melee, long sword, 1d8+3 dmg, or +12/+7 ranged, long bow, 1d8 dmg; SV Fort +8, Ref +6, Will +3; Str 16, Dex 16, Con 14, Int 11, Wis 10, Cha 7. Skills: Handle Animal +5, Hide +3, Intimidate +4, Listen +2, Move Silently +3, Ride +14, Spot +2. Feats: Alertness, Blind-Fight, Dodge, Improved Critical (long bow), Improved Initiative, Point Blank Shot, Quick Draw, Weapon Focus (long sword), Weapon Focus (long bow).

### Suáfnir's Laír

Segment: *Tale of 2 Liches*

**Red Dragon, Great Wyrn**, CR 26, colossal dragon (fire), 72ft/21.6m, 36d12+288 (522 hp), Init +4, Speed 40ft/12m, fly (clumsy) 200ft/60m. AC 41. Base attack:+40, Grapple +73, full attack +49: bite 4d8+13, 2 claws each 4d6+6. Full attack +44: 2 wings each 2d8+6, crush 4d8+6, trail sweep 2d8+19. Space/Reach: 30ft/20ft-9m/6m (30ft/9m with bite). SA: Breath weapon cone of fire 70ft/21m 24d10 DC 40, frightful presence DC 38, crush, tail sweep, snatch, spells as Sorcerer 19 (available: 6/8/8/7/7/7/6/6/4), spell-like abilities (*Locate Object* 1x daily, *Suggestion* 3x daily, *Find the path* 1x daily, *Discern Location* 1x daily). SQ: Immune to fire, sleep and paralysis. Vulnerable to cold, DR 20/magic, SR 32, low-light vision, darkvision 120ft/36m. AL:CE. SV: Fort +32, Ref +24, Will +32. Abilities: Str 37, Dex 10, Con 27, Int 22, Wis 23, Cha 22. Skills: Appraise +33, Bluff +39, Concentration +31, Craft (Trapmaking) +21, Dweomercraft +42 (7 arcane, 35 religion), Hide +2, Intimidate +42, Jump +51, Knowledge (arcana) +34, Knowledge (local) +34, Knowledge (religion) +34, Listen +40, Search +40, Sense motive +40, Spot +40, Use Magic Device +25. Feats: Awesome Blow, Cleave, Combat casting, Flyby attack, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Snatch, Wingover.

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**Spells Known** (as Sorcerer Lvl 19 - 9/5/5/4/4/4/3/3/3/2): 0<sup>th</sup> - Arcane Mark, Daze, Detect Magic, Ghost Sound, Light, Mage Hand, Message, Ray of Frost, Read Magic. 1<sup>st</sup> - Charm Person, Detect Secret Doors, Identify, Magic Missile, Silent Image. 2<sup>nd</sup> - Ghoul Touch, Hideous Laughter, Knock, Owl's Wisdom, Spectral Hand. 3<sup>rd</sup> - Clairaudience/Clairvoyance, Dispel Magic, Gentle Repose, Magic Circle against Evil. 4<sup>th</sup> - Charm Monster, Crushing Despair, Hallucinatory Terrain, Scrying. 5<sup>th</sup> - Baleful Polymorph, Dominate Person, Wall of Force, Wall of Stone. 6<sup>th</sup> - Chain Lightning, Control Water, True Seeing. 7<sup>th</sup> - Greater Scrying, Mage's Sword, Spell Turning. 8<sup>th</sup> - Incendiary Cloud, Polar Ray, Summon Monster VIII. 9<sup>th</sup> - Time Stop, Wail of the Banshee.

### Swampgate- the Key NPCs

Segment: *Bloodstone*

- **Redhgragh, commander of the 5<sup>th</sup> Combat Regiment and magistrate of the settlement**, half-orc male, age 50, AL:NG, Fighter 16; Size M (5'7"/170cm tall); hp 118; Init +4 (+4 Improved Initiative); Speed 30ft/9m; AC 10; Attack +21/+16/+11/+6 melee, or +16/+11/+6/+1 ranged; SV Fort +12, Ref +5, Will +5; Str 20, Dex 10, Con 14, Int 12, Wis 10, Cha 13. Skills: Balance +6, Craft (Stonemasonry) +14, Hide +0, Knowledge (Arcana) +5.5, Knowledge (Nobility and Royalty) +3.5, Listen +0, Move Silently +0, Ride +18, Sense Motive +4, Spot +0. Feats: Blind-Fight, Combat Reflexes, Greater Weapon Focus (trident), Greater Weapon Focus (short bow), Greater Weapon Focus (halberd), Improved Critical (short bow), Improved Initiative, Improved Sunder, Point Blank Shot, Power Attack, Precise Shot, Rapid Reload (crossbow, heavy), Weapon Focus (trident), Weapon Focus (short bow), Weapon Focus (halberd).
- **Guhldrigh, Commander of the 1<sup>st</sup> Battalion**, half-orc male, age 44, AL:N, Fighter 14; Size M (5'3"/160cm tall); hp 141; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +19/+14/+9 melee, or +16/+11/+6 ranged; SV Fort +12, Ref +8, Will +5; Str 21, Dex 14, Con 16, Int 9, Wis 13, Cha 10. Skills: Handle Animal +2, Hide +2, Intimidate +11, Knowledge (History) +0, Listen +3, Move Silently +2, Ride +5, Spot +3. Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (scimitar), Improved Critical (scimitar), Lightning Reflexes, Mobility, Power Attack, Quick Draw, Weapon Focus (scimitar).
- **Lon Snigby, War Wizard 10**, human male, age 47, AL:CG, Wizard 10, Size M (5'9"/175cm tall); hp 45; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +6 melee, or +6 ranged; SV Fort +7, Ref +4, Will +7; Str 13, Dex 13, Con 14, Int 17, Wis 10, Cha 8. Skills: Craft (Painting) +16, Hide +1, Knowledge (Geography) +13, Knowledge (History) +15, Knowledge (Local) +15, Knowledge (The Planes) +15, Listen +0, Move Silently +1, Spellcraft +18, Spot +0. Feats: Craft Wondrous Item, Dodge, Great Fortitude, Magical Aptitude, Maximize Spell, [Scribe Scroll], Still Spell, Widen Spell. Wizard Spells Known (4/5/5/4/3/2/0/0/0/0): 0th -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. 1st -- Alarm, Erase, Grease, Hypnotism, Identify, Magic Missile, Ray of Enfeeblement, True Strike, Ventriloquism. 2nd -- Darkvision, Flaming Sphere, Ghoul Touch, Invisibility, Levitate, Misdirection, Shatter. 3rd -- Blink, Hold Person, Magic Circle against Good, Sepia Snake Sigil, Slow, Suggestion, Water Breathing. 4th -- Greater Invisibility, Ice Storm, Polymorph, Remove Curse, Shadow Conjuration, Solid Fog. 5th -- Cloudkill, Feeblemind, Major Creation, Mirage Arcana, Passwall.

### Tellerth - the Key NPCs

Segments: *The Great Dale* and *Bloodstone*

- **Burgomaster Nanthal Fildyngssonur**, human male, age 48, AL:NG, Ranger 10; Size M (6'2"/188cm tall); hp 51; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +12/+7 melee, Long sword, 1d8+2 dmg; or +12/+7 ranged; Long bow, 1d8 dmg, SV Fort +7, Ref +5, Will +5; Str 15, Dex 15, Con 10, Int 13, Wis 15, Cha 10. Skills: Climb +12, Craft (Armorsmithing) +14, Craft (Leatherworking) +14, Hide +11, Jump +14, Knowledge (Geography) +14, Knowledge (Nature) +14, Listen +2, Move Silently +2, Search +13, Spot +2, Survival +14. Feats: Craft Magic Arms and Armor, Diligent, Dodge, [Evasion], [Improved Two Weapon Fighting], Self Sufficient, Skill Focus (Craft (Armorsmithing)), [Track], [Two Weapon Fighting]. Ranger Spells Per Day: 0/2/2/0/0/0/0/0/0/0.

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- Gardar Thrymgudssonur, commander of the Bloodstone Riders detachment**, human male, age 31, AL:NG, Ranger 8; Size M (5'9"/175cm tall); hp 43; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +9/+4 melee, Long sword 1d8+1 dmg, or +10/+5 ranged, Long bow, 1d8 dmg; SV Fort +5, Ref +4, Will +5; Str 13, Dex 15, Con 9, Int 11, Wis 13, Cha 13. Skills: Escape Artist +5, Handle Animal +12, Hide +12, Jump +12, Knowledge (Dungeoneering) +11, Knowledge (Nature) +9, Listen +3, Move Silently +12, Profession (Miner) +4, Spot +3, Survival +7. Feats: Alertness, Combat Reflexes, Dodge, [Evasion], [Improved Two Weapon Fighting], Iron Will, [Track], [Two Weapon Fighting]. Ranger Spells Per Day: 0/2/0/0/0/0/0/0/0.
- Sir Gandelbrar, commander of the Sword of Impiltur service detachment**, human male, age 27, AL:LG, Paladin of Ilmater 5. Size M (5'10"/178cm tall); hp 41; Init +3 (-1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 9 (-1 Dex); Attack +5 melee, Long sword, 1d8 dmg, or +4 ranged; SV Fort +8, Ref +3, Will +7; Str 11, Dex 8, Con 13, Int 8, Wis 16, Cha 16. Skills: Heal +7, Hide +2, Knowledge (Religion) +6, Listen +3, Move Silently -1, Spot +3. Feats: Improved Initiative, Improved Turning, Weapon Focus (long sword). Paladin Spells Per Day: 1.
- Grófudh Thurssonur, manager of the Soravian-Polten Timberworks**, half-elf male, age 121, AL:NG, Ranger of Silvanus 9, Expert 7; Size M (5'3"/160cm tall); hp 52; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 13 (+3 Dex); Attack +17/+12/+7 melee, Long sword 1d8+3 dmg, or +17/+12/+7 ranged, Long bow, 1d8 dmg; SV Fort +7, Ref +8, Will +9; Str 17, Dex 17, Con 9, Int 11, Wis 12, Cha 13. Skills: Craft (Bowmaking) +9, Diplomacy +3, Gather Information +3, Hide +7, Jump +13, Knowledge (Geography) +12, Knowledge (Nature) +12, Listen +4, Move Silently +3, Perform (Dance) +10, Perform (Percussion Instruments) +1.5, Perform (Sing) +3, Search +11, Spot +16, Survival +13.5, Swim +15.5, Use Rope +9. Feats: Alertness, Dodge, [Evasion], Improved Initiative, [Manyslot], Point Blank Shot, Quick Draw, [Rapid Shot], Skill Focus (Survival), [Track]. Ranger Spells Per Day: 2.
- Great Druid Righan Eikensson of the Tellerth Druids Circle**, human male, age 61, AL: N, Druid of Silvanus 19; Size M (5'6"/168cm tall); hp 131; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +15/+10/+5 melee, Scimitar 1d6+1 dmg, or +16/+11/+6 ranged; SV Fort +13, Ref +8, Will +16; Str 13, Dex 15, Con 14, Int 10, Wis 20, Cha 10. Skills: Craft (Carpentry) +3, Craft (Painting) +12, Craft (Pottery) +11, Craft (Woodworking) +11, Handle Animal +3, Hide +2, Listen +5, Move Silently +2, Ride +24, Spot +25, Survival +16, Swim +20. Feats: Brew Potion, Craft Staff, Endurance, Eschew Materials, Quicken Spell, Spell Focus (evocation), Toughness, Track. Druid Spells Per Day: 6/7/6/6/6/6/4/3/3.
- Mother Frugja Hrundynsdóttir**, human female, age 53, AL:NG, Druidess of Chauntea 8; Size M (5'3"/160cm tall); hp 49; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +6/+1 melee, Scimitar 1d6 dmg, or +8/+3 ranged; SV Fort +7, Ref +4, Will +9; Str 11, Dex 15, Con 13, Int 15, Wis 17, Cha 8. Skills: Bluff +2, Craft (Carpentry) +12, Handle Animal +10, Heal +12, Hide +2, Knowledge (Nature) +13, Listen +14, Move Silently +2, Ride +10, Speak Language +2, Spot +15. Feats: Alertness, Craft Magic Arms and Armor, Endurance, Track. Druid Spells Per Day: 6/5/4/4/2/0/0/0/0.
- Painbearer Thangardh Rhyndurssonur**, human male, age 24, AL:LG, Cleric of Ilmater 3; Size M (5'11"/180cm tall); hp 20; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +4 melee, Heavy Mace, 1d8+2 dmg, or +1 ranged; SV Fort +2, Ref +0, Will +6; Str 15, Dex 9, Con 9, Int 10, Wis 17, Cha 10. Skills: Craft (Stonemasonry) +5, Craft (Weaponsmithing) +5, Heal +5, Hide -1, Knowledge (Architecture and Engineering) +1, Listen +3, Move Silently -1, Profession (Hunter) +8, Spot +3. Feats: Combat Casting, Empower Spell, Scribe Scroll. Cleric Domains: Healing, Good. Cleric Spells Per Day: 4/3+1/2+1/0/0/0/0/0/0.
- Nevis Kingsley, Red Bull innkeeper and Iron Throne agent**, human male, age 35, AL:NE, Expert 3. Size M (5'2"/157cm tall); hp 14; Init +2 (+2 Dex); Speed 30 ft.; AC 12 (+2 Dex); Attack +3 melee, Dagger 1d4+1 dmg; or +4 ranged; SV Fort +0, Ref +3, Will +4; Str 12, Dex 14, Con 9, Int 14, Wis 13, Cha 5. Skills: Craft (Alchemy) +4.5, Craft (Trapmaking) +5, Disguise +2, Hide +2, Knowledge (Nature) +8, Knowledge (Religion) +9, Listen +1, Move Silently +4, Perform (Keyboard Instruments) +3, Profession (Hunter) +7, Ride +3, Spot +4, Survival +7; Endurance, Point Blank Shot, Skill Focus (Knowledge (Religion)).

### Tomrau - the Key NPCs

Segment: *Bloodstone*

- Tark mac Llewylghnn**, village co-chairman, dwarf male, age 221, AL:LG, Fighter 8, Expert 8; Size M (4'3"/130cm tall); hp 118; Init +3 (+3 Dex); Speed 20ft/6m; AC 13 (+3 Dex); Attack +16/+11/+6 melee, dwarven war axe, 1d10+2 dmg, or +17/+12/+7 ranged; SV Fort +10, Ref +7, Will +6; Str 14, Dex 16, Con 15, Int 17, Wis 6, Cha 8. Skills: Climb +11, Craft (stone cutting) +14, Craft (Blacksmithing) +5, Craft (armor making) +4, Craft (Stonemasonry) +5, Craft (Trap making) +5, Craft (Weapon smithing) +5, Decipher Script +13.5, Escape Artist +13, Gather Information +10, Handle Animal +11, Hide +3, Intimidate +8.5, Jump +7, Knowledge (Dungeoneering) +6, Knowledge (Nobility and Royalty) +5, Knowledge (Religion) +14, Listen -2, Move Silently +3, Perform (Dance) +4, Speak Language +11, Spot +1, Swim +14. Feats: Blind-Fight, Combat Expertise, Dodge, Exotic Weapon Proficiency (war axe, dwarven), Leadership, Skill Focus (Handle Animal), Skill Focus (Spot), Track.
- Rark Nording**, village co-chairman, human male, age 45, AL:NG, Ranger 15, Size M (5'4"/163cm tall); hp 41; Init +8 (+4 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 14 (+4 Dex); Attack +19/+14/+9 melee, long sword, 1d8 + 4 dmg, or +19/+14/+9 ranged, long bow, 1d8 dmg; SV Fort +7, Ref +9, Will +6; Str 18, Dex 18, Con 7, Int 14, Wis 13, Cha 11. Skills: Concentration +14, Craft (Bowmaking) +17, Craft (Pottery) +16, Hide +4, Knowledge (Dungeoneering) +20, Knowledge (Geography) +20, Knowledge (Nature) +20, Listen +1, Move Silently +20, Profession (Miner) +17, Spot +1, Survival +20, Use Rope +21. Feats: Combat Expertise, [Evasion], Improved Initiative, [Improved Precise Shot], [Manyslot], Point Blank Shot, [Rapid Shot], Self Sufficient, Skill Focus (Craft (Pottery)), Skill Focus (Move Silently), [Track], Weapon Focus (long bow). Ranger Spells Per Day: 0/3/1/1/0/0/0/0/0/0.
- Gorogh**, village defense commander, half-orc male, age 42, AL:LG, Fighter 14; Size M (5'6"/168cm tall); hp 104; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +19/+14/+9 melee, great sword, 2d6+5 dmg, or +15/+10/+5 ranged, long spear, 1d8 dmg; SV Fort +11, Ref +5, Will +5; Str 21, Dex 13, Con 14, Int 10, Wis 12, Cha 10. Skills: Craft (Wood cutting) +13, Hide +1, Knowledge (Dungeoneering) +6, Listen +3, Move Silently +1, Ride +15, Spot +3. Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Endurance, Improved Critical (long spear), Improved Critical (great sword), Improved Sunder, Mobility, Power Attack, Weapon Focus (long spear), Weapon Focus (great sword).
- Nelson Troon**, commander of the Bloodstone Riders Detachment, human male, age 31, AL:NG, Ranger 8, Size M (5'9"/175cm tall); hp 50; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +11/+6 melee, long sword, 1d8+3 dmg, or +11/+6 ranged, long bow, 1d8 dmg; SV Fort +8, Ref +5, Will +3; AL NG; Str 16, Dex 16, Con 14, Int 7, Wis 12, Cha 11. Skills: Craft (Blacksmithing) +6, Craft (Trapmaking) +6, Hide +13, Knowledge (Architecture and Engineering) +0, Listen +11, Move Silently +3, Search +9, Spot +1, Survival +6. Feats: Brew Potion, [Evasion], Extend Spell, [Manyslot], Point Blank Shot, [Rapid Shot], Run, [Track]. Ranger Spells Per Day: 0/2/0/0/0/0/0/0/0/0.
- Geberon**, archmage, human male, age 76, AL:CG, Wizard 18; Size M (6'0"/183cm tall); hp 75; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +10/+5 melee, dagger 1d4+1 dmg, or +10/+5 ranged; SV Fort +7, Ref +7, Will +10; Str 13, Dex 13, Con 13, Int 17, Wis 9, Cha 10. Skills: Craft (Stonemasonry) +14, Hide +1, Knowledge (Architecture and Engineering) +23, Knowledge (Nobility and Royalty) +8, Knowledge (Religion) +24, Knowledge (The Planes) +23, Listen -1, Move Silently +1, Search +10, Spellcraft +24, Spot -1, Use Rope +6.5. Feats: Brew Potion, Craft Rod, Craft Wondrous Item, Empower Spell, Eschew Materials, Extend Spell, Forge Ring, Heighten Spell, Negotiator, Quicken Spell, [Scribe Scroll], Widen Spell. Wizard Spells Known (4/5/5/5/4/4/4/3/0/0)



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- **Tarki mac Daghma of Moradin**, dwarf female, age 176, AL:LG, Cleric of Moradin 13, Size M (4'0"/122cm tall); hp 96; Init -1 (-1 Dex); Speed 20ft/9m; AC 9 (-1 Dex); Attack +12/+7 melee, heavy mace, 1d8+3 dmg, or +8/+3 ranged; SV Fort +11, Ref +3, Will +12; Str 17, Dex 8, Con 16, Int 13, Wis 19, Cha 14. Skills: Craft (Armorsmithing) +3, Craft (Blacksmithing) +15, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weaponsmithing) +3, Hide -1, Knowledge (History) +17, Knowledge (Local) +2, Knowledge (Nobility and Royalty) +8.5, Knowledge (Religion) +9, Listen +4, Move Silently -1, Spot +4. Feats: Brew Potion, Combat Casting, Craft Rod, Extend Spell, Improved Counterspell. Cleric Domains: Strength, War. Cleric Spells Per Day: 6/6+1/6+1/5+1/5+1/3+1/2+1/1+1/0/0.

## Trailsend - the Key NPCs

Segment: *Bloodstone*

The statistics for Baron Donlevy can be found in the section *New Unofficial NPCs*.

- **Chancellor Hanset Dargun**, human male, age 75, AL:NG, Aristocrat 8, Fighter 5; Size M (5'5"/165cm tall); hp 93; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +14/+9/+4 melee, Dagger 1d4+3dmg, or +13/+8/+3 ranged; SV Fort +8, Ref +7, Will +7; Str 16, Dex 15, Con 14, Int 9, Wis 10, Cha 18. Skills: Appraise +4.5, Handle Animal +7, Hide +2, Knowledge (Architecture and Engineering) +2.5, Knowledge (Nobility and Royalty) +10, Listen +0, Move Silently +2, Perform (Act) +13.5, Perform (Comedy) +5, Perform (String Instruments) +12, Spot +11. Feats: Blind-Fight, Combat Reflexes, Diehard, Endurance, Improved Initiative, Leadership, Lightning Reflexes, Skill Focus (Perform (Act)), Skill Focus (Perform (String Instruments)).
- **Burgomaster Jarrett Beale**, human male, age 48, AL:NG, Aristocrat 3; Size M 5'8"/173cm tall); hp 13; Init +0; Speed 30ft/9m; AC 10; Attack +2 melee, Dagger 1d4 dmg, or +2 ranged; SV Fort +1, Ref +1, Will +5; Str 10, Dex 11, Con 11, Int 11, Wis 14, Cha 14. Skills: Appraise +7, Balance +3, Craft (Bowmaking) +2.5, Gather Information +3, Hide +0, Knowledge (Local History) +7, Listen +2, Move Silently +0, Perform (Keyboard Instruments) +7, Search +0.5, Spot +2. Feats: Quick Draw, Skill Focus (Appraise), Skill Focus (Knowledge (Local History)).
- **Herman Baring, human male, Commander of the City Watch**, age 44, AL:NG, Fighter 8; Size M (5'10"/178cm tall); hp 66; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +11/+6 melee, Long sword 1d8+3 dmg, or +9/+4 ranged, Long bow 1d8 dmg; SV Fort +8, Ref +3, Will +5; Str 17, Dex 13, Con 14, Int 10, Wis 13, Cha 10. Skills: Climb +8, Handle Animal +9, Hide +1, Intimidate +9, Jump +13, Listen +1, Move Silently +1, Ride +2, Spot +1. Feats: Dodge, Improved Initiative, Iron Will, Negotiator, Point Blank Shot, Power Attack, Self Sufficient, Skill Focus (Intimidate).
- **Terry Stewart, Commander of the Bloodstone Riders detachment**, human male, age 36, AL:NG, Ranger 8. Size M (5'11"/180cm tall); hp 45; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +11/+6 melee, long sword 1d8+3 dmg, or +11/+6 ranged, long bow, 1d8 dmg; SV Fort +7, Ref +5, Will +4; Str 16, Dex 17, Con 13, Int 6, Wis 14, Cha 13. Skills: Decipher Script +2.5, Gather Information +3, Handle Animal +10, Hide +3, Jump +11, Knowledge (Nature) +8, Listen +2, Move Silently +3, Spot +2, Survival +12, Use Rope +11. Feats: Dodge, [Evasion], Heighten Spell, [Manyslot], Point Blank Shot, Quick Draw, [Rapid Shot], [Track]. Ranger Spells Per Day: 0/2/1/0/0/0/0/0/0.
- **Lofar, manager of the Tinspur Mine**, dwarf male, age 217, AL:LG, Fighter 8, Expert 8; Size M (4'2"/127cm tall); hp 113; Init +7 (+3 Dex, +4 Improved Initiative); Speed 20ft/6m; AC 13 (+3 Dex); Attack +17/+12/+7 melee, Great axe, 1d12+3 dmg, or +17/+12/+7 ranged, Heavy Crossbow, 1d10 dmg; SV Fort +11, Ref +7, Will +6; Str 16, Dex 17, Con 16, Int 12, Wis 7, Cha 8. Skills: Bluff +2, Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Bowmaking) +7, Craft (Painting) +6.5, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weaponsmithing) +14, Craft (Woodworking) +6, Disable Device +5, Forgery +9, Handle Animal +11, Hide +3, Knowledge (Arcana) +4.5, Listen +0, Move Silently +3, Perform (Oratory) +9, Profession (Miner) +1.5, Sense Motive +8, Spot +0. Feats: Alertness, Blind-Fight, Diligent, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Power Attack, Skill Focus (Handle Animal).

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- **Asmun**, human male, age 77, AL:CG, Diviner 16; Size M (6'4"/193cm tall); hp 89; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +8/+3 melee, Dagger 1d4 dmg; or +7/+2 ranged; SV Fort +8, Ref +4, Will +12; Str 10, Dex 8, Con 17, Int 16, Wis 14, Cha 12. Skills: Concentration +4, Craft (Alchemy) +4, Craft (Leatherworking) +4, Craft (Sculpting) +4, Craft (Stonemasonry) +16, Hide -1, Knowledge (Arcana) +14, Knowledge (Architecture and Engineering) +14, Knowledge (Dungeoneering) +4, Knowledge (Nature) +20, Knowledge (Religion) +4, Knowledge (The Planes) +16, Listen +2, Move Silently -1, Spellcraft +19, Spot +2. Feats: Combat Reflexes, Craft Wondrous Item, Empower Spell, Extend Spell, Forge Ring, Heighten Spell, Maximize Spell, Point Blank Shot, Quicken Spell, [Scribe Scroll], Still Spell. Prohibited Schools: Transmutation. Wizard Spells Known (4/5+1/5+1/5+1/4+1/4+1/3+1/0/0/0):
- **Talara**, human female, age 52, AL:NG, Wizardess 14; Size M (5'2"/157cm tall); hp 58; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +8/+3 melee, Dagger 1d4+1 dmg, or +6/+1 ranged; SV Fort +5, Ref +3, Will +10; Str 13, Dex 9, Con 12, Int 15, Wis 13, Cha 9. Skills: Craft (Armorsmithing) +9, Hide -1, Knowledge (Architecture and Engineering) +16, Knowledge (Dungeoneering) +14, Knowledge (Geography) +15, Knowledge (The Planes) +17, Listen +1, Move Silently -1, Spellcraft +16, Spot +1. Feats: Brew Potion, Diligent, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, [Scribe Scroll], Still Spell, Toughness. Wizard Spells Known (4/5/5/4/4/3/0/0/0/0):
- **Painbearer Danold Hanff**, human male, age 59, AL:LG, Cleric of Ilmater 12. Size M (5'10"/178cm tall); hp 62; Init +0; Speed 30ft/9m; AC 10; Attack +10/+5 melee, Heavy Mace 1d8+1 dmg, or +9/+4 ranged; SV Fort +10, Ref +4, Will +12; Str 12, Dex 10, Con 10, Int 11, Wis 19, Cha 14. Skills: Craft (Bowmaking) +13, Decipher Script +2, Heal +17, Hide +0, Knowledge (Arcana) +2, Listen +4, Move Silently +0, Profession (Miner) +19, Spot +4. Feats: Brew Potion, Empower Spell, Great Fortitude, Heighten Spell, Maximize Spell, Weapon Focus (crossbow, light). Cleric Domains: Good, Healing. Cleric Spells Per Day: 6/6+1/5+1/5+1/4+1/3+1/2+1/0/0/0.

## Temple in the Sky - the Enemy:

Segment: *Backlands*

- **30 Gnoll Warriors** (6 on dungeon 1, 6 on level 2, 18 on level 3), see *D&D Monster Manual*.
- **10 Zhentish Warriors** (on dungeon level 1), human male and female fighter lvl 2, AL: LNC/GN, AC: 15 (Chain Mail), HP: 2-20, Abilities: Str 11, Con 11, Dex 11, Int 9, Wis 10, Cha 10; Base Attack Bonus +2; Attack: Long Sword, Attack Bonus +2, dmg 1d8, Saves: +3/+0/+0, Challenge Rating 1/2.
- **6 Griffons** (on dungeon level 1) see *D&D Monster Manual*.
- **4 Xvimist Clerics, Names: Gardath, Lundar, Yurdd und Bethlu**, (on level 2), human male, AL: LE, hm Cleric lvl 3, AC: 10, HP: 3-24, Abilities: Str 14, Con 12, Dex 13, Int 9, Wis 18, Cha 7; Base Attack Bonus +2; Attack: No weapons. Spells (hands bound, none available): 4/3+1/2+1/0/0/0/0/0/0/0, Domains: Evil, Destruction. Saves: +4/+2/+8. Challenge Rating 1.  
  
Yurdd - like Murdoch - wants to be free. Gardath, Lundar and Bethlu believe Wallach is right and they should be sacrificed. They will bare their throats willingly to the knife. They also will trick and sabotage the PCs, but Yurdd knows their standpoint and will rat on them.
- **2 Zhentish Deserters, Rudar and Kippela**, (on level 2) human male & female, AL: NE, fighter lvl 1, AC 11 (Dex), HP 7, 4, Abilities: Str 16, Con 13, Dex 12, Int 9, Wis 10, Cha 12; Base Attack Bonus +1, no weapon. Saves: +3/+1/+0. Challenge Rating 1/3.
- **2 Freedom Fighters** (both dead in their cells on dungeon level 2).

## Tesh Valley Encounters:

Segment: *Tale of 2 Liches*

### Patrol - Bleeding Zhent Skull Orcs

- **Orc Leader and 4 + 1d8 Orcs (5-12)**, see the *D&D Monster Manual*.

### Renegade Zhentilar

- **Leader**, human female, AL: NE, fighter lvl 5, AC: 16 (Dex + Chain), HP: 38, Abilities: Str 18, Con 13, Dex 13, Int 10, Wis 11, Cha 12; Base Attack Bonus: +5; Attacks: Long Sword, Attack Bonus +9, 1d8+4 hp dmg; Long bow, 100m/30ft Attack Bonus +6, 200ft/60m +4; 300ft/90m +2; Saves: +5/+2/+1. Challenge Rating 3.
- **3 + 1d4 Zhentilar (4-8)**: human male and female, AL: LN/GE, Fighter lvl 2, AC: 16 (Dex + Chain), HP: 20; Abilities: Str 14, Con 12, Dex 12, Int 9, Wis 11, Cha 10; Base Attack Bonus +2; Long Sword, Attack Bonus +4, 1d8+2 hp dmg; Long bow, 100ft/30m Attack Bonus +3, 200ft/60m +1, 300ft/90m -1. Saves: +4/+1/+0. Challenge Rating ½.
- **Cleric of Xvim**, human female, AL: LE, Cleric lvl 2, AC: 16 (Dex + Chain), HP: 11, Abilities: Str 12, Con 11, Dex 12, Int 9, Wis 17, Cha 7; Base Attack Bonus +1; Heavy Mace, Attack Bonus +2, 1d8+1 hp dmg. Saves: +4/+1/+3. Spells: 4/3+1/0/0/0/0/0/0/0, Domains: Evil, Destruction. Challenge Rating ½.
- **Cleric of Cyric**, human male, AL: CE, Cleric lvl 2, AC: 16 (Dex + Chain), HP: 10, Abilities: Str 12, Con 12, Dex 11, Int 9, Wis 17, Cha 8; Base Attack Bonus +1; Heavy Mace, Attack Bonus +2, 1d8+1 hp dmg. Saves: +4/+0/+3. Spells: 4/3+1/0/0/0/0/0/0/0, Domains: Evil, Trickery. Challenge Rating ½.

## Thane Gifar and His Ghosts

Segment: *Tale of 2 Liches*

- **Thane Gifar**, Ghost, HD 5d12, AC 12, see *Appendix 3 - Templates* in the *D&D Monster Manual*.
- **6 Wraiths of Dwarven Ministers**, Wraiths, see the *D&D Monster Manual*.

## Thornleigh - the Key NPCs

Segment: *Bloodstone*

- **Wurgahrd, half-orc male**, age 48, AL: NG, town chairman, Ranger 9. CR 9; Size M (6'2"/188cm tall); HD 9d8+9; hp 44; Init +3 (+3 Dex); Speed 30 ft/9m; AC 13 (+3 Dex); Attack +11/+6 melee, or +12/+7 ranged; SV Fort +7, Ref +6, Will +5; Str 15, Dex 17, Con 13, Int 8, Wis 14, Cha 7. Skills: Climb +14, Craft (Stonemasonry) +6, Diplomacy +1, Hide +5, Knowledge (Dungeoneering) +10, Knowledge (Nature) +9, Listen +2, Move Silently +5, Profession (Miner) +14, Spot +2, Survival +11. Feats: Combat Reflexes, [Evasion], [Improved Two Weapon Fighting], Negotiator, Self Sufficient, Stealthy, [Track], [Two Weapon Fighting]. Ranger Spells Per Day: 2/1.
- **Bargidh Hendell, human male**, age 48, AL: NG, Commander of the Southgate Outpost, Damaran army, Fighter 9. CR 9; Size M (5'8"/173cm tall); HD 9d10+18; hp 73; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +13/+8 melee, or +8/+3 ranged; SV Fort +8, Ref +2, Will +3; Str 18, Dex 9, Con 15, Int 12, Wis 11, Cha 12. Skills: Climb +6, Craft (Ship making) +9, Disguise +3, Hide -1, Intimidate +14, Jump +16, Listen +0, Move Silently -1, Ride +11, Spot +0. Feats: Exotic Weapon Proficiency (urgosh, dwarven), Leadership, Mounted Archery, Mounted Combat, Persuasive, Point Blank Shot, Quick Draw, Toughness, Trample.

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- **Belthlin, human female**, age 33, AL:NG, local Bloodstone Rider, Ranger 7. CR 7; Size M (5'2"/157cm tall); HD 7d8; hp 39; Init +3 (+3 Dex); Speed 30 ft/9m; AC 13 (+3 Dex); Attack +9/+4 melee, or +10/+5 ranged; SV Fort +5, Ref +5, Will +3; Str 14, Dex 16, Con 10, Int 10, Wis 13, Cha 15. Skills: Craft (Alchemy) +7, Craft (Pottery) +10, Craft (Sculpting) +6, Craft (Weaponsmith) +10, Craft (Woodworking) +10, Hide +3, Knowledge (Geography) +10, Knowledge (Nature) +8, Listen +1, Move Silently +3, Spot +1, Survival +10. Feats: Deceitful, [Evasion], [Manyslot], Power Attack, [Rapid Shot], Spell Focus (illusion), Toughness, [Track]. Ranger Spells Per Day: 2.
- **Niegnern Hilt, human male**, age 37, AL:N, Manager of the Thornleigh Bloodstone Mines, Expert 2. CR 1; Size M (4'10"/147cm tall); HD 2d6+2; hp 12; Init +2 (+2 Dex); Speed 30 ft/9m; AC 12 (+2 Dex); Attack +4 melee, or +3 ranged; SV Fort +1, Ref +2, Will +5; Str 17, Dex 15, Con 13, Int 12, Wis 14, Cha 11. Skills: Craft (Bowmaking) +6, Craft (Trapmaking) +4, Diplomacy +4, Hide +2, Knowledge (Arcana) +6, Knowledge (The Planes) +5, Listen +4, Move Silently +2, Perform (Act) +4, Perform (String Instruments) +1.5, Perform (Wind Instruments) +5, Spellcraft +3, Spot +6. Feats: Alertness, Skill Focus (Craft (Trapmaking)).
- **Garbath, half-orc male**, age 47, AL:NG, Innkeeper, Ranger 7. CR 7; Size M (5'9"/175cm tall); HD 7d8+7; hp 43; Init +2 (+2 Dex); Speed 30 ft/9m; AC 12 (+2 Dex); Attack +9/+4 melee, or +9/+4 ranged; SV Fort +6, Ref +6, Will +3; Str 15, Dex 15, Con 13, Int 12, Wis 13, Cha 8. Skills: Craft (Alchemy) +10, Craft (Blacksmithing) +9, Craft (Bowmaking) +11, Craft (Pottery) +7, Hide +2, Knowledge (Geography) +11, Listen +1, Move Silently +2, Ride +12, Spot +1, Survival +10, Use Rope +11. Feats: Combat Reflexes, [Evasion], [Improved Two Weapon Fighting], Lightning Reflexes, Skill Focus (Knowledge (Geography)), [Track], [Two Weapon Fighting]. Ranger Spells Per Day: 2.
- **Keenan Duhl, human male**, age 48, AL: LE, Commoner 3, horse dealer and spy for the Chembryl branch of the Zhentarim. CR 2; Size M (6'0"/183cm tall); HD 3d4+6; hp 17; Init -1 (-1 Dex); Speed 30 ft/9m; AC 9 (-1 Dex); Attack +4 melee, or +0 ranged; SV Fort +5, Ref +0, Will +3; Str 17, Dex 8, Con 14, Int 12, Wis 15, Cha 8. Skills: Craft (Alchemy) +6, Craft (Leatherworking) +3, Craft (Painting) +7, Craft (Pottery) +7, Craft (Ship making) +7, Hide -1, Listen +2, Move Silently -1, Spot +2. Feats: Blind-Fight, Great Fortitude, Run.
- **Narpung, dwarf male**, age 266, AL:LG, weapon- and blacksmith, Expert 9, Fighter 9. CR 17; Size M (4'0"/122cm tall); HD 9d6+27 + 9d10+27; hp 138; Init +5 (+5 Dex); Speed 20 ft/6m; AC 15 (+5 Dex); Attack +18/+13/+8 melee, or +20/+15/+10 ranged; SV Fort +12, Ref +11, Will +9; Str 17, Dex 20, Con 17, Int 13, Wis 11, Cha 9. Skills: Climb +11, Craft (Armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Pottery) +12, Craft (Sculpting) +9, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (Weaponsmith) +3, Decipher Script +11, Disable Device +4, Handle Animal +4, Hide +5, Intimidate +13, Knowledge (Geography) +3, Listen +2, Move Silently +5, Perform (Oratory) +11.5, Perform (String Instruments) +11, Profession (Hunter) +12, Sense Motive +5, Spot +2. Feats: Alertness, Combat Reflexes, Dodge, Martial Weapon Proficiency (glaive), Mobility, Point Blank Shot, Power Attack, Quick Draw, Skill Focus (Craft (Pottery)), Spring Attack, Weapon Finesse.
- **Manda Nalor, human female**, age 34, AL:N, general storekeeper, Rogue 2. CR 2; Size M (5'3"/160cm tall); HD 2d6+2; hp 11; Init +3 (+3 Dex); Speed 30 ft/9m; AC 13 (+3 Dex); Attack +1 melee, or +4 ranged; SV Fort +1, Ref +6, Will +2; Str 11, Dex 17, Con 12, Int 12, Wis 14, Cha 9. Skills: Balance +8, Decipher Script +5, Disable Device +6, Disguise +4, Escape Artist +5, Hide +8, Intimidate +3, Jump +4, Listen +2, Move Silently +3, Search +3, Sense Motive +7, Speak Language +2, Spot +2, Swim +4, Use Magic Device +3. Feats: Endurance, [Evasion], Persuasive.

## Tower Threespires Encounters

Segment: *The Great Dale*

The epic necromancer Urgrath Hurddh, who commands the tower, is described separately in the Section *Unofficial NPC Encounters*.

### Central Building, Ground Floor

- **2 Guards.** Fighter 10, human male and female, AL:LE; CR 10; Size M; HP 103, 78; Init +6 (+2 Dex, +4 Imp. Init.); Speed 30ft/9m; AC 17 (+2 Dex, +5 chain mail); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save Fort +10, Ref +5, Will +2; Abilities: Str 18, Dex 14, Con 17, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +9, Hide +2, Jump +17, Listen +1, Move Silently +2, Perform (Dance) +4, Ride +11, Spot +1, Swim +16. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Quick Draw.
- **2 Clerks,** Commoner 1, human female, AL:LE; CR 1; Size M (5'9"/175cm and 5'3"/160cm); HP: 3 and 6; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +2 melee, Dagger 1d4+2 dmg; Save: Fort +1, Ref +2, Will +1; Abilities: Str 14, Dex 15, Con 13, Int 10, Wis 13, Cha 9. Skills: Craft (Alchemy) +4, Craft (Stonemasonry) +5, Craft (Weaponsmithing) +2, Hide +2, Listen +1, Move Silently +2, Spot +3. Feats: Point Blank Shot, Skill Focus (Craft (Stonemasonry)).

### Central Building, 3-6 Stories.

- **8 Sleeping Guards** (2 per floor), Fighter 10, human male, AL:LE; CR 10; Size M, HP: 63, 72, 66, 57, 54, 66, 62, 56; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save: Fort +8, Ref +5, Will +3; Abilities: Str 18, Dex 15, Con 12, Int 15, Wis 10, Cha 15. Skills: Climb +14, Handle Animal +13, Hide +2, Intimidate +13, Jump +17, Listen +2, Move Silently +2, Ride +13, Spot +2, Swim +13. Feats: Alertness, Combat Expertise, Dodge, Endurance, Power Attack.

### Necromancers' Tower, Ground Floor.

- **2 Guards.** Fighter 10, human male and female, AL:LE; CR 10; Size M; HP 103, 78; Init +6 (+2 Dex, +4 Imp. Init.); Speed 30ft/9m; AC 17 (+2 Dex, +5 chain mail); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save Fort +10, Ref +5, Will +2; Abilities: Str 18, Dex 14, Con 17, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +9, Hide +2, Jump +17, Listen +1, Move Silently +2, Perform (Dance) +4, Ride +11, Spot +1, Swim +16. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Quick Draw.

### Necromancers' Tower, 2<sup>nd</sup> and 3<sup>rd</sup> Stories.

- **1 Guard per floor.** Fighter 10, human male or female, AL:LE; CR 10; Size M; HP 92, 79; Init +6 (+2 Dex, +4 Imp. Init.); Speed 30ft/9m; AC 17 (+2 Dex, +5 chain mail); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save Fort +10, Ref +5, Will +2; Abilities: Str 18, Dex 14, Con 17, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +9, Hide +2, Jump +17, Listen +1, Move Silently +2, Perform (Dance) +4, Ride +11, Spot +1, Swim +16. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Quick Draw.
- **Jogath,** human male, AL:LE, Necromancer 3, Size M (5'10"/178cm), hp 16; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +0 melee, dagger 1d4-1 dmg; Save: Fort +3, Ref +3, Will +5; Abilities: Str 8, Dex 15, Con 14, Int 16, Wis 11, Cha 11. Skills: Hide +2, Knowledge (Arcana) +5, Knowledge (Dungeoneering) +8, Knowledge (Geography) +9, Knowledge (Local) +8, Knowledge (Nobility and Royalty) +9, Knowledge (Religion) +6, Listen +0, Move Silently +2, Spellcraft +8, Spot +0. Feats: Eschew Materials, Iron Will, [Scribe Scroll], Toughness. Wizard Spells Ready (4/3/2/0/0/0/0/0/0): 0<sup>th</sup> - Acid Splash, Arcane Mark, Detect Magic, Touch of Fatigue. 1<sup>st</sup> - Cause Fear, Magic Missile, Unseen Servant. 2<sup>nd</sup> - Ghoul Touch, Scorching Ray.

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- **Tarlka**, human female, AL:LE, Necromancer 5, Size M (44'9"/145cm tall); HP: 20; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +1 melee, Dagger 1d4 dmg; Save: Fort +2, Ref +3, Will +6; Abilities: Str 9, Dex 15, Con 12, Int 18, Wis 14, Cha 11. Skills: Concentration +9, Craft (Alchemy) +12, Craft (Painting) +9, Craft (Shipmaking) +7, Craft (Stonemasonry) +12, Hide +2, Knowledge (Nobility and Royalty) +9, Knowledge (Religion) +8, Knowledge (The Planes) +12, Listen +2, Move Silently +2, Spellcraft +5, Spot +2. Feats: Empower Spell, Extend Spell, Improved Initiative, [Scribe Scroll], Still Spell. Wizard Spells Ready: (4/4/3/2/0/0/0/0/0): 0<sup>th</sup> - Arcane Mark, Detect Magic, Light, Touch of Fatigue. 1<sup>st</sup> - Hold Portal, Magic Missile, Ray of Enfeeblement, True Strike. 2<sup>nd</sup> - Blindness/Deafness, Hypnotic Pattern, Touch of Idiocy. 3<sup>rd</sup> - Fireball, Ray of Exhaustion.
- **Gugl**, human male, AL:LE, Necromancer 6, CR 6; Size M (5'5"/165cm tall); HP: 36; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +2 melee, dagger 1d4-1 dmg; Save: Fort +5, Ref +3, Will +5; Abilities: Str 9, Dex 12, Con 17, Int 16, Wis 10, Cha 11. Skills: Craft (Blacksmithing) +8, Hide +1, Knowledge (Arcana) +12, Knowledge (Dungeoneering) +11, Knowledge (Local) +11, Knowledge (Nature) +5, Knowledge (Nobility and Royalty) +5, Knowledge (The Planes) +11, Listen +0, Move Silently +1, Spellcraft +10, Spot +0. Feats: Combat Casting, Maximize Spell, Quicken Spell, [Scribe Scroll], Shield Proficiency, Still Spell. Wizard Spells Ready: (4/4/4/3/0/0/0/0/0): 0<sup>th</sup> - Detect Magic, Detect Poison, Read Magic, Touch of Fatigue. 1<sup>st</sup> - Cause Fear, Magic Missile, Protection from Good, Ray of Enfeeblement. 2<sup>nd</sup> - Blindness/Deafness, False Life, Mirror Image, Scorching Ray. 3<sup>rd</sup> - Fireball, Halt Undead, Unweave Magic.
- **Helga**, human female, AL:LE, Necromancer 6, CR 6; Size M (6'1"/185cm tall); HP: 28; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +3 melee, Dagger 1d4 dmg; Save: Fort +3, Ref +5, Will +9; Abilities: Str 10, Dex 16, Con 13, Int 14, Wis 14, Cha 10. Skills: Craft (Armorsmithing) +7, Hide +3, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +11, Knowledge (History) +11, Knowledge (Local) +9, Knowledge (Nature) +9, Listen +2, Move Silently +3, Spot +2; Brew Potion. Feats: Craft Magic Arms and Armor, Craft Wondrous Item, Iron Will, [Scribe Scroll], Silent Spell. Wizard Spells Ready: (4/4/4/2): 0<sup>th</sup> - Acid Splash, Detect Magic, Read Magic, Touch of Fatigue. 1<sup>st</sup> -- Magic Missile, Protection from Good, Shield, Ray of Enfeeblement, Shocking Grasp. 2<sup>nd</sup> - Blindness/Deafness, Command Undead, Levitate, Melf's Acid Arrow. 3<sup>rd</sup> -- Fireball, Ray of Exhaustion.

### Necromancers' Tower, 4<sup>th</sup> and 5<sup>th</sup> Stories.

- **1 Guard per floor.** Fighter 10, human male or female, AL:LE; CR 10; Size M; HP 88, 70; Init +6 (+2 Dex, +4 Imp. Init.); Speed 30ft/9m; AC 17 (+2 Dex, +5 chain mail); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save Fort +10, Ref +5, Will +2; Abilities: Str 18, Dex 14, Con 17, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +9, Hide +2, Jump +17, Listen +1, Move Silently +2, Perform (Dance) +4, Ride +11, Spot +1, Swim +16. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Quick Draw.
- **Meltrika Dahndi, human female, AL:LE, Necromancer 15, Wearer of the Purple;** CR 15; Size M (5 ft., 7 in./167 cm tall); HD 15d4+30; hp 65; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +6/+1 melee, or +8/+3 ranged; Weapon: Dagger, 1d4 hp dmg; SV Fort +7, Ref +6, Will +11; AL LE; Str 8, Dex 12, Con 14, Int 20, Wis 15, Cha 8. Languages Spoken: Common, Draconic, Old Turami. Skills and feats: Alchemy +22, Craft +23, Diplomacy +4, Hide +1, Knowledge (arcana) +23, Knowledge (nature) +23, Listen +2, Move silently +9, Perform +5, Profession +20, Spot +2, Use rope +4; Combat casting, Empower spell, Enlarge spell, Extend spell, Far shot, Heighten spell, Point blank shot, Quicken spell, [Scribe scroll], Silent spell, Spell penetration. Wizard Spells Known (5/7/6/6/6/6/4/3/2/0, one each daily Necromancy. Enchantment, Illusion unavailable).

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**Key Spells Ready** (*italic spells already in effect*): 0<sup>th</sup> - Arcane Mark (2), Detect Poison (2), Open/close. 1<sup>st</sup> - *Feather Fall* (lasts another 14 rounds), *Mage Armor* (lasts another 15 hours)(3), Identify, Magic Missile (5 Missiles), Ray of Enfeeblement. 2<sup>nd</sup> - Command Undead (2), Gust of Wind (2), *Protection from Arrows* (15 hours, 100 points, DR 10/Magic). 3<sup>rd</sup> - Fireball (2), Nondetection, *Protection from Energy* (Fire) (120 dmg pts - lasts 160 minutes), Unweave Magic, Vampiric Touch. 4<sup>th</sup> - Animate Dead, Dimension Door, Enervation, Ice Storm, *Stoneskin* (140 minutes, DR 10/Adamantine to 150hp), Wall of Ice. 5<sup>th</sup> - Baleful Polymorph, Magic Jar, Mordenkainen's Private Sanctum, Telekinesis, Teleport, Waves of Fatigue. 6<sup>th</sup> - Circle of Death, Create Undead, *Globe of Invulnerability* (lasts another 14 rounds), Greater Unweave Magic. 7<sup>th</sup> - Finger of Death, Prismatic Spray, Waves of Exhaustion. 8<sup>th</sup> - Create Greater Undead, Trap the Soul.

**Permanent Spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, See Invisibility, Resistance, Tongues.

- **Nehgrath Huhndlûhn, human male, AL: LE, Necromancer 13, Wearer of the Purple;** CR 13; Size M (5 ft., 8 in./162 cm tall); HD 13d4+39; hp 75; Init +0; Spd 30 ft./9 m; AC 10; Attack +5/+0 melee, or +6/+1 ranged; Weapon: Dagger, 1d4 hp dmg; SV Fort +7, Ref +4, Will +9; AL LE; Str 9, Dex 11, Con 17, Int 17, Wis 12, Cha 12. Languages Spoken: Common, Draconic, Dwarven, Old Turami. Skills and feats: Alchemy +19, Appraise +8, Hide +2, Intimidate +7.5, Knowledge (arcana) +13, Knowledge (nature) +15, Listen +3, Move silently +7, Open lock +6.5, Scry +5, Speak language +1, Spot +3; Alertness, Blind-fight, Brew potion, Craft rod, Empower spell, Extend spell, Heighten spell, [Scribe scroll], Spell penetration. Wizard Spells Known (5/6/6/6/5/4/4/2/0/0, one each daily Necromancy. Enchantment, Illusion unavailable).

**Key Spells Ready** (*italic spells already in effect*): 0<sup>th</sup> - Arcane Mark (2), Detect Poison (2), Open/close. 1<sup>st</sup> - *Feather Fall* (lasts another 12 rounds), *Mage Armor* (lasts another 13 hours), Identify, Magic Missile (5 Missiles), Ray of Enfeeblement (2). 2<sup>nd</sup> - Command Undead (2), Gust of Wind (2), *Protection from Arrows* (13 hours, 100 points, DR 10/Magic). 3<sup>rd</sup> - Fireball (2), Nondetection, *Protection from Energy* (Fire) (120 dmg pts - lasts 130 minutes), Unweave Magic, Vampiric Touch. 4<sup>th</sup> - Animate Dead, Dimension Door, Enervation, *Stoneskin* (120 minutes, DR 10/Adamantine to 150hp), Wall of Ice. 5<sup>th</sup> - Magic Jar, Mordenkainen's Private Sanctum, Teleport, Waves of Fatigue. 6<sup>th</sup> - Circle of Death, Create Undead, *Globe of Invulnerability* (lasts another 14 rounds), Greater Unweave Magic. 7<sup>th</sup> - Finger of Death, Waves of Exhaustion.

**Permanent Spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, See Invisibility, Resistance, Tongues.

### Necromancers' Tower, 6<sup>th</sup> and 7<sup>th</sup> Stories.

- **1 Guard per floor.** Fighter 10, human male or female, AL:LE; CR 10; Size M; HP 95, 89; Init +6 (+2 Dex, +4 Imp. Init.); Speed 30ft/9m; AC 17 (+2 Dex, +5 chain mail); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save Fort +10, Ref +5, Will +2; Abilities: Str 18, Dex 14, Con 17, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +9, Hide +2, Jump +17, Listen +1, Move Silently +2, Perform (Dance) +4, Ride +11, Spot +1, Swim +16. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Quick Draw.

### Necromancers' Tower, 8<sup>th</sup> and 9<sup>th</sup> Stories.

- **1 Guard per floor.** Fighter 10, human male or female, AL:LE; CR 10; Size M; HP 69, 104; Init +6 (+2 Dex, +4 Imp. Init.); Speed 30ft/9m; AC 17 (+2 Dex, +5 chain mail); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save Fort +10, Ref +5, Will +2; Abilities: Str 18, Dex 14, Con 17, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +9, Hide +2, Jump +17, Listen +1, Move Silently +2, Perform (Dance) +4, Ride +11, Spot +1, Swim +16. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Quick Draw.

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- **Urgath Hurddh** is described in the Section *New Unofficial NPCs*.

### Tower Threespires Conjurers' Tower - Ground Floor

- **6 Guards.** Fighter 10, human male or female, AL:LE; CR 10; Size M; HP 92, 79, 100, 66, 82, 85; Init +6 (+2 Dex, +4 Imp. Init.); Speed 30ft/9m; AC 17 (+2 Dex, +5 chain mail); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save Fort +10, Ref +5, Will +2; Abilities: Str 18, Dex 14, Con 17, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +9, Hide +2, Jump +17, Listen +1, Move Silently +2, Perform (Dance) +4, Ride +11, Spot +1, Swim +16. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Quick Draw.

### Tower Threespires Conjurers' Tower - Dungeon

- **Troll**, large giant, 9ft/270cm tall, 500lbs/250kg. HD: 6d8+36. HP: 82. Init: +2. Speed 30ft/9m. Base Attack/Grapple: +4/+14. Attack: Claw, +9 melee, 1d6+6 dmg. Full attack: 2 claws, +9 melee, 1d6+6 dmg, and bite, +4 melee, 1d6+3 dmg; Space/Reach: 10ft-3m/10ft-3m; Special attacks: Rend 2d6+9 dmg; Special qualities: Darkvision 90ft/27m, low-light vision, regeneration 5, scent. Save: Fort +11, Reflex +4, Will +3. Abilities: Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6. Skills: Listen +5, Spot +6. Feats: Alertness, Iron Will, Track. CR 5. AL: CE.
- **Giant Soldier Ant**, medium vermin, 6ft/180cm long; HD: 2d8+2, HP 12; Init +0; Speed: 50ft/15m, Climb 20ft/6m; AC: 17 (+7 natural), touch 10, flat-footed 17; Base attack/Grapple: +1/+3; Attack: Bite +3 melee, 2d4+3 dmg; Full attack: Bite +3 melee, 2d4+3 dmg; Space/Reach: 5ft-150cm/5ft-150cm; Special attacks: Improved Grasp, Acid Sting; Special qualities: Scent, Vermin traits: (*Mindless, Darkvision 60ft/18m, Proficient with natural weapons only, proficient with no armor, breathe, eat, sleep*); Save: Fort +4, Ref +0, Will +1; Abilities: Str 14, Dex 10, Con 13, Int -, Wis 13, Cha 11. Skills: Climb +10. Feats: Track. CR 2.
- **Nur Tar'qasta**, human male, AL N, Barbarian 8, Size M (5'9"/175cm tall); HP: 69; Init +0; Speed 40ft/12m.; AC 10; Attack +10/+5 melee, no weapons, or +8/+3 ranged; Save: Fort +8, Ref +4, Will +3. Abilities: Str 15, Dex 11, Con 14, Int 9, Wis 13, Cha 11. Skills: Climb +8, Hide +3, Intimidate +9, Listen +1, Move Silently +0, Ride +9, Search +2, Spot +1, Survival +12. Feats: Combat Reflexes, Leadership, Lightning Reflexes, Weapon Focus (club).
- **Undoal of Tyr**, human male, AL:LG, Cleric of Tyr 6, Size M (5'10"/178cm tall); HP: 41; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +3 melee, Heavy Mace 1d8-1 dmg (has no weapon), or +3 ranged; Save: Fort +6, Ref +1, Will +8; Abilities: Str 8, Dex 8, Con 13, Int 15, Wis 16, Cha 12. Skills: Concentration +9, Craft (Bowmaking) +5, Heal +13, Hide -1, Knowledge (Arcana) +11, Knowledge (History) +9, Knowledge (Religion) +11, Listen +3, Move Silently -1, Spot +3. Feats: Improved Turning, Skill Focus (Heal), Spell Focus (enchantment), Widen Spell. Cleric Domains: Good, Law. Cleric Spells Per Day: 5/4+1/4+1/3+1/0/0/0/0/0. Spells ready: None.

### Tower Threespires Conjurers' Tower - 2<sup>nd</sup> and 3<sup>rd</sup> Stories

- **1 Guard per floor.** Fighter 10, human male or female, AL:LE; CR 10; Size M; HP 82, 85; Init +6 (+2 Dex, +4 Imp. Init.); Speed 30ft/9m; AC 17 (+2 Dex, +5 chain mail); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save Fort +10, Ref +5, Will +2; Abilities: Str 18, Dex 14, Con 17, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +9, Hide +2, Jump +17, Listen +1, Move Silently +2, Perform (Dance) +4, Ride +11, Spot +1, Swim +16. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Quick Draw.



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- Nindelbrar, human male, AL: LE, Cleric (Tiamat) 3.** CR 3; Size M (5 ft., 7 in./167 cm tall); HD 3d8+6; HP 23; Init +0; Spd 30 ft./9 m; AC 10; Attack +3 melee, or +2 ranged; Weapon: Long Sword 1d8 dmg; SV Fort +5, Ref +1, Will +7; AL LE; Str 12, Dex 11, Con 15, Int 11, Wis 18, Cha 16. Languages Spoken: Common, Old Turami. Skills and feats: Concentration +8, Craft +4, Hide +0, Knowledge (arcana) +2, Listen +4, Move silently +0.5, Profession +8, Scry +1, Spot +4; Combat reflexes, Extra turning, Scribe scroll. Cleric Domains: Luck, Death. Cleric Spells Per Day: 4/3+1/2+1/0/0/0/0/0.
 

**Key Spells:** 0<sup>th</sup> - Cure Minor Wounds, Detect Magic, Detect Poison, Read Magic, Resistance. 1<sup>st</sup> - Bless, Cause Fear, Cure Light Wounds, Sanctuary. 2<sup>nd</sup> - Aid, Cure Moderate Wounds, Sound Burst.
- Záhra Praszzh, human female, AL: LE, Cleric (Tiamat) 13;** CR 13; Size M (5 ft., 4 in./160 cm tall); HD 13d8+26; HP 88; Init +1 (+1 Dex); Spd 30 ft./9 m; AC 11 (+1 Dex); Attack +11/+6 melee, or +10/+5 ranged; Weapon: Long Sword 1d8+2 dmg; SV Fort +10, Ref +5, Will +10; AL LE; Str 15, Dex 13, Con 14, Int 8, Wis 15, Cha 11. Languages Spoken: Common, Old Turami; Skills and feats: Diplomacy +13, Hide +1, Knowledge +1, Knowledge (nature) +3, Knowledge (religion) +14, Listen +2, Move silently +1, Spot +2; Craft rod, Craft staff, Empower spell, Skill focus (diplomacy), Skill focus (knowledge (religion)), Weapon focus (long sword). Cleric Domains: Death, Evil. Cleric Spells Per Day: 6/6+1/6+1/4+1/4+1/3+1/0/0/0/0.
 

**Key Spells:** 0<sup>th</sup> - Cure Minor Wounds, Detect Magic, Detect Poison, Light, Read Magic, Resistance. 1<sup>st</sup> - Bane, Bless, Cause Fear, Cure Light Wounds, Inflict Light Wounds, Obscuring Mist, Sanctuary. 2<sup>nd</sup> - Cure Moderate Wounds, Death Knell, Darkness, Lesser Restoration, Resist Energy (Cold - DR 10), Silence, Sound Burst. 3<sup>rd</sup> - Animate Dead, Blindness/Deafness, Cure Serious Wounds, Meld Into Stone, Unweave Magic. 4<sup>th</sup> - Cure Critical Wounds, Death Ward, Divine Power, Restoration, Spell Immunity (Fireball). 5<sup>th</sup> - Flame Strike, Mass Cure Light Wounds, Raise Dead, Slay Living.
- Tara Nuell, human female, AL:NE, Conjurer 5, Size M (5'9"/175cm tall);** HP 21; Init +0; Speed 30ft/9m; AC 10; Attack +1 melee, Dagger 1d4-1 dmg; Save: Fort +3, Ref +1, Will +5; Abilities: Str 9, Dex 10, Con 14, Int 17, Wis 13, Cha 11. Skills: Craft (Alchemy) +5, Craft (Leatherworking) +7, Hide +0, Knowledge (Geography) +11, Knowledge (History) +8, Knowledge (Nature) +11, Knowledge (The Planes) +11, Listen +1, Move Silently +0, Spellcraft +11, Spot +1. Feats: Combat Casting, Extend Spell, Heighten Spell, [Scribe Scroll], Still Spell. Wizard Spells Ready (4/4/3/2/0/0/0/0/0/0): 0<sup>th</sup> - Acid Splash, Detect Magic, Light, Read Magic. 1<sup>st</sup> - Grease, Mage Armor, Magic Missile, Obscuring Mist. 2<sup>nd</sup> - Command Undead, Fog Cloud, Melf's Acid Arrow, Web. 3<sup>rd</sup> - Fireball, Stinking Cloud.
 

**Key Spells:** 0<sup>th</sup> - Acid Splash, Detect Magic, Light, Read Magic. 1<sup>st</sup> - Grease, Mage Armor, Magic Missile, Obscuring Mist. 2<sup>nd</sup> - Command Undead, Fog Cloud, Melf's Acid Arrow, Web. 3<sup>rd</sup> - Fireball, Stinking Cloud.
- Norgon Hughm, human male, AL:NE, Conjurer 4, Size M (5'6"/168cm tall);** HP: 19; Init +0; Speed 30ft/9m; AC 10; Attack +3 melee, dagger 1d4+1 dmg; Save: Fort +3, Ref +1, Will +6; Abilities: Str 13, Dex 10, Con 14, Int 18, Wis 14, Cha 10. Skills: Craft (Leatherworking) +11, Craft (Pottery) +10, Craft (Stonemasonry) +9, Craft (Trapmaking) +9, Hide +0, Knowledge (Dungeoneering) +11, Knowledge (The Planes) +10, Listen +2, Move Silently +0, Spellcraft +11, Spot +2. Feats: Maximize Spell, Point Blank Shot, [Scribe Scroll], Spell Penetration. Wizard Spells Ready (4/4/3/0/0/0/0/0/0/0): 0<sup>th</sup> - Acid Splash, Detect Magic, Light, Read Magic. 1<sup>st</sup> - Grease, Mage Armor, Magic Missile, Obscuring Mist. 2<sup>nd</sup> - Command Undead, Fog Cloud, Melf's Acid Arrow.
 

**Key Spells:** 0<sup>th</sup> - Acid Splash, Detect Magic, Light, Read Magic. 1<sup>st</sup> - Grease, Mage Armor, Magic Missile, Obscuring Mist. 2<sup>nd</sup> - Command Undead, Fog Cloud, Melf's Acid Arrow.
- Lura Malgor, human female, AL:NE, Conjurer 2, Size M (5'3"/160cm tall);** HP: 10; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +3 melee, dagger, 1d4+2 dmg; Save Fort +2, Ref +1, Will +3; Abilities: Str 15, Dex 13, Con 15, Int 15, Wis 11, Cha 8. Skills: Craft (Trapmaking) +6, Diplomacy +1, Hide +1, Knowledge (Arcana) +6, Knowledge (Architecture and Engineering) +3, Knowledge (Geography) +7, Knowledge (Religion) +4, Knowledge (The Planes) +7, Listen +0, Move Silently +1, Spot +0. Feats: Improved Unarmed Strike, [Scribe Scroll]. Wizard Spells Ready (4/3/0/0/0/0/0/0/0/0): 0<sup>th</sup> - Acid Splash, Detect Magic, Light, Read Magic. 1<sup>st</sup> - Grease, Mage Armor, Magic Missile.
 

**Key Spells:** 0<sup>th</sup> - Acid Splash, Detect Magic, Light, Read Magic. 1<sup>st</sup> - Grease, Mage Armor, Magic Missile.

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### Tower Threespires Conjurers' Tower - 4<sup>th</sup> and 5<sup>th</sup> Stories

- **1 Guard per floor.** Fighter 10, human male or female, AL:LE; CR 10; Size M; HP 79, 103; Init +6 (+2 Dex, +4 Imp. Init.); Speed 30ft/9m; AC 17 (+2 Dex, +5 chain mail); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save Fort +10, Ref +5, Will +2; Abilities: Str 18, Dex 14, Con 17, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +9, Hide +2, Jump +17, Listen +1, Move Silently +2, Perform (Dance) +4, Ride +11, Spot +1, Swim +16. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Quick Draw.
- **Gülar Traggaths, human male, AL: NE, Conjurer 14; Wearer of the Purple;** CR 14; Size M (5 ft., 10 in./175 cm tall); HD 14d4+28; hp 64; Init +1 (+1 Dex); Spd 30 ft./9 m; AC 11 (+1 Dex); Attack +8/+3 melee, or +8/+3 ranged; Weapon: Dagger, 1d4 hp dmg; SV Fort +6, Ref +5, Will +7; AL NE; Str 12, Dex 13, Con 15, Int 18, Wis 7, Cha 13. Languages Spoken: Old Turami, Elven, Common. Skills and feats: Concentration +19, Craft +21, Diplomacy +6, Hide +1, Intuit direction +0, Knowledge (arcana) +19, Listen +5, Move silently +1, Profession +8, Scry +19, Spot -2, Wilderness lore -0.5; Craft wondrous item, Extend spell, Forge ring, Heighten spell, Maximize spell, [Scribe scroll], Silent spell, Spell focus (transmutation), Still spell. Wizard Spells Known (5/6/6/6/6/4/4/3/0/0, one each daily Conjunction. Enchantment, Illusion unavailable).

**Key Spells Ready** (*italic spells already in effect*): 0<sup>th</sup> - Acid Splash, Arcane Mark (2), Detect Poison, Open/close. 1<sup>st</sup> - *Feather Fall* (lasts another 13 rounds), Grease, *Mage Armor* (lasts another 14 hours), Identify, Magic Missile (5 Missiles), Obscuring Mist. 2<sup>nd</sup> - Fog Cloud, Gust of Wind (2), Melf's Acid Arrow, *Protection from Arrows* (14 hours, 100 points, DR 10/Magic), Web. 3<sup>rd</sup> - Fireball (2), Nondetection, *Protection from Energy* (Fire) (120 dmg pts - lasts 130 minutes), Sleet Storm, Unweave Magic. 4<sup>th</sup> - Dimension Door, Solid Fog (2), *Stoneskin* (120 minutes, DR 10/Adamantine to 150hp), Wall of Ice. 5<sup>th</sup> - Cloudkill (2), Mordenkainen's Private Sanctum, Teleport. 6<sup>th</sup> - Acid Fog, *Globe of Invulnerability* (lasts another 14 rounds), Greater Unweave Magic, Wall of Iron. 7<sup>th</sup> - Forcecage, Greater Teleport, Phase Door.

**Permanent Spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, See Invisibility, Resistance, Tongues.

- **Nirig'dn, Vrock (Demon - Tanar'ri), large outsider (8'0"/240cm tall, 500lbs/250kg), AL:CE.** HD: 10d8+70; HP: 115; Init: +2; Speed: 30ft/9m, Fly 50ft/15m (average); AC: 22 (-1 size, +2 Dex, +11 natural; touch 11; flat-footed 20); Base attack/Grapple: +10/+20; Attack: Claw +15 (2d6+6 dmg); Full attacks: 2 claws +15 melee (2d6+6 dmg) and bite +13 melee (1d8+3 dmg) and 2 talons +13 melee (2d6+6 dmg); Space/Reach: 10ft-3m/10ft-3m; Special Attacks: Dance of Ruin, spores, stunning screech, summon tanar'ri, spell-like abilities: at will - *Mirror Image*, *Telekinesis* (DC 18), *Greater Teleport* (self + plus 50lbs/5kg), once daily - *Heroism*, Caster lvl 12, DC 13 + spell level; Saves: Fort +14, Ref +9, Will +10; Abilities: Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16; Skills: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (arcane) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +14, Survival +3 (+5 tracking); Feats: Cleave, Combat Reflexes, Multiattack, Power Attack. CR 9.

### Tower Threespires Conjurers' Tower - 6<sup>th</sup> and 7<sup>th</sup> Stories

- **1 Guard per floor.** Fighter 10, human male or female, AL:LE; CR 10; Size M; HP 92, 90; Init +6 (+2 Dex, +4 Imp. Init.); Speed 30ft/9m; AC 17 (+2 Dex, +5 chain mail); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save Fort +10, Ref +5, Will +2; Abilities: Str 18, Dex 14, Con 17, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +9, Hide +2, Jump +17, Listen +1, Move Silently +2, Perform (Dance) +4, Ride +11, Spot +1, Swim +16. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Quick Draw.

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- **Urug'rh**, Glabrezu (Demon - Tanar'ri), huge outsider (15'0"/450cm tall, 2,500lbs/1,250kg), AL:CE; CR 13, HD: 12d8+120; HP: 212; Init: +0; Speed: 40ft/12m; Armor Class: 27 (-2 size, +19 natural; touch 8, flat-footed 27); Base attack/Grapple: +12/+30; Attack: Pincers +20 melee (2d8+10 dmg); Full attack: 2 Pincers +20 melee (2d8+10 dmg) and 2 claws +18 melee (1d6+5 dmg) and bite +18 melee (1d8+5 dmg); Space/Reach: 15ft-450cm/15ft-450cm; Special attacks: Improved Grab; Summon Tanar'ri; Spell-like abilities: At will - *Chas Hammer* (DC 19), *Confusion* (DC 19), *Unweave Magic*, *Mirror Image*, *Reverse Gravity* (DC 22), *Greater Teleport* (self + 50 lbs/25kg), *Unholy Blight* (DC 19), Once daily: *Power Word Stun*, Caster lvl 14, DCs 15 + spell lvl; Special Qualities: DR 10/good; Darkvision 60ft/18m, Immune Electricity and Poison, Resist Acid, cold and Fire each 10, Telepathy 100ft/30m, SR 21, True Seeing; Saves: Fort +18, Ref +8, Will +11; Abilities: Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20; Skills: Bluff +22, Concentration +25, Diplomacy +9; Disguise +5 (+7 acting), Dweomercraft +18, Intimidate +24, Knowledge (arcane) +18, Knowledge (dungeoneering) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spot +26, Survival +3 (+5 tracking); Feats: Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

### Tower Threespires Illusionists' Tower - Ground Floor

- **2 Guards** (*Illusion: as orc draconians*). Fighter 10, human male or female, AL:LE; CR 10; Size M; HP 89, 94; Init +6 (+2 Dex, +4 Imp. Init.); Speed 30ft/9m; AC 17 (+2 Dex, +5 chain mail); Attack +14/+9 melee, long spear, 1d8+4 dmg; Save Fort +10, Ref +5, Will +2; Abilities: Str 18, Dex 14, Con 17, Int 15, Wis 8, Cha 9. Skills: Craft (Weaponsmithing) +12, Disable Device +3, Handle Animal +9, Hide +2, Jump +17, Listen +1, Move Silently +2, Perform (Dance) +4, Ride +11, Spot +1, Swim +16. Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Quick Draw.

### Tower Threespires Illusionists' Tower - 2<sup>nd</sup> Story

- **Tigana Dartth**, human female, AL: CE, Illusionist 14; CR 14; Size M (5 ft., 10 in./175 cm tall); HD 14d4+14; HP 55; Init +1 (+1 Dex); Spd 30 ft./9 m; AC 11 (+1 Dex); Attack +10/+5 melee, or +8/+3 ranged; Weapon: Dagger, 1d4+3 hp dmg; SV Fort +5, Ref +5, Will +11; AL CE; Str 17, Dex 13, Con 13, Int 17, Wis 14, Cha 11. Languages Spoken: Common, Elven, Goblin, Old Turami. Skills and feats: Alchemy +20, Concentration +17, Craft +10, Handle animal +1, Hide +1, Jump +7, Knowledge +17, Knowledge (religion) +20, Listen +2, Move silently +1, Speak language +1, Spellcraft +19, Spot +2; Craft rod, Enlarge spell, Forge ring, Martial weapon proficiency (lance, light), Maximize spell, Quicken spell, [Scribe scroll], Spell mastery (Slow, Hold Person, Charm Monster), Spell penetration. Wizard Spells Known (5/6/6/6/5/4/4/3/0/0, one each daily Illusion. Conjuraton, Necromancy unavailable).

**Key Spells Ready** (*italic spells already in effect*): 0<sup>th</sup> - Arcane Mark (2), Ghost Sound (2), Open/close. 1<sup>st</sup> - *Feather Fall* (lasts another 13 rounds), Magic Missile (5 Missiles), Nystul's Magic Aura, Obscuring Mist, Ventriloquism. 2<sup>nd</sup> - Blur, Gust of Wind, Mirror Image (3), *Protection from Arrows* (14 hours, 100 points, DR 10/Magic). 3<sup>rd</sup> - Displacement (2), Fireball (2), *Protection from Energy* (Fire) (130 dmg pts - lasts 140 minutes), Unweave Magic. 4<sup>th</sup> - Illusory Wall, Phantasmal Killer, Rainbow Pattern, *Stoneskin* (140 minutes, DR 10/Adamantine to 150hp), Wall of Ice. 5<sup>th</sup> - Baleful Polymorph, Mordenkainen's Private Sanctum, Nightmare, Passwall. 6<sup>th</sup> - *Globe of Invulnerability* (lasts another 14 rounds), Greater Unweave Magic, Veil. 7<sup>th</sup> - Forcecage, Project Image (2).

**Permanent Spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, See Invisibility, Resistance, Tongues.

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- **Rágar Darthh, human male, AL: CE, illusionist 12;** CR 12; Size M (5 ft., 6 in./165 cm tall); HD 12d4; HP 23; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft./9 m; AC 11 (+1 Dex); Attack +8/+3 melee, or +7/+2 ranged; Weapon: Dagger, 1d4+2 hp dmg; SV Fort +4, Ref +5, Will +10; AL CE; Str 15, Dex 12, Con 11, Int 18, Wis 15, Cha 15. Languages Spoken: Common, Elven, Halfling, Old Turami. Skills and feats: Concentration +15, Craft +18, Hide +1, Knowledge (arcana) +18, Knowledge (nature) +19, Knowledge (religion) +19, Listen +2, Move silently +1, Scry +18, Spellcraft +16, Spot +2; Brew potion, Empower spell, Extend spell, Forge ring, Improved initiative, Improved unarmed strike, Maximize spell, [Scribe scroll], Silent spell. Wizard Spells Known (4/5/5/5/4/3/2/0/0/0, one each daily Illusion. Conjuraton, Necromancy unavailable).

**Key Spells Ready** (*italic spells already in effect*): 0<sup>th</sup> - Arcane Mark (2), Ghost Sound, Open/close. 1<sup>st</sup> - Feather Fall (lasts another 11 rounds), Magic Missile (5 Missiles), Nystul's Magic Aura, Obscuring Mist, Ventriloquism. 2<sup>nd</sup> - Blur, Gust of Wind, Mirror Image (3), *Protection from Arrows* (12 hours, 100 points, DR 10/Magic). 3<sup>rd</sup> - Displacement (2), Fireball, *Protection from Energy* (Fire) (120 dmg pts - lasts 140 minutes), Unweave Magic. 4<sup>th</sup> - Illusory Wall, Phantasmal Killer, Rainbow Pattern, *Stoneskin* (120 minutes, DR 10/Adamantine to 150hp). 5<sup>th</sup> - Mordenkainen's Private Sanctum, Nightmare, Passwall. 6<sup>th</sup> - *Globe of Invulnerability* (lasts another 14 rounds).

**Permanent Spells:** Arcane Sight, Comprehend Languages, Darkvision, Detect Magic, Read Magic, See Invisibility, Resistance, Tongues.

- **Murnard Willin,** human male, AL: CE, Illusionist 3, Size M (5'8"/173cm tall); HP: 19; Init +0; Speed 30ft/9m; AC 10; Attack +0 melee, Dagger 1d4-1 dmg; Save: Fort +4, Ref +1, Will +4; Abilities: Str 9, Dex 11, Con 17, Int 14, Wis 12, Cha 12. Skills: Concentration +8, Craft (Bowmaking) +4, Dweomercraft +8, Hide +0, Knowledge (Arcane) +7, Knowledge (Dungeoneering) +8, Knowledge (Local) +6, Knowledge (Religion) +5, Listen +1, Move Silently +0, Spot +1. Feats: Extend Spell, Maximize Spell, [Scribe Scroll], Still Spell. Wizard Spells Ready: (5/4/3/0/0/0/0/0/0/0): 0<sup>th</sup> - Detect Magic, Ghost Sound, Light, Read Magic. 1<sup>st</sup> - Color Spray, Disguise Self, Magic Missile, Sleep. 2<sup>nd</sup> - Command Undead, Invisibility, Misdirection.
- **Natassja Willin,** human female, AL: CE, Illusionist 2, Size M (5'6"/168cm tall); HP: 12; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +3 melee, dagger 1d4+2 dmg; Save: Fort +3, Ref -1, Will +5; Abilities: Str 14, Dex 8, Con 17, Int 16, Wis 15, Cha 9. Skills: Diplomacy +1, Dweomercraft +8, Hide -1, Knowledge (Arcane) +5, Knowledge (Geography) +8, Knowledge (History) +7, Knowledge (Local) +8, Knowledge (Religion) +8, Listen +2, Move Silently -1, Spot +2; Enlarge Spell, Extend Spell, [Scribe Scroll]. Wizard Spells Ready: (5/4/0/0/0/0/0/0/0/0): 0<sup>th</sup> - Detect Magic, Ghost Sound, Light, Read Magic. 1<sup>st</sup> - Color Spray, Disguise Self, Magic Missile, Sleep.

## Trollblazers of Gatehold

Segment: *Bloodstone*

- **Nabacandra, Druid of Kossuth,** human female, age 49, AL:N, Druidess 17, Size M (5'2"/157cm tall); hp 63; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +12/+7/+2 melee, or +14/+9/+4 ranged; SV Fort +10, Ref +9, Will +14; Str 11, Dex 14, Con 10, Int 13, Wis 18, Cha 15. Skills: Concentration +19, Craft (Armorsmithing) +14, Handle Animal +22, Hide +2, Jump +6, Knowledge (Architecture and Engineering) +10, Knowledge (Religion) +7, Listen +4, Move Silently +2, Spellcraft +20, Spot +4, Swim +18, Use Rope +4. Feats: Combat Reflexes, Lightning Reflexes, Natural Spell, Silent Spell, Spell Focus (enchantment), Track, Widen Spell. Druid Spells Per Day: 6/6/6/6/6/4/4/3/2/0 (Focus: elemental fire).

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- **Gelnior**, human male, age 50, AL:N, Sorcerer 15, (5'3"/160cm tall); hp 53; Init +0; Speed 30ft/9m; AC 10; Attack +10/+5 melee, or +7/+2 ranged; SV Fort +6, Ref +5, Will +10; Str 17, Dex 11, Con 13, Int 14, Wis 13, Cha 17. Skills: Concentration +18, Craft (Carpentry) +9, Gather Information +3.5, Hide +0, Knowledge (Arcana) +20, Knowledge (Dungeoneering) +3, Knowledge (History) +6.5, Knowledge (Local) +7.5, Knowledge (Nobility and Royalty) +8.5, Listen +1, Move Silently +0, Spellcraft +22, Spot +1, Use Rope +1. Feats: Brew Potion, Combat Expertise, Craft Wand, Craft Wondrous Item, Improved Trip, Magical Aptitude, Still Spell. Sorcerer Spells Known (6/7/7/6/6/6/4/0/0): 0th -- Acid Splash, Detect Magic, Flare, Ghost Sound, Light, Mage Hand, Mending, Ray of Frost, Read Magic. 1st -- Expeditious Retreat, Feather Fall, Hold Portal, Reduce Person, Sleep. 2nd -- Blindness/Deafness, False Life, Fox's Cunning, Invisibility, Phantom Trap. 3rd -- Dispel Magic, Lightning Bolt, Major Image, Tongues. 4th -- Dimension Door, Rainbow Pattern, Shadow Conjuration, Stoneskin. 5th -- Cone of Cold, Dominate Person, Mind Fog, Telepathic Bond. 6th -- Analyze Dweomer, Disintegrate, Mass Cat's Grace. 7th -- Greater Scrying, Symbol of Stunning.
- **Talibrar**, human male, age 52, AL:CN, Wizard 14, Size M (5'9"/175cm tall); hp 55; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +8/+3 melee, or +8/+3 ranged; SV Fort +6, Ref +5, Will +9; Str 13, Dex 13, Con 14, Int 18, Wis 10, Cha 8. Skills: Craft (Painting) +21, Craft (Pottery) +5, Hide +1, Knowledge (Geography) +18, Knowledge (History) +21, Knowledge (Local) +20, Knowledge (The Planes) +21, Listen +0, Move Silently +1, Spellcraft +21, Spot +0. Feats: Craft Staff, Craft Wand, Craft Wondrous Item, Enlarge Spell, Forge Ring, Maximize Spell, Quicken Spell, [Scribe Scroll], Still Spell. Wizard Spells Known (4/5/5/5/5/3/3/2): 0th -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. 1st -- Charm Person, Detect Secret Doors, Detect Undead, Mage Armor, Magic Aura, Ventriloquism. 2nd -- Command Undead, Eagle's Splendor, False Life, Gust of Wind, Hypnotic Pattern, Invisibility, Phantom Trap, Protection from Arrows, Resist Energy, Summon Swarm, Whispering Wind. 3rd -- Clairaudience/Clairvoyance, Fireball, Fly, Haste, Magic Circle against Evil, Protection from Energy, Ray of Exhaustion, Secret Page, Shrink Item, Vampiric Touch. 4th -- Animate Dead, Minor Creation, Mnemonic Enhancer, Rainbow Pattern, Resilient Sphere, Scrying. 5th -- Magic Jar, Mirage Arcana, Overland Flight, Symbol of Pain. 6th -- Control Water, Eyebite, Geas/Quest, Mass Fox's Cunning, Planar Binding, Symbol of Fear. 7th -- Delayed Blast Fireball, Power Word Blind, Simulacrum.
- **Nubryl, human female**, age 47, AL:CN, Wizardess 16, Size M (5'7"/170cm tall); hp 78; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +7/+2 melee, or +9/+4 ranged; SV Fort +7, Ref +6, Will +12; Str 8, Dex 12, Con 15, Int 20, Wis 15, Cha 8. Skills: Concentration +20, Craft (Bowmaking) +16, Hide +1, Knowledge (Arcana) +23, Knowledge (Geography) +20, Knowledge (History) +16, Knowledge (Nature) +23, Knowledge (Religion) +23, Listen +2, Move Silently +1, Spellcraft +24, Spot +2. Feats: Craft Wondrous Item, Forge Ring, Heighten Spell, Leadership, Quicken Spell, Rapid Reload (crossbow, light), Run, [Scribe Scroll], Silent Spell, Spell Penetration, Still Spell. Wizard Spells Known (4/6/5/5/5/3/3/2/0): 0th -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. 1st -- Color Spray, Enlarge Person, Grease, Jump, Magic Missile, Protection from Evil, Reduce Person, Ventriloquism. 2nd -- Bear's Endurance, Blur, Detect Thoughts, Fog Cloud, Ghoul Touch, Owl's Wisdom, Resist Energy, See Invisibility, Shatter, Spider Climb. 3rd -- Arcane Sight, Illusory Script, Keen Edge, Major Image, Shrink Item, Slow. 4th -- Confusion, Greater Invisibility, Illusory Wall, Lesser Geas, Polymorph, Rainbow Pattern, Remove Curse, Resilient Sphere. 5th -- Blight, Cloudkill, Contact Other Plane, Dismissal, Prying Eyes, Stone Shape, Telepathic Bond, Transmute Rock to Mud. 6th -- Analyze Dweomer, Disintegrate, Mass Cat's Grace, Planar Binding, Repulsion, Shadow Walk, True Seeing. 7th -- Delayed Blast Fireball, Greater Arcane Sight, Greater Teleport, Limited Wish, Simulacrum, Summon Monster VII. 8th -- Clenched Fist, Discern Location, Horrid Wilting, Power Word Stun, Prismatic Wall, Temporal Stasis.

## Uthmere - the Key NPCs

Segment: *The Great Dale*

### Duke Bródur and the Secret Council of Uthmere:

- **Duke Bródur Regardssonur, human male, AL:N, nominal ruler, Ftr 8, Aris 8.** The duke usually is guarded by the city watch and bears no arms, but he can acquit himself with a sword. Bródur is the only member of the council of true native Dalesmen blood. The councilors in recent times have intentionally chosen Turami descendants to sit in the duke's hall, to give Uthmere's oligarchy the appearance of being of old Turami blood, although quite the opposite is true. Bródur is the heir of the Dalesmen family that developed several of the prime vineyards north of Uthmere on the North Coast of Easting Reach. His main focal points are the wine trade, trade in general and security. He opposes rampant corruption but has little interest for the day-to-day minor corruption that is the motor of Uthmere's economy. However, the duke is firmly convinced that corruption would destroy both the government and the local economy, if it got out of hand. Although the duke is not of lawful alignment, he also believes in reliable if not all-encompassing law enforcement, and he will move decidedly against any thief guild activity or other organized form of crime. He has heard of the expansion attempts by Mask's church in Impiltur and has outlawed the church in Uthmere, which has driven it underground rather than eliminating it. Bródur is not aware of the extent to which the Iron Throne is active in Uthmere, although he has no doubt that the Throne has agents in town. He does know that the Throne has been working hard to gain the upper hand in trade in Impilturian Hlammach and Damaran Heliogabalus, and he would be inclined to work against the Throne in Uthmere as well, were he more aware of it.
- **Mendelumbrar, human male, AL:NE, council deputy, Rogue 5, Aris 10.** Mendelumbrar is the leading member of the council, having the title of deputy, which means basically that he acts in the duke's stead, should the duke be gone on a trip, incapacitated, etc., and he would be the acting duke until a new one is elected, should Bródur die. Mendelumbrar is the heir of an old Impilturian Tumbrar family that has been in Uthmere since Narfelli times. He also is the Iron Throne's key agent in the Freeman's part of the Great Dale, subordinate only to the Throne leadership in New Sarshel. In that role, he passes all information from the council's secret sessions on to agents from New Sarshel, and when issues of interest to the Throne come before the council, Mendelumbrar attempts to subtly sway the other councilors in the direction the Throne wishes. He has been a key figure in the council's resistance to Impilturian pressure to place sanctions on trade with New Sarshel. Professionally, Mendelumbrar heads the Easting Reach Trading Co., an old Uthmere company that buys, sells and ships merchandise and commodities. It has become a front for the Iron Throne. Mendelumbrar lives in the Duke's Quarter.
- **Barthelraun, human male, AL:LN, Exp 12, Aris 8.** Barthelraun is of Impilturian Tumbrar lineage. He owns, operates and lives in the Sea House Inn in the Duke's Quarter. He owns considerable acreage in the Easting Reach vineyards north of Uthmere and is a master vintner who produces some of Uthmere's finest vintages. His winery is in the vineyards north of town, but his main cellar, where his best vintages are aged, is beneath the inn. Barthelraun stands for law, order and the protection of Uthmere and the Western Dale. He is a strong advocate of free, unrestricted trade and often is swayed by the Iron Throne agent Mendelumbrar in council debates.
- **Wanda Tierney, human female, AL:N, Exp 6.** Wanda Tierney, a native of Damaran Heliogabalus, heads the Uthmere branch of the Heliogabalus Cooperative of the Damaran Merchants League. She has permanent quarters in the Sea House Inn in the Duke's Quarters. The Damaran Merchants League has a near monopoly on all non-bloodstone trade out of the Damaran kingdom, and it has been infiltrated to a certain degree by the Iron Throne, although the Throne does not control it. Wanda Tierney is not an agent of the Throne, but she is a strong opponent of any restriction of free trade and supports Mendelumbrar in opposing Impilturian desires for trade sanctions against New Sarshel. She is the first representative of the Heliogabalus Cooperative to be elected to the secret council. She was nominated for the position by Mendelumbrar.

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- **Kevin Finnegan, human male, AL:LG, Exp 9.** Finnegan heads Uthmere's branch office of the Royal Damaran Bloodstone Trust, the company which represents the Damaran government in the sale of bloodstone. Finnegan is a vociferous minority member of the council. He views New Sarshel as a center of evil manipulations and does all within his power to keep Royal Damaran bloodstone from being sold to buyers in the port town. He also is a strong but unsuccessful advocate of Impiltur's bids for sanctions against New Sarshel. The royal Damaran bloodstone interests long have had a seat on the council. Although Finnegan and his predecessors oppose Throne interests, Mendelumbrar is a strong advocate of their participation in the council. Withdrawing Royal Damaran's council seat could lead to actions within Damara that could severely restrict Throne activity in Heliogabalus.
- **Xandalskyr, human male, AL:LG, Exp 4.** Xandalskyr, a native of Impilturian Hlammach, is the head of the Hlammach-Uthmere Coster in Uthmere. This is a combined agency in the Great Dale that represents both Hlammach Trading and Hlammach Shipping from Impiltur. Hlammach Shipping is a large coster which controls 14 merchant ships and is in the process of building armored trade ships. Hlammach is a joint venture of smaller and middle-sized merchants in Hlammach. The Iron Throne in Impiltur has its fingers in both organizations but by no means controls either. Xandalskyr also is a member of the council minority supporting trade sanctions against New Sarshel.
- **Garth Tenest, human male, AL:NE (Detected as N), Exp 2, War 14.** Tenest is the owner of Great Dale Coinage, a money changing, pawn shop and loan sharking operation in the Waterfront District. Tenest migrated to the Great Dale from Chessenta in the Year of the Bright Blade (1347 DR), at about the same time that Zhengyi was rising in Vaasa. In his homeland, Tenest was an avid worshipper of Malar and he continues to serve the Beastlord in his new homeland. Tenest is a loyal follower and supporter of Harbet Gall and uses his council position to spy for the Malarite lich. Others in Uthmere including other council members are unaware of this affiliation. However, it is known that Tenest is an avid solo hunter. He purportedly goes alone on the hunt once yearly in Rawlinswood. In truth, he takes part in the annual Great Hunt in the Gallist settlement of Great Boar.
- **Nargrid Hindolfsdóttir, human female, AL:N, Exp 5.** Hindolfsdóttir owns Easting Reach Textiles, a company that collects cloth woven by Daleswomen in the cold season, selling them throughout the Inner Sea region. She tends to be in the middle between the council's two factions. To date, she has abstained in all votes pertaining to Impiltur's requests that Uthmere place trade sanctions against New Sarshel.
- **The three remaining councilors** are left for the game master to identify, based upon the needs and directions of the individual campaign.

### Other Important NPCs:

- **Nunumbryl, human female, AL:NE, Cleric (Mask) 4, Rogue 6, Wizard - Illusionist 3, Exp 4.** Nunumbryl is the highest place agent of the *House of the Master's Shadow*, the great temple to Mask in Telflamm, within the Great Dale. That is a covert role, however. She is better known as owner and madame of the Sea Wave Inn and Bordello on the waterfront of Uthmere. Her own services are reserved for the city's portmaster, Tilnyraun, who is an excellent source of inside information on Uthmere and its businesses. Despite her rather respectable position within Mask's church, Nunumbryl is not really satisfied with her assignment. The church in Telflamm has given Nunumbryl the okay to organize a thieves guild in Uthmere, which she has done, but she feels that she is on the sidetrack, because she has orders not to interfere seriously with the ducal government at this time. Her advancement in the church will depend, however, to a great extent upon how well she can plan out and succeeding in conducting respectable plots and intrigues, and she is more or less barred from doing that at present in Uthmere. She is fulfilling her assignment in the city, gaining valuable information for the church, including many details of the Iron Throne's activities in Uthmere, but not going over and above what is expected of her to advance. To really succeed in Uthmere, she needs to learn who the secret councilors are, but neither she nor any of her ladies has had a customer to date who has this information. The only bordello customer Nunumbryl handles personally is Tilnyraun, but she would take on a different customer, if she thought that he or she had information on the councilors' identities.

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At present, she spends most of her time during working hours in the tavern-restaurant rather than in the bordello. Nunumbryl is frustrated, and that is a weakness and it can be an advantage for PCs to explore. Nunumbryl is a native daughter of Uthmere who went off to Telflamm in her youth seeking excitement, found it in the service of the *House of the Master's Shadow* there, the great temple to Mask, and returned home in the Year of the Maidens (1361 DR) only because she was ordered to.

- **Tilnyraun**, human male, AL:NE(N), Exp 5, Portmaster of Uthmere. Tilnyraun is the city government bureaucrat who controls the docks. He also has not only a wife but also an expensive, secret mistress, Nunumbryl, the madame of the bordello that operates in the Salt Wave Inn, which she also owns. To finance this affair, Tilnyraun accepts bribes and he passes information on to Nunumbryl. Unbeknown to him, the source of the bribes is the duke's deputy councilor, Mendelumbrar. The purpose of the bribes is to attain priority in docking for boats and ships whose names are passed to Tilnyraun. All these vessels are in service to the Iron Throne, although Tilnyraun is unaware of that.
- **Denny Narble**, human female, AL:NG, fighter lvl 9. Publicly, Narble, a native of Berdusk, runs the Uthmere Guard Service in the city's Waterfront District. Secretly, she also is the key agent of the Twilight Hall branch of the Harpers in the Great Dale. Narble is a bit frustrated in her work, because there is much that the Harpers could do in the Great Dale, but her resources are extremely limited. Nonetheless, she attempts - with mixed success - to monitor what is going on in the Dale, and she also keeps her ears open for any news of the Shadowdale branch of the Harpers in their activities in Vaasa and Damara, where Twilight Hall is worried that they may be operating at cross purposes with the Berdusk branch. With help from Harpers elsewhere, Narble does have considerable information over the Iron Throne's infiltration of Uthmere. She does not, however, know who the duke's secret councilors are.

## Vaasan Bog Encounters

Segment: *Bloodstone*

When traveling through the swamps of Vaasa, there is a chance that PC groups will encounter bands of trolls or poisonous snakes, depending upon the circumstances. The exact sizes of the varying encounters are described in *Bloodstone*, the 7<sup>th</sup> segment of *Northern Journey*. The general statistics follow, along with tables with sets of 50 hit point totals each. If you use all of the values in one or both of these tables, simply begin again at the start of the table.

- **Trolls**, large giant. CR 5. HD 6d8+36, Initiative +2 (Dex +2), Speed: 30ft/9m, Base attack: +4, Grapple +14, Full attack: 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3). Space/Reach: 10ft/10ft - 3m/3m. SA: Rend 2d6+9. SQ: Darkvision 90ft/27m, Low-light vision, Regeneration 5, Scent. SV: Fort +11, Ref +4, Will +3. Abilities: Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6. Skills: Listen +5, Spot +6. Feats: Alertness, Iron Will, Track. AL: CE.

**Trolls - Hit Point Table**

67	67	60	54	60	72	70	51	56	60
60	75	65	69	72	64	60	67	68	73
59	67	62	51	58	66	60	64	60	61
69	65	66	60	76	63	66	52	57	53
64	62	58	57	61	57	68	59	64	59

- **Snakes, Medium Viper**, medium animal. CR 1. HD: 2d8. Initiative: +3 (Dex +3). Speed: 20ft/6m, Climb 20ft/6m, Swim 20ft/6m. AC 16. Base attack: +1. Grapple: +0. Full attack: Bite +4 melee (1d4-1 + poison). Space/Reach: 5ft/5ft - 150cm/150cm. SA: Poison, Initial and secondary damage 1d6 Con SV Fort DC 11. SQ: Scent. SWV Fort +3, Ref +6, Will +1. Abilities: Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2. Skills: Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7. Feat: Weapon finesse. AL:N.



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**Snakes - Hit Point Table**

5	11	11	15	10	16	5	8	14	11
10	8	13	9	3	12	10	11	8	10
8	10	16	10	12	8	9	11	15	10
7	7	5	3	5	8	5	9	9	12
12	9	2	5	8	8	8	4	10	11

## Vaasan Plain Encounters - the Key NPCs

Segment: *Bloodstone*

### Typical Bandit Group:

- **Leader**, human male or female, AL: various evil, Fighter 10, Size M; hp 10d10+20; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +14/+9 melee, or +12/+7 ranged; SV Fort +9, Ref +5, Will +4; Str 19, Dex 14, Con 15, Int 11, Wis 13, Cha 12. Skills: Climb +14, Handle Animal +4, Hide +2, Intimidate +13, Jump +17, Knowledge (Local) +1, Listen +1, Move Silently +2, Spot +1. Feats: Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Mobility, Power Attack.
- **Sorcerer**, human male or female, AL: various evil, Sorcerer 3, Size M, hp 3d4+3; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +1 melee, or +2 ranged; SV Fort +2, Ref +4, Will +2; Str 10, Dex 13, Con 13, Int 14, Wis 8, Cha 15. Skills: Hide +1, Intimidate +2.5, Knowledge (Arcana) +8, Knowledge (Architecture and Engineering) +4.5, Knowledge (Geography) +4, Knowledge (Religion) +4, Listen -1, Move Silently +1, Perform (Comedy) +5, Perform (Percussion Instruments) +3, Spot -1, Swim +2. Feats: Improved Unarmed Strike, Lightning Reflexes, Skill Focus (Knowledge (Arcana)). Sorcerer Spells Known (6/6/0/0/0/0/0/0/0): 0th -- Daze, Detect Poison, Ghost Sound, Mending, Read Magic. 1st -- Burning Hands, Grease, Magic Missile.
- **Scout**, human male or female, AL: various evil, Rogue 4, Size M; hp 4d6-4; hp 16; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +2 melee, or +7 ranged; SV Fort +0, Ref +8, Will +3; Str 8, Dex 18, Con 8, Int 14, Wis 15, Cha 12. Skills: Appraise +9, Balance +10, Bluff +7, Decipher Script +7, Diplomacy +7, Disable Device +8, Disguise +6, Escape Artist +11, Hide +10, Listen +4, Move Silently +10, Open Lock +11, Sleight of Hand +7, Spot +4, Use Magic Device +8. Feats: Alertness, Dodge, [Evasion], Weapon Finesse.
- **3 Fighters**, human male or female, AL: various evil, Fighter 3, Size M; hp 3d10+12; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +6 melee, or +5 ranged; SV Fort +7, Ref +3, Will +1; Str 16, Dex 15, Con 18, Int 12, Wis 11, Cha 11. Skills: Handle Animal +1, Hide +2, Jump +9, Listen +2, Move Silently +2, Profession (Miner) +1, Ride +7, Spot +4, Swim +9. Feats: Alertness, Blind-Fight, Combat Reflexes, Power Attack, Track.

## Vaasan Swamps - the Key NPCs

Segment: *Bloodstone*

### 1. Followers of Eldath

- **Dekish, leading druid**, human male, age 44, AL:NG, Druid of Eldath 12, Size M (6'0"/183cm tall); hp 53; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +10/+5 melee, or +11/+6 ranged; SV Fort +7, Ref +6, Will +11; Str 12, Dex 15, Con 8, Int 17, Wis 17, Cha 8. Skills: Craft (Blacksmithing) +18, Craft (Bowmaking) +15, Craft (Carpentry) +11, Craft (Leatherworking) +16, Craft (Sculpting) +13, Craft (Shipmaking) +12, Handle Animal +14, Heal +18, Hide +2, Knowledge (Nature) +18, Knowledge (Nobility and Royalty) +7.5, Listen +5, Move Silently +2, Spot +5. Feats: Alertness, Brew Potion, Craft Rod, Extend Spell, Improved Initiative, Run. Druid Spells Per Day: 6/6/5/5/3/3/2/0/0/0.

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- **Roergan, leading ranger**, human male, age 45, AL:NG, Ranger of Eldath 12, Size M (170cm tall); hp 61; Init +5 (+5 Dex); Speed 30ft/9m; AC 15 (+5 Dex); Attack +13/+8/+3 melee, or +17/+12/+7 ranged; SV Fort +8, Ref +9, Will +7; Str 12, Dex 20, Con 11, Int 15, Wis 17, Cha 11. Skills: Concentration +12, Craft (Painting) +15, Craft (Pottery) +13, Handle Animal +12, Hide +20, Knowledge (Dungeoneering) +17, Knowledge (Geography) +17, Knowledge (Nature) +16, Listen +3, Move Silently +5, Search +17, Spot +17. Feats: Combat Expertise, [Evasion], [Greater Two Weapon Fighting], [Improved Two Weapon Fighting], Improved Unarmed Strike, Quick Draw, Self Sufficient, Skill Focus (Craft (Painting)), [Track], [Two Weapon Fighting], Weapon Focus (scimitar). Ranger Spells Per Day: 0/2/2/0/0.
- **Tethla**, human female, age 37, AL:NG, Druidess of Eldath 9, Size M (5'7"/170cm tall); hp 31; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +8/+3 melee, or +8/+3 ranged; SV Fort +4, Ref +5, Will +9; Str 14, Dex 14, Con 6, Int 10, Wis 17, Cha 13. Skills: Handle Animal +13, Heal +12, Hide +2, Knowledge (Nature) +10, Listen +3, Move Silently +2, Spellcraft +7, Spot +11, Swim +13, Use Rope +4. Feats: Endurance, Extend Spell, Power Attack, Spell Penetration, Track. Druid Spells Per Day: 6/5/5/4/2/1/0/0/0/0.
- **Mendlyng**, human male, age 32, AL:NG, Ranger of Eldath 9, Size M (5'6"/168cm tall); hp 60; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +12/+7 melee, or +11/+6 ranged; SV Fort +7, Ref +5, Will +4; Str 17, Dex 14, Con 12, Int 13, Wis 13, Cha 12. Skills: Craft (Armorsmithing) +11, Craft (Pottery) +13, Heal +10, Hide +14, Jump +14, Knowledge (Nature) +12, Listen +9, Move Silently +4, Spellcraft +3, Spot +11, Survival +8, Use Rope +7. Feats: Dodge, Empower Spell, Enlarge Spell, [Evasion], [Manyshot], [Rapid Shot], Stealthy, [Track], Weapon Focus (long bow). Ranger Spells Per Day: 0/2/0/0/0.
- **Biala**, human female, age 31, AL:NG, Ranger of Eldath 9, Size M (4'8"/142cm tall); hp 44; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +9/+4 melee, or +12/+7 ranged; SV Fort +6, Ref +6, Will +5; Str 10, Dex 16, Con 11, Int 13, Wis 15, Cha 6. Skills: Climb +7, Concentration +12, Craft (Armorsmithing) +11, Craft (Stonemasonry) +5, Decipher Script +3.5, Heal +14, Hide +3, Knowledge (Geography) +12, Knowledge (Nature) +12, Listen +4, Move Silently +3, Search +13, Spot +4, Survival +14. Feats: Alertness, [Evasion], Extend Spell, [Improved Two Weapon Fighting], Persuasive, [Track], [Two Weapon Fighting], Weapon Focus (quarterstaff), Weapon Focus (morning star). Ranger Spells Per Day: 0/2/1/0/0.

## 2. Followers of Istishia

- **Haendilnyr, head priest**, human male, age 42, AL:N, Specialty Priest of Istishia 12, Size M (5'7"/170cm tall); hp 93; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +9/+4 melee, or +10/+5 ranged; SV Fort +11, Ref +5, Will +8; AL N; Str 11, Dex 12, Con 16, Int 16, Wis 11, Cha 20. Skills: Decipher Script +7.5, Diplomacy +9, Hide +1, Knowledge (Dungeoneering) +8, Knowledge (Geography) +3.5, Knowledge (Local) +8, Knowledge (Nature) +8.5, Knowledge (Nobility and Royalty) +10, Knowledge (Religion) +18, Listen +0, Move Silently +1, Open Lock +8, Perform (String Instruments) +7.5, Spot +6.5. Feats: Combat Casting, Craft Wand, Diligent, Improved Unarmed Strike, Spell Focus (transmutation). Domains: Strength, Water. Priest Spells per Day: 8+1/9+1/7+1/7+1/6+1/6+1/4+1/0/0/0/0.
- **Kambryl**, human female, age 34, AL:N, Cleric of Istishia 9, Size M (5'9"/175cm tall); hp 53; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +7/+2 melee, or +7/+2 ranged; SV Fort +6, Ref +4, Will +9; Str 13, Dex 13, Con 10, Int 9, Wis 17, Cha 14. Skills: Craft (Leatherworking) +6, Craft (Shipmaking) +4, Hide +1, Knowledge (History) +11, Listen +3, Move Silently +1, Spot +3. Feats: Craft Wondrous Item, Dodge, Extend Spell, Scribe Scroll, Silent Spell. Cleric Domains: Strength, Water. Cleric Spells Per Day: 6/5+1/5+1/4+1/2+1/1+1/0/0/0/0/0.
- **Wilmbrrar**, human male, age 30, AL:N, Cleric of Istishia 7, Size M (5'7"/170cm tall); hp 38; Init +0; Speed 30ft/9m; AC 10; Attack +7 melee, or +5 ranged; SV Fort +5, Ref +2, Will +7; Str 14, Dex 10, Con 10, Int 13, Wis 15, Cha 16. Skills: Diplomacy +10, Heal +10, Hide +0, Knowledge (Arcana) +8, Knowledge (Religion) +10, Listen +2, Move Silently +0, Profession (Hunter) +11, Spot +2. Feats: Brew Potion, Combat Casting, Extend Spell, Silent Spell. Cleric Domains: Water, Air. Cleric Spells Per Day: 6/5+1/4+1/2+1/1+1/0/0/0/0/0.

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- **Nanumbryl**, human female, age 24, AL:N, Cleric of Istishia 5, Size M (5'3"/160cm tall); hp 42; Init +0; Speed 30ft/9m; AC 10; Attack +4 melee, or +3 ranged; SV Fort +7, Ref +1, Will +6; Str 13, Dex 11, Con 17, Int 9, Wis 14, Cha 12. Skills: Heal +10, Hide +0, Knowledge (History) +5, Knowledge (Nobility and Royalty) +0, Listen +2, Move Silently +0, Spot +2. Feats: Improved Counterspell, Maximize Spell, Persuasive. Cleric Domains: Strength, Water. Cleric Spells Per Day: 5/4+1/3+1/1+1/0/0/0/0/0.

### Valls - the Key NPCs

Segment: *Bloodstone*

Duke Taran is described separately in the section *New Unofficial NPCs*.

- **Lester Mard**, human male, age 57, AL:NE, Burgomaster of Valls, manager of the Ordulin & Yhaunn Marine Coster and leading Iron Throne agent for Arcata, Rogue 8, Size M (5'6"/168cm tall); hp 31; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +8/+3 melee, Dagger 1d4+2 dmg, or +10/+5 ranged; SV Fort +4, Ref +10, Will +2; Str 15, Dex 19, Con 10, Int 15, Wis 11, Cha 15. Skills: Appraise +9, Bluff +9, Decipher Script +8, Disable Device +13, Disguise +12, Hide +13, Intimidate +4, Knowledge (Local) +13, Listen +2, Move Silently +4, Open Lock +12, Search +11, Sense Motive +9, Sleight of Hand +15, Spot +0, Use Magic Device +11, Use Rope +15. Feats: [Evasion], Great Fortitude, Point Blank Shot, Toughness, Weapon Finesse.
- **Major Myrkos Burdon**, human male, age 52, AL:LG, Commander of the 3<sup>rd</sup> Battalion, 1<sup>st</sup> Regiment, Princely Brigade of Damara (Valls), Fighter 13. Size M (5'7"/170cm tall); hp 110; Init +0; Speed 30ft/9m; AC 10; Attack +16/+11/+6 melee, long sword +1, 1d8+4 dmg, or +13/+8/+3 ranged; SV Fort +12, Ref +4, Will +4; Str 17, Dex 10, Con 14, Int 14, Wis 10, Cha 15. Skills: Disable Device +7.5, Forgery +7, Hide +0, Intimidate +17, Jump +16, Listen +1, Move Silently +0, Ride +12, Search +5, Spot +0, Tumble +7.5, Use Magic Device +6.5, Use Rope +1.5. Feats: Blind-Fight, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Trip, Negotiator, Power Attack, Rapid Reload (crossbow, heavy), Run.
- **Hularbras**, human male, age 37, AL:NG, Commander of the Arcatan Bloodstone Riders (Valls), Ranger 11; Size M (5'11"/180cm tall); hp 54; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +13/+8/+3 melee, long sword, 1d8+3 dmg, or +12/+7/+2 ranged; SV Fort +7, Ref +6, Will +5; Str 15, Dex 13, Con 11, Int 12, Wis 14, Cha 9. Skills: Concentration +13, Craft (Alchemy) +15, Craft (Blacksmithing) +13, Craft (Carpentry) +15, Craft (Pottery) +12, Craft (Stonemasonry) +12, Decipher Script +6.5, Hide +1, Listen +2, Move Silently +1, Profession (Hunter) +16, Spot +2, Survival +15. Feats: Combat Reflexes, [Evasion], [Greater Two Weapon Fighting], [Improved Two Weapon Fighting], Leadership, Lightning Reflexes, Point Blank Shot, [Track], [Two Weapon Fighting], Weapon Focus (quarterstaff). Ranger Spells Per Day: 2/2.
- **Lila Tarr**, human female, age 42, AL:NG(NE), Commander of the Town Watch, Warrior 6, Rogue 4; Size M (4'10"/147cm tall); hp 61; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +12/+7 melee, long sword, 1d8+3 dmg, or +13/+8 ranged, long bow, 1d8 dmg; SV Fort +10, Ref +10, Will +4; Str 16, Dex 18, Con 14, Int 12, Wis 13, Cha 11. Skills: Climb +10, Craft (Leatherworking) +6.5, Diplomacy +6.5, Disguise +3, Escape Artist +10.5, Gather Information +7, Handle Animal +5.5, Hide +4, Intimidate +9, Listen +1, Move Silently +4, Open Lock +5, Perform (Act) +6.5, Ride +13, Spot +1, Tumble +10. Feats: [Evasion], Exotic Weapon Proficiency (chain, spiked), Great Fortitude, Quick Draw, Weapon Focus (long sword), Weapon Focus (long bow).

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- Nbuldaskra**, human female, age 66, AL:NG, Wizardess 14, independent mage; Size M (4'11"/150cm tall); hp 64; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 13 (+3 Dex); Attack +7/+2 melee, Dagger, 1d4 dmg, or +10/+5 ranged; SV Fort +6, Ref +9, Will +13; Str 11, Dex 17, Con 15, Int 19, Wis 18, Cha 9. Skills: Craft (Armorsmithing) +10, Hide +3, Knowledge (Arcana) +19, Knowledge (Architecture and Engineering) +19, Knowledge (Local) +21, Knowledge (Nobility and Royalty) +17, Knowledge (Religion) +21, Knowledge (The Planes) +19, Listen +4, Move Silently +3, Spellcraft +20, Spot +4. Feats: Combat Casting, Craft Staff, Craft Wondrous Item, Enlarge Spell, Improved Initiative, Lightning Reflexes, Maximize Spell, Quicken Spell, [Scribe Scroll].  
  
**Wizard Spells Known:** (4/5/5/5/5/3/3/2/0/0): *0<sup>th</sup>* - Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue. *1<sup>st</sup>* - Charm Person, Color Spray, Disguise Self, Expeditious Retreat, Floating Disk, Grease, Identify, Jump, Magic Aura, Magic Missile, Protection from Evil, Reduce Person, Shield. *2<sup>nd</sup>* - Arcane Lock, Bull's Strength, Darkness, Fox's Cunning, Glitterdust, Knock, Magic Mouth, Spectral Hand. *3<sup>rd</sup>* - Fly, Gaseous Form, Hold Person, Magic Circle against Chaos, Slow, Suggestion, Tongues, Water Breathing. *4<sup>th</sup>* - Confusion, Fear, Fire Trap, Rainbow Pattern, Resilient Sphere, Summon Monster IV. *5<sup>th</sup>* - Nightmare, Overland Flight, Stone Shape, Teleport, Transmute Mud to Rock. *6<sup>th</sup>* - Analyze Dweomer, Flesh to Stone, Legend Lore, Mage's Lucubration, Transformation. *7<sup>th</sup>* - Control Undead, Mass Invisibility, Teleport Object, Waves of Exhaustion.
- Randall Seeley**, human male, age 35, AL:N, manager of the Mulman Transport Union, Fighter 3, Rogue 5; Size M (5'9"/175cm tall); hp 56; Init +6 (+2 Dex, +4 Improved Init); Speed 30ft/9m; AC 12 (+2 Dex); Attack +8/+3 melee, Dagger 1d8+2 dmg, or +8/+3 ranged; SV Fort +6, Ref +7, Will +2; Str 15, Dex 14, Con 14, Int 14, Wis 10, Cha 8. Skills: Balance +9, Bluff +7, Climb +10, Craft (Sculpting) +5, Disguise +6, Handle Animal +5, Hide +7, Intimidate +7, Listen +0, Move Silently +2, Open Lock +8, Search +8, Sleight of Hand +10, Spot +0, Use Rope +8. Feat: Blind-Fight, Combat Expertise, [Evasion], Improved Feint, Improved Initiative, Skill Focus (Bluff), Weapon Focus (dagger).
- Jandar Bagley**, human male, age 28, AL:LG, Cleric of Ilmater 3; Size M (5'10"/178cm tall); hp 23; Init -2 (-2 Dex); Speed 30ft/9m; AC 8 (-2 Dex); Attack +3 melee, Heavy Mace 1d8+1 dmg, or +0 ranged; SV Fort +5, Ref +1, Will +5; Str 13, Dex 7, Con 15, Int 12, Wis 15, Cha 13. Skills: Craft (Alchemy) +6, Craft (Carpentry) +6, Heal +7, Hide -2, Knowledge (Local) +3, Knowledge (The Planes) +6, Listen +2, Move Silently -2, Spot +2. Feats: Craft Wondrous Item, Lightning Reflexes, Persuasive. Cleric Domains: Good, Healing. Cleric Spells Per Day: 4/3+1/2+1/0/0/0/0/0/0/0.
- Melwygg**, human female, age 36, AL:LE, tavernkeep at the Mountainslide and Cleric of Mask 5; Size M (5'7"/170cm tall); hp 31; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +5 melee, Heavy Mace 1d8+2 dmg, or +2 ranged; SV Fort +3, Ref +2, Will +8; Str 14, Dex 8, Con 8, Int 12, Wis 18, Cha 15. Skills: Heal +11, Hide -1, Knowledge (Arcana) +8, Knowledge (Religion) +6, Knowledge (The Planes) +8, Listen +4, Move Silently -1, Spellcraft +8, Spot +4. Feats: Combat Casting, Lightning Reflexes, Skill Focus (Heal). Cleric Domains: Evil, Trickery. Cleric Spells Per Day: 5/4+1/3+1/2+1/0/0/0/0/0.
- Tarmulnyr**, human male, age 22, AL:CG, Cleric of Tymora 1; Size M (5'7"/170cm tall); hp 10; Init +0; Spd 30 ft.; AC 10; Attack +1 melee, Heavy Mace 1d8+1 dmg, or +0 ranged; SV Fort +4, Ref +0, Will +6; Str 12, Dex 11, Con 15, Int 11, Wis 18, Cha 16. Skills: Craft (Carpentry) +2, Craft (Trapmaking) +4, Hide +0, Knowledge (Religion) +4, Listen +4, Move Silently +0, Profession (Hunter) +6, Spot +4. Feats: Extend Spell, Spell Focus (conjunction). Cleric Domains: Healing, Luck. Cleric Spells Per Day: 3/2+1/0/0/0/0/0/0/0/0.

## V'elððrínssnar Perimeter- the Key NPCs

Segment: Bloodstone

### DRIDER PATROL

A patrol consists of two to three driders (1d2+1). These creatures never are allowed to patrol alone.

**Dridr**, large aberration (12 feet/360cm)

**Hit Dice:** 6d8+18

**Hit Points:** 60, (44, 52)

**Initiative:** +2 (+2 dexterity)

**Speed:** 30ft/9m, Climb 15ft/450cm

**Armor Class:** 17 (-1 size, +2 dexterity, +6 natural), touch 11, flat-footed 15.

**Base attack/Grapple:** +4/+10

**Attacks:** Dagger +5 melee (1d6+2, 19-20) and bite +1 melee (1d4+1 + poison), or short bow +5 ranged (1d8 x 3).

**Full Attack:** 2 Daggers +3 melee (1d6+2, 19-20; 1d6+1/19-20) or bite +1 melee (1d4+1 + poison), or short bow +5 ranged (1d8 x 3).

**Space/Reach:** 10ft/5ft – 3m/150cm

**Special attacks:** Spells, spell-like abilities, poison.

**Special qualities:** Darkvision 60 ft/18m; SR 17.

**Saves:** Fortitude +5, Reflex +4, Will +8.

**Abilities:** Str 15, Dex 15, Con 16, Int 15, Wis 15, Cha 16

**Skills:** Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9.

**Feats:** Combat casting, Two-Weapon Fighting, Weapon focus – bite.

**CR:** 7

**Treasure:** None

**Alignment:** Chaotic evil

**Arcane spells** (4-3-2-0-0-0-0-0-0). *0<sup>th</sup>* – Acid Splash, Dancing Lights. Ray of Frost, Touch of Fatigue. *1<sup>st</sup>* – Magic Missile, Shield, True Strike. *2<sup>nd</sup>* – Shatter, Web.

### DROW PATROL

A patrol consists of two to three drow fighters (1d2+1) level 3 and one drow mage level 3. These creatures never are allowed to patrol alone.

**Drow Mage**, Medium Humanoid, male (Elf) (54-66 inches/135-165cm)

**Level:** 3

**Hit Points:** 10

**Initiative:** +2 (+2 dexterity)

**Speed:** 30ft/9m

**Armor Class:** 12 (+2 dexterity)

**Base attack:** +1

**Attacks:** Dagger +1 melee (1d4+1, 19-20)

**Space/Reach:** 5ft/5ft – 150cm/150cm

**Special attacks:** Spells, poisoned weapon.

**Special qualities:** Darkvision 120 ft/36m; SR 14; Light blindness 1 Round, afterward dazzled.

**Saves:** Fortitude +0, Reflex +3, Will +3

**Abilities:** Str 10, Dex 15, Con 11, Int 15, Wis 10, Cha 10

**Skills:** Appraise +2, Balance +2, Bluff +0, Climb +0, Concentration +6, Craft (none) +2, Diplomacy +0, Disguise +0, Dweomercraft +8, Escape artist +2, Forgery +2, Gather information +0, Heal +0, Hide +2, Intimidate +0, Jump +0, Listen +3, Move Silently +4, Perform (none) +0, Ride +2, Search +2, Sense Motive +0, Spot +0, Survival +0, Swim +0, Use Rope +2.

**Feats:** [Scribe Scroll], Brew potion, Combat Casting.

**CR:** 3

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**Treasure:** None

**Alignment:** Chaotic evil

**Arcane spells** (4-3-2-0-0-0-0-0-0). *0<sup>th</sup>* – Detect Magic, Ray of Frost, Resistance, Touch of Fatigue.  
*1<sup>st</sup>* – Chill Touch, Magic Missile, Ray of Enfeeblement. *2<sup>nd</sup>* – Blindness/Deafness, Ghoul Touch.

**2 Drow Fighters**, Medium Humanoid, male (Elf) (54-66 inches/135-165cm)

**Level:** 3

**Hit Points:** 28, 24

**Initiative:** +6 (+2 dexterity, +4 imp. init.)

**Speed:** 30ft/9m, Climb 15ft/450cm

**Armor Class:** 12 (+2 dexterity)

**Base attack:** +3

**Attacks:** Short sword +3 melee (1d4+3, 19-20) or short bow +3 ranged (1d6).

**Space/Reach:** 5ft/5ft – 150cm/150cm

**Special attacks:** Spells, poisoned weapon.

**Special qualities:** Darkvision 120 ft/36m; SR 14; Light blindness 1 Round, afterward dazzled.

**Saves:** Fortitude +4, Reflex +3, Will +1

**Abilities:** Str 15, Dex 14, Con 13, Int 10, Wis 10, Cha 10

**Skills:** Appraise +0, Balance +1, Bluff +0, Climb +8, Concentration +1, Craft (none) +0, Diplomacy +0, Disguise +0, Escape Artist +2, Forgery +0, Gather information +0, Heal +0, Hide +4, Intimidate +6, Jump +2, Listen +3, Move Silently +4, Perform (none) +0, Ride +2, Search +0, Sense Motive +0, Spot +3, Survival +0, Swim +2, Use Rope +2.

**Feats:** Blind-fight, Combat Reflexes, Dodge, Improved Initiative.

**CR:** 3

**Treasure:** None

**Alignment:** Chaotic evil

## Virdin - the Key NPCs

Segment: *Bloodstone*

- **Randagor**, Malaugrym male, AL:CE, Wizard 18 (disguised as Kardann Rundul, human male, AL:NG, Wizard 12), is described separately in the Section *New Unofficial NPCs*.
- **Nardung**, dwarf male, AL:LG, Burgomaster of Virdin, Fighter 9. Size M (4'3"/130 cm tall); hp 91; Init -1 (-1 Dex); Speed 20 ft/6m; AC 9 (-1 Dex); Attack +12/+7 melee, Battleaxe 1d10+3 dmg, or +8/+3 ranged; SV Fort +10, Ref +4, Will +3; Str 17, Dex 9, Con 18, Int 12, Wis 11, Cha 10. Skills: Bluff +0.5, Craft (armorsmithing) +3, Craft (Blacksmithing) +3, Craft (Stonemasonry) +3, Craft (Trapmaking) +3, Craft (weaponsmithing) +3, Disguise +5, Hide -1, Jump +15, Knowledge (Nature) +4.5, Listen +0, Move Silently -1, Ride +10, Spot +0. Feats: Blind-Fight, Cleave, Endurance, Improved Bull Rush, Lightning Reflexes, Mounted Combat, Power Attack, Quick Draw, Toughness.
- **Captain Harold Smith**, human male, AL:NG, Commander, Company C, 2<sup>nd</sup> Battalion, Command Brigade of the Bloodstone Army, Fighter 6. Size M (6'2"/188cm tall); hp 47; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +8/+3 melee, long sword, 1d8+2 dmg, or +8/+3 ranged; SV Fort +6, Ref +4, Will +4; Str 15, Dex 15, Con 13, Int 13, Wis 10, Cha 9. Skills: Handle Animal +6, Hide +2, Intimidate +0, Jump +10, Listen +2, Move Silently +2, Profession (Hunter) +2, Profession (Miner) +3, Ride +11, Spot +2, Swim +3. Feats: Alertness, Combat Expertise, Dodge, Exotic Weapon Proficiency (axe, orc double), Improved Trip, Iron Will, Power Attack, Weapon Finesse.

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- **Captain Tina Warthen**, human female, AL:LG, Commander, Company D, 2<sup>nd</sup> Battalion, Paladin 5. Size M (5'2"/157cm tall); hp 47; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +5 melee, long sword 1d8 dmg, or +7 ranged; SV Fort +8, Ref +6, Will +6; Str 10, Dex 14, Con 13, Int 10, Wis 15, Cha 16. Skills: Craft (shipmaking) +4, Diplomacy +9, Hide +2, Knowledge (Nobility and Royalty) +6, Knowledge (Religion) +8, Listen +2, Move Silently +2, Spot +2. Feats: Improved Initiative, Improved Turning, Quicken Spell. Paladin spells available: 0/1/0/0/0/0/0/0/0.
- **Righra**, half-orc female, AL:NG, commander of the watch, Fighter 8. Size M (4'9"/148cm tall); hp 78; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +13/+8 melee, scimitar 1d6 + 5 dmg, or +10/+5 ranged; SV Fort +9, Ref +4, Will +3; AL NG; Str 20, Dex 14, Con 16, Int 9, Wis 13, Cha 10. Skills: Hide +2, Intimidate +10, Knowledge (History) +0, Listen +3, Move Silently +2, Spot +3. Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Critical (scimitar), Quick Draw, Weapon Focus (scimitar).
- **Zandha**, human female, AL:LG, Cleric of Ilmater 4. Size M (5'4"/163cm tall); hp 31; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +4 melee, Mace 1d8+1 dmg, or +4 ranged; SV Fort +6, Ref +2, Will +6; Str 13, Dex 13, Con 14, Int 8, Wis 15, Cha 11. Skills: Craft (Sculpting) +4, Heal +8, Hide +1, Knowledge (Religion) +2, Listen +2, Move Silently +1, Spot +2; Brew Potion, Combat Reflexes, Spell Focus (abjuration). Domains: Law, Healing. Cleric spells available: 5/4+1/3+1/0/0/0/0/0/0.

## Wassen - the Key NPCs

Segment: *Bloodstone*

- **Nogapuntus**, gnome male, age 144, AL:CG, Cleric of Gond 9; CR 9; Size S (3'5"/104cm tall); hp 71; Init +1 (+1 Dex); Speed 20ft/6m; AC 12 (+1 Dex, +1 Size); Attack +7/+2 melee, Morningstar 1d8 dmg, or +8/+3 ranged; SV Fort +9, Ref +4, Will +9; Str 10, Dex 12, Con 17, Int 11, Wis 16, Cha 14. Skills: Bluff +2.5, Craft (Alchemy) +2, Craft (Woodworking) +3, Heal +15, Hide +5, Knowledge (The Planes) +9, Listen +5, Move Silently +1, Spot +3. Feats: Combat Casting, Quick Draw, Scribe Scroll, Skill Focus (Knowledge (The Planes)). Cleric Domains: Fire, Knowledge. Cleric Spells Per Day: 6/5+1/5+1/4+1/2+1/1+1/0/0/0/0.
- **Tragurdelpor**, gnome male, age 131, AL:CG, Cleric of Gond 7; Size S (3'5"/104cm tall); hp 46; Init +2 (+2 Dex); Speed 20ft/6m; AC 13 (+2 Dex, +1 Size); Attack +7 melee, Morningstar 1d8+1 dmg, or +8 ranged; SV Fort +7, Ref +4, Will +8; Str 13, Dex 15, Con 14, Int 11, Wis 16, Cha 17. Skills: Craft (Alchemy) +2, Heal +12, Hide +6, Knowledge (Nature) +2, Knowledge (Religion) +7, Listen +5, Move Silently +2, Spot +3. Feats: Craft Wondrous Item, Persuasive, Scribe Scroll. Cleric Domains: Fire, Knowledge. Cleric Spells Per Day: 6/5+1/4+1/3+1/1+1/0/0/0/0.
- **Harnaniffel**, gnome male, age 117, AL:CG, Cleric of Gond 5; Size S (3'8"/112cm tall); hp 32; Init -3 (-3 Dex); Speed 20ft/6m; AC 8 (-3 Dex, +1 Size); Attack +6 melee, Morningstar 1d8+2 dmg; or +1 ranged; SV Fort +4, Ref -2, Will +7; Str 14, Dex 5, Con 11, Int 5, Wis 16, Cha 13. Skills: Craft (Alchemy) -1, Hide +1, Listen +5, Move Silently -3, Profession (Miner) +11, Spot +3. Feats: Craft Wondrous Item, Scribe Scroll. Cleric Domains: Water, Knowledge. Cleric Spells Per Day: 5/4+1/3+1/2+1/0/0/0/0/0.

## Waukeshire - the Key NPCs

Segment: *Bloodstone*

The most important NPC in the Waukeshire is Bloodstone Baron Hobart Bracegirdle. His statistics are listed in the section *New Unofficial NPCs*. Bracegirdle, Mayor William Peebles and Sheriff Fredegar Trimble are official NPCs, defined in the accessory FR9 *The Bloodstone Lands*. The last names of Peebles and Trimble and the expanded definitions of these characters are unofficial inventions of the Vintyri Project.

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- **Mayor William Peebles**, halfling male, age 64, AL:NG, Mayor of the Waukeshire, Commoner 5. Size S (3'2"/97cm tall); hp 11; Init +7 (+3 Dex, +4 Improved Initiative); Speed 20ft/6m; AC 14 (+3 Dex, +1 Size); Attack +5 melee, Dagger 1d4+2 dmg, or +6 ranged; SV Fort +1, Ref +5, Will +4; Str 15, Dex 16, Con 8, Int 12, Wis 14, Cha 13. Skills: Climb +4, Craft (Leatherworking) +7, Craft (cheese making) +8, Craft (basket weaving) +8, Disguise +3, Hide +7, Jump +4, Listen +6, Move Silently +5, Spot +4. Feats: Alertness, Improved Initiative.
- **Fredegar Trimble**, halfling male, AL:NG, Sheriff (commander) of the Waukeshire Constables, Fighter 8, Rogue 2. Size S (2'10"/86cm tall); hp 93; Init +6 (+2 Dex, +4 Improved Initiative); Speed 20ft/6m; AC 13 (+2 Dex, +1 Size); Attack +10/+5 melee, kama 1d6 dmg or +12/+7 ranged, short bow, 1d6 dmg; SV Fort +11, Ref +8, Will +4; Str 10, Dex 15, Con 19, Int 8, Wis 13, Cha 7. Skills: Climb +7, Escape Artist +5, Hide +6, Jump +9, Listen +8, Move Silently +7, Open Lock +4, Spot +1. Feats: Combat Reflexes, Dodge, [Evasion], Exotic Weapon Proficiency (kama), Improved Critical (short bow), Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (short bow), Weapon Specialization (short bow). (Trimble received his kama from the late Kane, a monk of the Monastery of the Yellow Rose.)
- **Barnaby Sykes**, human male, age 52, AL:NG, baronial court mage, Wizard 12. Size M (5'7"/170cm tall); hp 50; Init +0; Speed 30ft/9m; AC 10; Attack +7/+2 melee, Dagger 1d4+1 dmg, or +6/+1 ranged; SV Fort +6, Ref +6, Will +8; Str 13, Dex 11, Con 15, Int 16, Wis 10, Cha 15. Skills: Craft (wood carving) +9, Craft (woodworking) +5, Hide +0, Knowledge (Arcana) +18, Knowledge (History) +17, Knowledge (Local) +18, Knowledge (The Planes) +16, Listen +0, Move Silently +0, Spellcraft +18, Spot +0. Feats: Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Empower Spell, Lightning Reflexes, Run, [Scribe Scroll], Silent Spell. Wizard spells available: 4/5/5/5/3/3/2/0/0/0
- **Sutry Lannen**, halfling female, age 46, AL:NG, Cleric of Avoreen 5; Size S (3'0"/91cm tall); hp 28; Init +0; Speed 20ft/6m; AC 11 (+1 Size); Attack +5 melee, or +4 ranged; SV Fort +6, Ref +2, Will +8; Str 12, Dex 10, Con 13, Int 14, Wis 17, Cha 12. Skills: Climb +3, Diplomacy +8, Heal +10, Hide +4, Jump +3, Knowledge (Architecture and Engineering) +4, Knowledge (Religion) +9, Listen +5, Move Silently +2, Profession (Hunter) +11, Spot +3. Feats: Brew Potion, Improved Turning. Domains: War, Protection. Spells available: 5/4+1/3+1/2+1/0/0/0/0/0/0.
- **Nevilla Tadry**, halfling female, age 52, AL:NG, manager of the Waukeshire Cheese Coop, Expert 10, Rogue 1. Size S (2'11"/89cm tall); hp 55; Init +4 (+4 Dex); Speed 20ft/6m; AC 15 (+4 Dex, +1 Size); Attack +10/+5 melee, Dagger 1d4+2 dmg, or +12/+7 ranged, short bow, 1d6 dmg; SV Fort +5, Ref +10, Will +9; AL NG; Str 15, Dex 19, Con 12, Int 15, Wis 13, Cha 12. Skills: Bluff +4.5, Climb +4, Craft (fletcher) +6, Craft (bow making) +16, Craft (cheese making) +13, Diplomacy +15, Disable Device +16, Hide +8, Jump +4, Knowledge (Arcana) +4, Listen +7, Move Silently +7, Open Lock +6, Perform (Act) +14, Perform (Oratory) +9, Perform (Wind Instruments) +12, dweomercraft +15, Spot +1. Feats: Skill Focus (Craft (bow making)), Skill Focus (Spellcraft), Skill Focus (Diplomacy), Skill Focus (Perform (Oratory)).
- **Narguda**, dwarf female, age 134, AL:LG, master blacksmith, Fighter 3, Expert 5. Size M (4'0"/122cm tall); hp 55; Init +2 (+2 Dex); Speed 20ft/6m; AC 12 (+2 Dex); Attack +8/+3 melee, Battleaxe, 1d8+2 dmg, or +8/+3 ranged, light crossbow, 1d6 dmg; SV Fort +7, Ref +4, Will +5; Str 15, Dex 15, Con 16, Int 13, Wis 10, Cha 6. Skills: Climb +7.5, Craft (Blacksmithing) +9, Craft (stonemasonry) +3, Craft (trap making) +2, Craft (distilling) +3, Handle Animal +4, Hide +2, Intimidate +3, Knowledge (Nature) +8, Knowledge (Nobility and Royalty) +8, Knowledge (Religion) +9, Listen +2, Move Silently +2, Perform (Wind Instruments) +6, Spot +2, Use Rope +5. Feats: Alertness, Combat Expertise, Dodge, Point Blank Shot, Rapid Reload (crossbow, light).



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- **Gavin Waring**, human male, age 45, AL:N, owner of the Booted Foot Tavern and Supply Center, Commoner 4. Size M (5'7"/170cm tall); hp 15; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +3 melee, or +5 ranged; SV Fort +1, Ref +4, Will +3; Str 13, Dex 16, Con 11, Int 18, Wis 15, Cha 11. Skills: Craft (bow making) +10, Craft (Leatherworking) +10, Craft (Pottery) +12, Craft (Sculpting) +10, Craft (fletcher) +8, Craft (Woodworking) +10, Hide +3, Listen +4, Move Silently +3, Profession (Hunter) +9, Ride +10, Spot +4. Feats: Alertness, Run, Skill Focus (Craft (Pottery)).
- **Bill Tomann**, human male, age 28, AL:NE, baronial clerk and Iron Throne spy, Expert 1. Size M (6'0"/183cm tall); hp 2; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +1 melee, Dagger 1d4+1 dmg, or +3 ranged; SV Fort -2, Ref +3, Will +3; Str 13, Dex 16, Con 6, Int 14, Wis 13, Cha 10. Skills: Climb +3, Craft (fletcher) +4, Craft (bow making) +6, Craft (Leatherworking) +4, Craft (Pottery) +4, Craft (make quill) +6, Craft (Woodworking) +6, Hide +3, Listen +1, Move Silently +3, Spot +1. Feats: Iron Will, Power Attack.
- **Kevin Toddle**, human male, age 31, AL:LE, baronial clerk and Zhentarim spy, Expert 2. Size M (5'6"/168cm tall); hp 7; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +4 melee, or +2 ranged; SV Fort +1, Ref +1, Will +2; Str 16, Dex 13, Con 12, Int 12, Wis 14, Cha 12. Skills: Craft (make quill) +6, Craft (make ink) +5, Hide +1, Listen +4, Move Silently +1, Profession (Hunter) +5, Sense Motive +4, Spot +9. Feats: Alertness, Skill Focus (Profession (Hunter)).

## White Retreat - the Key NPCs

Segment: *Bloodstone*

- **High Hand of Ice Narmella, human female, AL:NE, Cleric of Auril 15**, Size M (5'0"/152cm tall); hp 140; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +19/+14/+9 melee, ice axe +3 (1d8+6), or +15/+10/+5 ranged; Save: Fort +14, Ref +9, Will +13; Str 16, Dex 15, Con 14, Int 9, Wis 19, Cha 10. Skills: Diplomacy +13, Forgery +1.5, Handle Animal +2, Heal +17, Hide +2, Knowledge (Religion) +10, Listen +4, Move Silently +2, Spot +4. Feats: Combat Casting, Combat Reflexes, Craft Rod, Improved Critical (mace, heavy), Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Heal), Weapon Focus (ice axe).

**Cleric Domains:** Destruction, Water

**Cleric Spells:** 6/6+1/6+1/6+1/5+1/4+1/3+1/2+1/1+1/0

- **Lady of the Cold Circle Lakana, human female, AL:NE, Cleric of Auril 12**, Size M (5'5"/165cm tall); hp 73; Init +0; Speed 30ft/9m; AC 10; Attack +13/+8/+3 melee, ice axe +3 (1d8+6), or +11/+6/+1 ranged; Saves: Fort +12, Ref +4, Will +11; Str 15, Dex 10, Con 13, Int 10, Wis 16, Cha 14. Skills: Hide +0, Intimidate +5, Knowledge (Arcana) +15, Knowledge (Religion) +9, Knowledge (The Planes) +9, Listen +4, Move Silently +0, Sleight of Hand +4, Spot +3, Swim +6. Feats: Craft Staff, Improved Critical (mace, heavy), Persuasive, Power Attack, Run, Scribe Scroll, Spell Penetration, Weapon Focus (mace, heavy).

**Cleric Domains:** Destruction, Water

**Cleric Spells:** 6/6+1/5+1/5+1/3+1/3+1/2+1/0/0/0

- **Frosttouch Rotharn Forgg, human male, AL:NE, Cleric of Auril 8**, Size M (6'3"/191cm tall); hp 82; Init -2 (-2 Dex); Speed 30ft/9m; AC 8 (-2 Dex); Attack +10/+5 melee, ice axe +3 (1d8+5), or +6/+1 ranged; Saves: Fort +11, Ref +0, Will +8; Str 14, Dex 7, Con 15, Int 14, Wis 14, Cha 12. Skills: Gather Information +4.5, Handle Animal +3, Heal +13, Hide -2, Knowledge (History) +12, Knowledge (Religion) +11, Knowledge (The Planes) +13, Listen +4, Move Silently -2, Perform (Sing) +2, Ride +3, Spot +4. Feats: Alertness, Blind-Fight, Craft Wand, Negotiator, Persuasive, Power Attack, Track.

**Cleric Domains:** Destruction, Water

**Cleric Spells:** 6/5+1/4+1/3+1/2+1/0/0/0/0/0

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- **Eduard Danton, human male, AL:NE, Ranger 8**, Size M (5'8"/173cm tall); hp 67; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +12/+7 melee, long sword (1d8+3), or +14/+9 ranged, long bow (1d8); Saves: Fort +10, Ref +6, Will +5; Str 15, Dex 18, Con 12, Int 9, Wis 12, Cha 10. Skills: Climb +12, Craft (Leatherworking) +9, Craft (Fletcher) +5, Heal +12, Hide +4, Intimidate +3, Knowledge (Nature) +3, Listen +1, Move Silently +4, Search +10, Spot +1, Survival +12, Swim +4. Feats: Blind-Fight, Combat Casting, Combat Reflexes, [Evasion], [Improved Two Weapon Fighting], Iron Will, Point Blank Shot, Power Attack, Run, [Track], [Two Weapon Fighting].

**Ranger Spells:** 0/2/0/0/0/0/0/0/0

- **Nethel Hamsten, human male, AL:NE, Ranger 5**, Size M (5'4"/163cm tall); hp 53; Init +6 (+2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 12 (+2 Dex); Attack +9/+4 melee, long sword (1d8+3) or +9/+4 ranged, long bow (1d8); Saves: Fort +9, Ref +3, Will +2; Str 15, Dex 15, Con 14, Int 12, Wis 12, Cha 7. Skills: Climb +3, Concentration +9, Craft (Trapmaking) +10, Hide +2, Jump +7, Knowledge (Dungeoneering) +8, Knowledge (Geography) +9, Knowledge (Nature) +7, Listen +1, Move Silently +10.5, Profession (Miner) +8, Ride +8, Spot +1, Survival +8. Feats: Combat Reflexes, Dodge, Improved Initiative, Power Attack, Rapid Reload (long bow), [Rapid Shot], Still Spell, [Track].

**Ranger Spells:** 0/1/0/0/0/0/0/0/0.

- **Mara Wheeler, human female, AL:NE, Ranger 3**, Size M (5'9"/175cm tall); hp 41; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +7 melee, long sword (1d8+3), or +7 ranged, long bow (1d8); Saves: Fort +8, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 13, Wis 13, Cha 7. Skills: Climb +3, Craft (bow making) +7, Craft (trap making) +7, Craft (fletcher) +6, Hide +2, Knowledge (Dungeoneering) +7.5, Knowledge (Nature) +4, Listen +4, Move Silently +8.5, Profession (Hunter) +7.5, Spot +7, Survival +9. Feats: Blind-Fight, Dodge, Heighten Spell, Mobility, Self Sufficient, [Track], [Two Weapon Fighting].

**Ranger Spells:** None

## Windless - the Key NPCs

Segment: *Bloodstone*

- **Tanda Ruscoll**, human female, age 35, AL: NG, Ranger 7, Burgomaster of Windless and representative on the baronial council. Size M (5'3"/160cm tall); hp 32; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +8/+3 melee, Longsword, 1d8+1 dmg, or +10/+5 ranged; SV Fort +5, Ref +5, Will +3; Str 12, Dex 17, Con 11, Int 14, Wis 13, Cha 9. Skills: Climb +11, Craft (Armor smithing) +7, Craft (Leatherworking) +10, Craft (Woodworking) +10, Hide +15, Knowledge (Nobility and Royalty) +5, Listen +11, Move Silently +5, Profession (Hunter) +11, Ride +13, Spot +1, Survival +11, Use Magic Device +1.5. Feats: Enlarge Spell, [Evasion], Improved Unarmed Strike, [Manyshot], Mounted Combat, [Rapid Shot], Stealthy, [Track]. Spells available: 7/2/0/0/0/0/0/0/0.
- **Major Lydya Biele**, human female, age 44, AL:LG, Commander, 3<sup>rd</sup> Battalion, 2<sup>nd</sup> Regiment, Command Brigade of the Bloodstone Army, Paladin (Ilmater) 11. Size M (5'9"/175cm tall); hp 51; Init +4 (+4 Improved Initiative); Speed 30ft/9m; AC 10; Attack +11/+6/+1 melee, Longswords 1d8 dmg, or +11/+6/+1 ranged; SV Fort +11, Ref +6, Will +8; Str 10, Dex 10, Con 13, Int 13, Wis 14, Cha 16. Skills: Concentration +10, Handle Animal +15, Heal +11, Hide +0, Knowledge (Arcana) +3.5, Knowledge (Nobility and Royalty) +10, Knowledge (Religion) +10, Listen +2, Move Silently +0, Spot +2, Tumble +2. Feats: Blind-Fight, Empower Spell, Extra Turning, Improved Initiative, Leadership. Spells available: 0/2/2/0/0/0/0/0/0.

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- **Kerbla Jorn**, human female, age 30, AL:NG, Ranger 6, commander of the Bloodstone Riders detachment. Size M (5'2"/157cm tall); hp 39; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +8/+3 melee, Longsword 1d8+2 dmg, or +9/+4 ranged; SV Fort +5, Ref +5, Will +3; Str 14, Dex 16, Con 10, Int 10, Wis 13, Cha 15. Skills: Craft (Alchemy) +7, Craft (Pottery) +7, Craft (Sculpting) +5, Craft (Weapon smithing) +9, Craft (Woodworking) +9, Hide +3, Knowledge (Geography) +9, Knowledge (Nature) +8, Listen +1, Move Silently +3, Spot +1, Survival +10. Feats: Deceitful, [Evasion], [Manyshot], Power Attack, [Rapid Shot], Spell Focus (illusion), Toughness, [Track]. Spells available: 0/2/0/0/0/0/0/0/0.
- **Egidian of Tempus**, human male, age 24, AL:CG, Cleric of Tempus 5. Size M (5'3"/160cm tall); hp 32; Init +0; Speed 30ft/9m; AC 10; Attack +6 melee, Mace 1d8+3 dmg, or +3 ranged; SV Fort +6, Ref +1, Will +7; Str 17, Dex 11, Con 14, Int 13, Wis 16, Cha 12. Skills: Concentration +10, Craft (Sculpting) +2, Craft (Stonemasonry) +7, Diplomacy +7, Heal +11, Hide +0, Knowledge (The Planes) +4, Listen +3, Move Silently +0, Spot +3. Feats: Maximize Spell, Persuasive, Widen Spell. Domains: Travel, War. Spells available: 5/4+1/3+1/2+1/0/0/0/0/0.
- **Alicia Corning**, human female, AL:LG, Cleric of Ilmater 5. Size M (5'4"/163cm tall); hp 28; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 melee, Mace 1d8+1 dmg, or +4 ranged; SV Fort +6, Ref +2, Will +6; Str 13, Dex 13, Con 14, Int 8, Wis 15, Cha 11. Skills: Craft (Sculpting) +4, Heal +8, Hide +1, Knowledge (The Planes) +4, Listen +2, Move Silently +1, Spot +2. Feats: Brew Potion, Combat Reflexes, Spell Focus (abjuration). Domains: Knowledge, Healing. Spells available: 5/4+1/3+1/1+1/0/0/0/0/0.
- **Tengel Blair**, human male, AL:N, Commoner 3, manager of the Damaran Merchants League office. Size M (6'0"/183cm tall); hp 17; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +4 melee, Dagger 1d4+3 dmg, or +0 ranged; SV Fort +5, Ref +0, Will +3; Str 17, Dex 8, Con 14, Int 12, Wis 15, Cha 8. Skills: Craft (Alchemy) +6, Craft (Leatherworking) +3, Craft (Painting) +7, Craft (Pottery) +7, Craft (Shipmaking) +7, Hide -1, Listen +2, Move Silently -1, Spot +2. Feats: Blind-Fight, Great Fortitude, Run.
- **Progh**, half-orc male, AL:N(E), Commoner 2, owner of the Unshorn Sheep Inn. Size M (5'7"/170 cm tall); hp 8; Init +3 (+3 Dex); Speed 30ft/9m.; AC 13 (+3 Dex); Attack +3 melee, short sword 1d6+2dmg, or +4 ranged; SV Fort +0, Ref +3, Will +2; Str 14, Dex 16, Con 11, Int 16, Wis 15, Cha 9. Skills: Craft (Armorsmithing) +5, Craft (Leatherworking) +8, Craft (Painting) +8, Craft (Weaponsmithing) +5, Disguise +0, Handle Animal +4, Hide +3, Knowledge (Dungeoneering) +5, Listen +2, Move Silently +3, Profession (Hunter) +4, Spot +2. Feats: Skill Focus (Craft (Leatherworking)).
- **Zander Randyng**, human male, age 33, AL:N, Expert 5, manager of the Tudran Porcelain Works and Iron Throne agent. Size M (6'0"/183cm tall); hp 28; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30ft/9m.; AC 13 (+3 Dex); Attack +1 melee, short sword, 1d6-2 dmg, or +6 ranged; SV Fort +3, Ref +4, Will +5; AL N; Str 6, Dex 16, Con 14, Int 11, Wis 13, Cha 13. Skills: Craft (Painting) +6, Craft (porcelain making) +9, Hide +3, Knowledge (Religion) +8, Listen +2, Move Silently +11, Perform (Dance) +9, Perform (Keyboard Instruments) +3, Perform (Wind Instruments) +8, Spellcraft +8, Spot +1. Feats: Improved Initiative, Skill Focus (Craft (porcelain making)), Weapon Focus (mace, heavy).
- **Ziela Thomskar**, human female, AL:LE, Rogue 6, agent of the Zhentarim and low-level assassin. Size M (5'1"/155cm tall); hp 25; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +5 melee, Dagger 1d4+1 dmg, or +7 ranged; SV Fort +3, Ref +8, Will +3; Str 12, Dex 17, Con 12, Int 14, Wis 13, Cha 12. Skills: Appraise +10, Balance +9, Decipher Script +8, Disable Device +8, Escape Artist +13, Forgery +11, Gather Information +8, Hide +11, Jump +6, Knowledge (Local) +9, Listen +1, Move Silently +8, Search +11, Spot +1, Swim +9, Tumble +9. Feats: Dodge, [Evasion], Martial Weapon Proficiency (pick, light), Skill Focus (Escape Artist), Weapon Focus (dagger).

### Winkeye - the Key NPCs

Segment: *Bloodstone*

- **Burgomaster Toby Black**, human male, age 56, AL:NG, owner of the Inn at the World's End and semi-active Harper, Fighter 5, Wizard 5; Size M (5'7"/170cm tall); hp 54; Init +4 (+4 Improved Initiative); Speed 30ft/9m; AC 10; Attack +9/+4 melee, dagger, 1d4+2 dmg, or +7/+2 ranged; SV Fort +7, Ref +2, Will +5; Str 15, Dex 11, Con 14, Int 16, Wis 10, Cha 13. Skills: Concentration +8, Craft (Woodworking) +10, Handle Animal +8, Hide +0, Intimidate +4, Jump +8.5, Knowledge (Architecture and Engineering) +11, Knowledge (Local) +11, Knowledge (Nobility and Royalty) +5, Listen +2.5, Move Silently +0, Perform (Oratory) +3.5, Ride +6, Sleight of Hand +3, Spot +2, Swim +4, Use Rope +0.5. Feats: Alertness, Combat Expertise, Craft Magic Arms and Armor, Improved Initiative, Maximize Spell, Negotiator, Power Attack, [Scribe Scroll], Still Spell, Weapon Focus (dagger). Wizard Spells Known (4/4/3/2/0/0/0/0/0/0).
- **Lee Parton**, human male, age 37, AL:NG, Commander of the Bloodstone Riders Detachment, Ranger 7; Size M (5'11"/180cm tall); hp 30; Init +1 (+1 Dex); Speed 30ft/9m; AC 11 (+1 Dex); Attack +9/+4 melee, long sword, 1d8+2 dmg, or +8/+3 ranged, long bow, 1d8 dmg; SV Fort +5, Ref +5, Will +3; Str 15, Dex 13, Con 11, Int 12, Wis 13, Cha 9. Skills: Concentration +10, Craft (Alchemy) +10, Craft (Blacksmithing) +10, Craft (Carpentry) +11, Craft (Pottery) +10, Craft (Stonemasonry) +10, Decipher Script +3.5, Hide +1, Listen +1, Move Silently +1, Profession (Hunter) +10, Spot +1, Survival +11. Feats: [Evasion], [Improved Two Weapon Fighting], Leadership, Lightning Reflexes, Point Blank Shot, [Track], [Two Weapon Fighting], Weapon Focus (quarterstaff). Ranger Spells Per Day: 0/2/0/0/0/0/0/0/0/0.
- **Wanda Darwin**, human female, age 31, AL:NG, Commander of the Village Watch, Warrior 5; Size M (4'10"/147cm tall); hp 40; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +9 melee, or +7 ranged; SV Fort +6, Ref +3, Will +2; Str 18, Dex 14, Con 15, Int 11, Wis 13, Cha 12. Skills: Climb +12, Craft (Leatherworking) +1.5, Handle Animal +7, Hide +2, Intimidate +5, Listen +1, Move Silently +2, Ride +5, Spot +1. Feats: Dodge, Mounted Combat, Point Blank Shot.
- **Merle Herman**, human male, age 49, AL:LG, chief royal customs inspector, Fighter 4, Aristocrat 2, Expert 2, Size M (5'4"/163 cm tall); hp 61; Init +8 (+4 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 14 (+4 Dex); Attack +6/+1 melee, or +10/+5 ranged; SV Fort +6, Ref +5, Will +13; Str 10, Dex 18, Con 15, Int 11, Wis 18, Cha 16. Skills: Craft (Alchemy) +1, Craft (Bowmaking) +1.5, Forgery +5, Handle Animal +10, Hide +6, Jump +8, Knowledge (Dungeoneering) +2, Knowledge (Local) +4.5, Listen +4, Move Silently +4, Perform (Dance) +5, Speak Language +1, Spot +4, Survival +7, Swim +5, Use Rope +5. Feats: Combat Reflexes, Dodge, Improved Initiative, Iron Will, Self Sufficient, Skill Focus (Knowledge (Local)), Track.
- **Talba Heather**, human female, age 35, AL:NG, head of the Blue Dove Mercenary Band, Fighter 16; Size M (5'4"/163cm tall); hp 107; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 11 (+1 Dex); Attack +20/+15/+10/+5 melee, long sword, 1d8+4 dmg, or +17/+12/+7/+2 ranged, long bow, 1d8 dmg; SV Fort +12, Ref +8, Will +5; Str 18, Dex 13, Con 15, Int 13, Wis 10, Cha 8. Skills: Climb +21, Craft (Sculpting) +9, Handle Animal +18, Hide +1, Intimidate +17, Listen +0, Move Silently +1, Spot +0, Use Rope +10. Feats: Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus (trident), Improved Critical (long sword), Improved Critical (long bow), Improved Initiative, Improved Trip, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (long sword), Weapon Focus (long bow), Weapon Specialization (long sword).
- **Nethar Frugg**, human male, age 46, AL:N, manager of the Mulman Transport Union, Fighter 3, Rogue 5; Size M (5'10"/178cm tall); hp 52; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 13 (+3 Dex); Attack +8/+3 melee, dagger, 1d4+2 dmg, or +9/+4 ranged; SV Fort +5, Ref +8, Will +3; Str 15, Dex 17, Con 13, Int 7, Wis 13, Cha 12. Skills: Balance +5, Climb +9, Diplomacy +2, Hide +3, Intimidate +8, Listen +1, Move Silently +9, Open Lock +8, Ride +7, Sleight of Hand +10, Spot +1, Swim +10. Feats: Blind-Fight, Dodge, [Evasion], Improved Initiative, Power Attack, Track.

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- **Casper Stebbins**, human male, age 44, AL:NE, manager of the Ordulin & Yhaunn Marine Coster and Iron Throne agent, Rogue 6; Size M (6'0"/183cm tall); hp 20; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +3 melee, dagger, 1d4-1 dmg, or +8 ranged; SV Fort +1, Ref +9, Will +4; Str 8, Dex 18, Con 8, Int 14, Wis 15, Cha 12. Skills: Appraise +11, Balance +12, Bluff +12, Decipher Script +7, Diplomacy +9, Disable Device +8, Disguise +10, Escape Artist +13, Hide +11, Listen +4, Move Silently +13, Open Lock +13, Sleight of Hand +7, Spot +4, Use Magic Device +9. Feats: Alertness, Dodge, [Evasion], Persuasive, Weapon Finesse.
- **Melvin Gorman (really Nestor Wiggins)**, human male, age 33, AL:NE, ostensibly the manager of the Winkeye Office of the Damaran Merchants League but really Cleric of Mask 5; Size M (6'3"/191cm tall); hp 28; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +5 melee, heavy mace, 1d8+2 dmg, or +6 ranged; SV Fort +5, Ref +4, Will +8; Str 15, Dex 16, Con 13, Int 11, Wis 18, Cha 17. Skills: Heal +9, Hide +3, Knowledge (History) +6, Knowledge (Religion) +7, Knowledge (The Planes) +6, Listen +4, Move Silently +3, Spot +4. Feats: Eschew Materials, Negotiator, Quicken Spell. Cleric Domains: Evil, Trickery. Cleric Spells Per Day: 5/4+1/3+1/2+1/0/0/0/0/0/0.
- **Milton Sanger**, human male, age 23, AL:CG, Cleric of Tymora 2; Size M (5'7"/170cm tall); hp 18; Init +0; Speed 30ft/9m; AC 10; Attack +2 melee, heavy mace, 1d8+1 dmg, or +1 ranged; SV Fort +5, Ref +0, Will +7; Str 12, Dex 11, Con 15, Int 11, Wis 18, Cha 16. Skills: Craft (Carpentry) +2, Craft (Trapmaking) +4, Hide +0, Knowledge (Religion) +5, Listen +4, Move Silently +0, Profession (Hunter) +8, Spot +4. Feats: Extend Spell, Spell Focus (abjuration). Cleric Domains: Healing, Luck. Cleric Spells Per Day: 4/3+1/0/0/0/0/0/0/0/0.
- **Hand of Auril Talla**, human female, age 31, AL:NE, Cleric of Auril 4, Size M (5'4"/163cm tall); hp 24; Init -1 (-1 Dex); Speed 30ft/9m; AC 9 (-1 Dex); Attack +5 melee, heavy mace, 1d8+2 dmg, or +2 ranged; SV Fort +5, Ref +0, Will +8; Str 15, Dex 8, Con 13, Int 8, Wis 19, Cha 10. Skills: Heal +6, Hide -1, Knowledge (Arcana) +6, Knowledge (Religion) +4, Listen +4, Move Silently -1, Profession (Hunter) +6, Spot +4; Combat Reflexes, Improved Unarmed Strike, Widen Spell. Cleric Domains: Destruction, Water. Cleric Spells Per Day: 5/4+1/3+1/0/0/0/0/0/0/0.

## Withermeet - the Key NPCs

Segment: *Bloodstone*

- **Wendell Dodds, Dockmaster and Magistrate**, human male, age 58, AL:NG, Expert 3; M (5'11"/180cm tall); hp 15; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +3 melee, short sword 1d6+1 dmg, or +4 ranged; SV Fort +2, Ref +3, Will +6; Str 13, Dex 15, Con 12, Int 12, Wis 16, Cha 8. Skills: Craft (Alchemy) +5, Craft (Bowmaking) +6, Craft (Stonemasonry) +5, Escape Artist +4, Handle Animal +5, Hide +2, Knowledge (History) +6, Listen +5, Move Silently +2, Perform (Keyboard Instruments) +0, Perform (String Instruments) +1, Spellcraft +7, Spot +5, Survival +10; Alertness, Skill Focus (Craft (Alchemy)), Skill Focus (Survival).
- **Thars Guldying, commander of the Bloodstone Riders detachment**, human male, age 32, AL:NG, Ranger 5. Size M (5'2"/157cm tall); hp 27; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +8 melee, Long sword 1d9+3 dmg, or +8 ranged; SV Fort +4, Ref +4, Will +5; Str 16, Dex 16, Con 10, Int 7, Wis 18, Cha 16. Skills: Hide +11, Knowledge (Geography) +3, Knowledge (Nature) +5, Listen +11, Move Silently +3, Profession (Hunter) +11, Spot +4, Survival +12. Feats: [Rapid Shot], Self Sufficient, [Track], Weapon Focus (long bow), Widen Spell. Ranger Spells Per Day: 0/1/0/0/0/0/0/0/0/0.

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- **Rueben Harmon**, human male, age 62, AL:CG, Wizard 5. Size M (5'3"/160cm tall); hp 21; Init +0; Speed 30 ft/9m; AC 10; Attack +2 melee, Dagger 1d4 dmg, or +2 ranged; SV Fort +3, Ref +1, Will +6; Str 10, Dex 11, Con 14, Int 18, Wis 11, Cha 14. Skills: Climb +1, Craft (Stonemasonry) +11, Hide +0, Knowledge (Arcana) +11, Knowledge (Geography) +9, Knowledge (History) +12, Knowledge (Local) +10, Knowledge (Nobility and Royalty) +11, Knowledge (Religion) +11, Listen +0, Move Silently +0, Spellcraft +5, Spot +0. Feats: Brew Potion, Heighten Spell, Iron Will, Quicken Spell, [Scribe Scroll]. Wizard Spells Known (4/4/3/2/0/0/0/0/0/0):

### Woodhill - the Key NPCs

Segment: *Bloodstone*

- **Jeffrey Tandler**, human male, AL:NG, Ranger 5, Bloodstone Rider, Size M (5'8"/173cm tall); HP: 28; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +6 melee, long sword, 1d8+1 dmg, or +8 ranged, long bow, 1d8 dmg; Saves: Fort +4, Ref +4, Will +2; Str 12, Dex 17, Con 11, Int 14, Wis 13, Cha 9. Skills: Climb +9, Craft (Armorsmithing) +7, Craft (Leatherworking) +10, Craft (Woodworking) +10, Hide +13, Knowledge (Nobility and Royalty) +5, Listen +8, Move Silently +5, Profession (Hunter) +5, Ride +11, Spot +1, Survival +9, Use Magic Device +0.5. Feats: Improved Unarmed Strike, Mounted Combat, [Rapid Shot], Stealthy, [Track]. Ranger Spells Per Day: 0/1/0/0/0/0/0/0/0.
- **Amanda Hardy**, human female, AL:NG, Ranger 4, Bloodstone Rider, Size M (5'6"/169cm tall); HP: 24; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 13 (+3 Dex); Attack +7 melee, long sword, 1d8+3 dmg, or +7 ranged, long bow, 1d8 dmg; Save: Fort +6, Ref +4, Will +2; Str 16, Dex 17, Con 14, Int 16, Wis 12, Cha 8. Skills: Craft (Bowmaking) +9, Craft (Painting) +9, Craft (Trapmaking) +9, Handle Animal +6, Hide +10, Knowledge (Dungeoneering) +8, Knowledge (Nature) +10, Listen +7, Move Silently +9, Spot +1, Survival +8, Swim +10. Feats: Dodge, Improved Initiative, [Track], [Two Weapon Fighting], Weapon Finesse. Ranger Spells Per Day: 0/1/0/0/0/0/0/0/0.
- **Warren Barnes**, human male, AL:N, Leader of the hamlet's watch, Warrior 5, Size M (6'2"/188cm tall); HP: 28; Init +6 (+2 Dex, +2 Imp Init); Speed 30ft/9m; AC 12 (+2 Dex); Attack +7 melee, long sword, 1d8+2 dmg, or +7 ranged, long bow, 1d8 dmg; Save: Fort +5, Ref +3, Will +1; Str 15, Dex 15, Con 13, Int 13, Wis 10, Cha 9. Skills: Climb +6, Craft (Painting) +4, Handle Animal +6, Hide +2, Jump +9, Listen +0, Move Silently +2, Ride +10, Spot +0; Improved Initiative, Power Attack, Quick Draw.
- **Nathan Barrington**, human male, AL:NE, manager, Mulman Transport Union, Rogue 5, Size M (5'6"/168cm tall); HP: 20; Init +4 (+4 Dex); Speed 30ft/9m; AC 14 (+4 Dex); Attack +5 melee, short sword, 1d6+2 dmg, or +7 ranged; SV Fort +3, Ref +8, Will +1; Str 15, Dex 18, Con 10, Int 15, Wis 11, Cha 15. Skills: Appraise +9, Bluff +9, Disable Device +10, Disguise +9, Hide +12, Knowledge (Local) +9, Listen +0, Move Silently +4, Open Lock +10, Search +10, Sense Motive +8, Sleight of Hand +12, Spot +0, Use Magic Device +8, Use Rope +12. Feats: [Evasion], Great Fortitude, Toughness, Weapon Finesse.
- **Horace Swift**, human male, AL:NE, manager, Ordulin & Yhaunn Marine Coster & Iron Throne agent, Rogue 6, Size M (5'7" tall); HP: 23; Init +3 (+3 Dex); Speed 30ft/9m; AC 13 (+3 Dex); Attack +4 melee, short sword, 1d6 dmg, or +7 ranged; Save: Fort +2, Ref +8, Will +3; Str 10, Dex 16, Con 10, Int 14, Wis 13, Cha 15. Skills: Appraise +11, Balance +9, Climb +8, Decipher Script +6, Disable Device +9, Hide +9, Intimidate +6, Jump +9, Knowledge (Architecture and Engineering) +5, Knowledge (Local) +9, Listen +8, Move Silently +7, Open Lock +8, Sense Motive +10, Sleight of Hand +14, Spot +1. Feats: Deft Hands, Dodge, [Evasion], Point Blank Shot, Precise Shot.

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- **Burgomaster Baldwin Zander**, human male, AL:NE, Innkeeper and Iron Throne agent, Rogue 4, Size M (5'11"/180cm tall); HP: 20; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 13 (+3 Dex); Attack +3 melee, dagger, 1d4 dmg, or +6 ranged; Save: Fort +2, Ref +7, Will +2; Str 11, Dex 16, Con 12, Int 13, Wis 12, Cha 9. Skills: Balance +10, Bluff +6, Decipher Script +7, Disable Device +7, Disguise +6, Escape Artist +10, Gather Information +6, Hide +8, Listen +6, Move Silently +3, Open Lock +10, Spot +1, Use Magic Device +6. Feats: Combat Expertise, [Evasion], Improved Initiative, Skill Focus (Decipher Script).

### **Xred's Raïding Band**

Segment: *Silverymoon*

This band of orcs captures humans on the trail on the south edge of Neverwinter Wood between Neverwinter and Conyberry.

- **Orc Leader, 3 Orc Subchiefs, and 100 Orc Foot Soldiers**, see the *D&D Monster Manual*.

### **Zarach - the Key NPCs**

Segment: *Bloodstone*

- **Burgomaster Will Shade**, human male, age 35, AL:NG, Commoner 5; Size M (5'8"/173cm tall); hp 14; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +4 melee, short sword 1d6+2 dmg, or +4 ranged; SV Fort +1, Ref +3, Will +5; Str 14, Dex 14, Con 10, Int 12, Wis 14, Cha 14. Skills and feats: Craft (Painting) +7, Decipher Script +4, Handle Animal +10, Heal +4, Hide +2, Knowledge (Nobility and Royalty) +1.5, Listen +2, Move Silently +2, Ride +8, Search +3, Spot +2. Feats: Iron Will, Skill Focus (Craft (Painting)), Skill Focus (Handle Animal).
- **Major Kalibrar, Commander, 3<sup>rd</sup> Battalion, 3rd Regiment, Princely Brigade of Damara**, human male, age 42, AL:LG, Paladin 12; Size M (5'9"/175cm tall); hp 87; Init +2 (-2 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 8 (-2 Dex); Attack +15/+10/+5 melee, Great sword, 1d10+3 dmg, or +10/+5/+0 ranged; SV Fort +12, Ref +5, Will +11; Str 17, Dex 7, Con 13, Int 15, Wis 18, Cha 17. Skills: Craft (Sculpting) +16, Diplomacy +13, Heal +13, Hide -2, Knowledge (Arcana) +5.5, Knowledge (Architecture and Engineering) +4, Knowledge (Nobility and Royalty) +13, Listen +4, Move Silently -2, Sense Motive +19, Speak Language +6, Spot +4; Enlarge Spell, Extra Turning, Improved Initiative, Persuasive, Power Attack, Weapon Focus (Great Sword). Paladin Spells Per Day: 0/2/2/0/0/0/0/0/0.
- **Tina Delbert, Commander of the Bloodstone Riders detachment**, human female, age 37, AL:NG, Ranger 8; Size M (5'6"/168cm tall); hp 55; Init +8 (+4 Dex, +4 Improved Initiative); Speed 30ft/9m; AC 14 (+4 Dex); Attack +11/+6 melee, long sword 1d8+3 dmg, or +12/+7 ranged; long bow 1d8 dmg, SV Fort +7, Ref +6, Will +3; AL NG; Str 16, Dex 19, Con 12, Int 7, Wis 13, Cha 10. Skills: Climb +13, Craft (Alchemy) +6, Craft (Painting) +2, Handle Animal +4, Hide +4, Listen +3, Move Silently +4, Profession (Miner) +12, Ride +14, Spot +3, Survival +9. Feats: Alertness, Dodge, [Evasion], Improved Initiative, [Improved Two Weapon Fighting], Point Blank Shot, [Track], [Two Weapon Fighting]. Ranger Spells Per Day: 0/2/0/0/0/0/0/0/0.
- **Rhonda Ulwin, Commander of the Town Watch**, human female, age 32, AL:NG, Warrior 6. Size M (5'9"/175cm tall); hp 40; Init +2 (+2 Dex); Speed 30ft/9m; AC 12 (+2 Dex); Attack +7/+2 melee, long sword 1d8+1 dmg, or +8/+3 ranged; SV Fort +5, Ref +4, Will -1; Str 13, Dex 14, Con 11, Int 8, Wis 5, Cha 8. Skills: Climb +8, Craft (Shipmaking) +2, Hide +2, Listen -3, Move Silently +2, Perform (Oratory) +1, Ride +5, Spot -3. Feats: Blind-Fight, Dodge, Mounted Combat, Weapon Focus (long sword).

## **Zhent Patrol, Yellow Snake Pass:**

Segment: *Backlands*

- **Zhentarim Wizardess:** human female, AL: NE, transmuter lvl 5, AC: 13 (Dex), HP: 13, Abilities: Str 8, Con 11, Dex 16, Int 18, Wis 10, Cha 8. Base Attack Bonus: +2. Attacks: Dagger, Attack Bonus +1, 1d4-1 dmg. Saves: +1/+4/+4. Spells: 5/5/4/3/0/0/0/0/0, one each alteration; Possessions: Dagger, Potion of Healing, 16 Gold Taler, 3 Gold Harps, 1 Electrum Defender, 1 Electrum Soat, 2 Silver Duplees, 8 Silver Wheels, 7 Copper Silbs, Spellbook. Challenge Rating 3.
- **Zhentarim Lieutenant:** human male, AL: NE, fighter lvl 7, AC 18 (Dex + Chain mail), HP: 68, Abilities: Str 18, Con 16, Dex 16, Int 10, Wis 12, Cha 12, Base Attack Bonus: +7/2; Attacks: Long sword, Attack Bonus+11/+6, 1d8+4 dmg; Long bow: 100ft/30m Attack Bonus +10/+5, 200ft/60m, +8/+3, 300ft/90m +6/+1, 1d8 dmg. Saves: +8/+5/+3. Possessions: 1 Tricrown, 8 Gold Taler, 2 Gold Harps, 1 Electrum Defender, 12 Silver Wheels, 2 Silver Duplees, 4 Copper Donkeys. Challenge Rating 5.
- **2 Zhentarim Sergeants:** human male and female, AL: NE, fighter lvl 5, AC 18 (Dex + Chain mail), HP: 26, 29, Abilities: Str 18, Con 16, Dex 16, Int 10, Wis 12, Cha 12, Base Attack Bonus +5, Attacks Long sword, Attack Bonus +9, 1d8+4 hp dmg; Long bow, 100ft/30m Attack Bonus +8, 200ft/60m +6, 300ft/90m +4, 1d8 hp dmg. Saves:+7/+4/+2. Challenge Rating 3.
- **5 Zhentarim Soldiers:** human male and female, AL: NE, fighter lvl 3, AC 15 (Chain mail), HP: 25, 26, 23, 20, 18, Abilities: Str 16, Con 13, Dex 11, Int 8, Wis 9, Cha 9, Base Attack Bonus +3, Attacks Long sword, Attack Bonus +6, 1d8+3 dmg; Long bow, 100ft/30m Attack Bonus +3, 200ft/60m +1, 300ft/90m -1, 1d8 dmg. Saves: +4/+2/+0. Possessions: 1 Gold Taler, 3 Silver Wheels, 1 Silver Duplee, 8 Copper Donkeys. Challenge Rating 1.



### 3. New Unofficial Monsters

When new monsters appear in official gaming material from WotC, they tend to appear and reappear again, whether you want them in your version of the Realms or not. The monsters defined in this section do not appear on any official WotC pages of Realms history, and they can remain in your campaign world after you and your PCs finish running *Northern Journey* or disappear from your Realms again as soon as this adventure is done. We have designed our segments intentionally in such a manner so that our own monsters can easily be eliminated at tale's end.

Two monsters in particular may be very irritating to have around in your campaign once you move on to a new adventure: Our Realms draconians and vampire dragons. There is no need for either breed to survive at the end of *Northern Journey's* seventh segment, *Bloodstone*. Both of these new monsters can and will have a tremendous impact upon your Realms if they remain in significant numbers after the last page of *Northern Journey* has been played.

The Realms draconians in *Northern Journey* are not the same draconians familiar to many of you from WotC's *Dragonlance®* campaign world. Those were produced magically from the eggs of good dragons. The draconians in *Northern Journey* are the product of the magic of the goddess Tiamat, based on her studies into the creation of darkenbeasts. Tiamat's presence is necessary to keep these creatures alive on a continuing basis. They are artificial and by no means permanent creations.

What will become of draconians if Tiamat's controlling Avatar is destroyed? The answer is an open question – one left to you as game master. Unlike official monsters, you can make them remain in or disappear from your version of the Realms at will, without having to worry whether someone else will put them back there against your wishes. The sage of Shadowdale, Elminster, will first take notice of draconians about the time your PC group is reaching Loudwater or Llorch in the Delimbyr Valley in Segment No. 3, *Backlands*.

At that time, Elminster is said to have told a group of senior Harpers concerned about the presence of these new monsters that he has attempted to look into the matter and has determined that these monsters are magical transformations of normal creatures whose roots are found in the church of Tiamat, no doubt with the aid of an avatar of the dragon queen. At this time, Elminster knew nothing of Sammaster or Kargmelchina, and he had not yet determined the nature of the “black dragon men” who always accompanied draconians in the shadows, but he said he was fairly certain that the destruction of whatever magical source was maintaining the forms of the “dragon lizards,” as draconians had come to be called, also would result either in the simultaneous destruction of the draconians, who depended upon this magic, or at a minimum, in a reversion to their true natural forms.

The “black dragon men” are vampire dragons, again neither true dragons nor true vampires, but rather magical creations of Tiamat's avatar that are maintained by her magic and the life force in consumed blood. These monsters are humans who have been spiritually enslaved by their creator as vampire dragons and given the form of and control over bodies of magically slain dragons. It is doubtful that these creatures of magic can survive if Sammaster and Kargmelchina are destroyed, and that is, after all, a prime goal of the adventurers in *Northern Journey*.

#### BUTCHERFISH

**Hit Dice:** 1d2 (1 hp)

**Initiative:** +4 (Dex)

**Speed:** 90 ft/27m swimming

**AC:** 10

**Attacks:** Bite +1

**Damage:** 1d6 hp

**Face/Reach:** 1x1 feet/30x30 cm/0 feet (bite)

**Special Attacks:** School attack.

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**Special Qualities:** Killed by oil, no save  
**Saves:** +0/+0/+0  
**Abilities:** Str 3, Dex 18, Con 3, Int 0, Wis 0, Cha 0.  
**Skills:** Swim.  
**Feats:** None.  
**Climate/Terrain:** Fresh water  
**Organization:** School, 20 or more  
**Challenge Rating:** Alone ¼, School 10  
**Treasure:** None  
**Alignment:** N  
**Advancement Range:** None

A school of 20 or more Butcherfish can strip a man to the bones in 1d3 rounds, no roll to hit necessary. Lamp and fuel oils poison Butcherfish (a little known fact.).

## DRACONIAN (Realms)

3E Conversions based on the work of Christopher Mathieu

When Draconians are encountered by the PCs or anyone else through events in the game, they will fight to the death. These creatures were based upon the draconians of *Krynn* from the original WotC *Dragonlance* Adventures by Margaret Weis and Tracy Hickman. However, these new Realms draconians have entirely different origins from Krynn draconians and they also look quite different.

*Krynn* draconians are creatures in their own right, bred from stolen dragon eggs. Realms draconians, on the other hand, are humanoids that have been perverted through magic to take on the aspects of dragonkind. The process that changes a humanoid to a dragon is a horrible ritual. The result is a twisted parody of the original creature.

In Grafvitnir's cave, Kargmelchina found the Imaskari *Tulufahr*, a collection of three fell artifacts that she and Sammaster have been using to provide the raw material they need to build their army. Two of these artifacts play no role in the creation of draconians, but the third, the *Golden Ring of Summoning*, has played an important part in drawing monsters into the ruins of Castle Perilous in Vaasa, where they are transmuted.

Kargmelchina has given this ring to Sammaster, and it has been his job to draw monsters from elsewhere against their will to the ruins of Castle Perilous, where Ragzigul Szurkh and other dragon vampires they have created perform the transmutation rites. Before the dragon goddess Tiamat took Kargmelchina as her avatar form, the ring could draw modest but respectable numbers of monsters to its bearer's intended goal on a regular and ongoing basis.

Tiamat, through her avatar, has imbued the ring with overwhelming deific magical power. The ring now can draw several thousand monsters a month to its bearer's intended goal and will indeed do so in the course of the *Northern Journey* adventure. The details on how many monsters are being drawn to Castle Perilous and at what intervals can be found in *Bloodstone*, Part 7 of *Northern Journey*.

While the *Golden Ring of Summoning* is important in summoning the monsters to their fate, the key magic in their transmutation are two terrifying pools in the ruins of Castle Perilous. With other artifact magic, Kargmelchina and Sammaster have drawn some 50 evil but unwilling wizards and sorcerers and an equal number of evil but unwilling chromatic dragons to the ruins of Castle Perilous.

All of these dragons and magi were slain, and their blood was drained into an underground cavity that the ruins' denizens now call the *Pool of Blood*. The mixture of blood from humans and red, blue, green, black and white dragons plus spells developed by Kargmelchina and Sammaster lend the pool one of the horrible powers that physically transform monsters who are submerged into it into the strange dragon-lizardmen we call Realms Draconians.

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After being drenched with blood from the pool, the monsters then are submerged in the mercury pool, which completes the transformation. This pool is the older of the two. It was created by Zhengyi the Vaasan Witch King as a magical means to bring the now-dead demon god Orcus into the Realms. However, Zhengyi was destroyed before he succeeded, and Kargmelchina and Sammaster claimed the pool and the rest of the ruins after the human raiding party led by Sir Gareth Dragonsbane, now monarch of the Bloodstone Kingdom, left it.

Kargmelchina and Sammaster worked their spells on the pool and changed its magic. When the transmuted monsters are submerged in the mercury pool, their life force is unraveled and rebound in a mixture of elements of positive and negative energy which gives them their special powers but also robs them of free will and causes them to die in the way they do.

The positive life force is predominant in a draconian. The creature is alive, not undead. It requires food and some warmth. A draconian can be slain by the same means as normal mortal creatures are slain. But the different types of draconians have strange and wondrous manners of dying, if that's the correct word, or perhaps just expiring. Some become puddles of acid, some turn into statues, others explode, etc.

Sammaster and Kargmelchina discovered that not all creatures can be turned successfully into draconians. Their attempts to make draconians of giants were a dismal failure. The creatures turned out to be uncontrollable abominations. The draconians they have created are made from living ogres, trolls, hobgoblins, orcs and goblins.

The draconians can continue to exist only as long as the mercury pool exists, because it is needed to bind their positive and negative elements. If the pool were to be destroyed or polluted in a manner that would change its powers, every draconian that still was alive would explode immediately in a clash of positive and negative energy, causing 6d6 hp damage to all beings within 10 feet/3 m of it.

It should be noted that some types of draconians have wings of sorts. Whenever a draconian with wings chooses a movement-only action (double move, run, etc.), it can increase its speed by 10 feet/3m if it can run on all fours. It does this by furiously flapping its wings while it runs.

An asterisk (\*) indicates that can use its wings to assist it in jumping, which gives it a +4 bonus on jump checks.

### **General Qualities:**

**Climate/Terrain:** Any

**Organization:** Group, lead by vampire dragon.

**Treasure:** .Special.

**Alignment:** Lawful Evil

**Advancement Range:** None

### **DRACONIAN, GOBLIN** (based upon Baaz)

Small monstrous humanoid (Draconian)

**Hit Dice:** 2d8+4 (11 hp)

**Initiative:** +4 Improved initiative

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 15 (+1 size, +4 natural)

**Attacks:** Claws +5 melee or short sword +5 melee

**Damage:** Claw 1d3+2 or short sword 1d6+2

**Face/Reach:** 5x5ft/150cm, 5ft/150cm

**Special Attacks:** -

**Special Qualities:** Self-Petrification

**Saves:** Fortitude +2, Reflex +3, Will +2

**Abilities:** Str 15, Dex 10, Con 14, Int 8, Wis 8, Cha 5.

**Skills:** Climb +6, Hide +9, Listen +3, Spot +4.

**Feats:** Improved Initiative.

**Challenge Rating:** 1

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Goblins transformed into draconians keep many of the features of their predecessors. Their skin color varies from yellow through orange and deep red, and they average about 4 ft/120 cm tall. There is one striking difference: Small, dragonlike wings sprout from their shoulders. These wings are not wide enough to allow true flight. Goblin draconians can accelerate their running speed by flapping their wings and running on all fours, but such movements are too clumsy to allow a jump bonus. A goblin draconian that jumps from an elevated level also can glide by holding its wings level, but after 1d4 rounds, it tends to lose control and crash, causing it 1d4 hp damage.

**Self-Petrification (Su):** When a goblin draconian is brought below 0 hp, its body immediately turns to stone. Anyone attacking it with a melee weapon in this petrified state must make a Reflex save (DC 12), or the weapon will be stuck in the petrified body, and it cannot be retrieved. A draconian goblin dealt a fatal blow instinctively grabs at the killing weapon as its final action, so it also can trap bludgeoning weapons. The stuck weapon can be retrieved only with a Strength check (DC 25) or 1d4 rounds later, when the petrified draconian body crumbles to dust. A *Stone to Flesh* spell restores a petrified goblin draconian to its normal state for 1 round.

### **DRACONIAN, ORC** (based upon Kapak) Medium size monstrous humanoid (Draconian)

**Hit Dice:** 3d8+6 (16 hp)  
**Initiative:** +3 (-1 Dex, Improved Initiative)  
**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m  
**AC:** 13 (-1 Dex, +4 natural)  
**Attacks:** Claws +6 melee or long sword +6 melee  
**Damage:** Claw 1d4+3 or long sword 1d8+3  
**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm  
**Special Attacks:** Poison.  
**Special Qualities:** Acid puddle.  
**Saves:** Fortitude +3, Reflex +2, Will +2  
**Abilities:** Str 16, Dex 9, Con 15, Int 8, Wis 8, Cha 5.  
**Skills:** Climb +7, Intimidate +1, Jump +7\*, Listen +3, Spot +3.  
**Feats:** Improved Initiative.  
**Challenge Rating:** 2

Orcs transformed into draconians keep many of the features of their predecessors. Their skin color is hairy grey, and they average about 6 ft/180 cm tall. There is one striking difference: Dragonlike wings sprout from their shoulders. These wings are not wide enough to allow true flight. Orc draconians can accelerate their running speed by flapping their wings and running on all fours, and they gain a jump bonus of +4 when they do so. An orc draconian that jumps from an elevated level also can glide by holding its wings level, but after 1d4 rounds, it tends to lose control and crash, causing it 1d6 hp damage.

**Poison (Ex):** Orc draconians have poisonous spittle, and they can poison any slashing or piercing weapon as a move-equivalent action. Anyone attacked with such a poisoned weapon must make a Fortitude save (DC 12) or be paralyzed for 3d12 rounds.

**Acid Puddle (Ex):** When an orc draconian dies, it dissolves into an acid puddle 1 round later, creating an acid pool 10 feet/3m in diameter. The acid eats through all of the draconian's possessions and causes 1d8 hp damage per round of contact.

### **DRACONIAN, HOBGOBLIN** (based on Bozak) Medium size monstrous humanoid (Draconian)

**Hit Dice:** 4d8+8 (22 hp)  
**Initiative:** +5 (+1 Dex, Improved Initiative)  
**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings: 30ft/9m; Glide: 40 feet/12m  
**AC:** 17 (+1 Dex, +6 Natural)

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**Attacks:** Claw +6 melee or long sword + 6 melee

**Damage:** Claw 1d4 +2 or long sword 1d8 + 2

**Face/Reach:** 5x5ft/150x150cm, 5ft/150cm

**Special Attacks:** Spells.

**Special Qualities:** Explosive bones.

**Saves:** Fortitude +3, Reflex +5, Will +3

**Abilities:** Str 15, Dex 13, Con 14, Int 8, Wis 8, Cha 16.

**Skills:** Concentration +9, Climb +7, Listen +3, Spellcraft +3, Spot +3.

**Feats:** Improved Initiative, Combat Casting.

**Challenge Rating:** 4

Hobgoblins transformed into draconians keep many of the features of their predecessors. Their skin color is dark red or orange, they have blue or red snouts and they average about 6½ ft/195 cm tall. There is one striking difference: Dragonlike wings sprout from their shoulders. These wings are not wide enough to allow true flight. Hobgoblin draconians can accelerate their running speed by flapping their wings and running on all fours, but such movements are too clumsy to allow a jump bonus. A hobgoblin draconian that jumps from an elevated level also can glide by holding its wings level, but after 1d4 rounds, it tends to lose control and crash, causing it 1d6 hp damage..

**Spells:** Hobgoblin draconians cast spells as a 4<sup>th</sup> level sorcerer.

**Explosive Bones (Ex):** When a hobgoblin draconian dies, its bones explode violently 1 round later. This explosion causes 1d6 piercing damage to all within 10 feet/3m. A Reflex save (DC 15) can be made for half damage.

### **DRACONIAN, OGRE** (based on Sivak)

Large monstrous humanoid (Draconian)

**Hit Dice:** 6d8+21 (39 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** Normal: 20ft/6m; Run on all 4s flapping wings (clumsy): 30ft/9m; Glide: 40 feet/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** Claw +9/+4 melee or long sword +9/+4 melee and Tail +4/+1 melee

**Damage:** Claw 1d6+4, long sword 1d8+4, tail 1d4+6

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** -

**Special Qualities:** Shapechanging, SR 15

**Saves:** Fortitude +5, Reflex +7, Will +4

**Abilities:** Str 19, Dex 15, Con 16, Int 10, Wis 8, Cha 5.

**Skills:** Bluff +11, Disguise +11, Jump +10, Spot +5.

**Feats:** Improved Initiative, Toughness.

**Challenge Rating:** 5

Ogres transformed into draconians keep many of the features of their predecessors. Their skin color varies from a dead yellow to a dull black-brown, and (rarely) a sickly violet. Their warty bumps are often of a different color - or at least darker than their hides. Their eyes are purple with white pupils. Teeth and talons are orange or black. Ogre draconians have long, greasy hair of blackish-blue to dull dark green. They emit a metallic odor. They average about 9 ft/270 cm tall. There is one striking difference: Dragonlike wings with a span of about 8 feet/240cm sprout from their shoulders. These wings are not wide enough to allow true flight. Ogre draconians can accelerate their running speed by flapping their wings and running on all fours, but such movements are too clumsy to allow a jump bonus. An ogre draconian that jumps from an elevated level also can glide by holding its wings level, but after 1d4 rounds, it tends to lose control and crash, causing it 2d4 hp damage.

**Shapechanging (Su):** Whenever an ogre draconian kills another humanoid creature, it can take on the shape of that creature as if under the effect of an *Alter Self* spell. There is no limit to the duration of this change, but once the draconian changes back to its original form, it must kill another humanoid to change shape again. If an ogre draconian is killed, it automatically changes shape to that of its slayer, if possible. It remains in this shape for three days and then decomposes into black soot.

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### **DRACONIAN, TROLL** (based on Aurak) Large monstrous humanoid (Draconian)

**Hit Dice:** 8d8+24 (48 hp)

**Initiative:** +6 (+2 Dex, Improved Initiative)

**Speed:** 40ft/12m

**AC:** 17 (+2 Dex, -1 size, +6 natural)

**Attacks:** 2 Claws +11/+6 melee

**Damage:** Claw 1d6+4

**Face/Reach:** 10x5ft/300x150cm, 10ft/3m

**Special Attacks:** Spells, Flame Shroud, Ball Lightning.

**Special Qualities:** Damage reduction 10/magic, Transformation, Darkvision, Regeneration +3

**Saves:** Fortitude +5, Reflex +8, Will +5

**Abilities:** Str 19, Dex 15, Con 16, Int 18, Wis 8, Cha 16.

**Skills:** Climb +12, Concentration +14, Intimidate +6, Jump +8, Listen +3, Spot +3.

**Feats:** Improved Initiative, Combat Reflexes, Combat Casting.

**Challenge Rating:** 8

Trolls transformed into draconians keep many of the features of their predecessors including the ability to regenerate. Their skin color varies from moss green, mottled green and gray to putrid gray. A writhing hairlike mass grows out of their skulls and is usually greenish black or iron gray in color. Their dull, sunken black eyes possess 60-foot/18m darkvision. They average about 9 ft/270 cm tall. There is one striking difference: Dragonlike wings with a span of about 3 feet/90cm sprout from their shoulders. These wings are not wide enough to serve any useful purpose except to occasionally deflect an attack. Troll draconians are kill crazy and thrive on killing and causing pain.

**Spells:** Troll draconians cast spells as 8<sup>th</sup> level sorcerers.

**Flame Shroud (Su):** When a troll draconian is reduced to 0 hp, it goes into a berserk frenzy, attacking with a +2 morale bonus on attack and damage rolls. It also becomes surrounded with green flames which inflict 1d6 hp damage per round upon anyone within 5 feet/150cm of the draconian. This continues until the troll draconian is fully healed or regenerated, or it reaches -10 hp.

**Ball Lightning (Su):** A troll draconian reduced to -10 hp or less does not die but instead transforms into a whirling ball of electrical energy. While in this form, it is immune to all attacks, moving 10 feet/3m per round and inflicting 2d6 dmg on one victim within 10 feet/3m per round. A Reflex save (DC 15) halves the damage. After spending 3 rounds in this state, the draconian explodes, inflicting 3d6 electrical damage on all within 10 feet/3m and stunning for 1d4 rounds anyone who fails his or her save. A successful Reflex save (DC 15) halves damage.

## **GOLEM, DRAGON**

### **Large Construct**

**Hit Dice:** 10d10 (60 HP)

**Initiative:** +1 (Dex)

**Speed:** 30 feet/9m (can't run)

**AC:** 25 (-1 size, +1 Dex, +15 natural)

**Attacks:** Slam and Bite, +12 melee

**Damage:** Slam 2d6+6, Bite 2d6+6

**Face/Reach:** 5x5 feet/150 x 150cm, 10 feet/3 m

**Special Attacks:** Breath attack up to 10 times daily, each within 1d4 rounds, breath type based on color, damage always 10d6, Reflex save for half damage, DC 22. Black: Line of acid 80ft/24m long; Blue: Line of lightning 80ft/24m long; Green: cone of corrosive acid gas 50ft/15m long; Red: cone of fire 50ft/15m long; White: cone of cold 50ft/15m long.

**Special Qualities:** Magic immunity, DR 30/+1, Regeneration 10.

**Saves:** Fortitude +3; Reflex +4; Will +4.

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**Abilities:** Str 23, Dex 12, Con -, Int 10, Wis 12, Cha 1.

**Climate/Terrain:** Any land and underground.

**Organization:** Group of five, one of each color

**Challenge Rating:** 12

**Treasure:** None

**Alignment:** Neutral

**Advancement Range:** 11-20 HD large

Dragon golems are made of rock and are 15ft/450 cm long. They are exclusive creations of magi and priests of Tiamat serving her faction of the Dragon Cult. The knowledge needed to create such golems was imparted by Tiamat's avatar Kargmelchina to the cult's priests. Such golems *always* are found in groups of five, representing each of the colors of Tiamat's five-headed dragon: Black, blue, green, white and red. In most cases, dragon golems are programmed to automatically attack any creature that enters within 10ft/3m of it and that does not bear a specific arcane mark.

**Regeneration (Ex):** Sonic attacks deal normal damage to a dragon golem.

**Magic Immunity (Ex):** Dragon golems are immune to all spells, spell-like abilities and supernatural effects, except as follows. A *Disintegrate* spell affects the dragon golem per the spell's standard effects. Magic breath weapons of the same type as the golem's breath weapon will heal the same amount of damage they normally cause. Sonic spells, sonic spell-like abilities and sonic effects affect the dragon golem normally.

**Construct:** Immune to mind-influencing affects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

## GAS RUSH

**Small plant** (up to 2 ft/60 cm)

**Hit Dice:** 1 hp

**Initiative:** - (immobile)

**Speed:** - (immobile)

**AC:** 1

**Attacks:** none

**Damage:** none

**Face/Reach:** - (immobile)

**Special Attacks:** Plant can release organic gas that kills trolls; trolls save Fort vs. DC 25 for 4d10 dmg and no regeneration or DR for 4d4 days.

**Special Qualities:** None.

**Saves:** Fortitude +0; Reflex none; Will none.

**Abilities:** Str -, Dex -, Con 11, Int -, Wis -, Cha -.

**Climate/Terrain:** Swamps of Vaasa.

**Organization:** Millions

**Challenge Rating:** 0 (no defenses)

**Treasure:** None

**Alignment:** Neutral

**Advancement Range:** None

The gas rush is a new type of swamp plant known to exist only in the marshes, fens and bogs of Vaasa. Its purpose appears to be to clean the waters of the swamp. It is a thin-leafed rush that grows in water up to 20 inches/50 cm deep. The gas rush is not known to have harmful effects upon any creature but trolls. As the plant's leaves mature, small, green bubble-like growths appear on the surface of the leaves. These growths contain a nitric gas and other substances that the plant slowly releases in bound form into the water. The gas frees nitrogen to support the decomposition of dead organic matter in the water. However, gas rushes have extraordinary reactions to electrical charges. When a lightning bolt strikes within 100 ft/30 m of a gas rush, its growths explode immediately, releasing all of its nitric gas at once in unbound form, and it bubbles up into the air.

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The leaves that have released the gas wither and die within 1d4+4 days, but the electrical charge stimulates rapid new growth from the roots. The gas that is released by an electrical charge is heavier than air, causing it to float above the water or the ground. The nitric gas slowly spreads over an ever wider area. Such gas is deadly to trolls, although it appears to be harmless to other living creatures. Trolls are unable to avoid the gas because it is both colorless and odorless. They are unable to detect it until they are breathing it, when it already is too late. Because literally hundreds of thousands and even millions of gas rushes usually grow in the same swamp location, a lightning bolt discharges large amounts of the nitric gas. It will spread across the swamp for 1d4+4 days, covering a circular area of 1d4 x 1,000 ft/300m before thinning to the point where it no longer harms trolls. The gas rush is a newly evolved Faerûnian plant, having come into existence in Vaasa in the last three centuries. The druids of Eldath in Vaasa discovered the plant and gave it its name. They also have discovered how the plant helps clean the swamps with nitric gas, and they have observed that a lightning strike causes the growths on the leaves to explode and the leaves to slowly die. However, neither they nor anyone else in Faerûn has determined yet what effect the gas rush has upon trolls.

### GOND'S MECHANICAL MAN

**Hit Dice:** 8d10 (80 HP fixed)

**Initiative:** -3 (Dex 5)

**Speed:** 30 feet/9m

**AC:** 18 (Fixed)

**Attacks:** As in life, with penalty for dexterity, bonus for strength

**Damage:** As in life

**Face/Reach:** 5x5 feet/150 x 150cm, 5 feet/150 cm

**Special Attacks:** None.

**Special Qualities:** See below

**Saves:** Fortitude, as in life but adjusted for Con 20; Reflex, as in life but adjusted for Dex 5; Will, as in life.

**Abilities:** Str 20, Dex 5, Con 20, Int and Wis as in life, Cha as in life -4.

**Skills:** As in life, with new ability bonuses and penalties.

**Feats:** As in life, with new ability bonuses and penalties.

**Climate/Terrain:** Any

**Organization:** Solitary

**Challenge Rating:** As in life +1

**Treasure:** As in life

**Alignment:** As in life

**Advancement Range:** None

The *Mechanical Man* is a creation of the Church of Gond on the isle of Lantan. During the years of the Bane Death in Zhentil Keep, Gond the Wondermaker worked with Cyric to turn humans into mechanical inquisitors who killed heretics in the keep (see the entry for *Gwydion* in WotC's *Heroes Lorebook* or the WotC Novel *Prince of Lies* by James Lowder).

In the Year of the Banner (1368 DR), through divine guidance, Gond imparted as much of the knowledge behind the construction of the inquisitors as mortals could understand to a group of 12 high clerics in Lantan. Each then was able to write a single magical *Treatise of the Mechanical Man*, which contains the knowledge that a Gondsman can use to reanimate a corpse mechanically and resurrect the spirit that had inhabited the body in life.

Gond told his high clerics to take this knowledge forth in the world, to improve it, so that it would replace the *Raise Dead* and *Resurrection* spells used by other clerics and to perfect it, so that physically and destructible mortal bodies one day might be replaced by more durable and enduring *Mechanical Men*.

At present, this art still is at an early and primitive stage. Most attempts to create *Mechanical Men* fail, dependent in varying degree upon the race of the corpse used and the degree to which the corpse has decomposed. The chance of success diminishes by DC +5 per day for each day after physical rot begins to set in. Success is determined by a successful save for fortitude against the following difficulty classes:



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<u>Race</u>	<u>DC</u>
Gnome	10
Half Orc	15
Dwarf	15
Human	20
Halfling	20
Half Elf	25
Elf	30

Terms such as *alive*, *dead* and *undead* do not quite apply to *Mechanical Men*. Spiritually, they are completely alive. Physically, they are completely dead mechanical machines. They also look like a combination of living being and machine. The skin of a *Mechanical Man* quickly takes on a grey-white color, but the mechanical fluid pump that has been built into the body does restore any rotted tissue. To remain functioning, a *Mechanical Man* must consume 1 quart/liter of whale oil (lamp oil) per month. *Mechanical Men* have much different statistics from living beings, and they also have certain advantages and disadvantages:

**Hit points:** 80 fixed. No healing magic can be used on a *Mechanical Man*, nor will a *Raise Dead* or *Resurrection* spell work upon him. However, a *Mechanical Man* can be repaired by a Gondsman in possession of a *Treatise of the Mechanical Man*. When the soul departs from a *Mechanical Man* who has dropped to 0 hit points, it always can be retrieved through repairs by a Gondsman in possession of a *Treatise*, but clerical healing spells are without effect. However, a tinker can make simple repairs.

**Armor Class:** Fixed at 2. The armor class can be raised by the use of armor, but this will seriously impair dexterity. Dependent upon the type armor, the game master should decide which AC dexterity penalties are assessed.

**Alignment:** As in life.

**Physical attacks:** A mechanical man has, at the most, 1 attack per round. The base attack bonus is the same as in life, with attendant an attendant bonus for strength and penalty for dexterity, if applicable.

**Spell use:** As in life, but with adjustments for spells that require a degree of dexterity that a *Mechanical Man* may not have:

**Immunities:** Fully immune against poisons, illnesses, blindness, deafness, etc., including those effects that are of a magical nature. Also immune against paralysis, petrification, non-acidic gas and non-alkaline gas, including dragon breath and those effects of a magical nature.

**Weaknesses:** External parts of iron can rust. In a normal rainstorm, a *Mechanical Man* must save for fortitude every 4 hours or be rusted into an immobile position, being unable to move either arms or legs. In salt water, he must save once per 10 rounds or suffer the same effect. When petrified by rust, a *Mechanical Man* can speak, but he cannot move his limbs. The effect can be lifted by drinking a pint/half liter of whale oil. *Mechanical Men* cannot swim, have no sense of smell or taste, and can eat and drink nothing but whale oil, which flows through tubes to lubricate joints.

A *Mechanical Man* has no stomach. *Mechanical Men* also have no nervous system that detects heat, cold, pain, etc. The lack of feeling in the fingers can have a detrimental effect on many kinds of action. In battle, *Mechanical Men* often do not realize they have been wounded until they see the wound or notice that a part of their machinery is not functioning correctly. Animals tend to shun and slightly fear *Mechanical Men*.

**Movement:** A *Mechanical Man* can ride a horse, if the horse does not throw him out of fear. He also can walk with a base movement rate of 30 feet/9m, but this decreases with a drop in temperature as follows:

**Degrees Fahrenheit:** The movement rate drops to 29 feet at 28°F and continues to decrease by one foot for every additional drop of 6 degrees in temperature, until a movement rate of 0 is reached at –58°F. At that point, the *Mechanical Man* is frozen into position. He is not however injured or damaged by the cold itself. He can be revived quickly by being brought into a warmer temperature. The time during which a *Mechanical Man* is frozen into position does not count toward the time between oilings.

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**Degrees Celsius:** The movement rate drops to 8,7m at  $-2^{\circ}\text{C}$  and continues to decrease by 30cm for every additional drop of 3 degrees in temperature, until a movement rate of 0 is reached at  $-45^{\circ}\text{C}$ . At that point, the *Mechanical Man* is frozen into position. He is not however injured or damaged by the cold itself. He can be revived quickly by being brought into a warmer temperature. The time during which a *Mechanical Man* is frozen into position does not count toward the time between oilings.

**Heat:** At temperatures above  $100^{\circ}\text{F}/38^{\circ}\text{C}$ , the *Mechanical Man's* need for whale oil increases by 50%. At  $120^{\circ}\text{F}/49^{\circ}\text{C}$ , this need increases by 100%. At  $130^{\circ}\text{F}/55^{\circ}\text{C}$ , the body begins to be desiccated and withers for 2d4 turns, until the *Mechanical Man* dies. The *Mechanical Man* senses neither heat nor pain but will notice that his physical essence is drying up, in a manner of speaking.

**Appearance:** Except for the flaccid skin color and the tendency to lose all hair within 1d4+1 months after the transformation, the *Mechanical Man* looks much as he did in life. However, he does have surgical scars where tissue was sown together and bolts are visible at all important points of the body. Once the mechanical man attempts to walk or otherwise move, he also seems a bit awkward, although he is relatively fast.

## HALF-UNDEAD

The half-undead of Monte Veldelio in the Duchy of Arcata within the Princedom of Damara and the Bloodstone Kingdom are victims of a powerful magical duel with a totally chaotic result, one that never has been brought to a conclusion. The details of this duel can be found under the description of the Monte Veldelio ruins in *Bloodstone*, Part 7 of *Northern Journey*. Other important details can be found under the description of the lich *Targurdh* in this volume under *New Unofficial NPCs*.

Two opposing spells washed over rainy Monte Veldelio on the 11<sup>th</sup> day of Eleint in the Year of the Spur (1348 DR). Each spell achieved a part of its effect before both became entwined in an endless cycle of irresolution, gradually banning themselves, their casters, Monte Veldelio and its population into undeath and the Plane of Time.

It took a full day before the two spells' effects had completed the work of their partial successes. The sun shone again upon Monte Veldelio on the 12<sup>th</sup> day of Eleint 24 years ago. For nearly a quarter of a century, the half-undead of Monte Veldelio repeat that day, over and over and over again, never knowing that they already have been through it.

Their perceptions are as twisted as their time phase because of their status as undead lost on the Plane of Time. When mortals are in Monte Veldelio, they will see the half-undead begin to assume physical shape within 2d4 minutes after sundown, regardless of whether the sun was visible on that day. At that time, the half-undead believe themselves to be living humans who have just gotten up to begin the new day of the 12<sup>th</sup> of Eleint in the Year of the Spur.

For the timeless clocks of the half-undead villagers, the moment when they materialize is sunrise at 5:48 a.m. (5.48 hours). Their physical forms always vanish 2d4 minutes before sunrise, regardless of whether the sun is visible. The half-undead perceive that as being sunset at 6.36 p.m. (18.36 hours) on the 12<sup>th</sup> of Eleint in the Year of the Spur.

The souls of undead are present on the material plane only during the hours of darkness, but they perceive themselves in these dark hours as being in the sunlit daytime of the 12<sup>th</sup> of Eleint in the Year of the Spur. While visitors in Monte Veldelio have the disadvantage of darkness, the half-undead have the full advantage of daylight vision because they perceive the material world as being in sunlight.

During daylight hours on the material plane, the villagers' souls are gone. They are asleep on the Plane of Time, while their bodies lie in their graves in Monte Veldelio, perfectly preserved. The half-undead have no memories of this pseudo-nighttime. They assume they have gone to bed and fallen asleep like the normal humans that they believe themselves to be.

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There is no means short of destruction for keeping a half-undead's body present on the Material Plane during daylight hours. Damage suffered by a half-undead will have completely vanished on what is a new day for the living, because the previous day never existed for the half-undead, and the 12<sup>th</sup> of Eleint in the Year of the Spur starts anew, as always. Likewise, the half-undead have no memory of things that occurred to them a day earlier on the Material Plane, because that day has yet to take place for them.

What form a half-undead takes depends upon its alignment in life:

- Lawful, Neutral or Chaotic Good villagers became half-ghosts with the same alignment that they had in life.
- Lawful, Chaotic or True Neutral villagers became half-wraiths with the same alignment that they had in life.
- Lawful, Neutral or Chaotic Evil villagers became half-vampires with the same alignment that they had in life.

None of the half-undead know that they are undead. All believe that they are alive and healthy in Monte Veldelio on a sunny 12<sup>th</sup> of Eleint in the Year of the Spur, having survived a strange battle the day before between two magi.

The abilities of the three types of half-undead vary, as do their reactions in the presence of mortal visitors. Half-ghosts have considerably greater physical strength than half-wraiths or half-vampires, but they have no supernatural attacks. Half-wraiths can drain constitution if they choose to do so, but they're physically weaker than half-ghosts. Half-vampires drain both blood and constitution, but they're physically weaker than both half-ghosts and half-wraiths.

Half-undead suffer normal damage from magical spells and objects and magical or silver weapons, but all damage (including slaying) is effective only until the next sunset, because at that time the old day begins all over again for the half-undead. As far as its existence is concerned, whatever might have occurred on the material plane the previous day never happened at all.

There are only two means for truly destroying a half-undead:

- During daylight hours on the material plane, its grave must be opened, its head must be severed and a wooden stake must be driven through its heart. The resulting destruction is permanent and irreversible.
- One can destroy the phylactery of the bodiless lich Targurdh, whose magic created the half-undead. If the phylactery is destroyed, the souls of all of the half dead will be freed and their bodies at last will begin to decompose in their graves.

If a half-undead is truly destroyed while other half-undead continue to exist, the surviving half-undead notice only that the destroyed half-undead is missing on the new day of the 12<sup>th</sup> of Eleint. They assume that he or she fled or was destroyed during the magical battle on the 11<sup>th</sup> of Eleint in the Year of the Spur.

If, on the other hand, Targurdh is restored as a lich, the half-undead will be freed from the Plane of Time and will exist 24 hours a day in their half-undead form in Monte Veldelio or wherever else they choose to go. At that point, time also will begin moving for them again with the day being that current on the material plane.

When encountering mortals during nighttime hours on the Material Plane, the various half-undead will react in differing manners:

- **Half-ghosts** will assume that the visiting mortals are just that and will react in a friendly manner as long as the mortals do the same. They also will help mortals if they are attacked by a half-wraith or a half-vampire, although their only means of helping are physical. On the other hand, they will defend themselves if attacked.

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- **Half-wraiths** usually will leave visiting mortals in peace but will be quick to defend themselves with their supernatural powers if threatened. Constitution points lost by the mortals give the half-wraith the effects of having a Constitution score of 11 plus the points lost by the foe.
- **Half-vampires** will develop a blood lust in the presence of mortals and will do whatever they can to trick the mortals into going to a location where they can drain blood. A blood drain will give the half-vampire the strength and attacks of a half-ghost for the remainder of the day.

If a half-wraith or a half-vampire makes a supernatural constitution or blood drain attack, it will attempt to do so where no other half-undead can witness its deeds. Regardless of alignment, the half-undead will have a strong feeling that it is performing an unnatural and perhaps perverse deed by draining constitution or blood, and it will be concerned that it will be punished by its neighbors for performing such a deed.

The half-wraith or half-vampire will assume that it is the only one in Monte Veldelio with such inclinations and such powers, because it believes that it and its neighbors all are normal, living humans.

- **HALF-GHOST**

**Hit Dice:** 8d12 (60 hp)

**Medium Undead (Outsider)**

**Initiative:** +8 (+4 Dex, +4 Improved)

**Speed:** 30 feet/9m

**AC:** 20 (+5 Dexterity, +5 Half-ghost special)

**Attacks:** Fists, +15 melee (1d6+7), Weapon +15 melee (damage bonus +7), ranged +13.

**Face/Reach:** 5x5 ft/150 x 150 cm, 5 ft/150 cm

**Special Attacks:** None.

**Special Qualities:** Relative dmg, Immune to turning, Immune to non-magical or non-silver weapons.

**Saves:** Fortitude +0, Reflex +5, Will +0 (modify for Wisdom)

**Abilities:** Str 25, Dex 20, Con NA (Undead), Int & Wis as in life, Cha 5.

**Skills:** (Typical) Hide +2, Listen +0, Move Silently +2, Profession (Miner) +4, Spot +0, Swim +7;.

**Feats:** (Typical) Point Blank Shot, Skill Focus (Swim)

**Climate/Terrain:** Known only in the ruins of Monte Veldelio

**Organization:** Hamlet

**Challenge Rating:** 9

**Treasure:** As in life

**Alignment:** All good

**Advancement Range:** None

- **HALF-WRAITH**

**Medium Undead (Outsider)**

**Hit Dice:** 5d12 (40 hp)

**Initiative:** +7 (+3 Dex, +4 Improved)

**Speed:** 30 feet/9m

**AC:** 16 (+3 Dexterity, +3 Half-Wraith special)

**Attacks:** Fists, +13 melee (1d6+5), Weapon +13 melee (damage bonus +5), ranged +11.

**Face/Reach:** 5x5 ft/150 x 150 cm, 5 ft/150 cm

**Special Attacks:** Constitution Drain (DC 14 Fortitude or 1d6 Points Con loss).

**Special Qualities:** Relative dmg, Immune to Turning, Immune to non-magical or non-silver weapons.

**Saves:** Fortitude +0, Reflex +3, Will +0 (modify for Wisdom)

**Abilities:** Str 20, Dex 16, Con NA (Undead), Int & Wis as in life, Cha 5.

**Skills:** (Typical) Craft (Alchemy) -1, Craft (Sculpting) -1, Hide +1, Listen +3, Move Silently +1, Profession (Miner) +7, Spot +3.

**Feats:** (Typical) Lightning Reflexes, Run

**Climate/Terrain:** Known only in the ruins of Monte Veldelio

**Organization:** Hamlet

**Challenge Rating:** 9

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**Treasure:** As in life  
**Alignment:** Lawful, Chaotic or True Neutral  
**Advancement Range:** None

- **HALF-VAMPIRE**  
**Medium Undead (Outsider)**  
**Hit Dice:** 4d12 (36 hp)  
**Initiative:** +7 (+3 Dex, +4 Improved)  
**Speed:** 30 feet/9m  
**AC:** 12 (+1 Dexterity, +1 Half-Wraith special)  
**Attacks:** Fists, +10 melee (1d6+2), Weapon +10 melee (damage bonus +2), ranged +9.  
**Face/Reach:** 5x5 ft/150 x 150 cm, 5 ft/150 cm  
**Special Attacks:** Blood Drain when victim pinned (grapple check- 1d6 Points Con loss/round), *Dominate Person* 30ft/9m, Save Will DC 20.  
**Special Qualities:** Relative dmg, Immune to Turning, Immune to non-magical or non-silver weapons.  
**Saves:** Fortitude +0, Reflex +1, Will +0 (modify for Wisdom)  
**Abilities:** Str 15, Dex 13, Con NA (Undead), Int & Wis as in life, Cha 5.  
**Skills:** Craft (Blacksmithing) +3, Craft (Sculpting) +4, Hide +0, Listen +1, Move Silently +0, Spot +1.  
**Feats:** Shield Proficiency, Skill Focus (Craft (Sculpting)).  
**Climate/Terrain:** Known only in the ruins of Monte Veldelio  
**Organization:** Hamlet  
**Challenge Rating:** 9  
**Treasure:** As in life  
**Alignment:** All evil  
**Advancement Range:** None

## HIGH WRAITH, ELVEN

**Hit Dice:** 12d10+30 (96 hp)  
**Initiative:** +8 (+4 Dex, +4 Improved)  
**Speed:** 30 feet/9m  
**AC:** -22  
**Attacks:** Fists, +17/+12/+7/+2, Weapon +17/+12/+7/+2  
**Damage:** 1d4+5 hp dmg per fist or weapon dmg  
**Face/Reach:** 4x4 ft/120 x 120 cm, 4 ft/140 cm  
**Special Attacks:** Aura of Welcome, Sleep Command, Energy withdrawal.  
**Special Qualities:** Spell resistance 25, Relative dmg  
**Saves:** As in life with constitution modification for fortitude, dexterity modification for reflex.  
**Abilities:** Str 18, Dex 18, Con NA (Undead), Int & Wis as in life, Cha 5.  
**Skills:** As in life, if still possible.  
**Feats:** As in life, if still possible.  
**Climate/Terrain:** Any  
**Organization:** Solitary  
**Challenge Rating:** 16  
**Treasure:** As in life  
**Alignment:** Chaotic evil  
**Advancement Range:** None

Although High Wraiths usually are described as creations of elven magic, ancient writings found within the ruins of Myth Drannor suggest that the true origin of the damning magic used to create high wraiths may lie in the ancient magic of Narfell or may even be found in the lost Netherese scrolls. Regardless of the origin, damnation to existence as a high wraith was the worst punishment that the elves of ancient Cormanthyr used to punish members of their own race who turned to evil and raised arms against their own folk.

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A high wraith is an undead creature damned to nearly eternal existence who is unceasingly wracked by torturous pain. However, a high wraith cannot by its nature go insane or find similar ease from its torture. It cannot leave its lair, and even if it does find magical means to release it from this constraint, it cannot stand daylight while in its own form. Daylight does no hit point damage to a high wraith, but it has absolutely no tolerance for daylight and upon contact with it will retreat to its lair by the most direct means. No known barrier can keep a high wraith from entering its lair. It simply alters temporarily to ethereal or other form and passes through the barrier.

It took a powerful spell, perhaps of 10<sup>th</sup> level, to damn an elf to high wraithdom. Certain circumstances were needed to complete the damnation. The spell apparently could be worked in its victim's absence, but it took effect only after the victim's death. The spell could be worked only upon creatures of evil, because this evil was a spell component, an important component that played a critical part in the transformation of the victim after death.

The high wraith has a spell resistance of 25 against all magic with direct effects, but not against secondary effects. In another words, there is a good chance that a fireball would not harm a high wraith, but it would suffer full damage from magic that would cause a huge boulder to fall upon it and crush it. A high wraith also takes damage only from magical weapons of +1 enchantment or better.

It also is known that the spell had certain weaknesses. The same elements of the spell that prevented the victim from going insane, to assure its continual torture through magical pain, also made it impossible to hinder the concentration necessary to learn spells. As a result, magic-using victims could continue to use magic but could not learn new magic.

Powerful high wraiths could also, with time, learn to draw the life force from living victims and use this life force to improve their own lot. After drawing the life force from a victim, the high wraith could exist without pain for one year. It also was freed of the constraint upon leaving its lair, although this freedom was of limited use, because the wraith still could not tolerate daylight and therefore could travel only limited distances from the lair in safety. Attempts by high wraiths to travel by night and conceal themselves from daylight by day also met with little success. As soon as a traveling wraith was touched by daylight, it was compelled to return immediately to its lair, regardless of the distance it already had traveled from its lair.

In ancient Cormanthyr, elves condemned to damnation as high wraiths were subjected to the now lost spell, taken to the dungeon or cairn which was to be their lair and slain there. A symbol showing a snowflake upon a blue flame always was placed magically upon the entrances to such cairns and dungeons, to warn other elves that a high wraith was within.

The first attack used by a high wraith against possible intruders into its lair is its aura of welcome. This aura automatically generates feelings of welcome, good and sanctuary to all living persons within 50 feet/15m of the entry to the wraith's lair and continues within the lair. Only paladins and clerics using divine magic against such effects are immune to the aura. Magicians' spells are not effective within it.

The second usual attack used by a high wraith is its sleep command. Usually, adventurers will find a high wraith laying motionless in a prone position. Only from this position can it use its sleep command. Once it sends out its telepathic command, all living persons within 30 feet/9m of the wraith must save for will against DC 25 or fall immediately into a deep sleep from which they cannot be awakened by normal means.

A sleeping victim can be awakened only through magic, by the banning or destruction of the wraith or by being physically removed from the high wraith's lair. A still-living victim also can awaken with a new saving throw for will every four hours, at a cumulative DC-Bonus of +5.

The third usual attack of the high wraith, after successfully putting all possible victims to sleep, is combat with any victims who still may be awake. The wraith can use all possible means of combat, including weapons or spells, but it has no ability to drain energy levels, age or cause special injury through cold. The high wraith also deal two blows per round with its skeletal fists, for 1d4+5 hp dmg per blow.

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All damage taken by a high wraith is relative. If a high wraith is reduced to 0 hit points, it simply is banned from its physical existence (and the pain torturing it) for a tenday and then reforms again in its lair with full hit points (and full torture). A high wraith has therefore nothing to lose in combat and always will fight until it has been reduced to zero hit points and is banned. PCs who ban a high wraith well may return to its lair later and find the undead creature back in "*full health*" again.

To actually destroy a wraith, one must:

- Transport it to a plane where it can't survive. This can be any plane other than the prime material or the negative material. When a wraith is taken to the ethereal plane, for instance, it immediately ceases to exist.
- Destroy its cairn or dungeon, so that there is no room more for it to exist.
- Destroy it when it is in another form, particularly if it is using the body of a victim of a *Magic Jar* spell.

After all combat has ended, the high wraith usually will begin drawing the life energy from its victims. It can deal with only one victim at a time. The wraith draws one constitution point of life energy from the selected victim in per hour, until the victim reaches zero points of constitution and dies. Only at this point does the high wraith gain the full benefit of the withdrawn life energy.

During the process of withdrawing a victim's life energy, the high wraith must concentrate completely upon its magical work. If the high wraith is interrupted during this process, to defend itself, for instance, it is unable to use its sleep command and is somewhat confused. All of its sleeping victims will immediately awaken, including the victim of life energy withdrawal, and the wraith will automatically lose the initiative in all rounds, conduct all actions with a penalty of 2, save at a penalty of 2, have its spell resistance reduced to 10. An awakened victim of life withdrawal does not regain its lost constitution points. The loss is permanent. The same goes for lost hit points caused by the loss of constitution.

The high wraith exists alone in its lair and is not a part of any society, although the symbol of a snowflake upon a blue flame that was emblazoned on the entry to each high wraith's cairn or dungeon was a sign of horror and fear to the external elven society. The wraith exists undead apart from the living world and is caged off from it within its lair. Its only ecological effect is the occasional corpse of a living victim that it may produce.

## LICH, FACETED DEMILICH, FACETED

A faceted lich or demilich (3E version of *Northern Journey* only) is not a new character, NPC or monster class in and of itself, but rather a standard *Monster Manual* lich or *Epic Level Handbook* demilich that occupies more than one physical manifestation as a result of the spell *Create Lich Facet*. Such a being is difficult for the game master to run, because one mind might be controlling as many as 12 individual bodies, and yet each body is only a part of a single creature.

Fortunately, in the Year of Wild Magic (1372 DR), only one faceted lich was known to exist in the *Forgotten Realms*, the manifestation of Sammaster, founder of the Dragon Cult that had facets both atop Suncatcher Mountain over Vaasa and in the Land of the Lich Lords in the Greypeak Mountains. Even this is the case only in extended 3E *Northern Journey* campaigns that are planning to use *In the Land of the Lich Lords*, the optional sequel to *Northern Journey*.

It's possible that there was an ancient time when faceted liches were more common upon Abeir-Toril. The magic employed by Sammaster is an ancient spell of the Imaskari found in a book called the *Tome of Facets* in the library of the advanced great wyrm Grafvitnir (see *Create Lich Facet* in the section *New Spells*).

A faceted lich or demilich is not more powerful than its non-faceted counterpart, other than its greater ability to survive, but its power is spread out more widely, making it extremely difficult to destroy, albeit it easier to weaken.

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The purely physical manifestations and abilities of a facet are dependent upon the body or physical form it is occupying. Each facet has its own ability scores for *Strength* and *Dexterity*. However, because a faceted lich still is but a single spirit manipulating the various bodies, it and all other facets have but a single score each for *Intelligence*, *Wisdom* and *Charisma*. Because all liches are undead, they have no scores for *Constitution*.

Regardless of how many facets a lich or demilich may have, it has no more actions available to it than a non-faceted lich. If one facet of a lich in one place is carrying out a full round action, all other facets of that lich can do nothing at all in that round. If one facet of a lich is deep in concentrated thought learning magic, other facets may barely be able to think. The lich itself must decide how much of its power is within any one facet at any one time. No two facets can act simultaneously in a manner that a single facet could not act.

While spiritual powers are available equally to all facets, physical powers are not. If one facet is, for instance, in humanoid form, and another is in dragon form, the facet in humanoid form cannot use the powers of the dragon form.

The one known faceted lich in Faerûn, Sammaster, employs a facet in vampire dragon lich form atop Suncatcher Mountain and another in the demilich form of a jeweled skeleton in the Greypeak Mountains. Regardless what form the facet upon Suncatcher Mountain takes, it always has access to dragon strength, because that is a part of a vampire dragon lich's nature, but the demilich facet in the Greypeaks cannot access that dragon strength.

On the other hand, the demilich form in the Greypeaks can trap souls in its jewels and eat those souls, but the facet atop Suncatcher cannot help the Greypeaks facet by trapping more souls in those jewels.

The *Tome of Facets* relates how high level demiliches of the Raurin Empire faceted themselves to create lesser alter egos who took care of material matters that were important to them while their spirits whiled upon the astral plane seeking greater knowledge. In such cases, the demiliches allotted only a part of their physical power to the facets on the material plane, to be certain that they would survive and eventually regain their power if any or all of these facets were destroyed.

In the process of creating facets, the single spirit of the demilich is bound to each facet through individual phylacteries. Two facets cannot share a single phylactery. The destruction of a phylactery automatically leads to the permanent deanimation of the physical form that was bound to it. This physical form becomes simply dead rather than undead.

The destruction of a facet's physical essence or its phylactery has certain negative effects upon the surviving essence of the lich or demilich.

- If the physical essence of a facet is destroyed but the phylactery survives, the lich or demilich temporarily loses 10% of its current hit dice or of the original hit dice it had at the time of the facet's creation, whichever is greater. The number of lost hit points is rounded upward. The lich or demilich also loses all abilities and benefits that were gained through the lost levels. The lost hit points can be regained only if the lich or demilich binds a new body to the phylactery.
- Each time a facet's phylactery is destroyed, the lich or demilich permanently loses 10% of its current hit dice or the original hit dice it had at the time of the facet's creation, whichever is greater. The number of lost hit points is rounded upward. Lost levels can be restored only by the time-consuming gain of new experience. The lich or demilich also loses all abilities and benefits that were gained through the lost levels.

If a faceted demilich drops permanently below the 21<sup>st</sup> level or if a faceted lich drops permanently below the 11<sup>th</sup> level, it and all of its remaining facets remain in a state of helpless stasis until a phylactery is reanimated and the number of hit dice is raised back above the 11<sup>th</sup> or 21<sup>st</sup> level respectively.

It is possible, of course, that no phylactery ever will be reanimated. The lich or demilich is unable to do anything himself or herself to bring about that reanimation. Should this be the case, the spirit of the lich or demilich will be trapped forever, conscious but helpless, in its remaining physical facets and phylacteries. Some might view this as fitting punishment for an evil lich or demilich, but the risk always remains that the lich or demilich might one day be restored, doubtless more insane than ever.



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If a lich or demilich believes that the destruction of a facet or its phylactery is imminent, it can avoid more serious damage by withdrawing from the facet. A withdrawal takes 1d4+10 minutes. During this time, the lich or demilich is in a helpless state of stasis and cannot act. Such a withdrawal permanently vacates the phylactery and causes the physical host of the facet to revert from undead to dead. The remains will decay to the extent they would have in the amount of time that has passed since life left the body, regardless of how long ago that might have been.

No magic can restore a dead facet, although the victim whose body was taken might be restored to life by some forms of magic.

## MUSHROOMS

### BROWN WIDOWMAKER

**Hit Dice:** 1 hp  
**Initiative:** 0  
**Speed:** 0  
**AC:** 10  
**Attacks:** None  
**Damage:** None  
**Face/Reach:** 0  
**Special Attacks:** None  
**Special Qualities:** None  
**Saves:** None  
**Abilities:** NA  
**Skills:** NA  
**Feats:** NA  
**Climate/Terrain:** Moonwood  
**Organization:** Ring  
**Challenge Rating:** 0  
**Treasure:** None  
**Alignment:** N  
**Advancement Range:** None

This mushroom grows in rings 3 to 5 yards/meters in diameter in grassy open glades within the forest. The mushroom looks like a champignon but is a deep brown in color. The flavor is similar to that of a forest champignon but stronger and with a hint of nuttiness. This is a wholesome and nourishing mushroom, although it is widely believed in Faerûn that the brown widowmaker is extremely poisonous, thus its name. Rangers and barbarians of the North scoff at these tales.

### PURPLE CAP

**Hit Dice:** 1 hp  
**Initiative:** 0  
**Speed:** 0  
**AC:** 10  
**Attacks:** 0  
**Damage:** 0  
**Face/Reach:** 0  
**Special Attacks:** Poison  
**Special Qualities:** None  
**Saves:** None  
**Abilities:** NA  
**Skills:** NA  
**Feats:** NA

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**Climate/Terrain:** Caves, subterranean

**Organization:** Clusters

**Challenge Rating:** 0

**Treasure:** None

**Alignment:** N

**Advancement Range:** None

Highly toxic, 2% chance of a savings throw for fortitude, 98% chance automatic death after consuming 1 gram or more. A victim who receives and makes a savings throw is unconscious for 8 + d12 turns and incapacitated 1d6 days. The purple cap grows in caves and underground passages in north central areas of Faerûn, among all Sossal, Thar and Vaasa. It is a totally purple mushroom with caps up to a foot/30cm in diameter with stems up to 18 inches/45 cm. It has a thick stem and is gilled under the cap.

### REDSTONE

**Hit Dice:** 1 hp

**Initiative:** 0

**Speed:** 0

**AC:** 10

**Attacks:** 0

**Damage:** 0

**Face/Reach:** 0

**Special Attacks:** Poison

**Special Qualities:** None

**Saves:** None

**Abilities:** NA

**Skills:** NA

**Feats:** NA

**Climate/Terrain:** Moonwood

**Organization:** Clusters

**Challenge Rating:** 0

**Treasure:** None

**Alignment:** N

**Advancement Range:** None

Highly toxic, 2% chance of a savings throw for fortitude, 98% chance automatic death after consuming 1 gram or more. A victim who receives and makes a savings throw is unconscious for 8 + d12 turns and incapacitated 1d6 days. The Redstone grows in deep, dark areas of the Moonwood where no other vegetation survives. It survives only on forest floors that are composed mainly of fallen pine needles. It is a red-capped mushroom up to five inches in diameter. It has a white stem and is white and gilled under the cap. The Redstone and the Soft Redstone look almost identical, and the few people who have survived eating Redstones say they taste almost identical. Two things differentiate them: The Redstone is gilled, the Soft Redstone spongy, and the Redstone and Soft Redstone grow in entirely different locations.

### SOFT REDSTONE

**Hit Dice:** 1 hp

**Initiative:** 0

**Speed:** 0

**AC:** 10

**Attacks:** None

**Damage:** 0

**Face/Reach:** 0

**Special Attacks:** None

**Special Qualities:** None

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**Saves:** None  
**Abilities:** NA  
**Skills:** NA  
**Feats:** NA  
**Climate/Terrain:** Moonwood  
**Organization:** Clusters  
**Challenge Rating:** 0  
**Treasure:** None  
**Alignment:** N  
**Advancement Range:** None

HD: 0. HP0, Attack Bonus; NA., AC 10. Dmg: None. This tasty and relatively nutritious mushroom (high primarily in vitamin B) usually grows in large clusters along forest roads where there is at least some small amount of sunshine. They have a rich flavor that some compare to potatoes, others to nuts. Soft Redstones and Redstones look quite a bit alike (see the Redstone definition), but they are unrelated.

### WHITE WHISTLER

**Hit Dice:** 1 hp  
**Initiative:** 0  
**Speed:** 0  
**AC:** 10  
**Attacks:** None  
**Damage:** None  
**Face/Reach:** 0  
**Special Attacks:** Poison.  
**Special Qualities:** None  
**Saves:** None  
**Abilities:** NA  
**Skills:** NA  
**Feats:** NA  
**Climate/Terrain:** Moonwood  
**Organization:** Clusters  
**Challenge Rating:** 0  
**Treasure:** None  
**Alignment:** N  
**Advancement Range:** None

This is another mushroom that is found frequently in the Moonwood and is dangerous, because it is often mistaken for the closely related yellow whistler. Both whistlers are wiry, gilled mushrooms about two inches high at the most with caps between half an inch and an inch and a half in diameter. The white whistler stimulates the heart to the point where it can collapse, causing death. It also can induce a berserker-like rage. Both types of whistlers are found in shady areas of the forest with some undergrowth, but the white whistler requires somewhat deeper shade than the yellow.

Most sages believe that the two varieties once were the same mushroom, and that the prolonged lack of adequate sunshine slowly resulted in the White Whistler becoming toxic. In appearance the white whistler is pale yellow, the yellow whistler golden yellow. In all other respects they look the same as the yellow whistler and smell the same, but the White Whistler tastes stronger, having something of a cheesy edge to it. The effects of the White Whistler depend on the amount consumed. If one eats a few mushrooms, there usually are no noticeable effects and the mushrooms can be to a certain extent nourishing.

Up to 100 grams can be eaten without being fatal, however the eater must make a saving throw for fortitude. If he makes the throw, his attack bonus increases by +1 for 10d4 rounds. At the end of this time, he functions normally for 1 round and then is fatigued for the same number of rounds he was hyped up, having an attack bonus penalty of -1.

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If he loses the save, the effects are the same but he also enters a full berserker rage during the time he is hyped up. If one eats more than 100 grams of White Whistlers, he has a 75% chance of death without a save, He has a 25% chance of having a saving throw for fortitude. If he makes it, the effects are the same as for losing a save at less than 100 grams.

If he loses the save he enters a berserker rage for 60+1d20 minutes with an additional attack bonus of +2. At the end of this time he functions normally for one round and then collapses, making a second save for fortitude. If he makes the throw he is unconscious and incapacitated for twice the amount of time he was hyped. If he misses the save, he dies within 30d4 rounds, unless otherwise saved from death. Barbarians know what these mushrooms do and sometimes intentionally eat small quantities of them just before a battle.

### YELLOW WHISTLER

**Hit Dice:** 1 hp  
**Initiative:** 0  
**Speed:** 0  
**AC:** 10  
**Attacks:** 0  
**Damage:** 0  
**Face/Reach:** 0  
**Special Attacks:** None  
**Special Qualities:** None  
**Saves:** None  
**Abilities:** NA  
**Skills:** NA  
**Feats:** NA  
**Climate/Terrain:** Moonwood  
**Organization:** Clusters  
**Challenge Rating:** 0  
**Treasure:** None  
**Alignment:** N  
**Advancement Range:** None

This is not only is considered the best tasting mushroom in the North - it is one of the great gourmet delicacies - but also a highly nutritional variety. Because of the similarity to the White Whistler and the chaos that can result when a guest in an inn unknowingly eats White Whistlers, it is illegal to bring Yellow or White Whistlers into most cities of the North or to serve Yellow Whistlers in inns.

These mushrooms are known only in the North for the most part, although some gourmets in lands as distant as Amn and Calimport have been known to pay prices as high as 100 platinum suns for a pound of dried Yellow Whistlers. Enterprising adventurers who manage to smuggle Yellow Whistlers into the cities where they are forbidden can get as much as 100 gold dragons a pound, if the mushrooms are delivered within a day of cutting. Dried Yellow Whistlers bring within the North up to 50 dragons per pound, but most cities have stiff prison sentences for people caught dealing in Whistlers. The origin of the name is forgotten.

### MYTHAL GOLEM

**Hit Dice:** 16d10 (88 hp)  
**Initiative:** -1 Dex  
**Speed:** 20 ft/6m (can't run)  
**AC:** 28 (-1 Dex, -1 Size, +20 Natural)  
**Attacks:** Warning Cuff or Slam +20 melee  
**Damage:** Cuff: 1d4 hp dmg; Slam: 3d10+10 hp  
**Face/Reach:** 5x5ft/150x150 cm/10 ft/3m

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**Special Attacks:** None.  
**Special Qualities:** Spell turning, Magic release (see below)  
**Saves:** +4/+3/+4  
**Abilities:** Str 30, Dex 9, Con NA, Int NA, Wis 11, Cha 1.  
**Skills:** None.  
**Feats:** None.  
**Climate/Terrain:** Underground with a mythal  
**Organization:** Solitary  
**Challenge Rating:** 13  
**Treasure:** None  
**Alignment:** N  
**Advancement Range:** None

Size: L (7 feet/210 cm). Mythal golems were created of a black, magical, glasslike substance in Myth Drannor in the days of the city's glory. The secret behind their creation seems to be lost. These golems were created to bar entrance to areas, with the duty of issuing a warning cuff (1d4 hp dmg) to an offender attempting to enter a forbidden area, followed by a full blow (3d10 + 10 hp dmg) if the offender persists. The golem continues to deliver one blow per round until the offender is out of its reach.

The golem can move only from the position in which it is stationed to the position it is guarding. It never follows a fleeing offender. When any damaging spell is used upon the golem, it takes half of the damage and returns half of the spell's power to the caster and all within half of the area of effect, centered upon the position of its caster.

When a spell or magical weapon succeeds in damaging the golem, a chip of the golem's black, glasslike surface will break off and blue sparks will fly briefly from the chipped area, freeing a part of the magic empowering the golem.

This spark bounces from one creature to another within 2 yards/180 cm of the golem for 3d6 hp lightning damage or half damage for a successful save for reflex. If the magic weapon that made the attack is a piercing or cutting weapon, it will sustain 2d4 points of damage per blow. A magical weapon has 10 points per plus point. For each 10 points lost, it loses one plus bonus permanently. The weapon can be reduced from plus to minus points as well, if damaged severely enough.

Regardless of the loss of plus points, the weapon retains its remaining magical properties and its intelligence, if any. It is merely permanently damaged as a weapon. All damage to the golem is permanent and cannot be repaired. The golem fights at full capacity until it reaches 0 hit points, at which time it immediately becomes nothing more than a motionless black statue.

Each mythal golem has its own magical word of command. Anyone who knows this word can change the golem's instructions. Most mythal golems are ordered to let persons pass who can speak predefined telepathic passwords or who bear certain invisible magical marks.

## SNAKE, BLACK ADDER

**Hit Dice:** 2d8 + 1 (10 hp)  
**Initiative:** +7 (Dex +3, Improved +4)  
**Speed:** 30 ft/9 m (slink)  
**AC:** 14  
**Attacks:** Bite +2  
**Damage:** 1 hp  
**Face/Reach:** 2x2 ft/60 x 60 cm/ 2 ft, 60 cm  
**Special Attacks:** Poison.  
**Special Qualities:** None  
**Saves:** +0/+4/+0

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**Abilities:** Str 10, Dex 18, Con 10, Int 3, Wis 3, Cha 3.

**Skills:** None.

**Feats:** None.

**Climate/Terrain:** Swamp

**Organization:** Solitary

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** N

**Advancement Range:** None

These adders are black on top and brown on the bottom. They can spend 1d4+2 turns in water, breathing air stored in sacks during that time. The black adder is found only in moderate subarctic swamps. It hibernates in the winter months. The venom of a black adder causes a severe fever in the victim that begins 1d6 +2 hours after being bitten. It will kill the victim in another 1d4+6 hours after onset of the fever, if he fails his save for fortitude. When a victim whose party is not swamp-wise is bitten, he often dies as a result of improper treatment. Most healers and clerics assume the venom needs to be treated as poison, and this is true, but only until the onset of the fever. After that point, the victim must be treated for illness, magically with a *Remove Disease* (3 Bard, Cleric, Druid, Ranger) spell or items with similar abilities. A healer also can use herbal treatments against fever, but this process takes longer. The healer must treat the victim for 1d4+1 days, at which point the fever will subside rapidly and then vanish completely in 4d10 rounds. During the period of treatment, the victim must save daily for fortitude. If he or she fails the check, death sets in.

### SNAKE, ICE ADDER

**Hit Dice:** 2d8 + 1 (10 hp)

**Initiative:** +7 (Dex +3, Improved +4)

**Speed:** 30 ft/9 m (slink)

**AC:** 14

**Attacks:** Bite +2

**Damage:** 1 hp

**Face/Reach:** 2x2 ft/60 x 60 cm/ 2 ft, 60 cm

**Special Attacks:** Poison.

**Special Qualities:** None

**Saves:** +0/+4/+0

**Abilities:** Str 10, Dex 18, Con 10, Int 3, Wis 3, Cha 3.

**Skills:** None.

**Feats:** None.

**Climate/Terrain:** Cold lands

**Organization:** Solitary

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** N

**Advancement Range:** None

These adders are deep brown in color on top with brown-black rings about an inch in diameter. Their bellies are cyan blue. The victim of an ice adder bite must save for fortitude against DC 22 or die within 8d10 rounds. The venom of this dead snake tends to coagulate and harden a victim's blood.

### SPIDER, FOREST

**Hit Dice:** 6d8 (26 hp)

**Initiative:** +7 (+3 Dex, +4 Improved)

**Speed:** 15 ft/4.5 m walk, 30 ft/9m in web

**AC:** 16

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**Attacks:** Bite  
**Damage:** 1d8 hp  
**Face/Reach:** 2 ft x 1ft/60 x 30 cm, 1 ft/30 cm  
**Special Attacks:** Poison.  
**Special Qualities:** None.  
**Saves:** +3/+5/+1  
**Abilities:** Str 12, Dex 16, Con 12, Int 8, Wis 8, Cha 3.  
**Skills:** None.  
**Feats:** None.  
**Climate/Terrain:** Forest  
**Organization:** Clan  
**Challenge Rating:** 4  
**Treasure:** None  
**Alignment:** N  
**Advancement Range:** None

Poison: Save for fortitude against DC 22 or 1d8 hp dmg and unconscious for 2d6 rounds.

## TREE, EVIL

**Huge Plant**  
**Hit Dice:** 8d10 (Killed only through destruction)  
**Initiative:** 0 (does not move in a normal manner)  
**Speed:** 0  
**AC:** 12 (+2 natural)  
**Attacks:** None  
**Damage:** None  
**Face/Reach:** 0  
**Special Attacks:** Hypnotic Song.  
**Special Qualities:** Can be commanded by druids, rangers and treants.  
**Saves:** Fortitude +15, Reflex -, Will -.  
**Abilities:** Str 40, Dex -, Con 40, Int 9, Wis 9, Cha -.  
**Skills:** None.  
**Feats:** None.  
**Climate/Terrain:** Known only in the Moonwood and the Snowwood  
**Organization:** Solitary  
**Challenge Rating:** 6  
**Treasure:** None  
**Alignment:** NE  
**Advancement Range:** None

The origins of these evil creatures is uncertain. It is said that the evil trees of the Moonwood were elven cohorts of the magi in the two towers of the southwestern Moonwood and were damned to their current fate during the destruction of their masters. Sages scoff at this contention, saying they are simply old, evil trees surviving from a time when trees were *"something more than the are today."* In the Snowwood, the evil trees and treants are a corruption of normal trees and treants through the battle of magic that took place in neighboring Monte Veldelio. The evil trees of the Moonwood are rotten and empty inside. Those in the Snowwood are healthy trees. If the phylactery of Targurdh (see his description under *New Unofficial NPCs*) is destroyed, the evil corruption will be lifted from the trees and treants of the Snowwood.

Evil trees can emit high-pitched, inaudible tones - their *"song"* in common language - that can hypnotize a victim and draw it to the tree. A victim who is awake and hears this *"song"* must save for will against DC 17 or he is hypnotized and drawn to the tree.

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A sleeping victim, however, saves against DC 23, and a tree usually sings when it senses sleeping victims. Only one member of a group will be hypnotized, to be selected randomly by the game master. When a PC is drawn to a tree, the tree will open, draw the PC inside and close again. From this point the PC is slowly subjected to 1 hp crushing damage every 3 rounds.

After the PC dies, the tree consumes the body. Evil trees have a fundamental understanding of spoken words. Some trees will react to threats of fire by releasing victims, others not. An evil tree cannot resist commands of treants, druids of level 5 or higher and rangers of level 7 and higher.

Evil trees can be destroyed only by burning them or, in some cases, by chopping the trees free from their roots. However, there are reports that fallen evil trees sometimes will send up new shoots from their roots and reestablish themselves with time.

## VAMPIRE DRAGON

**Hit Dice:** As in dragon life

**Initiative:**

**Speed:** 30 feet/9m in human form, as in dragon life in dragon form

**AC:** See below

**Attacks:** Dependent upon form

**Damage:** Dependent upon form

**Face/Reach:** Dependent upon form

**Special Attacks:** Dependent upon form

**Special Qualities:** Dependent upon form

**Saves:** Highest value as human or dragon

**Abilities:** Highest values as human or dragon

**Skills:** Combined skills as human and dragon

**Feats:** Combined feats as human and dragon

**Climate/Terrain:** Any

**Organization:** Solitary, but usually leading draconians

**Challenge Rating:** Dependent upon HD

**Treasure:** See individual description in adventure

**Alignment:** Lawful evil under command, otherwise as in human life

**Advancement Range:** Human form abilities continue to advance

Vampire Dragons are quite different from traditional vampires. They are new undead beings created by the magic of the vampire dragon lich Kargmelchina. Vampire dragons are artificial, magical, undead beings kept in existence by the continued flow of magic from the mercury pool in the ruins of Castle Perilous in Vaasa and the renewed life force in the human and dragon blood they drink. Should the mercury pool be polluted or destroyed, all vampire dragons would lose their conduit to the negative plane and be permanently destroyed.

Each vampire dragon is a perverted combination of a dragon and a human wizard or sorcerer merged into a single undead being. These creatures, who retain the spirit of their dead human soul, draw upon their original human and dragon bodies or polymorph into a hybrid form that combines advantages (and disadvantages) of both.

The processes that transmute a man or woman and a dragon into a vampire dragon are horrible rituals. They require the blood of the living dragon and the living mage who will be combined into the new, undead vampire as well as a pool of mercury that is under an ancient Imaskari dweomer.

The first vampire dragons created by Kargmelchina and Sammaster were Knellict and Ragzigul Szurkh. In life, the former had been a wizard in the service of Zhengyi the Witch King and of the Vaasan Grandfather of Assassins. After both were destroyed, Knellict assembled his own army in the Eastern Galenas and attempted to conquer parts of Damaran Soravia. In a large battle, his army and a Soravian host managed to destroy one another, and Knellict himself lay dying, when Kargmelchina snapped him up, took him captive and there made of him her first and her most powerful dragon vampire.



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Ragzigul Szurkh was an outcast Red Wizard necromancer from Thay whose life had been one streak of ill luck after another. It was his ill fortune in his wanderings to discover Grafvitnir's cave above Vaasan Palishchuk at a time when Kargmelchina happened to be there too. It came to a short battle of spells, which Szurkh lost. Kargmelchina took him to the ruins of Castle Perilous and there made him into her second most powerful vampire dragon, and the only one of his kind who is not under Knellict's command.

Kargmelchina saw in Szurkh the potential for great necromantic talent. She taught him the secrets of making both vampire dragons and draconians, and since that time, he is responsible for all transmutations in Castle Dragonblood and the ruins of Castle Perilous. The making of vampire dragons has ceased, but when new monsters are called to the ruins of Castle Perilous, Szurkh teleports to the ruins to perform the rites.

The next 20 vampire dragons to be created were made from 20 summoned dragons and the 20 vampires who had served Kargmelchina, all of them former Red Wizards of Thay. The blood of a vampire is not suitable for the magic process needed to create a dragon vampire, but Kargmelchina was able to use these undead servants she had created earlier, because she had taken a vial of blood from each of them when they still were alive, and she had kept it.

The making of a dragon vampire from a living human and a living dragon begins in two large and fell pools beneath the ruins of Castle Perilous and ends in the secret laboratory of Szurkh atop Suncatcher Mountain in the West Galenas where the borders of Vaasa, Damara, Thar and the Moonsea Region meet.

In Grafvitnir's cave, Kargmelchina found the Imaskari *Tulufahr*, a collection of three fell artifacts that she and Sammaster have been using to provide the raw material they need to build their army. One of these artifacts, the *Golden Ring of Summoning*, plays no role in the creation of vampire dragons, but the other two, the *Dragon Diamond* and the *Platinum Rod of Enslavement*, have played an important part in drawing magi and dragons to the ruins of Castle Perilous in Vaasa, where the transmutation process begins.

Kargmelchina has both of these artifacts. After they had created their first two dragon vampires, Kargmelchina used the power of the *Dragon Diamond* to draw 20 unwilling, evil chromatic dragons from the north and northwest to the ruins of Castle Perilous. All 20 were slain and their blood was drained into a cavity in a floor of a cavern beneath the ruins of Castle Perilous. The denizens of the ruins now call this site the *Pool of Blood*. (For more information on these sites, see *Bloodstone*, Part 7 of *Northern Journey*).

After slaying the dragons and draining them of their blood, Szurkh added drops of blood taken from the Thayan vampires when they still lived and then used ancient spells Kargmelchina had stolen from the cave of the advanced great red worm Grafvitnir (epic) to transport their dead carcasses to Baator, the home plane of Tiamat.

Szurkh ordered the Thayan vampire magi to submerge themselves in the mercury pool beneath the ruins, which was created by Zhengyi the Vaasan Witch King as a magical means to bring the now-dead demon god Orcus into the Realms. However, Zhengyi was destroyed before he succeeded, and Kargmelchina and Sammaster claimed the pool and the rest of the ruins after the human raiding party led by Sir Gareth Dragonsbane, now monarch of the Bloodstone Kingdom, left it.

Kargmelchina had used ancient spells, doubtless of Imaskari origin, to change the dweomer of the mercury pool to serve other kinds of magic from the Raurin Empire that she had found in Grafvitnir's cave. When the bodies of the vampires were submerged in the mercury pool, their binds to the negative plane were strengthened. They emerged as sleeping undead.

At this point, the sleeping undead magi were teleported to Castle Dragonblood atop Suncatcher Mountain, together with two vials, one with blood from the slain mage and the other with blood from the dragon whose body and spirit will were to be bound to the mage. In his laboratory in Castle Dragonblood, Szurkh then poured blood from the two vials into the mouths of the transformed but sleeping vampire dragons and worked additional Imaskari spells upon them.

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When the vampire dragons awoke, they found they had not only the memories and knowledge from their human life and their existence as vampires but also from the dragon with which they had been combined. The magic had, in fact, combined within them their spirits as vampires together with the spirit of the dragon with which they had been merged. The human spirit remained dominant, and the dragon spirit had been fully subjugated. Kargmelchina then used the *Platinum Rod of Enslavement* to totally subjugate the vampire dragons to her and to Sammaster, making them their obedient slaves.

After making vampire dragons of the first 20 wyrms she had summoned and her 20 Thayan Red Wizard vampires, Kargmelchina continued to summon more evil human wizards and sorcerers and evil chromatic dragons to the ruins of Castle Perilous, each one by one.

Totally subjugated by the *Platinum Rod of Enslavement*, each summoned mage and dragon was turned over to Ragzigul Szurkh, to be slain. The first blood was kept in labeled vials, the rest poured into the *Pool of Blood*. The mixture of blood from humans and red, blue, green, black and white dragons plus spells developed by Kargmelchina and Sammaster lent the pool the horrible power to physically transform monsters that are submerged into it into the strange dragon-lizardmen we call Realms Draconians.

As before, the fell magic sent the lifeless bodies of the slain dragons in safekeeping to the plane of Baator. The dragon vampires in the ruins submerged the bodies of the slain magi in the mercury pool and Szurkh performed the transmutation rites. The then undead but sleeping bodies were sent by portal to Castle Dragonblood, where Szurkh completed the magical ritual of transformation and awakened the new vampire dragons.

The *Dragon Diamond* gave Kargmelchina the ability to draw magi and chromatic dragons from elsewhere against their will to the ruins of Castle Perilous, until she had summoned 50 dragons. Since that time, the artifact no longer appears to work. (The artifacts are described and the answer to this riddle is explained in the section *New Artifacts* farther below.)

When Kargmelchina and Sammaster worked their spells on Zhengyi's mercury pool, they changed its magic in a manner that unravels and rebinds the spiritual force of the transmuted beings and monsters in a mixture of elements of positive and negative energy.

A dragon vampire, after completion of the transmutation and its awakening, can remain in its human body or it can call its lifeless dragon body from Baator, animate and occupy it and leave its temporarily inanimate human body upon Tiamat's plane. It also can leave elements of both bodies upon Baator, inanimate, and summon elements of both its human and dragon forms, animating them as a single body. This is known as the hybrid form.

It is a natural tendency for game masters and players alike to want to draw comparisons at first between human vampires and liches on the one hand and vampire dragons and dracoliches on the other, however such comparisons usually will lead you only to confusion rather than to useful gaming information. The process by which human vampires, human liches and dracoliches come to be are quite different from those used to produce vampire dragons.

A human lich is a more powerful undead than a human vampire and can command and control vampires. Dependent upon its hit die level as a dragon, a vampire dragon can be more powerful than a dracolich, and it also stands a certain chance of being able to subjugate and control a dracolich. On the other hand, a vampire dragon is a slave itself, with no free will of its own, bound to carry out the orders of its creators, Sammaster and Kargmelchina.

### **A vampire dragon magically switches between one of three forms:**

- The body of the slain dragon that was given to it.
- Its original human form.
- A winged, black body that is a hybrid of dragon and human forms.

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### Certain beneficial and harmful characteristics are valid for a vampire dragon in all three forms:

- Its hit dice and hit points remain those which were valid in its dragon life.
- It has no slam attacks except in dragon form.
- It can always be determined by magic to be undead, regardless of other physical appearances.
- It always has the domination attack of a vampire against humans and dragons, but not against humanoids, such as elves, dwarves etc. A human victim saves for Will against DC 17. A dragon or dracolich victim saves against DC 10 plus a penalty or bonus equal to the difference in hit dice. The attack functions like a *Dominate Person* spell cast by a 12<sup>th</sup> lvl sorcerer. The range is 30 feet/9m.
- It cannot drain energy except in hybrid form.
- When the domination attack is successfully used against a dragon or dracolich, it achieves complete command and control. There are no time limits for this effect upon dragons or dracoliches. The victim remains under control until released or destroyed.
- It always is immune to *Sleep* and *Charm* spells or any other spells that control or command. This includes the charming magic of dragons.
- It is always immune to poisons, paralysis and other magic that has to do with functions of physical life and also all cold-based, heat-based, electrical-based and gas-based magic. This immunity includes all forms of dragon breath.
- It cannot learn extra spells, but it can commit the content of spells to memory and learn these from memory rather than using spellbooks. It can cast spells without a material component, unless the component is an integral element of the spell.
- Unlike true vampires, a vampire dragon always casts a shadow and is reflected in a mirror, and it has no ability to move in silence.
- It is incapable of taking bat, wolf, dog or gaseous forms on its own but can do so if it can use the necessary spells. With spells, the vampire can create the *illusion* of having these forms.
- It cannot summon children of the night or other creatures other than Realms draconians under its command.
- It cannot summon other beings in need, but it can send a telepathic help call to its creator, who may react to this call as he or she wishes.
- It can mentally command all Realms draconians and maintain complete control over them, communicating telepathically.
- It has no spider climb ability except in hybrid form.
- It cannot create new vampire dragons or vampire spawn.
- It is not affected by garlic.
- It can cross running water.
- It can enter any building without an invitation.
- It is not required to rest in its native soil.
- It is always destroyed at 0 hit points. A destroyed vampire dragon degenerates into its dragon body, which returns from Baator, showing all signs of the rot and decomposition that would have taken place from the date of its death. This degeneration begins 2 rounds after death and takes 1d4+8 rounds before it is completed.
- Wooden stakes through the heart of a vampire dragon cause devastating damage but are no special means of destruction.
- Damage from lack of blood consumption is the cumulative damage of all three forms.
- Damage from lack of blood consumption on a day in which the vampire dragon has used more than one form is calculated upon the basis of the form taken with the highest blood demand.
- If it consumes no blood for a tenday, it suffers the loss of 10 hit points. These cannot be restored by normal means but are regained at the rate of 1 point per succeeding tenday with adequate blood consumption (regardless of form), after the vampire dragon has regained all blood lost during the tenday. In other words, it requires 100 days with proper feeding to regain all 10 lost points. Damage in each form is calculated at the rate of 1 hit point per day, if the vampire dragon fails to feed in mixed forms for a tenday.
- It can change form three times daily. It cannot use spells, fight, negotiate or conduct any other transactions during a transformation, and it also cannot stop a transformation once it has begun.

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- It can immediately teleport without error at will once daily to its lair in Castle Dragonblood or the ruins of Castle Perilous, *if* the lair is without daylight and *if* the lair is free of magic that would bar the vampire dragon's entry or of open holy/unholy water of or holy/unholy symbols of clerics who can turn undead. If the vampire dragon attempts to use this teleport ability and is foiled by a blocked lair, it cannot repeat the attempt again on the same day. The teleport ability is cancelled by magical blockage of teleportation (such as that of the mythal in Myth Drannor), magical shells etc.
- It can be turned by clerics, based upon its HD level.

### **Certain beneficial and harmful characteristics are valid for a vampire dragon in human form:**

- It has the same armor class as in its human life.
- In addition to the beneficial and harmful characteristics listed for all three forms above, it has only the abilities it had in its human life.
- Its weapon proficiencies and restrictions and its armor class are as in human life, but its attack bonus is the same as in its dragon existence.
- It has no need to sleep or rest, as long as it remains in human form.
- It has no spell resistance per se.
- It does not like sunlight, but it is not damaged by it.
- It has no fangs.
- It needs 0.4 pints/0.2 cl of human blood for each day in human form. For each day in human form, without adequate blood consumption, the vampire dragon temporarily loses one hit point, regained only by consumption of sufficient blood to replenish the loss for that day.
- If it consumes no blood for a tenday, it suffers the loss of 10 hit points. These cannot be restored by normal means but are regained at the rate of 1 point per succeeding tenday with adequate blood consumption (regardless of form), after the vampire dragon has regained all four pints/both liters lost during the tenday. In other words, if the vampire dragon is in human form, it requires 100 days with proper feeding to regain all 10 lost points. Damage in human form is calculated at the rate of 1 hit point per day, if the vampire dragon fails to feed in mixed forms for a tenday.
- It requires 2 rounds to transform into hybrid form and 20 rounds to transform into dragon form. In a transformation into hybrid form, armor class shifts after the first round. In a transformation into dragon form, armor class shifts after the first turn.
- It cannot be damaged by holy water, holy symbols etc.

### **Certain beneficial and harmful characteristics are valid for a vampire dragon in hybrid human and dragon form:**

- It has an armor class of 18 and is a specialist in a sword of choice, fighting with its attack bonus from dragon life.
- Its touch with a successful attack throw against a human causes one negative level. Each negative level can be used by the vampire dragon as the equivalent of one day's blood consumption.
- It must sleep for 6 uninterrupted hours in darkness, for every 18 hours it spends in hybrid form. A lack of this sleep is equivalent to one day's lack of blood consumption. A sleeping vampire dragon is difficult to awaken, unlike a sleeping dragon.
- It does not like sunlight, and is damaged by exposure to direct sunlight at the rate of 10 hp dmg per round of exposure. Damage reduction is not effective against daylight damage. In full, direct sunlight, it is unable to use spells, but it can use its inherent powers of teleportation and invisibility. Filtered sunlight causes 5 hp dmg per round and prohibits the use of spells higher than level 3. Daylight in shade, under an overcast sky, etc., with no direct exposure to the sun, causes no loss of hit points, but as long as there is daylight in the sky, the vampire dragon loses its slam attack and has only the physical ability it normally would have in human form.
- It has fangs and black, dragonlike wings on its back, each 5 feet/150cm in wingspan.
- It needs 1 pint/0.5 cl of human or dragon blood for each day in hybrid form. For each day in hybrid form without adequate blood consumption, the vampire dragon temporarily loses one hit point, regained only by consumption of sufficient blood to replenish the loss for that day.
- A vampire dragon gains the ability *Spider Climb* when in hybrid form.

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- It can turn invisible, as with the spell, three times daily. An invisible vampire dragon is immune to all sorts of detection by dragons.
- It has the permanent effect of a *Blink* spell.
- It suffers 1d6+1 hp dmg per blow or contact from the holy/unholy symbol of or from holy/unholy water consecrated by any cleric who can turn undead. This is not valid for clerics who can command but cannot turn undead. Damage reduction is ineffective against such damage.
- It requires 2 rounds to transform into human form and 1 turn to transform into dragon form. In a transformation into hybrid form, armor class shifts after the first round. In a transformation into dragon form, armor class shifts after the fifth round.

### **Certain beneficial and harmful characteristics are valid for a vampire dragon in dragon form:**

- It has all of the breath weapon and combat abilities of its dragon life, unchanged, but no dragon magic, including the magical ability of some dragons to change form. Whatever magic it commands is a result of its human abilities.
- In addition to the beneficial and harmful characteristics listed for all three forms above, it has damage reduction of 15/+1 (excluding damage from lack of blood consumption).
- Its touch with a successful attack throw drains 1 negative energy level from dragons, but this ability does not extend to dracoliches or other undead dragons. Each negative energy level can be used by the vampire dragon as the equivalent of one day's blood consumption.
- It must sleep for 6 uninterrupted hours in darkness, for every 18 hours it spends in hybrid form. A lack of this sleep is equivalent to one day's lack of blood consumption. A sleeping vampire dragon is difficult to awaken, unlike a sleeping dragon.
- It is a creature of the darkness. It cannot stand direct sunlight and is damaged severely by it for a loss of  $\frac{1}{3}$  of its total hit points per round of exposure and is incapable of doing anything other than fleeing the sun. After a third round in sunlight, the vampire dragon is irreversibly destroyed. Filtered sunlight leads to the same result except that the destruction lasts six rounds instead of three.. Daylight in shade, under an overcast sky, etc., with no direct exposure to the sun, causes no loss of hit points, but as long as there is daylight in the sky, the vampire dragon can do little effectively but travel. It fights by daylight with an attack bonus penalty of six and it cannot use its breath weapon.
- It has dragon fangs but in all other respects looks like a living dragon.
- It needs 2 gallons/8 liters of dragon blood for each day in dragon form. For each day in dragon form without adequate blood consumption, the vampire dragon temporarily loses one hit point, regained only by consumption of sufficient blood to replenish the loss for that day.
- It suffers 1d6+1 hp dmg per blow or contact from the holy/unholy symbol of or from holy/unholy water consecrated by any cleric who can turn undead. This is not valid for clerics who can command but cannot turn undead. Damage reduction is not effective in this case.
- It requires 2 turns to transform into human form and 2 rounds to transform into hybrid form. In a transformation into hybrid form, armor class shifts after the first round. In a transformation into human form, armor class shifts after the first turn.

**Combat:** When engaging in combat in human form, vampire dragons must rely almost entirely upon the abilities they had in their human existence. When engaging in combat in dragon form, the vampire dragon can call upon all of its non-spell abilities from dragon life.

Unlike other undead creatures, vampire dragons do not exist simultaneously in both the positive material and negative material planes, but they must rely upon negative energy being drawn through the mercury pool beneath the ruins of Castle Perilous. This negative essence gives the vampire dragon its limited ability to drain energy in hybrid and dragon forms. Non-magical weapons and magical weapons of less than +1 enchantment pass through vampire dragons without harming them except when in hybrid form, when silver can wound them.

**Habitat/Society:** Vampire dragons are the magical creations of Sammaster and Kargmelchina, and all vampire dragons lair with their masters in Castle Dragonblood atop Starcatcher Mountain over Damara, in the ruins of Castle Perilous in the Vaasan Plain or at their camp in the Great Dale. When traveling, vampire dragons seek temporary lairs in caves or ruined castles where they can escape daylight.

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Vampire dragons are required to do considerable strategic planning when under way. A traveling vampire dragon normally is found in the company of a patrol of Realms draconians which it commands. A traveling vampire dragon usually has the mission of destroying anti-Tiamatist members of the Cult of the Dragon, to cement Tiamat's base of power within the cult. But vampire dragons also are assigned to command draconians and to harass the ghosts of former adventurers guarding the way to Castle Dragonblood.

All vampire dragons are under an overriding command from Kargmelchina/Tiamat to survive at all costs. They will quickly sacrifice any Realms draconians under their command, if that is necessary to assure their own survival, and they will abort a mission and use their ability to teleport once daily back to Castle Dragonblood or Castle Perilous as well, if that is necessary to survive. This makes a vampire dragon extremely difficult to destroy outside of Castle Dragonblood or the ruins of Castle Perilous.

The strengths and weaknesses of a vampire dragon are found within Tiamat in her Kargmelchina avatar, in the vampire dragon lich Sammaster, in the mercury pool in the ruins of Castle Perilous and in the vampire dragons' need to consume blood, the latter as explained above.

Based upon events that may be going on elsewhere in each game master's Realms, it is conceivable that a vampire dragon in some location suddenly and inexplicably expires. Kargmelchina and Sammaster, in their own forms, possess too little magical power to sustain 50 vampire dragons. They succeed only through the lent strength of Tiamat, but the goddess may at times have to withdraw this strength because of difficulties elsewhere.

Tiamat is a lesser power who has been only briefly a member of the Realms pantheon, and she is stretching her limited power dangerously and thinly, in an attempt to cement her place within the Realms pantheon as quickly as possible. Along with the *Dark Lady* and the *Chromatic Dragon*, also known as the *Undying Queen*, Kargmelchina is Tiamat's third known avatar in the Realms (s. *Powers and Pantheons*).

As a goddess, Tiamat is to be found in her lair upon Avernus on the plane of Baator. The church of Iyachtu Xvim has plans to attempt to destroy the *Dark Lady* and *Chromatic Dragon* avatars, and Xvim's High Tyrannar Fzoul Chembryl in Zhentil Keep believes the PC group in *Northern Journey* is destined to destroy whatever manifestation of Tiamat may stand behind the red sigylls.

One well can imagine that attacks against avatars on other fronts could lead Tiamat to temporarily divert a part of her attention, and therefore also a part of her magic, away from the Kargmelchina avatar. This could then lead to the sudden weakening or destruction of vampire dragons working for Kargmelchina and Sammaster. It also is thinkable that Iyachtu Xvim – whose avatar has not been seen – might take advantage of attacks upon Tiamat's avatars to enter Avernus and to personally attempt to destroy the Dragon Queen!

Tiamat has spread her strength thinly, opening many weaknesses to her arch enemy Xvim. If she succeeds, she well may surpass the Godson of Bane in the hierarchy of the Faerûnian pantheon. If she fails, it is conceivable that Xvim and his church can deal her such severe blows as to reduce her again to a demipower or even to destroy her completely, just as Tiamat did to Gilgeam!

## VAMPIRE DRAGON LICH

**Hit Dice:** As in dragon life

**Initiative:** Standard as human in human and hybrid form, standard for dragon type and HD in dragon form

**Speed:** 30 feet/9m in human form, as in dragon life in dragon form

**AC:** Dependent upon form

**Attacks:** Dependent upon form

**Damage:** Dependent upon form

**Face/Reach:** Dependent upon form

**Special Attacks:** Dependent upon form

**Special Qualities:** Dependent upon form

**Saves:** Highest value as human or dragon

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**Abilities:** Highest values as human or dragon  
**Skills:** Combined skills as human and dragon  
**Feats:** Combined feats as human and dragon  
**Climate/Terrain:** Any  
**Organization:** Unique (Sammaster and Kargmelchina)  
**Challenge Rating:** Dependent upon HD  
**Treasure:** See individual description in adventure  
**Alignment:** As in human life  
**Advancement Range:** Human form abilities continue to advance

The vampire dragon lich is a unique being. Kargmelchina and Sammaster, in Castle Dragonblood atop Suncatcher Mountain above the eastern Moonsea region, Thar and Vaasa, are the only vampire dragon liches that ever have existed. Their statistics are presented individually in the section *New Unofficial NPCs*.

Kargmelchina used a combination of powers lent to her by the goddess Tiamat and ancient Imaskari magic she found in Grafvitnir's cave in the Eastern Galenas to transform herself and Sammaster into vampire dragon liches, although neither of them was a vampire dragon as such, but both were liches. Although they gain some advantages through the consumption of blood, they have no true vampire nature (see below).

In performing her magic, Kargmelchina restored the lich Sammaster and gave him the body of the advanced great red wyrm Grafvitnir (epic level), the largest and mightiest red dragon ever known in the Realms, a wyrm of the Raurin Empire, which fell some 4,000 years ago. Afterward, Kargmelchina merged her own lich form with the body of Naryngdrundir, an advanced blue great wyrm (epic level) that had been haunting Sossal. Naryngdrundir is believed to have been the greatest blue dragon ever to have existed in the Realms.

Although Sammaster and Kargmelchina are the only vampire dragon liches at this time, there is nothing to prevent your PCs from attaining this status, if you wish to give them such an opportunity. A few things are necessary, however:

- They will need to become liches first.
- They will have to travel to Avernus on the Plane of Baator and get Kargmelchina's Imaskari spells out of Tiamat's lair, where Kargmelchina hid them for safekeeping.
- They will have to convince Tiamat or another deity to imbue them with the magical power they need to make the transformation.
- They will have to capture a dragon, in order to have a dragon body they can use.

If your PCs complete these four simple steps, they too should be able to become vampire dragon liches, making Kargmelchina and Sammaster less exclusive in the *Forgotten Realms*.

The information and statistics for a vampire dragon lich are the same as those for a vampire dragon, with the following exceptions:

- It has only two forms - the human-like or lich form and dragon form. A vampire dragon lich has no hybrid form.
- It has only its own spirit. It is not merged with the spirit of the dragon whose body it has taken and therefore has no access to the dragon's memories, but it does gain the dragon's abilities and knowledge.
- It is mastered by no one except the deity who lends its strength. In Kargmelchina's case, this is Tiamat. In Sammaster's case, it also is Tiamat in the short version and Talos in the long version (see the section *Sammaster's Mistress* for more details).
- It has a phylactery, as does a normal lich, and can be destroyed only in the same manner as a lich.

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- It has all of the abilities and advantages of a lich, when not otherwise stated. (It already attained the status of a lich before becoming a vampire dragon lich.)
- It can ascend to demilichdom, in which case it retains its physical manifestations as a vampire dragon lich but seldom if ever uses them. No vampire dragon demilich ever existed before Sammaster, and he reaches that state only in the *long version*. (For more details, see the description of Sammaster in the section *New Unofficial NPCs* and also see *In the Land of the Lich Lords*, the sequel to *Northern Journey*.)
- It has no need for rest or sleep.
- It is not troubled by sunlight, regardless of form.
- It cannot be damaged by holy water, holy symbols etc.
- It has no need to consume blood, but if it does so, drinking the quantities described for vampire dragon liches in their various forms will restore *all* lost hit points.
- It can command all lesser undead it has created below the level of a vampire dragon. (Kargmelchina and Sammaster gained command of vampire dragons through the use of the *Platinum Rod of Enslavement*.)
- Vampire dragon liches are not dependent upon a pool of mercury for their binding to the negative plane.
- There are no special limits to the acquisition or learning of new spells.

## WATERLINGØRMR

**Hit Dice:** 18d10 (99 hp)

**Initiative:** -2 (Dex)

**Speed:** 100 ft/30 m wade

**AC:** Hide 30, Stomach 18

**Attacks:** Bite

**Damage:** 3d8 hp dmg

**Face/Reach:** 30x30ft/9x9m, 30ft/9m

**Special Attacks:** Breath weapon, swallow whole.

**Special Qualities:** Dmg +2 magic weapons, Spell resistance 25

**Saves:** +17/+9/+7

**Abilities:** Str 25, Dex 7, Con 20, Int 5, Wis 5, Cha 3.

**Skills:** None.

**Feats:** None.

**Climate/Terrain:** Freshwater

**Organization:** Solitary

**Challenge Rating:** 16

**Treasure:** None

**Alignment:** NE

**Advancement Range:** None

Critical hit at +19/+20 swallows whole. Breath weapon, scalding steam 12d8 dmg every 3d4 rounds after diving, save for fortitude for half dmg. The waterlingørmr is a river monster that belongs to the wyvern family. Lingørmr is an old name for the wyvern.



## WIRYBUSH

**Hit Dice:** 1d6 (HP special)

**Initiative:** +4 (Dex)

**Speed:** 6 ft/180 cm

**AC:** 14 twigs, 12 roots

**Attacks:** Branch attack

**Damage:** None

**Face/Reach:** 8x8 inches/20x20 cm, 8 inches/20 cm

**Special Attacks:** Poison, blood drain.

**Special Qualities:** Special defenses (see below)

**Saves:** +0/+4/+0

**Abilities:** Str 10, Dex 19, Con 6, Int 6, Wis 6, Cha 0.

**Skills:** None.

**Feats:** None.

**Climate/Terrain:** Prairies

**Organization:** Packs

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** NE

**Advancement Range:** None

Special attack: 2d4 branches move out quickly (Dex 19) and can entwine limbs. Once entwined, the thorns penetrate into the skin and cause pain but 0 hp dmg, however, the thorns begin injecting a tranquilizing poison into the victim, who must save for fortitude against DC 22 or fall totally unconscious within 4d4 rounds. Once the victim is unconscious, the bush starts feeding on blood and body fluids, causing a permanent loss of 1 point constitution per 10 rounds until the victim dies.

A wirybrush has 16 + 4d4 branches. Each branch can be cut off with a successful hit (1 hp dmg), but the wirybrush dies only when all branches have been severed, including those holding victims. Connecting sweeps of the blade at the base of the bush, where the weak surface root system enters the soil, kill the bush with 8 hp dmg, however, death sets in only after 3d4 rounds.

These bushes travel in packs of 6d20 plants. Their favorite attack mode is to slip into a campsite from the perimeters and take victims by surprise. Usually sleeping victims are attacked, and then the plants thoroughly ring the camp, overwhelming the watch as well.

## 4. Character Class Extensions

### ASSASSIN MONK OF IYACHTU XVIM

#### Unofficial Class Extension

Assassin monks of Iyachtu Xvim are *D&D 3E* monks who may add the prestige class assassin. All assassin monks are called by that name within the Xvimist Church, regardless of whether they are true assassins in the sense of the prestige class described in the *D&D 3E DMG*.

Initially, the assassin monks are trained in clandestine centers as normal evil monks, as described in the *D&D 3E PHB*, with the exceptions that they gain a proficiency in the use of the mace as their first weapon and before other skills, they learn alignment transformation and alter ego (see below). These count as chosen skills.

There currently are three training centers for assassin monks. The largest is hidden in Llorkh. A sizeable center also is concealed within Fzoul Chembryl's Xvimist Heart of the Hand temple in Zhentil Keep. The third, much smaller center is in Darkhold. It is whispered within the Zhentarim that Chembryl's establishment of a center there, with Manshoon's endorsement, was intended above all to keep Chembryl's thumb upon Sememmon and to prevent the Cyricist church from regaining its foothold in Darkhold.

The clerics of Cyric's church are mortal enemies of Chembryl and the Xvimists. Manshoon also is strongly against a Cyricist resurgence within the Black Network, but for more practical reasons than Chembryl. He believes that chaos of the Cyricists would be dangerous to Zhentarim operations. Sememmon, who views Chembryl as his key opponent within the Black Network, is inclined toward Cyric's church, to offset Chembryl's power.

As is the case with most prestige classes, a PC or NPC monk in Xvim's service cannot simply decide to become an assassin. He must be allowed to claim this prestige class. When that is the case, the monk adds the prestige class of an assassin, as described in the *D&D 3E DMG*. However, there are two differences.

- In addition to the *D&D 3E DMG* requirements, a would-be assassin-monk of Xvim must have reached the 6<sup>th</sup> level as a monk.
- An ordinary prestige class assassin must kill someone for no other reason than to join the assassins. A Xvimist monk who wants to gain the assassin's prestige class must kill an assigned victim within a specific period. Upon reaching the 6<sup>th</sup> level, a Xvimist monk may tell his mentors that he wishes to become an assassin, but most candidates are chosen for this honor.

In each training class for assassin monks, two monks who know each other and have been chosen to be trained in the assassin's prestige class have the assignment to kill one another before either reaches the seventh level. Both monks know who their opponents are and that they are dedicated to assassinating one another, by whatever means, but alone.

If one monk reaches level 7 while both live, both have failed in their attempt to gain the assassin's prestige class, and they continue as monks. If a monk secretly gains help of any sort to assassinate his opponent, he will be sentenced to die by torture.

The goals of all assassin monks, regardless of whether they attain the prestige class of assassin, are to carry out murder missions given them by the Xvimist church and to further the worship of Xvim among assassins and murderers, a part of Fzoul Chembryl's strategy intended to eventually steal the portfolio of murder Cyric inherited from Bhaal and to bring it to Xvim.

The training of Xvimist assassin monks began late in the Year of the Banner (1368 DR) under highly secret conditions in the Citadel of the Raven but moved later to the other centers. As clerics of Xvim, assassin monks are no less devoted to the Xvimist goals of death, destruction, oppression and cruelty than Xvim's authlims, but with assassin monks, bringing death is the foremost goal.

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The highest deaths an assassin monk can cause are those of other clerics, particularly the Strifeleaders of Cyric, and of political enemies whose deaths benefit the Xvimist church.

### Code of the Assassin Monk

- The assassin monk does everything possible to conceal his or her ties to Iyachtu Xvim. He or she always attempts to set up others to look guilty of his or her own deeds, when at all possible members of the churches of Cyric or Tiamat, or the Cult of the Dragon.
- An assassin monk never admits that he or she is an assassin monk, even if it costs the monk's life.
- If an assassin monk has a contract to fill, he or she tries to do it as efficiently and as quietly as possible. He or she kills cleanly and quickly but in a manner that causes as much pain as possible before death sets in. The prime goal, however, is to kill the mark. Only in this manner can the assassin monk honor Xvim, his or profession and himself or herself. The assassin monk remains upon the trail of a mark until the contract is fulfilled or until the monk dies trying to fulfill the contract.
- When an assassin monk defends himself or herself, and when it causes no serious problems for his cover, he or she will attempt to kill the enemy with as much pain as possible, because the assassin monk owes Xvim a regular tribute of suffering. In such cases, the preferred weapon is the *Mace of the Green Eyes* (see the section *Magic Items*), if the assassin monk has one.
- An assassin monk never unavoidably kills innocent persons without a contract or other good cause. Through unnecessary killing the assassin monk increases the danger of losing his or her own cover. The power of Xvim is within him or her. The assassin monk has no right to bring himself or herself, as a vessel of this power, into unnecessary danger.
- It is important for an assassin monk to carry out contracts frequently, also to kill enemies. Only when Xvim has assassins of high achievement in his following does he stand a chance of taking over Cyric's portfolio of assassination. And only when his followers spread pain, does Xvim stand a chance of growing in godly power.

### Symbols, Robes and Activities

The assassin monks of Iyachtu Xvim are a deeply covert branch of the Xvimist church, which makes every conceivable effort to fully conceal the existence of the assassin monks. No assassin monk ever wears robes which would identify his or her affiliation, nor does he or she bear any holy symbols or other items which might link the monk to the church of Xvim or to the Zhentarim, and the assassin monks are trained to guard these secrets with their life. Assassin monks do however often bear stolen or counterfeit tokens from other organizations, to create the false assumption that other powers are responsible for the assassinations they attempt or carry out.

### Additional Class Skills Available to the Assassin Monk

**Alignment Transformation:** *Key ability. Wisdom.* Assassin monks are trained to understand and adapt themselves to each of the nine basic alignments. When an assassin monk of sufficient level adapts to a certain alignment, he is, in fact, temporarily of that alignment.

Magical spells and magical items created by wizards that are designed to detect disguised alignments have absolutely no ability to detect an adapted alignment, because it is, in fact, the true alignment of the monk at the moment.

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The same is in part true for divine spells and divine magical items used in alignment detection. A cleric or specialty priest must make a wisdom check against DC 15 plus the monk's ranks in alignment transformation to detect true alignment.

The ability of an assassin monk to control both his or her thoughts and his or her physiological functions makes it difficult as well to detect a monk's lie. Clerics and magi of level 6 or lower have only a 50% chance of success.

A paladin's ability to detect evil is a gift from the god he or she worships and is not affected by alignment adaptations. Iyachtu Xvim is powerless to interfere with abilities bestowed directly by other gods. A paladin is able to sense the true good or evil of a creature within 60 feet/18m. For this reason an assassin monk will do his best to avoid paladins. However, a paladin has no special powers to detect lies.

**Alter Ego:** *Key ability: Charisma.* Each assassin monk invents an alter-ego for himself, sometimes several of them, although this is considered risky. Usually, the monk goes through life adopting the identity of his or her alter-ego and slips out of this role only when he or she has a contract to perform.

An alter-ego has nothing to do with a false name or identity. As a rule, a monk usually invents an alter-ego that seems to explain all that someone else can see or determine about him or her. The alter-ego will also explain to those who know him or her (including fellow party members, if the monk is a PC), why he or she has the abilities he does.

If the assassin monk possesses a *Mace of the Green Eyes* (see the section *Magic Items*), he or she often will tell a tale of how he or she gained it (not necessarily true), claiming that it is cursed, and he or she is unable to separate himself or herself from the weapon, although he or she hates it.

Many assassin monks adopt an alter ego as a general cleric who primarily worships Mask, the god of rogues. This gives the monk the freedom to emanate a mildly evil alignment without usually coming into serious difficulty because of it. Clerics of Mask usually are tolerated.

Any spellcaster who attempts to see through an alter-ego must make a successful check for his or her key ability as a spellcaster against a DC equal to the assassin monk's ranks in the skill *Alter Ego* plus his or her Charisma modifier.

### Epic Assassin Monks

Epic assassin monks use the rules for epic monks and epic assassins.

## DRUID, MUCKLESTONES

### Unofficial Class Extension

The Mucklestones Druids are a WotC creation as a name. Their location appears as a name on the map of Lethyr Forest in the out-of-print accessory FR9 *The Bloodstone Lands* (available as an ESD download). The *Northern Journey* definition of the *Mucklestones Druids* is completely unofficial. The Mucklestones Druids of Lethyr Forest in the Great Dale are recommended for use only as NPCs.

The *Mucklestones Druids* are not a conclave of druids at all but rather a druid-led troop of guerilla druids, rangers, warriors and even rogues that has been warring for centuries against the Gallist *Hunters of Herne* in the Great Dale and, more recently, the Malarite hunters of Skith Tsornagar in Bezentil in the Great Dale.

The organization itself is described later in this campaign guide, under *Organizations and Religions*. In this section we deal only with the definition of the druids who are a part of this organization. The band's current leader, L'arana Lunwinsdóttir, is a half-elven druidess of Rillifane.

Usually only humans and half elves are Mucklestones Druids, but it is conceivable that full elves also could become Mucklestones Druids, if they were present in Lethyr Forest. The Mucklestones Druids are found only in Lethyr Forest and not in Rawlinswood. Haspar Eriksbrodir, the Great Druid of Lethyr Forest, is the founder and nominal leader of the militant Mucklestones Druids; but their commander, Lunwinsdóttir, leads them in practice.

Righan Eikensson, the Great Druid of Rawlinswood, recognizes the Mucklestones Druids, but he believes that the tenets of druidism are diluted by Mucklestones Druidism and he rejects such druidism within his forest, a point in which he is in disagreement with a number of his followers.

Mucklestones Druids are druids and fighters, and they divide their experience points between the two classes evenly. They must live within the armor and weapons class restrictions of druids. The Mucklestones Druids have the alignment neutral good, but they are extremely militant and dangerous.

Their basic position is that as long as Harbet Gall, Skith Tsornagar and their followers continue to exist in the Great Dale, no one but the Mucklestones Druids and the rangers who work with them have any business being in Lethyr Forest, and anyone else found there is automatically deemed to be the enemy.

Residents of the Great Dale are well aware of this viewpoint and will quickly warn travelers not to enter more than a mile or two within the wood, if they value their lives. The Mucklestones Druids do allow the Dalesmen to use this perimeter of the wood. However, if they find intruders anywhere else within the wood, they will be captured, if the druids assess the strength of the intruders as being low enough to make this possible with no losses of their own. If the intruders look too dangerous for the druids, they will shoot first and ask questions later. The rangers who work with the Mucklestones Druids deal in the same manner.

Druids and rangers who disagree with this policy have left Lethyr Forest and gone on to Rawlinswood, in solid agreement that Harbet Gall, Skith Tsornagar and their minions are the more deserving targets of their attention. It is said that the Mucklestones Druids have successfully entered ancient ruins of the vanished forest elves and fallen Narfell, where they have found items of power.

### Epic Mucklestones Druids

There are not believed to be any at present, but if a Mucklestones member were to reach epic level, he or she would gain the epic benefits of his or her character class(es).

## **DRUID, TRUE, OF HERNE (evil druid)**

### **Unofficial Class Extension**

The *True Druids of Herne* are druidic followers of Malar the Beastlord in his manifestation as *Herne the Hunter*, defined by Harbet Gall, lich priest of Malar in the Great Dale, who serves Malar under the name *Herne*. In *D&D 3E* terms, they are standard evil druids, as defined by the *PHB*.

With very few exceptions, the *True Druids of Herne* fall completely under the description of a genuine druid. As such, they use the weapons and armor restrictions (leather helmets accepted) of a druid. They wear leather helmets with small racks of deer antlers in battle or when in the forests. The ceremonial robe is a stag's pelt with stag's head, including antlers as its headpiece.

### **Epic True Druid of Herne**

No Epic True Druids are known to exist, but if a True Druid would reach an epic level, he or she would use the rules for epic druids.

## DWARVEN RUNECUTTER (Runestainer)

### Unofficial Character Class

**Game Master:** We strongly suggest you separate this unofficial class completely from the feat *Inscribe Rune* that is described in the 3<sup>rd</sup> Edition *Forgotten Realms* set from WotC. If you are using the FRCS, you should view the dwarven runes described in this campaign guide and feat runes for priests as two entirely different runic systems. Feat runes should not be available to dwarven runecutters unless, of course, you are allowing or using an extraordinary runecutter-priest multiclass character, who then would have access to both runic systems. To preserve the lore aspects of your campaign, we strongly recommend against such combinations. They destroy the rather important divisions of responsibility within a dwarven clan, and we doubt a dwarven god would permit this by supporting a priest who also was a runecutter.

The dwarven runecutter is an unofficial *Northern Journey* class, usually recommended only for NPCs. Every game master has, of course, the right to bring a runecutter PC into his campaign, if that's what the campaign needs, but we envision the dwarven runecutter as a pure NPC class, and a very rare one at that.

Nonetheless, we will provide a statistical framework for this unofficial class to help you develop a functioning picture of the runecutter who shaped and stained the runes that other dwarves may be bearing in your adventure or that your PCs can encounter in dwarven halls. This also will give you the opportunity to use the dwarven runestainer as a PC class, if you choose.

The runecutter's life is devoted to the search for knowledge and understanding of the foundations of Toril and the universe in which Toril exists, as well of his or her art of gaining access to the powers within these foundations through their inscription in stained runes. The runecutter does not normally cut and stain runes for his or her own use, but rather for the use of the leaders, warriors and merchants of his or her clan.

A runecutter gains levels, like any other character class. Like most dwarves, a runecutter learns in his or her youth the fundamentals of using a battleaxe or a hammer. A runecutter can defend himself or herself with armor of all kinds but the freedom of movement he or she needs to cut and stain runes properly makes the wearing of armor during such work difficult and may risk inaccurate carving, so it is not usually worn while working.

**Abilities:** The primary Abilities of a runecutter are Intelligence and Wisdom. The minimum attribute values for a runecutter are Intelligence 12, Wisdom 12 and Dexterity 12. The table *Runestone Limitations* below shows the minimum Intelligence required for each of the three levels of runestones:

The following table defines the runecutter levels from 1-20. Epic levels are defined further below.

Level	Base Attack	Fort Save	Ref Save	Will Save	Radicals Learnable	Staves per Radical	Maximum Staves	Special	Max Stave Level
1	+0	+1	+0	+1	2	2	2	Bonus Feat	1
2	+1	+1	+0	+1	3	2	4	-	1
3	+1	+1	+0	+1	3	2	6	-	2
4	+2	+1	+0	+1	3	3	8	-	2
5	+2	+1	+0	+1	4	3	10	Bonus Feat	3
6	+3	+2	+1	+2	4	3	12	-	3
7	+3	+2	+1	+2	4	4	14	-	4
8	+4	+2	+1	+2	5	4	15	-	4
9	+4	+2	+1	+2	5	4	18	-	5
10	+5	+2	+1	+2	5	5	21	Bonus Feat	5
11	+5	+3	+2	+3	6	5	24		6
12	+6/+1	+3	+2	+3	6	5	27		6
13	+6/+1	+3	+2	+3	6	6	30		7
14	+7/+2	+3	+2	+3	7	6	33		7
15	+7/+2	+3	+2	+3	7	6	36	Bonus Feat	8
16	+8/+3	+4	+3	+4	7	7	40		8
17	+8/+3	+4	+3	+4	8	7	44		9
18	+9/+4	+4	+3	+4	8	7	48		9
19	+9/+4	+4	+3	+4	8	8	50		9
20	+10/+5	+4	+3	+4	9	8	52	Bonus Feat	9

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**Hit die:** d4.

**Alignment:** Any.

**Class Skills:** The following are the class skills of a dwarven runecutter - Appraise, Concentration, Craft (smith), Decipher Script (only runic), Dweomercraft, Hide, Knowledge (architecture and engineering), Knowledge (dungeoneering), Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Knowledge (religion), Knowledge (runic arcana), Listen, Search, Sense Motive, Speak Language, Spot, Survival.

**Feats:** Spell-based feats such as *Empower Spell* should be renamed to substitute the word *Stave* for the word *Spell* as in *Empower Stave*. *Brew Potion*, *Combat Casting*, the *Craft* magic feats, *Natural Spell*, *Scribe Scroll* and *Spell Mastery* are inapplicable for runecutters.

**Bonus Feats:** The Bonus Feats gained at certain new levels must be selected from the following list. Feats in italic are described in the *Player's Handbook*. The non-italic feats are identical to the same feats with the word *Spell*, except that the feat applies to staves rather than spells.

*Alertness*, *Diligent*, *Empower Stave*, *Enlarge Stave*, *Extend Stave*, *Great Fortitude*, *Heighten Stave*, *Iron Will*, *Lightning Reflexes*, *Magical Aptitude*, *Maximize Stave*, *Stave Penetration*, *Toughness*, *Widen Stave*.

- **Skill Points at 1<sup>st</sup> Level:**  $(2 + \text{Int modifier}) \times 4$ .
- **Skill Points at each additional level:**  $2 + \text{Int modifier}$ .

**Weapon and Armor Proficiency:** Armor as a fighter and two weapon proficiencies, battleaxe and hammer.

**Class features:** Stave cutting and -staining only, defining staves.

**Saving throws:** A runecutter saves according to the table above.

**Basic Radicals:** The first four radicals learned by a runecutter are the four prime elemental radicals *Olor* (Toril), *Logh* (Air), *Wurm* (Water) and *Vindur* (air). These radicals are in addition to those shown in the tables. They do not count toward the first two radicals learned by a Level 1 runecutter.

**Runestone Cutting:** A runecutter can cut an unlimited number of runestones containing staves that he or she has successfully defined. The time it takes to cut a runestone is equal to one hour per level for lesser runestones, three hours per level for higher runestones and one day per level for greater runestones. In most cases, the cutting of a runestone involves no special material or experience point costs. Successfully cut runestones can be used by anyone who has been taught by the runecutter how to do so.

### Runestone Types:

- **Lesser:** A runestone with one stave that can be used only once, like a magic scroll.
- **Higher:** A runestone with a limited number of charges. Each additional charge after the first costs 1 hour per level. A maximum of 50 charges is possible. Such runestones cannot be recharged. Only epic runestones may hold more than one stave.
- **Greater:** A runestone that always retains its magic and needs no charges. Only epic runestones may hold more than one stave.

### Stave Level:

- **Staves have levels** between 0 and 9, established by the runecutter's player and the game master at the time the stave is defined. The highest level stave that a runecutter of a particular level can cut and stain is shown in the basic class table above.



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### Difficulty Class:

- **The Difficulty Class** for Saving Throws is  $10 + \text{Stave Level} + \text{Intelligence or Wisdom-Bonus}$ , whichever is greater.

### Runestone Limitations:

Regardless of level, the ability of a runecutter to stain runes is limited by his Intelligence and Wisdom according to the following tables:

Intelligence	Lesser Runestone	Higher Runestone	Great Runestone
12	Yes	No	No
13-14-15	Yes	Yes	No
16 and above	Yes	Yes	Yes

The attribute Wisdom can increase the number of radicals a runecutter can learn and the number of staves he or she can learn to fashion with each radical learned. The values in the following table should be *added* to the minimums listed for levels.

Wisdom	Radicals	Staves per Radical
13-15	1	1
16	2	2
17	3	3
18 and higher	4	4

**Defining Staves:** The development of runic staves is a work apart from the cutting of new runestones that employ staves already defined by the runecutter. A runecutter can cut only the staves that he or she has defined personally.

The definition of a stave is somewhat similar to the development of a new spell or an epic spell. Each stave is a personal creation of the runecutter. He or she begins with radicals that he or she already has learned. This list of radicals usually is chosen by a PC runecutter.

The runecutter must draft a definition of the stave, its properties and abilities and present the draft to the game master, to be worked out so that it is acceptable for both. After agreement is reached, the runestainer can begin attempting to master his or her new stave. The Dweomercraft DC levels listed farther below in this section for the known radicals has no direct application to the development of non-epic staves. Nonetheless, the higher the Dweomercraft DC a radical has, the more difficult the game master will make the use of the radical in a non-epic stave.

In defining new staves, both the PC and the game master should use the arcane spells for wizards and sorcerers listed in the *Player's Handbook* as a guideline for determining a stave's level, abilities and properties. If a stave duplicates the abilities of a first level spell, it should be listed as a first level stave.

The definition of a new stave usually but not always incurs material costs. Difficult staves may also incur experience point costs. To define and master a new stave, the runecutter must cut and stain it in a manner similar to that used to produce a runestone. However, during the cutting and staining of the new stave, the powers and forces being bound must be present, and the runecutter must sing his or her own elementary chant to bind the forces called by the radicals into the stave.

The chant requires one hour per radical per stave level. In other words, to define a stave of level 3 with 3 radicals, the runecutter must sing his or her chant uninterrupted for nine hours. At the end of this time, the required materials, if any, are sacrificed and consumed by the called forces or powers, binding the magic of the Weave into the new stave.

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Most staves are powered by a power radical, and these usually must be cut and stained in the presence of the element represented by the power radicals. A staff powered by the fire radical *Logh*, for instance, must be cut in the presence of fire, which will consume whatever materials might be required. Experience point prices also are paid at this point.

The decision which radical will be a staff's prime radical is determined in the agreement reached between the runecutter and the game master. Most staves will require a power radical, but some known staves are driven instead by the honor radical *Igh* or the necromantic radicals *Lifr* (life) and *Raugh* (death), etc.

Attempts to define new staves are not automatic. A newly cut and stained staff requires a success check. If the runecutter fails that check, he or she may repeat the check after 1d4 + 10 days and after a new expenditure of 10% of the original material costs and experience point costs (if any).

The success check is a d20 check against the following Difficulty Class: DC 20 plus the staff level minus the Intelligence modifier of the rune cutter minus applicable skill bonuses for spellcraft, knowledge, etc. Mathematically expressed:

$$\begin{array}{l} \text{DC 20 +} \\ \text{Staff level -} \\ \text{Int modifier -} \\ \text{Skill bonuses =} \\ \text{Effective DC} \end{array}$$

The development of a staff requires three days per staff level, except for level 0 staves, which require only one day.

Most staves should be similar to so-called *growing* spells. In other words, instead of defining damage as a fixed 2d8 points damage, 1d4 or 1d6 points per runecutter level would be more appropriate. And it is better to define range, duration, etc., in a similar fashion.

Runic staves use the same schools of magic as Sorcerers' and Wizards' spells in the *Players Handbook*, Illusion excepted. However, the choice of a school is dependent upon the runecutter's definition of *how* his spell works, and that often has to do with the radical that powers it. Each runecutter must determine the correct sequence of importance of the radicals in binding a staff. The first radical is the most important and also the radical that determines the school of the staff.

It should be noted that radicals of the school of illusion do not appear to exist, perhaps because radicals are the true names of realities and illusion is unreality. There is no record anywhere of dwarves ever having created illusions, although that is a known talent of gnomes. What little is known about runic radicals suggest that they may belong to the schools of abjuration, conjuration, divination, enchantment, evocation, necromancy and transmutation.

Most dwarven runecutters are limited to learning radicals and making staves of them that combine up to three radicals. Epic level runecutters have the ability to create staves with as many as five radicals. Epic runecutters also have the ability to research radicals. This does not mean that an epic runecutter can create new radicals, but rather that he or she could conduct research that would regain knowledge of forgotten radicals, which are known as *lost* radicals.

**NOTE:** The abilities of a runecutter also are limited by the information to which he or she has access. A runecutter well may have the statistical ability to learn more radicals, for instance, than there is information at hand to actually learn. A runecaster who has spent his or her life in deep dwarven halls, for instance, *never* will be able to learn the sun *Uugh* or the tree radical *Vudd*, regardless of talent or level.

**RACIAL LIMITATIONS:** It is generally and wrongly believed by the few who know at all that dwarven runes exist, that runecutting is an art that is inherent in the dwarven race and that it can be learned only by the Stout Folk. This is not quite true, as proven by the fact that the great red dragon Grafvitnir and the lich Kargmelchina have mastered runecutting as well.

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However, it is quite probable that such exceptions are exceedingly rare in the history of Faerûn, and that any non-dwarf who seeks to learn runecutting must at least share in great depth the understanding a dwarven runecutter has of the powers in his or her own environment and of his or her own folk.

### Epic Level Characters

Once a runecutter reaches the 21<sup>st</sup> character level, he or she gains epic powers and abilities, the same as members of any other class. These powers are defined completely in the *D&D Epic Level Handbook*. Once the character reaches the 21<sup>st</sup> level as a runecutter, he or she gains the special abilities of the Epic Runecutter class.

### Epic Runecutter

The epic runecutter has gained a legendary understanding of the elementary materials with which he or she deals and of their relationship to the Weave. The secrets of the high radicals for sending, *Sæma*, and for melding, *Krin*, draw the runecutter into deeper research and into a level of power that is unique among *Northern Journey* character classes. No mage, sorcerer, cleric or other spellcaster can send so wide a variety of magic over such great distances as an epic runecaster who has mastered *Sæma*.

The epic runecutter has a wide variety of new options available, among them epic runecutting, mastery of *Sæma*, mastery of *Krin*, assimilation of staves, radical research and the creation of complex staves. The epic runecutter should place most if not all of his or her ability increases in Intelligence and Wisdom. Both are necessary to achieve the ultimate levels of runecutting.

**Other Options:** Energy Resistance, Spell Resistance and Rune Resistance are useful for those rare runecutters who leave their deep halls at times to accompany the lords they serve as well as for those whose halls are in a precarious defensive position and under frequent attack. Tenacious Magic is a good choice for those whose runes must withstand attempts to unweave their bindings. Great Intelligence and Great Wisdom are good tools for attaining more power.

**Hit Die:** d4

**Skill Points at each additional level:** 2 + Int modifier.

**Additional Epic Runecutter Class Skills:** The following class skills are available to the epic runecutter, in addition to the standard non-epic class skills. All of these skills except *Dweomercraft* are defined in the *D&D Epic Level Handbook*. *Dweomercraft* is defined in this campaign guide in the *New Spells* section.

Appraise (Epic), Concentration (Epic), Craft (smith)(Epic), Decipher Script (only runic)(Epic), Dweomercraft (Epic), Hide (Epic), Listen (Epic), Sense Motive (Epic), Spot (Epic), Survival (Epic - use epic extension of the D&D 3.0 epic skill *Intuit Direction*).

### Runecutter Abilities:

Level	Base Attack	Fort Save	Ref Save	Will Save	Radicals Learnable	Staves per Radical	Maximum Staves	Special	Max Stave Level
21	+11/+6	+4	+3	+4	9	8	52	-	10
22	+11/+6	+5	+4	+5	10	9	54	-	10
23	+12/+7	+5	+4	+5	10	9	56	Bonus Feat	10
24	+12/+7	+6	+5	+6	10	9	58	-	10
25	+13/+8	+6	+5	+6	11	10	60	-	11
26	+13/+8	+7	+6	+7	11	10	62	Bonus Feat	11
27	+14/+9	+7	+6	+7	11	10	64	-	11
28	+14/+9	+8	+7	+8	12	11	66	-	11
29	+15/+10	+8	+7	+8	12	11	68	Bonus Feat	12
30	+15/+10	+9	+8	+9	12	11	70	-	12

Calculate values for levels above 30 at the same rates as in this table.

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### Exclusive Epic Runecutter Feats:

Feat Name	Description	Prerequisites
Assimilate Stave	With a Dweomercraft Check against DC 25 + Stave Level, the runecutter can read another stainer's non-epic stave, understand it and duplicate it without research. This feat is not available for epic level staves.	Epic Runecutting
Create Complex Stave	This feat can be stacked. For each instance, one more radical than the ordinary limit of three can be bound in a stave. For each successful use with non-epic staves, the runecutter must make a successful Dweomercraft check against DC 20. Rules for epic staves are described below. This is separate from the success check for creating a new epic stave.	Epic Runecutting
Enhance Stave	Same as <i>Enhance Spell</i> in ELH, except for runes.	Maximize Stave
Epic Stave Penetration	Same as <i>Epic Spell Penetration</i> in ELH, except for runes.	Greater Stave Penetration, Stave Penetration
Epic Runecutting	See description below.	Epic level runecutter
Improved Heighten Stave	Same as <i>Improved Heighten Spell</i> in ELH, except for runes with Dweomercraft Check against DC 20.	Heighten Stave, Dweomercraft 20 Ranks
Intensify Stave	Same as <i>Intensify Spell</i> in ELH, except for runes.	Empower Stave, Maximize Stave, Dweomercraft 30 Ranks
Master Krin	The runecutter masters the radical Krin with a one-time Dweomercraft check against DC 30. Upon failure, the feat is retained, and a new check can be made with each new runecutter level until success attained.	Epic Runecutting
Master Sæma	The runecutter masters the radical Sæma with a one-time Dweomercraft check against DC 40. Upon failure, the feat is retained, and a new check can be made with each new runecutter level until success attained. Double use of the Sæma radical makes the sending by another being possible, if a Dweomercraft check against DC 40 succeeds for the runestone.	Epic Runecutting
Research Radical	See description below.	Epic Runecutting
Spell Resistance	Grants Spell Resistance with a value equal to Dweomercraft ranks.	Epic level runecutter
Stave Resistance	Grants Stave Resistance with a value equal to Dweomercraft ranks.	Epic level runecutter

**Bonus Feats:** The epic runecutter gains a bonus feat for every three levels above level the 20<sup>th</sup>. Available are a combination of feats that strengthen the runecutter's class abilities and feats that help the runecutter defend himself or herself in threatening times. The bonus feats must be selected from the following list. Feats in *italic* are described in the *Epic Level Handbook*. Others are described on the previous page.

*Armor Skin*, Assimilate Stave, Create Complex Stave, *Damage Reduction*, *Dexterous Fortitude*, *Dexterous Will*, *Energy Resistance*, Enhance Stave, *Epic Fortitude*, Epic Stave Penetration, *Epic Reflexes*, Epic Runecutting, *Epic Spell Penetration*, *Epic Toughness*, *Epic Will*, *Great Intelligence*, *Great Wisdom*, Improved Heighten Stave, Intensify Rune, Master Krin, Master Sæma, *Permanent Emanation* (runes), Research Radical, Spell Resistance, Stave Resistance, *Tenacious Magic* (runes).

## Epic Runecutting Feat

**Epic Staves** are staves that have powers greater than those of conventional arcane spells of levels 0-9. A runecutter can begin attempting to cut and stain epic level staves once he or she has acquired the feat *Epic Runecutting* and the 21<sup>st</sup> level as a runecutter. However, the game master has the final say as to whether a particular epic staff is allowed in the campaign. The game master also has the option of eliminating all or parts of the *Epic Runecutting* feat completely.

The creation of an epic staff is a two- to three-step procedure. If the runecutter already has mastered all of the radicals required, the staff must be developed and the runes must be cut and stained. If the runecutter has not mastered a radical he or she must research and master it before the preceding steps can be undertaken. This requires the successful use of the *Research Radical* skill described farther below.

**Epic Staff Development** is a time-consuming and expensive process. It is during development that a runecutter determines whether a specific staff is within his or her ability. The basis of that determination lies in the epic staff's Dweomercraft DC.

An epic staff, like all others, must be developed of individual parts, i.e. radicals. Unlike lower level staves, the epic staves also have connecting pieces called factors. Each radical has a basic Dweomercraft DC for epic use, and every factor has a Dweomercraft DC adjustment. When a desired staff is developed, the runecutter spends the time and resources needed to bind the power of the Weave into his or her runes.

The Dweomercraft of all applied radicals and the DC adjustments of all factors are added, to determine the final success DC for Dweomercraft to *define* the staff. If the runecutter has mastered a staff, he or she can begin cutting it into runestones and staining it. The successful cutting and staining of epic staves is not, however, automatic. The runecutter must make a Dweomercraft check for each epic runestone cut. The DC of the Dweomercraft check is equal to 75% of the DC of the success check for definition.

If a new runestone fails its Dweomercraft check, it should be destroyed immediately. Such runestones are magically instable and can lead to any number of undesirable effects (defined by the game master).

**Staff Slots:** The epic runecutter has a number of open epic staff slots equal to one-fourth his or her ranks in the non-epic skill *Knowledge (runic arcana)*.

**Resource Cost:** The development of an epic staff uses raw materials costing a number of gold pieces equal to 9,000 x the final Dweomercraft DC of the epic staff being developed. Such resources usually are precious metals and gems that are consumed in the process.

## Dweomercraft DCs for Epic Use

Radical	Dweomercraft DC	Radical	Dweomercraft DC
Bannfæra	15	Mrin	15
Breyta	20	Olor	5
Bura	10	Raugh	20
Darh	15	Rorn	20
Deladar	15	Sæma (epic only)	35
Donnar	5	Sonn	5
Dvergr	10	Splendarr	10
Elding	15	Tap	15
Elh	10	Thuldul	15
Findar	15	Uugh	25
Heimför	20	Vernd	10
Igh	15	Vindur	5
Is	10	Vudd	25
Krin (epic only)	30	Wurn	5
Lifr	20	Xoth	20
Logh	5	-	-

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### Epic Stave Factors

Factor	Dweomercraft DC Modifier
Quickened Rune	+28
Contingent on Specific Trigger	+25
Increase Duration by 100%	+2
Permanent Duration	x5 (apply this factor last)
Increase Range by 100%	+2
Increase Rune's Saving Throw DC by +1	+2
Gain +1 Bonus on Check to Overcome Spell Resistance	+2
Gain +1 Bonus on Level Check to Defeat Foe's Unweave Effect	+2
Increase Damage by 1 Step (d20 Maximum)	+10
Backlash 1d6 points of Damage During Cutting and Staining (Max d6 = runecutter's HD x 2)	-1
Decrease Damage Die by 1 Step (d4 Minimum)	-5

**Development Time:** Developing an epic stave requires one day for each 25,000 gp in resources required to develop the spell, rounded up in whole days.

**XP Cost:** To develop an epic stave, the runecutter must spend 1/25 of its resource price in experience points.

**Adding Radicals:** When two or more radicals are combined in an epic stave, their base Dweomercraft DCs are added together. Both contribute toward the stave's final Dweomercraft DC. The feat *Create Complex Stave* and additional checks are required to combine more than three radicals.

**Determining School:** The school of the epic stave is that of its lead radical.

**Rune Resistance/Spell Resistance:** Creatures with natural spell resistance automatically gain rune resistance of the same level. Creatures who do not normally have Spell Resistance but who have attained it through magic gain Rune Resistance at the same level as Spell Resistance or at the level of the Dweomercraft value of the original caster for rune magic, whichever is *lower*. If the spellcaster has no points of Dweomercraft devoted to rune magic, the creature has no Rune Resistance.

**Approval:** The runecutter must show his or her game master his or her epic stave development draft and gain the approval of the game master. If the game master does not approve, the epic stave cannot be developed. However, the game master should explain why the stave wasn't approved and possibly offer suggestions on how to create an epic stave that will pass muster.

### Research Radical Feat

Faerûnian legends and lore document clearly that there are more than the 31 radicals listed in this campaign guide. There are a few ancient longbeard NPC runestainers in Faerûn who have not forgotten these radicals. Within the scope of the *Northern Journey* adventure, some of them can be found among the Goldhammer Clan in the halls of Nupung, a part of the ancient Ammarindar kingdom, and in the depths of Hillsafar Hall in Vaasa, despite the fact that most sages contend that the Hillsafar dwarves never had access to runic magic.

Radicals that no longer are known to a runecutter or all of the other runecutters of his or her clan are considered to be *lost*, at least as far as that runecutter or clan is concerned. To be used, they must be *found* again, and this is a matter of research of a type that can be conducted only by the greatest master runestainers, in other words, those of epic level. Although all possible radicals already exist, it is possible that some radicals *never yet* have been discovered in the many ages of Faerûn.

To understand the process of researching radicals, the epic runecutter must know precisely what a radical is and what it is not. Lay dwarves and members of other races who have seen the work of runestainers but who know little about their art often assume that master runecutters create radicals. Nothing could be farther from the truth. All possible radicals already exist, unless, of course, some alien element of power were to come to Faerûn and bring with it a new, heretofore alien element with a radical of its own.

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A radical is an integral part of the element whose power or properties it represents. The moon radical *Splendarr* is written within the light of the moon. It was not created by dwarves or anyone else and placed within moonlight. Rather, it is an essential part of moonlight, a series of straight and curving lines that represents the *true name* of the power of moonlight. A runecutter understands that *Splendarr* is his name for the radical, and the radical is the *true name* of the power of moonlight.

*Igh*, the honor radical, also is an elemental true name. *Igh* is the essential part of the dwarven spirit that creates the dwarven sense of honor. The radical is a series of lines that represent the *true name* of the element of honor within the dwarven spirit. A runecutter who does not know the radical *Igh* must thoroughly understand the dwarven spirit and its basic element of honor before he or she can find *Igh*, just as he or she must thoroughly understand the power of moonlight before he or she can find *Splendarr*.

There are several possibilities for rediscovering a lost radical:

- A runestainer may encounter another runecutter who already knows the missing radical. In this case, the second runecutter can teach the radical to the first, who can learn it just as he or she would learn one of the 31 known radicals. The skill *Radical Research* plays no role in this process, because the *lost* radical already has been found without research. The runecutter must merely learn it.
- In most cases, a runecutter will begin with the concept of a stave he or she wishes to define but find that there is no suitable combination of radicals that will achieve his or her goal. The runecutter then must either abandon his or her stave definition (a non-epic runestainer has no other choice) or attempt to research and find the missing radical(s) that is (are) necessary.
- Occasionally, a runecutter might be exposed to a dwarven stave that includes a radical that is heretofore unknown to him or her. He then can learn the radical by beginning with its rune and studying it, to learn the element whose true name it is.

The first possibility listed above need not be further explored here. The last two possibilities are germane to the *Radical Research* skill.

**Beginning with No Information:** As one can imagine, the use and application of the skill *Radical Research* is a difficult process for the PC, the player, and, to a certain extent, the game master. This is particularly the case with the second possibility listed above, when the runestainer must start his research with no information whatsoever.

In gaming terms, the player of a runecutter planning to apply the skill *Radical Research* must begin by giving his or her game master a thorough description of the properties of the radical his or her PC is seeking. The game master must decide if such a radical exists at all, and if it does, the game master must fully develop this radical, in order to make the necessary decisions about what the runestainer might discover.

The runecutter finds his radicals in the power of such elements as the moon and stars, the forces within the elements of earth, water, fire and wind, and the dwarven spirit, etc. When a runestainer begins with no information at all, he or she must determine whether such a radical exists.

This is the first stage of his or her research. The research must be conducted during a period of full moon, in the mouth of an open cave, with a constantly burning fire and an urn of pure water from the depths of a mountain. The cave's opening must face in a direction that will allow at least some direct moonlight to fall upon the runecutters' workbench at night and at least some direct sunlight to fall upon it during the day.

The cave may be guarded by others, but no intelligent being may come within 100ft/30m of the cave until the runecutter has finished his work. If this condition is violated, the runecutter must wait until the next full moon and begin his or her work anew.

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Before the research starts, the runestainer must prepare a workbench with a top of natural stone in which he or she has cut and stained the runes of the four prime elemental radicals - *Logh* (Fire), *Olor* (Toril), *Wurn* (Water) and *Vindur* (Air), which are the roots of all other radicals. The runestainer must place gemstones with a combined value of 1,000 gp and also mixed precious metals with a combined value of 1,000 gp upon the rune-inscribed workbench. These will be consumed by his or her magic. The runecutter also will pay 1,000 XP.

The work begins at midnight two days before the full moon and continues through those days of the rising moon, the day when the moon reaches its zenith and on through the first two following days of a descending moon. From that time on, the runestainer meditates upon all of the elements that he or she might search in pursuit of the radical. During this time, the runecutter may make minor interruptions in his or her work to eat, drink and the like.

Three hours before the moon reaches its zenith, the runecutter must begin a chant of his or her own making and continue to sing it for six hours, until three hours after the moon has reached its zenith. During this time, no interruptions may be made. At the moment the moon reaches its zenith, the gems and precious metals will be completely consumed and the experience point loss occurs.

At this time the runecutter also must make a Dweomercraft check, to determine the outcome of this first phase of the research. The DC must be determined by the game master. It is three times the Dweomercraft DC that the game master has assigned to the radical being sought, if he or she determines that such a radical does exist. However, the runecutter does not yet learn the result at that time.

For the remaining days, the runecutter meditates again, as earlier, but this time he or she focuses upon the information and knowledge he or she possesses. At the end of this time, based upon the result of the Dweomercraft check, the runecutter comes to one of the following conclusions:

- The radical exists, and he or she knows what its element is, whether it is a prime, subset or unique radical and its school of magic. (The Dweomercraft check was successful.)
- The radical exists, but the runecutter has not succeeded in gaining additional information about it. He or she may research the radical again after gaining a new level as a runecutter. (The Dweomercraft check was unsuccessful.)
- The radical does not exist. No other research is worthwhile. (The game master has determined that there is no such radical.)

If the first phase of research was successful, the runecutter can decide whether he or she wishes to continue with the second phase of research immediately or wait until he or she has more experience and more ranks in Dweomercraft. This is an important decision, because the Dweomercraft check for finding a lost radical can be beyond the abilities of an epic runecutter in the beginning epic levels.

The Difficulty Class for Dweomercraft checks will be extremely high if the runecutter is seeking a radical that the game master determines to be unique. *Krin* and *Sæma* are the only unique radicals mentioned in any known dwarven lore, but there may be others, perhaps some that never have been discovered yet in the history of Faerûn.

The Difficulty Class for Dweomercraft checks will be high if the runecutter is seeking a radical that the game master determines to be a prime radical. There is old dwarven lore mentioning prime radicals of nature (*Nattura*) and non-dwarven folk (*Okunnug*), but little is known of them, if indeed they do exist. And, of course, there may be other lost or still undiscovered prime radicals.

If the runecutter does proceed immediately or soon, he or she must gather new materials and gain as much knowledge as possible of the element of the new radical. The next active phase of research again is at the time of a full moon. The same sequence of days and the same setting must be used. For this phase, the runecutter must sacrifice gems and precious metals in the value of 5,000 gp each. The XP cost also is 5,000 points.



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**Dweomercraft Difficulty Class:** The game master must calculate the DC for the Dweomercraft check of the first research phase as follows:

- Subset radical: Dweomercraft DC of the found radical + 20.
- Prime radical: Dweomercraft DC of the found radical + 40.
- Unique radical: Dweomercraft DC of the found radical + 70.

At the end of this phase, the runecutter either has found and mastered the lost radical, or he or she has failed. In the latter case, the runecutter can repeat the second phase from start after gaining a new level as a runecutter. The knowledge gained from the first phase remains. The first research phase need not be repeated.

The game master must calculate the DC for the Dweomercraft check of the second research phase as follows:

- Subset radical: Dweomercraft DC of the found radical + 10.
- Prime radical: Dweomercraft DC of the found radical + 30.
- Unique radical: Dweomercraft DC of the found radical + 50.

**Beginning with a Found Stave:** There may be some runecutters who have gained their class through magic or a divine gift, but they are a rare exception. Most runecutters gain their class through hard work and experience. These runecutters learn their skills at the beginning at the hands of a master runestainer who serves as their teacher.

If a runecutter encounters a stave with a radical that is unknown to him or her, the most logical thing to do is to discuss the radical with his or her teacher, who may be able and willing to teach his or her student the meaning of the rune. However, a runecutter is not always able to talk with his teacher, and it may be that the teacher doesn't know the radical either. In this case, if the runecutter wishes to learn it, he must resort to *Radical Research*, but this time from the *outside in*.

This process is possible only if the runecutter first makes a highly accurate sketch of the rune he or she wishes to research (or does the research with the original immediately at hand). The same setting is needed for this research as for the case where the runecutter is seeking a radical he or she has not seen.

In this case, however, only one day is required for the research. As in the previous case, the cave must have direct sunlight by day and direct moonlight by night, the workbench must be prepared in the same manner, and a day when the full moon reaches its zenith must be chosen.

The research must begin at sunrise on the last morning before the full moon reaches its zenith. During the daytime hours, the runecutter must concentrate completely upon the radical's rune, merging his or her mind with the rune's flow and absorbing but not attempting yet to understand, interpret or apply the knowledge the rune impregnates into his or her mind.

At sunset, the runecutter ceases to concentrate upon the rune. The runestainer refocuses his or her thoughts upon the knowledge that has been imparted and attempts to link the elements of that knowledge together. Once the full moon reaches its zenith, the runecutter ceases meditating. He or she places the necessary gems and precious metals upon the workbench, where they are consumed by the magic.

The price of such research is 3,000 gp worth of precious metals, 3,000 gp worth of gems and 3,000 XP. At the zenith of the full moon, the Dweomercraft check is made, but the results are not yet known to the runecutter.

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The game master must calculate the DC for the Dweomercraft check as follows:

- Subset radical: Dweomercraft DC of the found radical + 15.
- Prime radical: Dweomercraft DC of the found radical + 30.
- Unique radical: Dweomercraft DC of the found radical + 60.

After the full moon has passed its zenith and begun its descent, the runecutter must enter a long, meditative sleep until dawn. At that time, he or she will understand the result of the research. It will take one of two forms:

- The runecutter finds and masters the lost radical.
- The runecutter fails. In this case, he or she may repeat the research after gaining a new level as a runecutter.

**Research Results with Unique Radicals:** If a runecutter finds a new unique radical (such as *Sæma* or *Krin*), he or she automatically and immediately gains the bonus feat *Master (Radical Name)*. This feat then will be added to the catalog of feats available in your campaign. If a runecutter successfully researches as a lost spell *Sæma* or *Krin*, he or she automatically gains the feat *Master Sæma* or *Master Krin*, as applicable, as an extra bonus feat. These feats do not count against the regular bonus feats earned by a runecutter.

**RANGER, HUNTER OF HERNE** (evil ranger)

**RANGER, SWAMPLORD OF TALONA** (evil ranger)

**Unofficial Class Extension**

The *Swamplord of Talona* is by and large an evil ranger, as described in the *D&D 3E PHB*, who worships Talona, the goddess of poison. The Swamplord is a protector and harvester of the plant and animal sources that yield poison or carry disease in the swamp. Swamplords are known to be active only in the Trader's Bay area of Impiltur. A Swamplord usually tends to focus upon intruders as his primary prey, but he also hunts animal and monster prey that may damage the sources of illness and poison that are sought by the clerics he serves. A Swamplord working in the area of the Talontar temple he serves often also hunts to provide food not only for himself but also for his clerics.

**Epic Swamplord**

None are known to exist, but if a Swamplord were to reach epic level, he or she would use the standard rules for evil rangers.

## SPECIALTY PRIEST

### Unofficial Prestige Class

There is a substantial difference between this new prestige class and the official prestige classes defined to date by WotC. Ordinarily, a character works his way up to middle level in another class, until he or she can fulfill the requirements necessary for the prestige class. At that time, the prestige class is gained as an additional class. The character begins the prestige class in the first level and is, as of that point, a multi-class character.

The opposite is true with the FR specialty priest. He or she begins his or her career as a specialty cleric in the faith of a single deity, according to the *D&D Player's Handbook*, and then, through special dedication to this deity, somewhere at middle level, may have the opportunity to elevate his or her clerical calling as a specialty priest or priestess rather than as a simple cleric. In elevation to the priesthood, the character's existing levels as a cleric are lost and replaced by the same levels as a specialty priest.

If, for example, a 6<sup>th</sup> level priest of Ilmater, upon reaching the 7<sup>th</sup> level, is *called* by Ilmater to the priesthood, then he or she no longer is a cleric but rather a 7<sup>th</sup> level specialty priest of Ilmater.

There are certain requirements necessary for a game master to be able to use this special prestige class. With it, most of the Realms-specific texture and color of specialty priests and the religions they represent in *Faiths & Avatars*, *Powers & Pantheons* and *Demihuman Deities* are restored to your campaign. But you need these sourcebooks to have the information necessary to implement this prestige class. All three are available as ESD downloads.

While the specialty cleric is a servant of his or her deity, guided by his or her Wisdom toward realizing the goals set by his or her god, the specialty priest is the very foundation of his or her church. He or she builds the church, administers it, defends it, reaffirms the faith of its believers and seeks new faithful. The specialty priest is the ambassador and evangelist of his or her deity. His or her Wisdom comes from unfaltering faith; his or her Charisma is the personal ability that decides whether his or her religious life succeeds or fails.

The key requirement for the priesthood is active work on the cleric's part to at least spread the *principles* of his or her faith. According to the *D&D 3E* rules, PCs do not have the right to choose multiclassing in a prestige class. This is a privilege that is offered to the PC (by the game master) rather than a right that a player can claim for his or her character. This is the reason that official prestige classes are defined in the *Dungeon Master's Guide* and not in the *Player's Handbook*.

A cleric cannot choose to become a priest; he or she must be *called* to the priesthood by his or her deity. In terms of game mechanics, it's the game master, of course, who issues this call on behalf of the deity. If the call is issued, a PC should have the right to decline, if he or she does not consider himself or herself up to the calling.

Only those specialty clerics are called to the priesthood who, in their roleplaying, frequently and consistently advocate and champion the principles of their deity and the cause of their church. If you have a specialty cleric who's basically a combat machine with spells and a mace, morning star or hammer, who pays only lip service toward advance of his or her faith, he or she may be serving his or her deity well as a cleric, but he or she will not be called to the priesthood.

Once a specialty cleric is consecrated as a specialty priest, the deity will expect him or her to lead a focused and concentrated life in the priesthood, working unswervingly to realize the church's goals and to stimulate others to adopt these principles.

This does not mean that a specialty priest (or a specialty cleric aspiring to become one) should be allowed to burden your campaign with overdoses of roleplaying evangelism, but rather that the priest (or aspirant) should promote his or her church's causes and goals by leading a model life, as the church understands it, and in pointing out to others why successes are in part the result of pursuing his or her church's goals and upholding its principles.

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Because a priest is expected to be concentrated and focused in his or her pursuits, he or she exercises his or her abilities in a manner different from clerics. The most important ability of specialty priests is Charisma, necessary to successfully convey the message of the church.

Unlike clerics, specialty priests do not need to pray for their new non-domain spells each day, only for domain spells. Priests, somewhat like sorcerers, have an inherent, divine ability to call upon their non-domain spell powers. Also like sorcerers, they must pick a list of non-domain spells that they know, and they can use non-domain spells only from this list.

This does not free the specialty priest from the obligation to pray to his or her deity, but only 10 minutes prayer are necessary for domain spells, in comparison to an hour of prayer for a cleric. The specialty priest is free to choose his or her own time of prayer daily, independent of non-domain spells.

*F&A*, *P&P* and *DD* define the specialty priests of some gods as being druids or rangers. Druids also can become specialty priests under these rules, but they retain their druidic abilities. Rangers will continue to be handled as rangers under these rules and not as specialty priests.

- **Hit Die:** d8

### Requirements:

- **Race:** As defined in *F&A*, *P&P* and *DD*
- **Current Class and Level:** Specialty Cleric of lvl 5 or higher, upon reaching *at least* Level 6
- **Base Attack Bonus:** Use the table for clerics or druids, as applicable
- **Skills:** Concentration 8 Ranks, Diplomacy 4 Ranks, Knowledge (Religion) 8 Ranks.
- **Feats:** No specific feats required.

### Class Skills:

The specialty priest's class skills are those of a cleric or a druid, depending upon how he or she began his or her career.

- **Skill Points at 1<sup>st</sup> lvl:** Not applicable. 1<sup>st</sup> lvl is as a cleric.
- **Skill points at each additional level as *Priest*:** 4 + Int modifier.

If a 2E non-weapons proficiency is listed as required in *Faith & Avatars*, *Powers & Pantheons* or *Demihuman Deities*, it is considered a full skill for that specialty priest, not a cross class skill. If *Faith & Avatars*, *Powers & Pantheons* or *Demihuman Deities* defines a bonus 2E non-weapon proficiency, it is a free skill with a bonus of 2 in addition to any other bonuses available.

### Class Features:

- **Weapon and Armor Proficiencies:** As defined in *F&A*, *P&P* and/or *DD*. If these publications define a weapon proficiency not normally available to a cleric, he or she gains this proficiency as a free feat.
- **Spells Per Day/Spells Known:** The list below shows the number of non-domain spells known to a specialty priest. All healing spells always are available, as for a cleric, and need not be included in this list. The priest chooses his or her own non-domain spells from the list of available spells plus special spells in *Faith & Avatars*, *Powers & Pantheons* and *Demihuman Deities*. Once a spell is chosen, the list cannot be changed, except for the addition of new spells. The specialty priest can use one domain spell of each level daily. He or she can choose different domain spells each day. Druid specialty priests also use these tables.

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	Non-Domain Spells Known to the Priest per Level:									
Priest Level	0	1	2	3	4	5	6	7	8	9
6	8	3	3	1	-	-	-	-	-	-
7	8	4	3	2	1	-	-	-	-	-
8	8	4	3	3	2	-	-	-	-	-
9	8	4	4	3	2	1	-	-	-	-
10	9	4	4	3	3	2	-	-	-	-
11	9	5	4	4	3	2	1	-	-	-
12	9	5	4	4	3	3	2	-	-	-
13	9	5	5	4	4	3	2	1	-	-
14	9	5	5	4	4	3	3	2	-	-
15	9	5	5	5	4	4	3	2	1	-
16	9	5	5	5	4	4	3	3	2	-
17	9	5	5	5	5	4	4	3	2	1
18	9	5	5	5	5	4	4	3	3	2
19	9	5	5	5	5	5	4	4	3	3
20	9	5	5	5	5	5	4	4	4	4

The following table shows how many non-domain spells can be used daily by a priest. The number of useable spells must be further modified by the Charisma-Bonus, together with Table 1-1 in the *D&D Player's Handbook*. In addition to these spells, the priest also can use one domain spell of his choice per level per day in each level for which he or she is untitled to at least one non-domain spell.

	Non-Domain Spells Useable per Day Without Charisma Bonus - Level:									
Priest Level	0	1	2	3	4	5	6	7	8	9
6	7	5	5	3	-	-	-	-	-	-
7	8	6	5	4	3	-	-	-	-	-
8	8	6	5	5	4	-	-	-	-	-
9	8	6	6	5	4	3	-	-	-	-
10	8	6	6	5	5	4	-	-	-	-
11	8	7	6	6	5	4	3	-	-	-
12	8	7	6	6	5	5	4	-	-	-
13	8	7	7	6	6	5	4	3	-	-
14	8	7	7	6	6	5	5	4	-	-
15	8	7	7	7	6	6	5	4	3	-
16	8	7	7	7	6	6	5	5	4	-
17	8	7	7	7	7	6	6	5	4	3
18	8	7	7	7	7	6	6	5	5	4
19	8	7	7	7	7	7	6	6	5	5
20	8	7	7	7	7	7	6	6	6	6

Charisma determines how powerful a spell a specialty priest can cast and how many spells the priest can cast daily, based upon the spell tables. To cast a spell a priest must have a charisma score of 10 + the spell's level. A priest also gets bonus spells based upon charisma. High charisma and wisdom scores influence the priest's ability to turn undead, while strength, dexterity and constitution determine his or her combat abilities.

### Special Abilities:

- As in *Faiths & Avatars*, *Powers & Pantheons* and *Demihuman Deities*, when not in conflict with *D&D 3E* rules.
- Base Attack Bonus and Saving Throws are based on the table for clerics or druids, depending upon the priest's original class.

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- **Domains:** The game master can use the domains defined in the *FRCS* and other *FR 3E* products, however, we suggest that the game master instead analyze the religious focus defined for various deities in *Faiths & Avatars*, *Powers & Pantheons* and *Demihuman Deities* and then create his or her own list of available domains, based upon that research.
- **Specialty Spells:** *F&A*, *P&P* and *DD* list additional spells available only to specialty priests of the given deity. A specialty priest also may chose his known non-domain spells from this list, provided they are compatible with *D&D 3E* rules. Incompatible spells are simply ignored.
- **Turning and Rebuking Undead:** *F&A*, *P&P* and *DD* define whether a specialty priest of a certain god can turn or command undead or both, If a specialty priest is listed in these books as having the ability to command undead, he or she can rebuke undead under the *D&D 3E* rules. The definitions in *F&A*, *P&P* and *DD* are decisive in this case. The number of times a priest can turn or rebuke in a day's time is equal to 3 + Wisdom Modifier + Charisma Modifier. If the source books give the priest neither the power to turn nor the power to rebuke, he does not have these powers.
- **Chaotic, Evil, Lawful and Good Spells:** Same rules as for clerics.
- **Extra Turning:** Same rules as for clerics. Some specialty priests also have additional bonuses, as defined in *Faith & Avatars*, *Powers & Pantheons* and *Demihuman Deities*.
- **Bonus Languages:** As for clerics or druids, depending upon the priest's original class.

### Epic Specialty Priest

Use the same rules as for Epic Clerics, but retain Charisma rather than Wisdom as the key ability.

## 5. Magic Items

### AMULET OF ALIGNMENTS

The amulets are made by Fzoul Chembryl in Zhentil Keep and magi of the Iron Throne to help disguise alignments. They shield against all attempts to determine the wearer's true alignment and give the cleric or other person scrutinizing the wearer's alignment the information that the wearer is of an alignment designated by the maker. Anyone attempting to magically determine a wearer's alignment and who is suspicious that he or she is being deluded can overcome the amulet's effect with a successful wisdom check against DC 35,

*Caster level:* 12. *Prerequisites:* Craft Wondrous Item, 12<sup>th</sup> level cleric. *Market Price:* 9,000 gp. *Weight:* -.

### AMULET OF CONTROL OVER UNDEAD

Such amulets once were made by the church of the dead god Myrkul, and they are becoming increasingly rare, not only because Myrkul is dead but also because clerics of Kelemvor have been doing their best to find and destroy these items. Most known amulets are in the hands of Cyric's strifeleaders, who lost their normal ability to command undead when Cyric lost Myrkul's portfolio of death to Kelemvor. The amulet has two powers: It gives a cleric who uses it the ability to command undead at the same level as a cleric of his step normally can turn undead (also when the cleric normally is unable to either turn or command undead), and it gives the cleric the ability to activate all restless souls within 100 feet/30m of the cleric's own location as temporary undead. These undead vanish upon command of the cleric, or when he steps outside of the 100-foot/30 m area of control. The cleric who uses the amulet cannot command the temporary undead to leave the area of control. The cleric cannot awaken more undead than the number of restless souls already in the area of control. He can awaken skeletons and zombies only if corpses or immobile skeletons are physically present. The spell cannot conjure ghouls, ghasts, mummies, vampires, liches or special types of undead. To determine the number of available restless souls who can be awakened, the cleric must roll 1d20, as they he were trying to turn undead. The result determines how many undead of which kind were awakened, subject to the restrictions listed above.

*Caster level:* Since the death of Myrkul, the ability to craft this item is lost. *Weight:* -.

### AMULET OF THE ASTRAL VAULT

This is believed to be a unique item. The only known *Amulet of the Astral Vault* was a product of ancient Narfelli magic. It was given by the great Archmage Kiriagoth the Occularum to the Mucklestones Druids of the Great Dale and still is in their possession. The person who possesses the amulet can use it to shift an area 1 mile/600m square to the astral plane. The amulet can hold only one area on the plane at any given time. If the possessor wishes to change the shifted area, the first area must be brought back to the prime material plane before the second can be shifted to the astral. The possessor of the amulet also can touch other persons with the amulet, giving them the power to travel to the area that has been shifted to the astral plane. To do this, the person must enter the area on the prime material plane where the shifted area originally existed. The person then shifts immediately to the astral location. One can return easily to the prime material plane simply by walking out of the shifted area. To leave the shifted area on the astral plane without leaving the plane as well, one must have special arcane or divine magical abilities allowing astral travel. Once the amulet has shifted a location to the astral plane, only an absolute void and a magical memory of the shifted location remain at the original location on the prime material plane. Because this is a magical memory, nothing within it changes or can be changed. If a person enters the void and attempts to change something within the magical memory, his or her mind will briefly perceive the change as having taken place, but within the minute, the mind again will reject this perception and perceive the true memory anew, negating whatever change the person thinks he or she has made.

*Caster level:* This is a magic item created by Narfelli magi. It is believed to be of 10<sup>th</sup> level magic. The secrets of its crafting are lost. *Weight:* -.



## BEADS OF BREATH

These magic items are created by high priests of the goddess Tiamat. There are five *Beads of Breath* that can be created. Usually, the priests and priestesses create a set of all five beads and bind them with clasps to necklaces, ready for removal and use. It has been reported that some of the Dragon Queen's highest clerics even wear necklaces with 15 beads - three of each kinds.

These beads capture the essence of one breath weapon blast from a young adult chromatic dragon and can recreate that blast in two different ways. There are beads for each of the five chromatic dragon colors.

Two important ingredients are necessary to create these beads. The first is a 4oz/100g gem that bears the magic. The second is 1oz/27g of remnants from a dead victim of a breath weapon attack from a young adult dragon of the appropriate color. The colors of the beads, the type of jewels necessary, the damage done, the Reflex Save DC and the requisites are listed in the following table.

Color	Jewel	Damage	Reflex Save DC	Requisites
White	Polished Quartz	5d6 freezing cloud	20	Strong evocation and transmutation, CL 16, Craft Wondrous Item, 10 ranks in Knowledge (Religion), 5,000 gp, 10,000xp, 8 oz/200g.
Black	Black Pearl	10d4 pool of acid	21	Strong evocation and transmutation, CL 17, Craft Wondrous Item, 12 ranks in Knowledge (Religion), 10,000 gp, 10,000xp, 8 oz/200g.
Green	Emerald	10d6 cloud of acidic gas	22	Strong evocation and transmutation, CL 18, Craft Wondrous Item, 14 ranks in Knowledge (Religion), 15,000 gp, 10,000xp, 8 oz/200g.
Blue	Blue sapphire	10d8 poles of lightning	23	Strong evocation and transmutation, CL 19, Craft Wondrous Item, 16 ranks in Knowledge (Religion), 20,000 gp, 10,000xp, 8 oz/200g.
Red	Ruby	10d10 bed of fire	24	Strong evocation and transmutation, CL 20, Craft Wondrous Item, 18 ranks in Knowledge (Religion), 25,000 gp, 10,000xp, 8 oz/200g.

It is reported that some priests and priestesses in the Tiamatist faction of the Dragon Cult have attempted to create higher powered *Beads of Breath*, but that the results have been unstable to date. Some speculate that this may be due to Tiamat's still limited power in Faerûn and the fact that she has spread herself thinly in the Realms with three avatars.

The beads can, of course, be made at lower levels of power than young adult, and such lower powered beads were indeed made briefly, until the priests learned to craft beads of the current level. However, the Tiamatist priests and priestesses who craft such beads are not believed to have any shortage of the necessary resources, and therefore, it is said that they no longer craft beads of lower power levels.

These beads can be used as a short ranged weapon with an increment of only 3ft/80 cm. Persons who observed such attacks claim that a verbal command, *Hail the Dark Queen!*, probably is necessary, because the Dark Scaly Ones always are heard shouting this salute each time they use the beads as weapons.

In this application, it is necessary only to throw the bead at the opponent. No attack roll is necessary, because the bead need not hit the victim but merely land near him or her. As soon as the bead lands, it strikes the victim with a blast of the appropriate dragon breath, as described above. The victim is entitled to the corresponding save for Reflex, as described above. All modifiers the victim may have for a genuine breath attack from a dragon continue to apply. It should be noted that the being that uses the bead apparently is immune to its effects.

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If used as a trap, the bearer of the bead simply places the bead at the desired location and speaks the command described above. When a living being comes within 5ft/150cm (one standard square) of the bead, the bead automatically creates a trap that lasts for 10 minutes. The victim is entitled to the corresponding save for Reflex, as described above. All modifiers the victim may have for a genuine breath attack from a dragon continue to apply. A successful save means that the victim has sidestepped the trap but in most cases it still sustains secondary damage from its proximity. The traps created by the various beads are:

- **White:** A swirling cloud of deadly cold with an average diameter of three squares (15ft/4.5m).
- **Black:** A pool of acid with a diameter of three squares (15ft/4.5m).
- **Green:** A cloud of acid gas four squares (20ft/6m) long and 2 squares (10ft/3m) wide.
- **Blue:** Six iron poles with a height of 6ft/180 cm and a diameter of 4in/10cm in a circular pattern with a diameter of three squares (15ft/4.5m). Electrical arcs spark constantly between these poles.
- **Red:** A pool of fire with a diameter of three squares (15ft/4.5m).

Any possessor of such beads can use them, if he or she knows the appropriate commands. Such beads already have been captured by Wearers of the Purple of anti-Tiamatist factions of the Dragon Cult, and these have been used effectively against pro-Tiamatist cult members.

## BLOODSTONE TALISMANS

The talismans are a set of 23 magical figurines modeled to resemble their bearers, with each holding an ensorcelled bloodstone. Panus Anghelkhus, court mage of the Bloodstone Kingdom, created the talismans. He modeled them after Impiltur's legendary Scrying Stones of Myth Drannor, although the talismans are much less powerful than their Impilturian model.

The basic property of the talismans is their ability to allow the wearer to communicate telepathically with the bearers of other talismans. The talismans all can communicate with all of the others. Each talisman also is keyed by magic to its intended user. It is useless in the hands of another. Details on the current bearers can be found in *Bloodstone*, Part 7 of *Northern Journey*.

Along with the talismans, Anghelkhus presented Bloodstone King Gareth with a thin, magical, leather-bound book of vellum-inscribed pages containing a spell needed to change the identity of a talisman's bearer. The magical script is similar to that of a magical scroll, except that the text is inscribed permanently and can be used again and again. With the magical book, court magi can pass the talismans on to future bearers.

*Caster level:* 25th. *Weight:* -.

## CANDLE OF POSITIVIZATION

This is a plain, white magical candle 20 inches/50 cm long and 2 inches/5 cm thick. It can be lighted and extinguished at will. The candle will burn for a total of 40 hours before it is fully consumed by flame. If the burning candle is placed in a closed room no larger than 40 by 40 feet/12 x 12m, it will bar all undead from entering. The candle cannot be ignited in the immediate presence (within 30 feet/9m) or within sight of undead.

*Caster Level:* 5<sup>th</sup>. *Prerequisites:* Craft wondrous item, *endurance*, *Market Price*; 4,500 gp. *Weight:* -.

## CROWN OF TELEPATHY

This ancient Narfelli magical item allows the wearer to receive the thoughts of the who open their minds to him or her in clearly spoken words. It was used by the Narfelli to secretly communicate thoughts in the presence of strangers. Only one example is known to exist today; it is in the hands of the Duke of Uthmere in the Great Dale. The crown is a golden ringlet without decoration or jewels.

*Caster level:* This is a magic item created by Narfelli magi. It is believed to be of 10<sup>th</sup> level magic. The secrets of its crafting are lost. *Weight:* 2 lbs./1 kg.

## CRUTCH OF ST. PANNAS

See *Holy Relics* under Ilmater and his Church by Jeffrey David Bray

## CRYSTAL BALL OF OBSERVATION

Probably only a few of these crystal balls, which are the exclusive creation of the epic diviner, Prince Quillan of Damara, exist. In most respects, these crystal balls are identical to a *Crystal Ball of True Seeing*, as described in the *DMG*. However, they also have two additional properties:

- The user can focus the crystal ball upon a certain goal, and it will observe that goal without concentration or even the presence of the mage.
- The crystal ball will record all it has observed. The mage can gaze into it later and see, hear and know all that the ball has recorded. However, this process is possible only once per observation. The "playback" will erase all that the crystal ball has recorded.

Strong divination; CL 15<sup>th</sup>; Craft Wondrous Item, Scrying, other exclusive spell of Quillan, 7 lbs./3.5kg.

## DIMENSIONAL POUCH

This item is the work of combined research by Zhentarim magi in the Citadel of the Raven. It is a somewhat tricky item for other magi to deal with, but at the same time, only moderately difficult to make, because it is formed through the interweaving of lower and middle level spells including magic heretofore known only in Thay and in Shou Lung. The pouches are of various sizes but most are relatively small. They are designed to carry parchments containing magical knowledge or magical items. Such pouches are an extension of the dimensional magic used to make Portable Holes. However, a dimensional pouch is invisible and protected against magical detection. To find a magical pouch, a mage first must dispel the magic that hides its magical aura. The invisibility then must be detected and dispelled. Only at that point can the dimensional magic be dispelled, bringing the pouch and its contents back from the astral plane. Because the essence of the pouch itself shifts to the astral plane, it ways nothing and cannot be detected by physical examination. Dimensional pouches are transported by attaching them to items on the prime material plane that are being transported.

*Caster level:* 14<sup>th</sup>. *Prerequisites:* Craft Wondrous Item, *Plane Shift*, *Negate Aura* (Shou), *Astral Invisibility* (Thayan). *Market Price:* 17,500 gp. *Weight:* -.

## DRAGON RUNE

This magical item results from the use of a spell that was developed within the Cult of the Dragon. The rune is activated as soon as its name is spoken. Once activated, the rune finds a young, chromatic dragon (level 3) that could be native to the environment, in a forest, for example, a green dragon. The dragon will be 3d4+3 years old. The rune is triggered as soon as a creature other than the activator of the rune approaches within 20 feet/6m of the rune.

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At that point, the bonded dragon is automatically teleported to a point in the sky 200 yards/180m above the person who triggered the rune. The bonded dragon is compelled to attack and fight the triggering being for 1d4+3 rounds, at which time it is released from the magic and returned to the place from which it is teleported. Anyone who knows the name of the rune can activate or deactivate it by saying the name of the rune.

Once the rune has been triggered, it disappears permanently. A successful *Dispel Magic* spell also can deactivate the rune, but it will be reactivated as soon as the name of the rune is spoken, even if this occurs accidentally. Once an activated rune is more than 20 feet/6m away from the activator, it again will be triggered.

*Caster Level:* 10. *Scribe Scroll, Imbue With Spell Ability, Summon Dragon I* (Dragon Cult spell). Market price: 1,000 gp. Weight: -.

## ELVEN RING OF SPELL TURNING

Only a small number of these magic rings is believed to have been manufactured in the *Irithlimum*, one of the important wizards schools of old Myth Drannor (also See WotC's *Cormanthyr: Empire of the Elves*, for a description of the school). This ring also differs substantially from the Ring of Spell Turning in the game master's Guide, although like a conventional ring, it has no effect upon magic from wands, staves, rods, rings and other magical items.

It also has no effect against spells delivered by touch. Unlike a conventional Ring of Spell Turning, however, it is effective against area magic not concentrated directly upon the ring wearer, as long as the ring wearer is within the area affected by the spell. The ring also has no effect against divine spells, only against magic spells. The ring cannot differentiate between beneficial magic and destructive magic. When a spell is turned, it is turned completely, together with all side effects. A turned area spell defines its area in relation to the caster just as the area would have been in relation to the ring wearer if it had not been turned.

Victims in the area of effect of the turned spell have the same saving throws etc. as victims within the intended area of effect would have had. Elven Rings of Spell Turning area 100% effective, and no throws are needed to determine backlash effects, as with a conventional ring. The effects when the caster and the target both wear rings of spell turning are wild magi surges determined by the table in *Tome of Magic*. If a victim must be chosen, it is the caster with a roll of 1-50 on 1d100 and the victim with a roll of 51-100. The ring is effective at all times when it is being worn. It deflects all spells used upon it within a single round but remains dormant then for nine rounds, functioning again in the 11<sup>th</sup>, 21<sup>st</sup>, 31<sup>st</sup> etc. rounds.

*Caster level:* The secret of making this ring was lost with the fall of Myth Drannor. *Weight:* -.

## EMPEROR'S STONES OF NARFELL

The *Emperor's Stones of Narfell* are a set of 10 highly magical spheres about which very little is known today. The lost master stone - which is not known to have a name - is a Narfelli artifact. Today, there is no recorded information anywhere in Faerûn on the properties of the master stone. The following information is not available to PCs by any conventional means:

The master stone had great scrying abilities. It gave the emperor the ability to see events in the Narfelli Empire, but what it showed was confusing. Sometimes it showed scenes of the past. Sometimes it showed things that actually were happening. Sometimes it showed events that *might* occur in the future, based upon all of the threads of fate that were being woven at the time. However, the stone did not make clear if it was showing the past, the present or the future.

An emperor of high intelligence and wisdom might be able to ascertain what these threads were and react to prevent or hasten what ever was being shown, but this was a power few Narfelli rulers mastered. However, it's scrying was 100% accurate within 50 feet/15 m of a lesser emperor's stone. A being within the scryed area was not necessarily aware that he or she was being watched.

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The master stone had the ability to send compelling commands to users of the nine lesser stones, commands they would have great difficulty resisting. It also could send the emperor's thoughts to the user of a lesser stone and present the thoughts of the user - involuntarily - to the emperor. The emperor could use the master stone to transmit magic to users of the other nine. In other words, the emperor could give the user of another stone a spell that he or she had not prepared and might not even know or ordinarily be able to use, but he or she would be able to use the transmitted version.

Finally, the emperor could use the master stone at will to call upon and use the individual powers of the other nine, regardless how far removed from Heligonius they were.

The nine lesser stones had common properties of communication. The user of each stone, once he or she had learned to control or steer it, could attempt to communicate with the user of any other stone. It was the nature of these stones that they were *open* unless a user specifically *closed* a stone.

An *open* stone shows the person using it to the user of any of the other stones who wishes to see the user of the specific stone in question, if that person is illuminated. A person using a stone without knowing how to control and steer it well may see users of other stones at random. A person well versed in the use of a stone also can communicate verbally with the user of another stone, and with magic, telepathic exchanges also are possible.

One who understands the stones also can *close* his or her stone, which bars such outside communication between it and other lesser stones. However, the lesser stones cannot be *closed* to the master stone.

No living being in the *Forgotten Realms* knows all of the information presented here, although all of the following information except the status and current location of the stones could be found by someone who did intensive research on this subject for 30 + 10d10 days in the Royal Impilturian Library in Lyrabar.

*Caster level:* No one knows today how to create such stones. *Weight:* See individual descriptions.

- **Master Stone** - The stone still is intact and lies buried today deep beneath the location of the lost Narfelli capital of Heligonius. No one knows today precisely where Heligonius stood, only that it was in the North Country west of the Endless Wastes, some 60 miles/100 km north of Mulptan in modern day Rashemen, not far from the Narfelli-Raumathari border.
- **Kaidûn** - This stone was and still is in Tower Ithfell south of the Narfelli Fortress Vordric-Dun in western Impiltur, however, it was magically hidden by the occupant Narfelli magi before they returned East in the last days of the Narfelli-Raumathari war. You'll find more details on Tower Ithfell in Book 2 of Impiltur, the fifth segment of Northern Journey.

At the top of Tower Ithfell, the privileged few who go there can find the Chamber of the Four Thrones. In the center of this chamber, is a huge circular bed of magically burning coals surrounded by four thrones. These coals have burned since the days when the Narfelli magi occupied the tower. And they burn on today, although no Impilturian mage has yet fathomed their secret.

Strange as it may seem, these coals are nothing but a raveled illusion. Because the Impilturian magi who visited the tower knew nothing of the raveling and unraveling of spells (see the section New Spells here in the Campaign Guide), they never got past the illusion. There is no fire in the tower. Where the fire seems to be there really is a black crystalline globe about 2 feet/60 cm, in diameter, mounted in a wooden framework. This is Kaidûn.

There is no means by which anyone will see or physically perceive the stone without first unraveling the illusory magic that shields it. Because no one has done that to date, the Emperor's Stone remains undiscovered.

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Kaidûn is among the borders stones, which were the most powerful of the lesser stones. A mage who can control it completely can use it to see anything anywhere in the Vast, Impiltur, parts of modern Damara and even areas of the Sea of Fallen Stars. It also can fire a destructive magic bolt similar to a laser beam that can strike anything in range of sight and do 10d20 hp of explosive damage to it. One must remember that the tower stands high, and many targets that are within line of sight are quite distant, regardless of whether they can be seen on any given day.

Weight - 250 lbs./125 kg.

- **Ruhtûhn** - This stone was in the fortified Narfelli city of Handalin, which was on the west side of the inflow to Lake Ashane where today's road from N'Jast to Nathond crosses the inflow. The stone was totally destroyed in the final conflagration between Raumathar and Narfell. It had the ability to create massive illusions out of raveled magic, illusions for example of hosts up to 500,000 men strong.
- **Multarûhn** - This was border stone in the Narfelli fortress tower at Luminyng, which was about 40 miles/65 km north of the road between Immilmar and Mulptan in Rashemen. The stone's properties were identical to those of Kaidûn. Both Luminyng and the stone were totally destroyed in the final devastation of Raumathar and Narfell.
- **Negârhn** - This stone was in the possession of the great wizard K'Ahlob in Dun Tharos in the modern day Great Dale. He hid it in his abandoned dungeon level transmutation laboratory, where it remains intact today. The Nentyarch has not found it, because the passage to the laboratory caved in, although the laboratory itself still is intact. K'Ahlob hid it to prevent the emperor in Heligoniuss from contacting him.

The current location of the stone is at point No. 3 on the map Dun Tharos- Dungeon System, in The Great Dale, part 6 of Northern Journey. It is a crystalline globe six inches in diameter that is constantly filled with moving, luminescent green smoke when not in use. This stone can scry any location within old Auldglom, which includes Rawlinswood, the Trade Route and Lethyr Forest in the Great Dale. It also can teleport up to 1,000 human-sized creatures daily to any destination known to the user.

Weight - 20 lbs./10 kg.

- **Bunlûhn** - This stone was made for and used by the great Narfelli conjurer Turgarth, who had the overall responsibility for summoning the devils that Narfell sent against the Raumathari. The sphere is 12 inches in diameter and stands in a small wooden frame. It is made of black opal.

The main property of Bunlûhn is its ability to open a thread to Baator in the Nine Hells which substantially facilitates the summoning and binding of devils (baatezu). However, Bunlûhn also has unusual scrying properties. A user who understands Bunlûhn and who knows how to control and steer it can scry anywhere within 500 miles/800 km of its own location and find all devils and demons (tanar'ri) who are within the range.

Bunlûhn currently is in the possession of the lich Harbet Gall in Nighthawk Tower in the eastern Great Dale. His tower stands on the site of Turgarth's Věžpeklo Tower. Gall has found the Emperor's Stone in remnants of Věžpeklo's dungeons. However, the lich has only the most rudimentary understanding of the stone and can do little with it.

Weight - 100 lbs./50 kg.

- **Mendâlâhrn** - This is another border stone. It was used in the Narfelli outpost of Kront on Lake Ashane. The stone's properties are identical to those of Kaidûn. When Kront was destroyed in the final conflagration between Narfell and Raumathar, Mendâlâhrn landed undamaged in Lake Ashane about 100 yards/m east of the sea dike, where it remains unfound today. The stone, despite is light pink and transparent in color. Despite its unusual weight, it is only 6 inches/15 cm in diameter.

Weight - 250 lbs./125 kg.

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- **Undalûhn** - This stone served the obliterated Narfelli Fortress Nardanos, which stood on the site where the Gallists later built Tower Threespires. Fortress Nardanos was a center of experimentation in the creation of undead, and Undalûhn is believed to have been a mighty instrument used by epic necromancers to create new and bizarre types of undead.

In truth, the Narfelli necromancers worked together in groups with Undalûhn, working high level spells to raise the dead and animate them in bizarre and mighty forms. Whether all of these undead were destroyed in the final Narfelli-Raumathari conflagration is unknown.

This Emperor's Stone now is in the hands of Urgrath Hurddh, the epic necromancer who serves Harbet Gall as head of the Kront Cell of the Dragon Cult in Tower Threespires. To date, Hurddh has learned almost nothing about Undalûhn's powers. However, it is certain that if he masters the stone one day, the undead he is raising will be mightier than the skeletons he now animates.

Undalûhn is a small stone of black opal.

Weight - 25 pounds/12.5 kg.

- **Gorndûhn** - In Narfelli times, Fortress Clymph was a base for some of the more powerful enchanter's of the empire. In this case, the focus was upon mass hypnotization of Raumathari warriors. Documents in the Royal Impilturian Library in Lyrabar report that the transmuters in Fortress Clymph were assisted by illusionists, and that their joint research was directed combining enchantments with illusion to instill fear in the foe.

There is no information in Lyrabar on the degree of success these magi may have attained. Gorndûhn concentrated magical power that assisted in the implementation of such combined magicks.

Gorndûhn also is made of black opal. The sphere is 4 inches/10 cm in diameter. It waits to be found in the ruin of one of the Narfelli towers of old Fortress Clymph, which is buried on the grounds of the newer Fortress Clymph built by the Gallists in the eastern Great Dale.

Weight - 25 pounds/12.5 kg.

- **Xarbadûhn** - This is another border stone. It was used in the wizards' defense tower in Lyrabar in modern day Impiltur. The stone's properties are identical to those of Kaidûn. When the Narfelli left Impiltur before the final phases of the war with Raumathar, they left Xarbadûhn behind. Ironically, the Impilturian Tumbrar magi who found it did not know what the stone was, and they were unable to determine what its abilities are.

Xarbadûhn was stored in a cache in Lyrabar with other Narfelli magical items and moved after Queen Sambryl took the throne into the magical treasure vaults in the dungeons beneath her Tower Pureheart. It remains there today, although no one is aware of it.

The stone, is light green and transparent in color. It is only 8 inches/20 cm in diameter.

Weight - 50 lbs./25 kg.

## GOLDEN CUP OF ST. RA'AZ

See *Holy Relics* under Ilmater and his Church by Jeffrey David Bray

## HAMMER OF DIONYSUS

See *Holy Relics* under Ilmater and his Church by Jeffrey David Bray

## KEY OF PANDEMONIUM

This key was created by the Burnbones Xarth Kistar under the direct guidance of Cyric. It is a large black key, about 6 inches (15 cm) long and 2 inches (5 cm) high, and it is made out of a black, glassy substance unknown in Faerûn that comes from the Plane of Pandemonium. The holder of the key can use it to create a one-way gate from the prime material plane to the Plane of Pandemonium with a volume of 20,000 cubic feet (1,458 cubic meter).

If the key is used in this manner from a plane other than prime material or Pandemonium, there is a 50% chance that it will open a gate to the plane of origin and a 50% chance that it will open a gate to a random plane. If the key is used in this manner on the plane of Pandemonium, it will open a gate to a random plane other than Pandemonium or the plane of origin. The possessor of the key also can use it to permanently close a gate that the key has created. This key will disintegrate after it has been used a total of 20 times. When and if the PCs in this adventure find the key, it will have been used only once.

*Caster level:* 17<sup>th</sup>; *Prerequisites:* Craft Wondrous Item, *Gate*. *Market Price:* 20,000 gp. *Weight:* -.

## KEY OF TELEPORTATION

Such magical keys automatically teleport the possessor to a predetermined location without error once he, she or it speaks the necessary word of command. One key can be empowered to teleport its bearer only to a single location.

*Caster level:* 13<sup>th</sup>; *Prerequisites:* Craft Wondrous Item, *Greater Teleportation*. *Market Price:* 10,000 gp. *Weight:* -.

## KNIHA HVEZDI (*Book of Stars*)

Several thousand years ago, as the Imaskari Raurin Empire still stood, a revolution took place, and the rebels were defeated. The survivors fled far to the North, settling the nations of Mislivdomû north of the Moonsea and Nove Rise on the shores of the Cold Sea, the great internal ocean that became Pelvuria the Great Glacier in later times.

With time, the land of Nove Rise was destroyed by magic from the wizards of their ancient homeland to the south, but for many years Nove Rise survived as an enclave where mighty Imaskari magic was used and further developed in the North.

Remnants of Nove Rise remain today in the Novularond Range of the Great Glacier. The expatriate Impilturian wizard Mundelraun of Kinnery in the Bloodstone Kingdom's Duchy of Soravia is among the few people who ever have researched these ruins. Among the greater treasures he found in the ruins of the city Cárý Mesto was the *Kniha hvezdi* - the *Book of Stars*. The sage has yet to reveal the existence of this book to anyone else.



*Kniha hvezdi -  
Book of Stars*

Within the pages of the *Kniha hvezdi* one finds extensive information and data on the entire Imaskari rebel nation of Nove Rise including the purported locations of all of its settlements and isolated wizards' and sorcerers' towers. The book also includes a collection of powerful 10<sup>th</sup> and 11<sup>th</sup> level Imaskari spells, but Mundelraun has made no attempt to learn or use these.

Mundelraun keeps the book in the now invisible artifact Bohuclav's Tower in Novularond, where he lives.

*Caster Level:* Unknown, ancient Imaskari creation. *Weight:* 20 lbs./10 kg.



## MACE OF THE GREEN EYES

This weapon is carried mainly by clerics of Iyachtu Xvim, above all by those who are in the direct service of High Tyrannar Fzoul Chembryl in Zhentil Keep. This weapon is intended not only to be effective but also to be cruel, in line with the teachings of Xvim. It looks like any other heavy mace except that it is coal black and has two green jewels on each of its striking surfaces.

This weapon functions basically as a normal +2 mace (+2 to hit, +2 to damage), but each time the first successful hit is rolled, the target must save for Fortitude against DC 15 in 3E, vs. magic in 2E, or suffer the damage inflicted by a ray that emanates from the green jewels. A target must save only once per encounter. If his savings throw succeeds, he suffers only half damage of a normal nature from the jewels. The rays emanate from the jewels cause 1d4 magical burn damage per jewel. With each successful hit, two jewels succeed in causing burns. If the target does not make its savings throw, the pain of these burns is cause a 3E attack bonus penalty of 1, in 2 a attack bonus penalty of 1, and armor class penalty of 1. The wounds from the jewels do not heal automatically.

In fact, the burn wounds will remain with the victim for the remainder of his or her life, always causing the same pain, unless the wounds are healed by a cleric. Even then, the wounds resist the effects of all healing potions and of divine healing spells below the 6<sup>th</sup> level spell *Heal*. By each use of a potion or each application of a divine spell, the victim must again make a savings throw against magic. If he succeeds, he receives 50% of the normal benefit of the potion or spell, if not, only 25%.

*Caster Level:* 10<sup>th</sup>, *Prerequisites:* Craft Magic Arms and Armor, *Ray of Enfeeblement*, *Inflict Light Wounds*, *Permanency*, creator must be a priest of Xvim; *Market Price:* 25,000 gp; *Cost to Create:* 10,000 gp + 2,000 XP, *Weight:* 8 lbs.

## MACE OF DESTRUCTION

This weapon is carried mainly by clerics of Iyachtu Xvim. It is a standard heavy mace and normally has no distinctive markings to identify its magical power. However, the mace is highly destructive. Upon its first successful hit against any opponent, the victim must save for fortitude against DC 15 or die. Persons killed by the magic of a *Mace of Destruction* can be resurrected.

*Caster Level:* 17<sup>th</sup>, *Prerequisites:* Craft Magic Arms and Armor, *Power Word: Kill*; *Market Price:* 25,000 gp; *Cost to Create:* 20,000 gp + 4,200 XP, *Weight:* 8 lbs.

## MASK OF NOBANION

The demipower *Nobanion* is described in WotC's *Powers and Pantheons*

This interesting magical item is as good as unknown to most human sages in the Realms outside of the Vilhon Reach, although it plays a role in some elven legends and also those of certain wemic tribes in the North and the Vilhon Reach. The mask apparently has been given into the caretaking of the moon elves of the Moonwood. Loremaster Elaith Waterstill of Everdusk Hall in Silverymoon tells that the mask came into being in Weathercote Wood in the North, now on the edge of the great desert Anauroch, a century or so after the fall of Netheril, when evil Netherese refugees who had come into the following of *Malar, the Beastlord* took up the hunt of wemics who roamed the wood and the plains east of Dekanter and who worshipped Nobanion.

According to Elaith, the only information on the origin of the mask can be found in tales told by wemics, which are recorded in Silverymoon's *Vault of the Sages*. These legends relate that the high cleric of Nobanion among the wemics had transformed himself into a mighty lion before a decisive battle against the Malarites in Weathercote Wood. Nobanion's high cleric and the high cleric of Malar – transformed into a sabre-toothed tiger - engaged each other in single combat and killed one another. The battle continued on after their deaths, but the two bodies lay behind the Malarite lines and were out of the wemics' reach.

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As an act of retribution, the Malarites began desecrating and mutilating the lion corpse of Nobanion's fallen high cleric. At that point, according to Elaith, a roar sounded from within the wood, and then a huge lion three times the size of a normal lion marched toward the desecrators, bellowing a second roar, which struck them dead. The great lion then gently touched its right paw to the dead high cleric's head, and the body disappeared, except for its face, which was transformed into the mask of a lion's face.

By this time, the remaining Malarites had fled in terror into the woods. The great beast then strode over to the highest of Nobanion's surviving wemic clerics and, carrying the mask in its maw, offered it to the cleric, who accepted it. Without farther ado, the great lion marched into the wood and disappeared. The wemic cleric donned the mask that had been given to him and was then transformed himself into a great lion, and he led the surviving wemics into the wood and beyond then into the Malarite settlements on the desert's edge, where they destroyed all of the remaining Netherese Malarites.

According to Elaith, the mask then slowly wandered onward by means unknown into the Moonwood, where the moon elves too were being plagued by human hunters of Malar, who were destroyed to the man after the mask came to the elves and was used by their clerics. At that time, Elaith claims, the moon elves – who were followers of Yathagera rather than Nobanion – were given the task of guarding the mask. Elaith says its location usually is unknown, but he is convinced that the mask is contained within the Moonwood, and it departs only when the need is great to put down Malar's minions.

That has happened many times in history, according to Elaith, most recently in the Vilhon Reach during the Time of Troubles, when the avatars of Malar and Nobanion confronted each other in the battle known as the *Roar of the Shadows* in Guthmere Forest (see *Powers and Pantheons*). A high druid who marched with Nobanion against Malar reportedly used the mask, according to Elaith. For gaming purposes, the *Mask of Nobanion* has the ability to turn any person sympathizing with the goals of Nobanion and other nature gods into a *Great Lion of Nobanion* in combat against the minions of Malar, and he or she retains this form as long as desired, so long as combat continues.

At other times, such a person can wear the mask in combat and issue once per turn a *Roar of the Lion* (See the spell of the same name under Nobanion's entry in *Powers and Pantheons*. If you do not have access to this book, you can adapt the magic spell *Shout*).

In such cases, the mask adapts itself to the size of the wearer's face. **NOTE:** The mask *always* returns to *L'unat tal Andar* (s. Segment No. 2 *Moonwood*) after its mission is completed.

**Caster Level:** Unique, created by the God Nobanion. **Weight:** 3 lbs./1.5 kg.

**GREAT LION OF NOBANION** – CR: 30, HD 30d8, HP: 240; AL: N, AC: 17, Attack Bonus: +20/+15/+10/+5, Attacks: 3 Bite 10d10 hp dmg, 2 claws 10d4 hp dmg each; Face/Reach: 5x5 ft./5 ft. or 150x150 cm/150 cm; Special attacks: Roar of the King, Pounce, Improved Grab, Rake 1d4+2 (see *Celestial Ion* in the MM). Special qualities: Scent, Darkvision 60 ft./18 m, Damage reduction 5/+1, SR 10, acid, cold and electricity resistance, 10; Saves: Fort +12, Ref +6, Will +6. Abilities: Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6. Skills: Balance +7, Hide +4, Jump +5, Listen +5, Move Silently +11, Spot +5. Feats: Weapon Finesse (bite, claw). Size H, 18 feet/5.4m, Speed 40 ft./12 m; Size 8 ft./240 cm long, Weight: 550 lbs./225 kg. A Great Lion can issue a selective *Roar of the King* once per turn. This roar is not heard by the Great Lion's allies, but rather only by its enemies. It also can leap as far as 90 ft./27 m.

## RING OF XRANDULUS

Xrandulus was a mighty morkoth mage who laired with a warrior tribe just beyond the shallows in the Sea of Fallen Stars south of Lyrabar, approximately between Us Tarc and Us Torn. It is rumored in Serôs that Xrandulus was one of those rare morkoth magi who eventually succeeded in ascending to lichdom, but if this is true, it is unknown where his lich lairs today.

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The powerful ring Xrandulus enchanted was an experiment that failed, and in the end, Xrandulus discarded the ring. This magical object is an ordinarily-looking, plain band of pure gold. It bears no runes or other inscription, and one must assume that when it came into the possession of Xrandulus, it was a normal ring without enchantment.

Any surface human, elf or half-elf mage or cleric who wears the magical ring forms gills and can easily breathe underwater after being submerged for one round. The ring-wearer also can swim underwater at a movement rate of 15'. And he/she can see for a distance of 120 feet/36m, day or night.

Within one round after leaving the water, the gills vanish again. The ring also will shield the wearer from cold while he or she remains beneath the waves. It is capable of sensing whether the wearer has a connection with the weave of magic, but it also reacts positively to divine magic. It does not function when no magic is sensed within its wearer.

This is all that a wearer will perceive of the ring, but it has more subtle abilities as well. It was designed to allure human and elven magic users into the depths and to eventually transform them into morkoth magi who, under the ring's influence, would be totally subservient to Xrandulus.

With use, the wearer has an ever harder time leaving the water. After making use of the ring 1d10 + 10 times, the wearer must overcome the urge to remain underwater, in order to ascend again. He or she can make such an attempt once daily with a successful save vs. magic and a cumulative penalty of 1 per day after the first day.

The metamorphosis into a morkoth will begin irreversibly after 1d4 + 3 continual days in the water. Once the metamorphosis begins, the creature's gills become permanent, it loses its ability to breathe air and it will resist all attempts to be returned to the surface. The metamorphosis takes another 1d6 + 4 days before the victim becomes a full morkoth. Xrandulus deemed his experimental ring a failure because the victims who were lured by it to him, while transforming successfully into morkoth, also completely lost their access to the weave.

*Caster level:* Unique object. *Weight:* -.

### **SATCHEL OF ST. BELDARR**

See *Holy Relics* under Ilmater and his Church by Jeffrey David Bray

### **SCEPTER OF SUMMONING**

This valuable magical item was the product of ancient Narfelli wizards. With it, the person who wields the scepter can send out a telepathic summoning to as many as 1d10 + 10 people. The only known example still existing today is in the possession of the duke of Uthmere in the Great Dale.

*Caster Level:* Lost Narfelli art. *Weight:* 2 lbs./1 kg.

### **SCOURGE OF ST. MORGAN**

See *Holy Relics* under Ilmater and his Church by Jeffrey David Bray

### **SCOURGE OF THE 5 HEADS**

This magical device is a creation of the High Clerics of Tiamat and is used almost exclusively by clerics of her church. If there are users outside of her church, these are persons who possess captured scourges and have learned to master them, a task believed to be nearly impossible. When not in use, the scourge looks like an ordinary cat o' nine tails except that four tails are missing.

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As soon as it is used, the tails widen to a diameter of about 1 inch/2.5 cm and small, dragonlike heads materialize at the end of each scourge tail. The heads are blue, red, green, black and white in color. The scourge hits with a bonus of three. If a successful hit is scored, 1d4 hp scourging damage automatically results. With 1d6 it is then determined which heads cause special damage. If the result is 6, there is no additional damage beyond the original 1d4 caused by the scourge. Values between 1 and 5 indicate the number of heads that strike successfully, always in the following sequence. Each head does 1d4 hp additional dmg except for the 5<sup>th</sup>, the green head.

<u>Value</u>	<u>Color</u>	<u>Damage</u>
1	Blue	Blast of sparks
2	Red	Gout of flame
3	Black	Spurt of acid
4	White	Blast of ice
5	Green	Blast of chlorine gas, Save for Fortitude or die in 2d4 rounds

*Caster level:* 10<sup>th</sup>. *Prerequisites:* Craft Magic Arms and Armor, *Lightning Bolt*, *Fireball*, *Stinking Cloud*, *Ice Storm*, *Cloudkill*, *Market Price:* 12,000 gp; *Weight:* 1 lb./500 g.

## SCRYING STONES OF MYTH DRANNOR

**NOTE:** The Scrying Stones of Myth Drannor are official *Forgotten Realms* magical items as mentioned in the out-of-print accessory **FR6 Dreams of the Red Wizards** by Steve Perrin, the out-of-print accessory **Ruins of Myth Drannor** by Ed Greenwood and the *Arcane Age™* accessories **Cormanthyr: Empire of the Elves** and **Fall of Myth Drannor** by Steven E. Schend, all published by WotC. The following definition is an unofficial expansion upon these original descriptions.

**By Dr. Jeffrey David Bray**

Seven in number are the Scrying Stones of Myth Drannor – together a master stone and six lesser stones bound to it.

All seven appear as polished stones the size of a crystal ball. The six lesser stones appear to be identical, but the master stone shows a blue glow if *Detect Magic* is cast upon it. The lesser stones show instead a white glow. The lesser stones originally stood upon long lost stands bearing the symbols of the gods *Mystra*, *Oghma*, *Garl Glittergold*, *Denier*, *Dugmaren Brightmantle* and *Corellon Larethian*.

To use the scrying stones to their fullest ability, one person must be attuned to the master stone, enabling all to function together. Without attunement, the stones function only as individual crystal balls. But a person who is attuned to the master stone then can attune the other six. After being attuned, the stones can be taken elsewhere to be used.

The requirement that the master stone be attuned to a specific user who then attunes the remaining stones has been viewed as an unavoidable weakness, for all attempts to circumvent attunement always have failed. When the master stone must be attuned to a new user, the lesser stones also must be gathered together to complete the process again. Attuned, the seven stones function as crystal balls with the magical ability *clairaudience*. Other abilities also are gained with attunement.

- After attunement, a person at the location of one stone can view the location of another stone, even when no one is present where it stands and the chance of location is at the level *personally well known* (see the description on the miscellaneous magical item crystal ball in the *AD&D Dungeon Master's Guide*).
- If one draws an imaginary connecting between the locations of the lesser stones, the area included within this line and an additional diameter of 10 miles/15 km can be scryed with the chance of location at the level *well informed of*, regardless of whether the viewer ever has visited the scryed location.
- The master stone allows spells to be cast through it as a *projected image* (see the description of the spell *Project Image* in the *D&D Player's Handbook*), and it can open a magic tunnel for one month per stone between the locations of the lesser stones.

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- If desired, all seven stones can simultaneously contact each other, if this process is maintained by the user of the master stone. This requires that the user hold the master stone and concentrate to open the links between the stones. Normally, at least two persons must be at the location of the master stone, one who concentrates upon maintaining the line of communication and another who communicates.
- The scrying stones can bypass all mythal restrictions relating to scrying, such is their power.

The scrying stones provide an excellent means to view what is happening inside of a kingdom when they are kept near the borders. Their scrying can of course be blocked by the usual magical means, but the chance of detecting scrying by the stones is only half as high as for other magical items of scrying, and the user is entitled to a savings throw against magic to avoid detection.

The scrying stones have secret powers and limitations that were known to only a few gold elves of the plotting Ealoeth clan: Clan members' domiciles could not be scryed with the stones. Any attempt to do so automatically alerted the target of the scrying, who could cause false imagi to be returned to the scryer, if he was a true member of the Ealoeth clan. Non-clan members with Ealoeth blood also were protected against scrying but they could not return false imagi. The clan high magi or archmage also could cast spells back through a lesser stone to the other stones.

### History of the Stones:

After the laying of the mythal, an undertaking among the races of Myth Drannor was begun to devise a means to establish simultaneous contact among the far-flung settlements of Cormanthyr when needed. Dwarven craftsmen obtained the finest blue granite and roughly shaped the spheres, gnome gemcutters polished them flawlessly, humans cast the spells to imbue them with their powers and elven high magi performed a ceremony that connected them in a web of art to bind their use together.

After gnomes were allowed into the City of Song, members of each of the races gathered to create a work intended to be a monument to the harmonious relationship between the races, to exemplify the ideal of Myth Drannor. Years of debate raged before the scrying stones were decided upon. Each race then was to play the part for which it was best suited in the crafting process. Many years passed before the stones were completed.

The Onaglym dwarves were the first of their race to volunteer their services. Dwarves were always among the first to volunteer. They also had fashioned many weapons and much armor for the elves in gratitude for being permitted to work with them.

The Onaglym was a dwarven gemcutters guild that later also employed gnomes who were even more skilled than the dwarves. The Speculum, a Guild of Wizards, was chosen to do most of the enchanting, and the master stone was to be kept in the guildhouse. This concession was granted because the Speculum agreed to pay for all the costs of fashioning the scrying stones.

The possessor of the master stone would be Waelythinar Obryn, a loyal armathor, to guarantee that the stone would not selfishly be used by the magi of the Speculum for their own gain. Clerics of Scholars' Hope also were involved in the enchantment of the stones, working spells to prevent the stones from being used against the folk of Cormanthyr.

The Ealoeth Clan of gold elves long had resented the presence of the "*rabble*" in Myth Drannor, and it was involved at the time in many dealings that would have led to its downfall if these dealings had been discovered. Ever the skillful manipulators of all races, the Ealoeth counseled that things should proceed slowly in the development of the scrying stones. The clan argued that only the very best work would truly stand as a symbol of this wonderful cooperation, and to rush it would mar this value.

Meanwhile, the clan attempted to have Yrthaethra, the arch-wizardess who was heir, to be named as one of the high magi to supervise the project, in order that she might taint the scrying stones in the clan's favor, and in this, she succeeded. Yrthaethra was appointed as a high mage, and she did indeed work the secret magics that prevented the scrying of the clan and its holdings, while also allowing her to cast spells through any of the stones.

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She also had planned to enchant the stones so that any Ealoeth user would be able to mentally control any other user of a scrying stone, but events forced the speeding of the creation process, and she was unable to achieve this goal in the end.

In the Year of the Cold Clashes (331 DR), orcs of Vastar attacked the eastern holdings of Cormanthyr. This surprise attack made those who dreamed of using the scrying stones wish to see them at last finished. Four years later, in the Year of the Seven Stones (335 DR), the scrying stones were unveiled in a grand ceremony, and after being attuned, they were sent out to the reaches of Cormanthyr. For 300 years, the scrying stones functioned as they were intended to, and they helped stave off several humanoid and draconic incursions into Cormanthyr. The stones were seen as a pinnacle of cooperation and a huge success. The alterations by Yrthaethra never were detected in the days of Myth Drannor.

In the Year of the Black Crystal (660 DR), a lesser mage of Clan Ealoeth, Lannadelthar Ealoeth, tried to kill a rival named Jaonos Hawksong by sending a deadly spell through a scrying stone in Semberholme. It was not known who had spoken the spell, and it did not work as Lannadelthar had desired, because he was neither an archmage nor a high mage, but the discovery that a spell could be cast through one lesser stone to another caused much anxiety among the high magi and the Coronal's advisors.

All the stones were recalled to Myth Drannor and the Speculum for more study, to determine if there were any other unknown effects possible. Clan Ealoeth arranged for Lannadelthar to accompany the stone back to the city. Along the way, a band of drow, commissioned by his own clan, attacked and captured the young mage and dragged him away screaming.

The guard was unable to save him, but it did manage to protect the scrying stone and the other members of the retinue despite furious attacks. When the stone had reached Myth Drannor, Yrthaethra Ealoeth asked for a period of mourning for her cousin, before the high magi began their investigation. During the time of mourning, Coronal Eltargrim passed to Arvandor, causing another delay in the examination.

Clan Ealoeth had arranged to have its foolish scion Lannadelthar enslaved by the drow in retribution for his disruption of the clan's plans for the Scrying Stones. Yrthaethra had intended to steal a stone and then wait until she knew the other six were being used by enemies of her family before casting deadly spells through them.

The family also wanted to use the stone that would be in its possession to eavesdrop on other noble houses. All these plans were for naught due to Lannadelthar's impulsiveness and his inability to steal the stone. Clan Ealoeth never was implicated in the mysterious wild magic; it was assumed to be a random effect. Yrthaethra managed to cover the clan's tracks before the investigation began. But her plans did not come to fruition.

During the upheaval of Eltargrim's passing, the stones were kept in extradimensional spaces the Speculum maintained, to keep any faction from gaining possession of one or more stones during the political maneuvering. The magi of the Speculum never succeeded in determining what caused the spell to travel through the lesser stones to Semberholme, so it was decided that the stones were too dangerous to continue using. When the Army of Darkness descend upon the fringes of Cormanthyr, the scrying stones still were in the vaults of the Speculum.

For safekeeping, they were kept in Myth Drannor throughout the war. Nycaloths had been trying to capture items of elven magics and the stones were deemed too valuable despite their apparent fault to risk losing, so when Myth Drannor fell, they were still locked away. When the Speculum was destroyed in the Battle of Stars Shining, the scrying stones were thought to be forever lost. In reality, they were thrown from the extradimensional vault into the cellars of the ruins to languish there for two and half centuries.

In the Year of the Wondrous Sea (863 DR), the fang dragon Gallinsizzorophillan took the scrying stones from a dark naga who had found them in the ruins. The nagas had been sent by a phaerimm that was trapped by the mythal to scour the ruins for magic. After eating the nagas, Gallinsizzorophillan added the scrying stones to his expanding horde, despite later threats by the phaerimm. He enjoyed the baubles for many years until the coming of a wizardess from the fledgling Kingdom of Impiltur in the Year of the Shared Sorrows(1124 DR).

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Ilmara, a princess of Impiltur, had wandered through many parts of the Realms before duty required her to return home. She had been as far as Waterdeep and was returning through the Dales when the desire to visit the ruins of the City of Beauty overcame her good sense. An accomplished mage, she joined with a group of adventurers from Ordulin called the *Moondale Dandies*. The group of four men and two women were bored children of wealthy Sembian merchants who liked to poke around elven ruins in the Dales and in Sembia. They regaled Ilmara with tales of lost Myth Drannor, until she agreed to join them.

The adventurers used magic to avoid the elves of the forest, and they finally reached the edge of the mythal. The afternoon air was still, which disturbed them, but they continued their wanderings, in awe of the ruined splendor, picking up baubles and artifacts that simply lay on the ground. They were about to return when a flight of gargoyles descended upon them at the same time as a rust monster, which was attracted to the warriors' armor and weapons.

Within minutes, all of the group but Ilmara and a rogue named Veran were dead. The two ran through the ruins until they found a seemingly safe refuge where they hoped to recuperate and make a plan to escape the ruined city. It seemed to them that all of Myth Drannor had suddenly come alive with monsters. Ilmara used one of her last spells to shield the herself and Veran from detection.

Through the night, the weird glow illuminating the buildings was offset by bestial screams of creatures in the ruins. When morning came, Ilmara and Veran made a break for it and were immediately chased by perytons and ghouls.

They ran closer to the center of the city towards a large ruined building where the pursuit ended. But before they could congratulate themselves on their luck, they came face to face with Gallinsizzorophillan.

Ilmara bade the dragon to forgive their intrusion in its lair. Amused that the mammals had not attacked or run as they tended to do, he impulsively decided to invite them in as guests. In exchange for their hospitality, he asked that they provide tales and tell of current events to "earn" their stay. Ilmara was well-read and told tales and sung songs that were taught to her by clerics of Milil, Denier and Oghma when she was tutored as a youngster. *Insizzor* was so enraptured by her repertoire that he failed to notice Veran's theft of many baubles, which the rogue placed in his magical sack.

Among other things, Veran had loaded the scrying stones into the portable hole, because they looked interesting and he thought they could be sold piecemeal. At some point, *Insizzor* began to notice that some things were missing and sprang at the rogue. Veran, with the portable hole in his hand, was quick enough to dodge the dragon's first attack. Veran grabbed Ilmara's hand, and the two began to run. Veran stumbled on some rubble, but just as Ilmara pulled him backed to his feet, *Insizzor* reached them.

In one bite, the fang dragon devoured all of Veran up to his elbow. Terrified, Ilmara ran with the speed her magical boots lent her, clasping the rogue's hand. Finally, she escaped the city, realizing only then that she still held Veran's hand, and the hand still was tightly clasped about the portable hole.

With her magic, Ilmara quickly made her way home, having had enough of death. Upon her return to Impiltur, she discovered the scrying stones in Veran's portable hole, but only long research revealed to her what the stones were and what powers they had. After winning her way into Soargar's magically sealed tower in Ilmwatch, which had been entered only by Imphras I since Soargar's death, Ilmara claimed the tower as her own and chose it as the resting place of the master stone.

She then began the process of attunement, and after succeeding, she sent the other stones to locations around Impiltur, making it possible for the Lords of Imphras II to communicate more reliably and hold a better watch upon the realm. Although Ilmara and her son Imphras II long have been dead, the Scrying Stones of Myth Drannor, along with the Crown of Narfell, remain among the most important and valuable possessions of today's Kingdom of Impiltur. The master stone remains in Ilmara's Tower in Ilmwatch, where it is controlled by the mighty archmage Daerthnur, a migrant from Turmish who now heads the Wand of Impiltur, a paramilitary organization of battle wizards second only to the War Wizards of Cormyr in Faerûn.

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The lesser stones are in Queen Sambryl's tower in Lyrabar, with Speaker Lu'lielul T'lilil of the green elves in the Grey Forest, with Thane Gopur in the great hall of the Toho Mines in the Earthfast Mountains, with War Captain Haelimbrar's Wizard Gelbun in Tower Ithfell near Laviguer and with the battle wizards of War Captains Imbraun and Soargilm in the coastal city of Dilpur. The sixth stone was kept for many years in Sarshel, but with the city's decline, it has been removed and its present location remains secret, although it is said by many that this stone was taken by Haelimbrar with the blessings of the queen to King Elect Gareth Dragonsbane of Damara.

*Caster level:* Lost Narfelli Magic. *Weight:* Master stone, 10 lbs/5 kg., Other stones: 5 lbs./2.5 kg.

## SHADOW SHIELD

This is a rare magical invention of the great temple of Mask, the *House of the Master's Shadow* in Telflamm. The temple has succeeded in creating only six such shields to date. When a *Shadow Shield* is not being worn, it looks like ordinary chain mail armor. When it is being worn, it is invisible except in shadows, where it tends to look like chain mail made out of wisps of smoke. The shield improves its wearer's armor class by five.

*Caster level:* 16<sup>th</sup>. *Prerequisites:* Craft Magic Arms and Armor, *Invisibility*. Market price: 36.000 gp.

## SIGYLLS OF CONTAGION

Such sigylls are the product of an ancient dvergr runic stave of binding. The only known creators of such magic these days are the Kargmelchina avatar of the goddess Tiamat and the vampire dragon facet of Sammaster, although there may be some ancient longbeard runecutters still working in the deeper dwarven halls who also know and have mastered such magic. The sigylls are placed on the victim by a runic stave that has been cut and stained into an object. The stave also functions if it is invisible.

The runic stave can affect humans, elves, dwarves, goblins, gnomes, halflings, half-elves, half-orcs, giants and goblinkind, and it may bind some other living beings as well (game master's discretion). It will not bind non-living constructs, undead, etc. The stave also constantly reveals the victim's location and the direction in which it is moving to the caster, as long as the caster remains on the prime plane. The effects of the runic stave are suspended whenever the victim is within a mythal.

The binding occurs at the instant the victim comes within 30 feet/9m of the runic stave. A graphical series of moving symbols resembling living tattoos appears temporarily upon one of the victim's arms or similar appendages. The number of symbols is decided by the runecutter and is limited only by the physical space available upon the appendage and the number of runes he or she is able to cut.

When the temporary sigylls appear, the intended victim may make a separate saving throw for Will against DC 28 for each of the symbols. If the save succeeds, the symbol disappears, and it has no effect upon the victim. If all of the saves succeed, the runes have no further effect upon the victim and the sigylls do not appear on its appendage. However, if even one saving throw fails, the frame of the sigylls is inscribed permanently upon the victim's appendage and the symbols for which the save failed appear within it, and the compulsion woven into the symbol begins to take effect.

No arcane or divine spell of human magic or elven magic of the Weave can dispel the sigylls. However, a master dwarven runecutter doubtless could cut a stave centered upon the *Heimför* radical that would destroy the sigylls and their magic.

The runes of binding attempt to force the victim to carry out a mental command from the binder that is magically woven within a symbol. Each symbol can contain a separate command. The sigylls in *Northern Journey* adventure hold a dwarven rune of transmutation (for Istahvar), four runes conveying a spell of lich destruction invented by Azimer of Myth Drannor (Gwath, Kistar, Azimer and Gall), and a dvergr rune of beckoning (to bring the PCs to Castle Dragonblood).



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Other runecutters are limited to the magic of the radicals and staves that they know. These runic staves are invisible and concealed within the symbols of their intended victims' on the bearers' arms. Once such a staff comes within 20 feet/6m of its victim, it loses its magic, and both the rune and its companion symbol disappear from the sigylls, regardless of whether the rune's magic has been effective.

The true strength of this staff at any given time and the ability of its victim to resist it are determined daily through a sigyll saving throw to resist the compulsion. If a victim fails its initial saving throw for Will against DC 28\*, it is unable to resist the compulsion, regardless of its level.

Beginning on the first day, the victim can attempt to resist the sigylls with a saving throw for Will, but the initial rolls will fail automatically as the victim begins building resistance to the magic. The period of automatic failure is equal to 1d20 minus the victim's level, but in all cases at least one day. The period of failure is determined separately for each victim.

After the period of automatic failure has passed, the victim begins gaining resistance to the compulsion. This is reflected in the saving throw for Will against DC 28. If the caster's save equals or is greater than DC 28, the compulsion can be resisted for that day. This saving throw is made only when the victim makes clear that it is trying to resist the compulsion; it is not automatic.

Should a victim be affected by more than one *Sigyll of Contagion* or by other compulsive magic such as a *Geas*, a *Coin of Binding*, etc., the game master must roll 1d20 for each such affect. The affect with the highest roll has the command of the victim on the given day, and it is the only effect for which the victim must save. In the case of tie rolls, the die rolls should be repeated until the strongest compulsion is determined. However, the victim will be aware that different forces are attempting to draw him or her in different directions.

In the *Northern Journey* adventure, Kargmelchina and Sammaster have taught only the vampire dragon Szarkh Gorth how to spread the runic staves which create Sigylls of Contagion. Each time Gorth lays a trap for new PCs (to replace those who usually have died), he places the invisible dwarven runes at the site of enchantment and also leaves *Coins of Binding* (see the description of the magic spell) at the scene.

\* At lower character levels, it will be extremely difficult for PCs to resist the compulsion. As an example, a 1<sup>st</sup> level cleric with a Wisdom score of 18 and the feat *Iron Will* makes a save for Will with bonus 8. His or her maximum Will check is 28. That means that he or she must roll 20 on 1d20 to match or exceed the DC of 28 in order to overcome the compulsion for a day. Many 1<sup>st</sup> level characters will have no ability to overcome the compulsion without magical help, but the ability to resist will grow with new experience and new levels.

**NOTE - ERRATA:** The *Northern Journey* adventure has been written over an entire decade, beginning in 1993. Installments 1 through 6 of *Northern Journey* each contain separate rules for using and resisting the *Sigylls of Contagion*. Suggestions that the Vintyri Project has received from game masters over the many years have suggested that these earlier systems have been less than satisfactory. The new system of saving throws included in this runic staff description was play tested in eight campaigns over a year's time and produced much more satisfactory results, therefore, we suggest you ignore the rules for resisting the coins that are contained in the individual chapters of *NJ* and use this revised spell description instead.

*Caster level:* Not Standard Magic. *Weight:* -.

## SNOWBALL

This magical invention of the magi in the *Windsong* school of magic in Myth Drannor was used to combat fire-breathing foes. The white ball, three inches/7.5cm in diameter, must be thrown. Upon impact, it creates a field of arctic cold within a radius of 100 feet/30m of the point of impact. The ball's magic has a duration of 1d4 rounds. During this time, all fire-breathing creatures within the radius are unable to use their breath weapon and must save for Fortitude or are paralyzed for the duration of the magical effect. The ball also causes 3d6 hp cold dmg per round, half dmg for a successful save for Reflex. Fire-breathing creatures who normally are immune to cold damage are not immune to the effects of the *Snowball*, if they are living creatures. A snowball causes no damage to undead, but it will prevent undead fire-breathing beings from using their breath weapon. A snowball has no effect upon the person or creature who throws it.

*Caster level:* Lost elven Art. *Weight:* 1 lb./500 g.

## ST. DIONYSUS' CHAPBOOK

See *Holy Relics* under Ilmater and his Church by Jeffrey David Bray

### STAFF OF FERTILITY

This powerful staff is given to druids and clerics who worship Chauntea and can be used only by clerics and druids of Chauntea, Silvanus, Mielikki, Eldath, Shiallia, Lathander, Selûne and Lurue. A staff can hold up to 100 charges and can be recharged by a cleric or druid of Chauntea of level 9 or higher. When a blessing is said by a staff bearer over a seeding, the germination rate will increase by 10%. If the blessing is said by the staff bearer over a new planting, the plant's chances of survival increase by 10%.

When the staff bearer blesses growing crops in mid-summer, the yield at harvest time will increase by 10%, or if used on crops where quality rather than quantity is important, the quality increases by 10%. If, for instance, wine grapes are blessed, the natural sugar content will have increased by 10% by harvest time. A blessing at harvest time will increase the length of time the crop can be stored by 10%. A still more important ability of the staff is the cleansing of non-magically contaminated soils. Clerics or druids of Chauntea could, for example, restore the salted soil of abandoned Sessrendale with a *Staff of Fertility*. When the staff is used together with a prayer, it can "heal" a contaminated area of 1,000 by 1,000 feet/300 x 300m per expended charge.

*Caster level:* 12<sup>th</sup>. *Prerequisites:* Craft staff, *Neutralize Poison*, *Greater Dispelling*, *Healing Circle*. *Market Price:* 15,000 gp. *Size:* 6 ft./180 cm long, 2 inches/5 cm thick. *Weight:* 5 pounds/2.5 kg.

### STAFF OF TROLLS

These staves are the exclusive creation of Chiesedor Harpell in Longsaddle. A *Staff of Trolls* is 5 feet/150 cm long and coal black in color but otherwise not distinct. It looks like a long piece of black wood 2.5 inches/6.3 cm thick. It weighs about five pounds/2.2 kg. Most persons would consider it to be nothing more than a walking stick painted black. Like other staves, it has an AC of 7, 10 hp, a hardness of 5 and a DC of 24 for breakage. Its range is 1,360 feet/408 m. However, it has not been perfected: Unlike most staves it can hold a maximum of only 15 instead of 50 charges, and the 15<sup>th</sup> charge is instable. The staff's magic is from a wizard of level 24.

Each discharge of the staff creates up to 36 small fireballs. These tiny fireballs do only irritating damage, causing no loss of hit points, but the small fireballs magically seek out trolls and ignite them. Trolls have no saving throw against the staff's fireballs. The staff also will ignite other volatile substances without a save.

Because Chiesedor Harpell never perfected the troll staff, its use has its dangers. As mentioned, Chiesedor has succeeded in bringing only 15 charges into the staff, and the 15<sup>th</sup> of those charges unleashes itself chaotically. The only safe method to unleash the 15<sup>th</sup> charge is to throw the staff at trolls and to shout the trigger word as soon as it's out of the user's hands. This method will destroy the staff, however.

If one still is holding the staff while speaking the trigger word for the 15<sup>th</sup> charge, the staff will blow up in the user's hands, causing 12d6 hp fire damage. A saving throw for fortitude at DC 14 halves the damage. The same effect occurs if one says the trigger word when there are no trolls in range, which also makes the staff dangerous for any user who attempts to ignite a substance other than a troll in the absence of trolls.

The staff can be recharged, but Chiesedor Harpell in Longsaddle probably is the only mage in the Realms who would know how to do it.

*Caster level:* unique object. *Market Price:* 30,000 gp. *Size:* 6 ft./180 cm long, 2 inches/5 cm thick. *Weight:* 5 pounds/2.5 kg.

## STONE OF TRANSFERAL

This oriental magical object would approach the status of an artifact, if it worked properly. The stone was created about 2,000 years ago by a great and evil archwizardess named Wung-Lei in Shou-Lung. She used it to take over the bodies of young women, in an attempt to win immortality. It worked nearly 800 years before the stone reversed itself, trapped her and kept her caged until she died of old age.

The stone is a cut and polished diamond one inch/2.5 cm high. A wizard who understands the stone and its properties can use it to imprison his or her own body and the soul of another person within the stone while binding his or her own spirit into the other person's body outside of the stone.

If Wung-Lei had stopped there, she might have gained the virtual immortality she was seeking, but she wanted more; she wanted the stone also to convince magical snoopers that the identity (including alignment) of the body's real owner was her own, making her evil transferal nearly undetectable.

In that goal, she succeeded too, although not completely. By leaving a channel open to the victim's psyche, she also gave the victim a means by which to turn the tables upon her, reversing the original transferal and trapping the wizard within the stone.

To activate the stone at all, a mage must have access to the school's necromancy and transmutation. The mage also must succeed in a *dweomercraft* check against DC 30. The mage may make this check only once in a lifetime, but if the check is successful, it need never be made again.

When the stone attempts to take over a body, the victim (who is unaware of the attempt until it is too late), makes a secret save for Will against DC 30. If he or she fails the save, the transferal takes place. A tentative victim who succeeds in the save is immune to the stone life long.

Once trapped within the stone, the victim ages at the rate of the body of the wizard who trapped it, which is the body within which it is imprisoned inside of the stone. If the victim dies while inside of the stone, the stone becomes empty, and the transferal becomes permanent and irreversible. If the mage who has trapped the victim is slain, the victim's body dies. At that time, the victim emerges unharmed from the stone, but he or she now is permanently attached to the dead mage's body.

The stone's magic works on two levels. Although it places the spirit of the mage into the victim's body, it identifies the being the mage has become as the victim, and it completely shields the body and spirit within the stone from all magical detection. If the victim was being scryed at the moment of the transferal, the scrying will continue to function, and it will focus upon the victim's body now occupied by the mage. If the mage was being scryed at the time of transferal, it will seem to the scryer as though the mage has ceased to exist.

From the time of the transferal on, all detection magic will show only the victim, and it will identify the mage within the victim's body as being the victim. The process is complete; it even will lead lie detecting magic to confirm that the mage is telling the truth when he or she claims to be the victim. Alignment detection will show the mage occupant as having the victim's alignment. Spells to detect good, evil, law, chaos, etc., will react only to the victim, not the occupant mage.

However, there is one flaw in this magic that can trap the mage who is occupying a victim's body. Wung-Lei apparently was not a wizardess who polymorphed herself or she at least did not ponder the effects of shape changing and did not deal with them in creating the stone.

If the mage polymorphs or otherwise shape changes himself or herself, his or her own body will temporarily leave the diamond and be polymorphed, not the body of the victim. As long as the mage remains shape changed, the victim will be trapped within the diamond in his or her own form. However, as soon as the shape change is reversed, the transferal takes place anew, and the mage once more occupies the victim's body and vice versa.

During periods of a shape change, magic again will identify the mage as himself, and the victim will appear to have vanished completely, as far as magical detection is concerned.

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The stone cannot be used anew if a victim already is trapped within it. Nor can the mage undertake anything to slay the trapped body prematurely. But a mage who commands the stone can command the victim's release, which restores both the wizard and the victim to their original bodies outside of the stone. To do this, the wizard must make a successful Dweomercraft check against DC 30. This check can be made only once per victim. Entrapment in the stone heals all diseases, wounds and poisonings that might have afflicted the imprisoned body.

Because the channel between the mage and his or her imprisoned victim remains open, the victim's resistance grows in the form of a bonus of +1 annually to his or her save for Will, until the victim saves for Will at the same level as the mage who imprisoned it. Each year, the victim makes a secret save for Will against a DC equal to the imprisoning mage's bonus for Will +10. When the victim reaches the same Will bonus as the mage, both the mage and the victim secretly roll 1d20. The victim succeeds in the save if his or her natural 1d20 roll is equal to or greater than the natural 1d20 roll of the mage.

If the victim succeeds in his or her save, the transferal is reversed instantaneously. The victim emerges outside the stone in his or her own body, and the mage is imprisoned within the stone in his or her original body, possibly with no hope for escape. No new victim can be placed within the stone as long as the mage remains alive within it. At the same time, the victim becomes aware of what has happened, knows that the mage is imprisoned within the stone and knows the identity of the mage. This effect caused the downfall of Wung-Lei in ancient Shou-Lung.

The stone has an additional effect: It has no magical aura, and its dweomer cannot be detected by normal magical means. When unoccupied, it appears to be a large diamond. When occupied, it appears to be a diamond with the likeness of a person within it. It is unknown whether the diamond can be smashed; no one ever has attempted to do so.

Wung-Lei used magic of the 11<sup>th</sup> level to create the stone. In Faerûn, as a result of Mystra's denial of higher level magic, the stone has another chaotic effect that is unknown: There is a non-cumulative 1% chance monthly that the stone simply will reverse the transferal.

Wung-Lei's last victim succeeded in reversing the transferal. Once she realized what had happened and that Wung-Lei was trapped within the stone, she turned the diamond over to an archmage in Tsingtao, who placed it in the coastal city's Museum of Evil Magic. The oriental archmage was not concerned that it might be stolen, because no fate is worse in Shou-Lung than to lose one's own identity, and that is the fault of the stone.

It remained in the museum until the Year of Maidens (1361 DR). At that time it disappeared, and it has not been seen since.

*Caster level:* unique object. *Market Price:* estimated 100,000 gp. *Size:* 1 inch/2.5cm long, ¾ inch/18 cm thick. *Weight:* -.

## TÆRTH OF TARTH

Barad was a necromancer of considerable power who rose to lichdom and entered the negative plane more than a century ago, reputedly living since then in a mansion built of skulls that he called TARTH somewhere on the negative plane. In the Bloodstone Lands where Barad was born, Tærth is an old word for majestic gate or portal, and TARTH is the word for an unfortified castle.

Although Barad's Tærth is a single object, it exists in two separate instances, one on the material plane and one in the TARTH on the negative plane. In the early years after the Time of Troubles, Xarth Kistar, then still a Banelich, traveled to the negative plane and destroyed Barad in a necromantic battle. Afterward, he also took possession of the TARTH, where he stores the Wand of Orcus.

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The Tærth also is in his possession, and he is able to travel back and forth between the crypts and the Tærth through the Tærth. To pass through the Tærth, one must recite the power word *Gareszh Hvrann!* Foolishly, Kistar, in an insane period, magically etched this power word into the surface of the Tærth. Anyone who attempts to pass in either direction through the Tærth is blasted by negative energy over a distance of 1d4+2 yards/meters for 1d4hp dmg per meter. The victim also must save for Fortitude or be drained of one energy level.

*Caster level:* Unique object, inventor no longer exists. *Weight:* -.

## TOE RING OF DECEPTION

There are only three copies of this ring to date. These are among the most powerful magical items ever fashioned by Fzoul Chembryl, the High Tyrannar of Iyachtu Xvim in Zhentil Keep. One ring remains in Chembryl's possession, and a second is being used by the assassin monk Karat Gor (see New NPCs). What Chembryl has done with the third ring is unknown. It too may remain in his possession.

These rings are invisible and are worn upon a toe, not upon a finger. They have an 80% chance of avoiding discovery through magical detection or detection of invisibility if the mage or cleric is of 12<sup>th</sup> level or lower. When magical tests are applied by a cleric or mage of 12<sup>th</sup> level or lower, the ring confirms all statements made by the wearer as true and confirms the claimed alignment of the wearer. It also falsifies scrying efforts by magi or clerics of 12<sup>th</sup> level or lower. An attempt to scry the wearer will bring statements to the ears of the scryer that are false and different from those actually being said.

The scryer also will see lip movements that match the words he thinks he hears. The surroundings of the ring wearer also are falsified, and attempts to determine the location of the wearer show a location 60 + 3d20 miles / 100 + 5d20 km distant from the true location. The direction of deception is determined by 1d8: 1 – N, 2 – NE, 3 – E, 4 – SE, 5 – S, 6 – SW, 7 – W, 8 – NW.

*Caster Level:* 12<sup>th</sup> arcane and divine users together. *Prerequisites:* Forge Ring, *Invisibility*, *Undetectable Alignment*, *Permanency*, *Spell Immunity*, *Nondetection*, *Hallucinatory Terrain*, *Mislead*. Market price: 25.000 gp.

## TOME OF FACETS

Only two of these ancient Narfelli items are known to exist yet. One is in the possession of the lich Harbet Gall in Nighthawk Tower in the Great Dale. If you are using *In the Land of the Lich Lords*, the optional sequel to *Northern Journey*, and if you are using the Sammaster option, then he will have the second tome. Otherwise, you may place or hide it anywhere you wish.

This tome contains highly arcane secrets useable only by a demilich, although a lich already can begin studying it before ascending to demilichdom. It takes several years for a demilich to gain the level of ability needed to apply the tome's secrets successfully. Only when one possesses a copy of the tome and knows its secrets can one work the spell *Create Lich Facet*.

*Caster level:* The creation of a *Tome of Facets* is a lost Narfelli art. *Weight:* -5 lbs./2.5 kg.

## WARD OF ORCUS

These deadly magical items appear to have some of the magic contained in the great artifact the *Wand of Orcus*, which is described in the artifacts section. The words are glowing human skulls that have been enchanted with the vilest death magic. They radiate strong evil and will be detected immediately by a paladin or by any creature using magic to detect evil. They protect only that person who knows the secret word that controls them. Any other mortal passing within 10 feet/3m of a ward must save for Will or die immediately. Any other mortal touching a Ward of Orcus must save for Will at a penalty of two or die immediately. Those who die must save again for Will magic or immediately be turned into an undead ghost.

*Caster level:* Unique, creation of a dead deity. *Weight:* -.

## WEEPING BANDAGES

See *Holy Relics* under Ilmater and his Church by Jeffrey David Bray

## XVIM'S TURNING HAND

This magic item looks like a normal holy symbol of Iyachtu Xvim, but when it is in the presence of undead, the green eyes within the symbol emit a weak, green light that can have devastating effects upon undead. Xvim gave the power to fashion these items to his High Tyrannar Fzoul Chembryl in Zhentil Keep. In the Year of the Unstrung Harp (1371 DR) only two such "*hands*" had been fashioned by Fzoul, and both remain in his possession. The hand is able to destroy or turn undead like a cleric of the 6<sup>th</sup> level. This ability can be used once per turn (every 10 rounds). The hand does not permit the user to command undead.

*Caster level:* Unique object of divine magic. *Weight:* 1 lb./500 g.

## 6. Artifacts

### BOHUCLAV'S TOWER

Segment "Bloodstone"

This artifact is an ancient, circular stone tower 100 feet tall and 8 yards/meters in diameter that stands in the Novularond Range within the Great Glacier Pelvuria. Its current occupant is the Damaran wizard Mundelraun from Kinnery in the Duchy of Soravia.

The tower was built by rebel Imaskari wizards who established a short-lived exile colony within the glacier. Its apparent purpose was to provide a safe haven for its builder, who could remain within the tower while seeming to be handling transactions elsewhere.

Mundelraun learned of the tower through the *Kniha hvezdi*, his Imaskari *Book of Stars* (see the section *Magic Items*). The book reveals not only the location of the tower but also gives the reader all of the information he or she needs to use the tower's special abilities.

**Constant Powers:** The occupant always is shielded from the elements, provided with warmth and is magically supplied with endless food and drink and the other necessities of life.

**Invoked Powers:** For one tenday in any month, the occupant can invoke the tower's protective abilities. When these are activated, the tower has an armor class of 40, turns all magic cast against it upon the caster and neutralizes all attacks involving fire, cold, electricity, acid or gas.

**Major Power:** The occupant can remain in the tower and at the same time project a fully capable image of him- or herself to any other point in the world. Magical spells will not reveal that there is anything unusual or unreal about the projected image. The image can do anything the real person would be able to do at the point upon which the image is projected, including combat and spellcasting, but the image can sustain no damage or injuries. If the image appears to be badly injured or slain, it vanishes and cannot be restored for another 1d4 tendays.

**Curses/Limitations:** The tower gains its power from the life force and magical prowess of its occupants. It does nothing to drain or weaken its occupant, nor does it in anyway shorten his or her life span. However, when the occupant dies, the tower claims his or her spirit and absorbs it into the web of its own magical power. Except, perhaps, for wish magic, there is no means by which the soul or spirit of the deceased occupant can be reincarnated or resurrected. The spiritual essence of the being simply ceases to be; it is converted into the magic that empowers the tower. No spells can restore the deceased occupant to life, and spells such as *Speak With Dead* do not function.

*Caster level:* NA, *Weight:* Unknown.

### CROWN OF NARFELL

By Dr. Jeffrey David Bray

Segment "Impiltur"

This band of platinum has five peaks set with five of the largest bloodstones ever taken from the Galena Mountains. At times, these gems will glow with their own internal light.

**Constant Powers:** The wearer is never surprised. He notices a tingling sensation whenever more than 100 enemies of the realm enter from outside its borders.

**Invoked Powers:** The wearer can use any spell level 1 to 6 from the school of divination as if he were a mage of 25th level. The wearer does not need to be a spellcaster to use this power. The ability functions only within the geographical borders of Narfell: Impiltur, Thesk, Narfell, Ashanath and the Great Dale and its forests. All of this area is considered *well studied* for spell purposes.

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**Major Power:** The crown can act as a triple strength *Rod of Rulership* once monthly.

**Curses/Limitations:** The crown can not be taken out the geographical area described above. Any attempt either to remove the crown or to use its abilities beyond these borders requires the possessor to save v. spells or be feeble-minded. The crown cannot be used to do anything unrelated to maintaining the realm. It would for instance not be possible to scry for treasure, but one could find a dragon that was a threat to a village in Thesk. This artifact is regional. The Lords of Imphras II know of these limitations, because a disembodied voice explained the crown's limits to Imphras II. The spirit of the mage Kiriagoth dwells in the crown. Kiriagoth's spirit feels badly for those who have suffered due to the actions of his fellow magi, and he wishes to atone by aiding the fledgling realm of Impiltur.

*Caster level:* NA, *Weight:* 2 lbs./1 kg.

## DEADSLAYER SWORD

Segment "The Great Dale"

The *Deadslayer* is a minor artifact created by the church of Targus (now better known as Garagos) in ancient Netheril, with help from Netherese arcanists who supported the battle god's church. It was created at a time when there was a protracted feud between Netherese arcanist necromancers on the one side and the Bloodreavers of Targus on the other. The sword is charged with intense levels of positive energy that do intense damage to undead and other negative creatures.

*Deadslayer* came into the hands of the clergy of Tempus during the conflict between the churches of Targus and Tempus. At some later no longer known time, the sword fell into the hands of the church of Helm, whose clerics knew only the sword's name and vaguely that it had power against undead. It was stored for several centuries unused among the treasures of the Noble Hand temple in Tsurlagol, where it remained until late in the Year of the Labyrinth (1003 DR).

At that time it was given into the care of Sir Tebbet Ringgh, a paladin of Helm affiliated with the Noble Hand temple, who rode with *Deadslayer* into the Great Dale to hunt the green dracolich Nestamanur. Sir Tebbet slew the dracolich but died himself in the battle, which took place on the plain of Narfell just north of Rawlinswood.

Sir Tebbet's followers buried the paladin along with his possessions including *Deadslayer* in a mound at the battle site on the Narfelli plain. The mound is known as *Tebbet's Cairn* and is considered a refuge for those who must enter the Nar lands. The Nar tribes are superstitious about the site and will not come within 5 miles/8km of it. *Deadslayer* is believed to still lie among Sir Tebbet's bones within the cairn.

**Constant Powers:** The sword is charged with positive energy. It inflicts quadruple damage against all undead and other creatures of the negative plane. An undead who is destroyed by *Deadslayer* cannot be restored. A lich or dracolich destroyed by *Deadslayer* also is destroyed, leaving its phylactery vacant. The lich spirit is not able to occupy a new host. To a certain extent, *Deadslayer* also can communicate telepathically with its bearer.

**Invoked Power:** Four times daily, the bearer of the sword can concentrate his or her thoughts upon the undead target he or she is seeking and learn the precise location of the target.

**Major Power:** With thought alone, the bearer can cause a berserker rage in the undead or negative target. It lasts a total of 1d10 + 10 rounds.

**Curses/Limitations:** When the *Deadslayer Sword* successfully strikes its target for the first time, the bearer must make a saving throw for will or enter a berserker rage for 1d10 + 10 rounds.

*Caster level:* NA; *Weight:* 4 lbs./2 kg.



## ICON OF DRAGON FEAR

Segment "The Great Dale"

The icon is a Netherese artifact of the church of Tyche, before her division into Tymora and Beshaba, the work of high clerics of the goddess of luck together with adventuring Netherese arcanists. The church began creating the artifact after several of its priests fell in a series with dragons coming from the Eastern Forest.

The icon is a small mithral statuette of a dragon with fear in its eyes. It stands a mere 8 inches/20 cm high. It came into the hands of the clergy of Helm at some later no longer known time. The tale of how the Watchful Ones gained the artifact as well as specific knowledge of its uses and powers are lost, unknown also to Helms' clerics and paladins.

Because so little was known about the icon, and because the magic items of Tyche were believed to contain somewhat equal proportions of good and bad luck, it was stored for several centuries unused among the treasures of the Noble Hand temple in Turlagol, where it remained until late in the Year of the Labyrinth (1003 DR).

At that time it was given into the care of Sir Tebbet Ringgh, a paladin of Helm affiliated with the Noble Hand temple, who rode with the icon into the Great Dale to hunt the green dracolich Nestamanur. Sir Tebbet slew the dracolich but died himself in the battle, which took place on the plain of Narfell just north of Rawlinswood.

Sir Tebbet's followers buried the paladin along with his possessions including the icon in a mound at the battle site on the Narfelli plain. The mound is known as *Tebbet's Cairn* and is considered a refuge for those who must enter the Nar lands. The Nar tribes are superstitious about the site and will not come within 5 miles/8km of it. The icon is believed to still lie among Sir Tebbet's bones within the cairn.

**Constant Powers:** The icon creates an overwhelming sense of fear in a dragon that comes within 50 miles/80km of it. And functions equally well on living, dead and undead dragons including the mightiest dracoliches. The target dragon can resist the fear created by the icon only if it succeeds in a saving throw for will with against DC 40. To a certain extent, the icon also can communicate telepathically with its bearer.

**Invoked Power:** Three times daily, the bearer of the icon can concentrate his or her thoughts upon the dragon he or she is seeking and cause 6d8 hp wound damage.

**Major Power:** With thought alone, the bearer can cause a confusing frenzy once daily in an already frightened dragon that causes a penalty of 3 on armor class, attack bonus, non-breath damage and saving throws. The frenzy lasts a total of 1d10 + 10 rounds.

**Curses/Limitations:** When the bearer engages in a mortal battle with the target dragon and the point is reached where the dragon is near defeat (10% or less of its original hit points), the icon bearer must accept Tyche's allotment of luck. Both the bearer and the dragon throw a luck check of 1d20. Both have a bonus equal to the number of hit points they have remaining. Luck strikes immediately as a result of this check. The winner immediately deals the loser of the check a fatal blow or fatal dragon breath which reduces the loser to 0 hp. In the event of a tie, 1d20 is thrown a second time. With a result of 0-9, the opponents have bad luck, and each brings the other to 0 hp. With a result of 11-20, both have good luck, and the battle continues as it had, without an allotment of luck.

It is uncertain whether Tyche's allotment of luck still is an active element within the artifact. It maybe that this power vanished with the split of Tyche, or it may also be that the icon - based on the luck check - draws either from Tymora in the case of good luck and Beshaba in the case of bad luck. There is no recorded usage of the icon since before the time that Tyche was divided into Tymora and Beshaba. However, the icon existed for many centuries in the hands of bearers about whom nothing is known today.

*Caster level:* NA; *Weight:* 1 lb./500 g.

## K'AHLOB'S TRANSMOGRIFIER

Based Upon the Invention of Dr. Jeffrey David Bray

Segment "The Great Dale"

The transmogrifier is currently in possession of the Nentyarch (s. NPC section). It looks like a copper lantern with four crystal lens, one set on each side. The lantern-like part is set into a collar of lead etched with runes and symbols. It is attached to a silvery tripod with marble tips at the base. A wooden handle connects to the lid on top of the lantern part. The entire artifact is a mere 4 feet/120 cm high. It was created by K'Ahlob of ancient Narfell during his empire's war against Raumathar and saw use as *heavy artillery* until close to the end.

In creating the transmogrifier, K'Ahlob employed ancient magic rites of his folk that are lost to modern day wizards and sorcerers. Many human and other lives were sacrificed to build the transmogrifier, and their souls and spirits were bound into the artifact, bringing into being an even greater spirit of the combined souls and spirits, a fact even K'Ahlob was unaware of.

The spirit within the transmogrifier is absolutely neutral in nature, although mortals interpret many of its deeds to be evil. The spirit also is totally devoted to magic and interaction with the Weave. Its pattern of thinking is very remote from the thoughts of mortals and is difficult to compare with human thinking. The artifact views the transmogrification of mortals as an absolutely neutral deed that serves the magic of the Weave. It sees no more evil in such a deed than a human farmer does when bringing his livestock to slaughter.

The evil K'Ahlob became ever more influenced by the spirit within the transmogrifier, and his alignment shifted from evil to absolute neutrality. As a result, he began to dislike using his creation upon the Raumathari or even to serve the evil Narfelli emperor. (*For more information, see the sixth segment of Northern Journey, The Great Dale*).

He retreated to his keep, Dun Tharos, where he attempted to sever all ties with mankind, seeing the rise of civilization as the root of all evil. However, archmagi in the service of the Narfelli emperor besieged K'Ahlob's Dun Tharos, in an attempt to win the artifact back for the emperor.

When the emperor's archmagi finally broke through K'Ahlob's defenses and were closing in, he activated the transmogrifier for a last and fatal time. He changed the besiegers into treants and bound them to guard the keep from human disturbance. However, at the same time, the conflagration that was destroying Narfell and Raumathar unleashed its final torrent of magic. The backlash of these events caused K'Ahlob's soul to be absorbed into the artifact in the wake of his passing.

Since that time, K'Ahlob's assimilated spirit is the most dominant element of the spirit within the transmogrifier. This is not to say that the spirit within the transmogrifier is K'Ahlob's spirit. On the contrary, it transcends the individual identities of the spirits it has assimilated. However, the spirit within the transmogrifier does possess also of K'Ahlob's knowledge and memory.

**Constant powers:** The transmogrifier radiates protection from scrying, possession and extra-planar creatures with 100 feet/30m.

**Invoked powers:** The artifact can mass polymorph other creatures within 100 yards/90m. It can overcome spell resistance. The number of creatures affected and the savings throw for fortitude depend upon the quantity and quality of the gemstones used to power the artifact. The transmogrifier takes all memories and knowledge from its victim as well as 5% of the soul or spirit. The remainder of the soul or spirit is transmogrified into that of the new being.

One creature can be affected per 25 gold pieces in gems used. Savings throw modifiers, based upon gems used, are: 1-50gp, normal save; 51-100gp, -1; 101-500gp, normal save; 501-1000, -2; 1001-5000, -3; 5001+, -4. A normal save is against Difficulty Class 20.

**Curses/Penalties:** Every use drains 1 hp, which can be restored only through magical means.

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**Artifact possession:** The user's alignment shifts to true neutral, and he retreats from the contact with other humans and demi-humans. In its first stages, it draws the user into enlightened neutrality, first and foremost leading him or her to an appreciation of the balance in nature and then of the balance within the Weave. In the latter stages, it draws the user into the Weave itself, making him or her into an ultimate servant of magic. During the final stage, the transmogrifier assimilates the full soul or spirit of the user into the spirit within the transmogrifier, and the user dies physically. The artifact then waits until a new potential user appears who the spirit within the transmogrifier believes will suit its needs.

**Suggested Means of Destruction:** Cause the transmogrifier to attempt to transform a creature into the same creature, e.g., human to human. This doubtless will have adverse effects upon the current user as well, if he or she has used the transmogrifier long enough to come under its spiritual influence. The effects of a *Feeblemind* spell are, at the least, likely.

*Caster level:* NA; *Weight:* 30 lbs./15 kg.

## MANACLES OF THE CRYING GOD

By Dr. Jeffrey David Bray

Segments "The Great Dale" and "Bloodstone"

This artifact created by the power of the faith St. Sollars' the Twice-Martyred and a is manifestation of Ilmater's power. The current location is unknown (campaign use is a game master's option). The manacles are of iron with three chain links attached to each cuff. They are unremarkable in any other way. They radiate good and magic if tested. To use any of the powers, both must be possessed and worn by the user.

**Constant Powers:** Immunity from pain, healing at double the normal rate, immunity from normal diseases. All wounds are -1 hp damage to a minimum of 1 hp.

**Minor powers:** When a situation arises where these powers can be used, the wearer will become aware of them: *Cure Serious Wounds* and *Cure Disease* once daily. The wearer can relieve the pain of any 10 beings once daily and remove fear or fatigue in a being three times daily.

**Major Powers:** The possessor can halt the spread of any single plague within a 20/mile-30km- radius once monthly. The wearer can use *Raise Dead* upon any good being that is not a cleric or paladin of Ilmater once a year. The user can perform mass healing that acts as a *Cure Light Wounds* on any number of good beings within a 100-yard/90m-radius once weekly. The possessor also can use a *Holy Word* or *Banishment* spell upon any extraplanar evil creature without knowing the true name of the being once every decade.

**Artifact Possession:** Every 3 uses of minor powers causes the possessor to become one step closer to lawful good in alignment. When this alignment is attained, the person is converted automatically to the worship of Ilmater. The use of a major power causes this shift to occur after each use. There also is a physical price for every use of a major power. At first, the user loses all hair. Then the user begins to weep blood for 1 turn after any power use. The third use of a major power causes the appendages of the possessor to become twisted, the rate of movement is halved and dexterity is reduced by 4. This progression cannot be halted when the manacles are worn. Only a greater power can reverse this process. Once at the end point, the possessor becomes the epitome of Ilmater's ethos. In the end, the only thing that matters is to be martyred in the service of Ilmater. If the possessor is indeed martyred while wearing the manacles, an avatar of Ilmater will appear and recover the possessor and the manacles and disappear.

*Caster level:* NA; *Weight:* 1 lb./500 g.

## STONE OF THE ELF KING

Segment "The Great Dale"

The *Stone of the Elf King* has the ability to delude the minds of outsiders who attempt the area its owner wished protected.

**Constant Powers:** The elf king's stone constantly projects an undispellable illusion that shows the border of the protected area being near, but regardless of what one does, the protected area remains a bit removed; somehow, one never can quite reach it.

**Invoked powers:** If a trespasser's magic is strong enough to break the illusory power, the stone will summon one *Leshay* per level or hit die of the intruder to dispatch the intruder with all due haste. (The *Leshay* is described in the *D&D 3E Epic Level Handbook*.)

**Curses/Penalties:** If the stone is held by a creature without elven blood, that creature will be dispatched immediately, without a save and without the stone, to an unknown point on the astral plane.

**Artifact possession:** No effect.

*Caster level:* NA; *Weight:* 2 lbs./1 kg.

## TALUTH TOKSLA ILLU GNÛZH MOERTKAR

Segment "Impiltur"

The *Taluth* is a glowing, purple globe about a foot/30 cm in diameter that shows strange runes to the observer who has read and understood the *Libram of Râgzh Dûrkhu*, a powerful magic book that was destroyed by her Most Fatal Horror Rigdra Darnasch, a high cleric in Huddl's Landing in Impiltur's Swamplands who also possesses the *Taluth*.

The *Taluth* was made by Toxonthraxus, a primitive power similar to Tyranthraxus of the *Pool of Radiance* series of Realms novels, who finally was banished from the Realms by adventurers in the module *FRC2 Curse of the Azure Bonds* (TSR - 1989 - available as an ESD download from SV Games). The fate of Toxonthraxus is unknown, but it is believed that he was a primal power of disease and poison who existed long before Talona, the goddess of the same portfolios.

For an unknown but doubtlessly long period of time, the *Taluth* was hidden in the Abyss, in the possession of Orcus, the vanquished abyssal lord of the undead. Orcus gave the *Taluth* into the possession of his servant, the lich Zhengyi the Witch King, who ruled over Vaasa and parts of Damara for several years, and Zhengyi, unable to tap its magic, gave it to his servant, the Talontar Rigdra Darnasch. To fully tap and use the *Taluth*'s powers, one not only must read and understand the *Libram of Râgzh Dûrkhu*, which Rigdra Darnasch now has destroyed, but also have an intelligence of 25.

Because of this, it is unlikely that anyone will master the *Taluth* in the foreseeable future. Rigdra destroyed the only known copy of the libram, and she has an Intelligence of 12, seriously limiting her access to the *Taluth*'s secrets, although she does gain formidable power from it.

**Constant Powers (2):** The wearer knows how to brew all mundane poisons and antidotes and can fathom the secrets of brewing magical poisons. Rigdra has mastered the secrets of mundane poisons and antidotes but is making only slow progress with magical poisons. The user also loses the need for food, drink or sleep.

**Invoked Power:** Six times daily, the user of the *Taluth* can with mere thought infect a victim with a fatal disease. There is no savings throw. Rigdra's use of this power is limited. She can infect a victim with a serious disease once daily.

**Major Power:** With thought alone, the user can cause plague once daily within a 50-mile/80 km radius of the *Taluth*. Rigdra at present can cause a wave of flu within 20 miles/35 km once monthly.

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**Curses/Limitations:** Users of the *Taluth* who have not mastered it become enslaved by it. For each year of use, they are compelled to attempt to steer the *Taluth* for an additional 30 minutes daily. When the user reaches the point of non-stop use, he or she is absorbed into the *Taluth*, becoming a part of it and vanishing. Rigdra received the *Taluth* 16 years ago and now is compelled to use it 8 hours daily, which she does at night.

Caster level: NA; Weight: 70 lbs./35 kg.

## TOWER OF FEEBLEMINDEDNESS

Segment *Bloodstone*

This artifact, the work of rebel Imaskari wizards in their short-lived exile nation Nove Rise, never was completed properly and therefore is quite capable of devastating any mage who attempts to use it. The tower currently is under the control of the epic wizardess Shandaril of Damaran Heliogabalus, who heads the Iron Throne east of the Dragon Reach. When she activated the tower some dozen years ago, its power reduced her to a drooling, babbling idiot. Considerable arcane and divine magic were expended before she finally was restored to sanity.

The rebels of Nove Rise wished to return to their home, the Raurin Empire, which fell some 4,000 years ago. Their wizards wanted to rekindle the civil war they had lost and win it in the new round. They worked to develop their *Tower of Feeble-mindedness* with this goal in mind.

The artifact is a telescoping metallic tower 100 feet/30 m high. The rebels of Nove Rise planned to send it magically into the heart of Raurin, where it would erect itself and send 10<sup>th</sup> and 11<sup>th</sup> level rays of enfeeblement out across the entire empire. The rebels believed they could conquer Raurin easily if its magi and sorcerers were feeble-minded. However, the wizards of the Raurin Empire managed to destroy Nove Rise and most of its archmagi before the tower was completed. Its magic remains flawed today.

Some of the magi of Nove Rise had managed to migrate farther south, to what now is the Eastern Galena Range above Damara and Vaasa, before the Imaskari wizards of the Raurin Empire struck their lethal magical blow against Nove Rise.

In the centuries that followed, the grandsons of Nove Rise had worked to perfect what their forebears had left unfinished. They too intended to send the artifact into the Raurin Empire - wherever that might have been - to at last avenge their ancestors' loss of the civil war that time had long forgotten. They were unaware, of course, that the land they wished to vanquish had perished more than 3,600 years earlier.

In the Year of the Angry Sea (1148 DR), the descendant wizards scryed the White Worm barbarian tribe not far to their west. The wizards had intended to unleash the tower's rays upon the barbarians as a test, to see if the tower worked the intended magic. However, the tower still had not been perfected. The band of wizards had corrected all of the flaws made by their ancestors and had finished bits of spell weaving and raveling that their forebears had overseen, but the artifact remain flawed.

There was another point the magi had overlooked, understandably, for they had no way of knowing it. Some 1,500 years early, a goddess of magic of whom they knew nothing had tightened the Weave in Faerûn. The goddess, Mystra, had made it incredibly difficult for mortal men to use spells above the 9<sup>th</sup> level in her domain, and the tower bristled with ancient Imaskari spells of 10<sup>th</sup> and 11<sup>th</sup> levels in a part of Toril where Mystra had the say. Rather than feeble-minding the White Worm barbarians, the tower's magic wreaked physical destruction upon the magi and their castle, bringing their tale to an end. But the flawed Tower of Enfeeblement survived.

Centuries later, Shandaril found the great artifact in the Nove Rise ruin called Severny Tajemství within the Novularond Range of Pelvuria the Great Glacier. She believed she understood how to use it, although she did not do so without trepidation. It was clear to her that a mistake could mean her own destruction.

Shandaril erected the tower in the East Galena Mountains, east of the Damaran Bloodstone Mines, as a defense against the monster hordes of Zhengyi the Witch King and the Grandfather of Assassins, but her activation of the tower reduced her to a drooling, blabbering idiot. It took much time and great magic to restore her, but the tower still protects the Eastern Galenas from orcs, goblins and the like.

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**Constant Power:** The tower constantly radiates ancient 10<sup>th</sup> and 11<sup>th</sup> level Imaskari spells that confuse and mentally debilitate designated beings. The spells have a range of 50 miles/80 km radius from the tower's location.

**Invoked Power:** The user can invoke protection magic that remains in effect as long as the tower is active. The tower lashes anyone other than the user who touches it with 10d6 hp electrical damage. There is no saving throw for reduced damage. Because this magic is at artifact level, it can be dispelled or unwoven only with a check against 1d20 + 35, regardless of whether your campaign uses the official *Dispel Magic* spell or the recommended *Northern Journey* substitute spell *Unweave Magic*.

**Major Power:** With thought alone, the user can change the specified goal of the feebleminding spells.

**Curses/Limitations:** The magic of the tower is completely unstable. Anyone activating the tower must save for fortitude against DC 45 or be reduced to a babbling idiot him- or herself.

Caster level: NA; Weight: Unknown.

## TULUFAHR

Segment "*Bloodstone*"

The *Tulufahr* is a collection of three horrible Imaskari artifacts that now is in the possession of the Tiamat avatar Kargmelchina in Castle Dragonblood. The castle is atop Suncatcher Mountain in the West Galenas, overlooking Thar, the Moonsea region and Vaasa.

The *Tulufahr* is a heavy, leather-bound book with a case as a back cover. The book gives misleading instructions on the use of the three artifacts that are contained within the case, artifacts made of diamond, platinum and gold:

- *Dragon Diamond.* A circularly cut diamond of great brilliance 1 inch/2.5 cm in diameter and half an inch/12.5 mm thick.
- *Platinum Rod of Enslavement.* A plain rod of platinum 6 inches/15 cm long.
- *Golden Ring of Summoning.* A plain finger ring of 24K gold.

There is little doubt that these artifacts are of Imaskari origin. Kargmelchina found the *Tulufahr* together with other Imaskari items of power in the cave of the epic level advanced great wyrm red dragon in the East Galenas above Vaasan Palishchuk. The leather cover of the book is inscribed with the word *Tulufahr* in Imaskari script, although it is unknown what this word means.

It appears likely that this set of artifacts was created by a wizard or lich lord of unimaginable power, or perhaps by a god-king of the Raurin Empire. The *Tulufahr* appears to offer those who use it almost endless power, but the collection of artifacts is, in truth, a cunning mage trap.

Mortal wizards or sorcerers who use the diamond, the rod or the ring to the items' full ability are magically transformed into undead slave liches bound to serve the creator of the artifacts, whomever that may have been. While the creator doubtless is dead today, it is uncertain what effect the mage trap would have upon a user now.

There is little doubt that the transformation into a slave lich would occur, but what would occur as the result of the magical enslavement to a long gone master can only be a matter of speculation. It is thinkable that Grafvitnir may have been the creator or the last master of the *Tulufahr*. If that is so, and if Grafvitnir is awakened in your campaign, any slave liches created by the *Tulufahr* then would serve him in bondage.

Ironically, the current user, Kargmelchina, escaped the mage trap without even realizing that it was there. The evil impact of using the artifacts, the curse, if you will, had no effect upon her because she is a vampire dragon lich and not an ordinary mortal. The trap works only upon mortal wizards and sorcerers.

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When one opens the *Tulufahr*, one finds a beautifully scribed text in old Imaskari that tells in great detail what the diamond, rod and ring do and what magical words must be uttered the first time by a new user to activate them. Such a find certainly would be tantalizing to any wizard. However, the text mentions no word of the curse which would trap the user.

It seems likely that the creator of the *Tulufahr* was a collector of magi and their slaves. The curse takes effect only when one or more of the artifacts have been used for the 80<sup>th</sup> time. That suggests that the *Tulufahr* was made to lure magi of considerable power and to draw them into using it repeatedly, to build a host of as many as 80 slaves for the user. Once that was achieved, both the mage and his host would fall into the hands of the *Tulufahr's* creator.

In *Bloodstone*, the 7<sup>th</sup> part of *Northern Journey*, the PCs conceivably could come into possession of the diamond, the rod and/or the stone, but it is doubtful they will be able to use them. Kargmelchina has hidden the leather-bound book and case of the *Tulufahr* in Avernus on Tiamat's home plane of Baator. Without the instructions and magical words in the text, the PCs will not be able to activate the artifacts.

### Constant Powers (2):

1. The case of the *Tulufahr* itself transmits the magic that slowly transforms the victim into an undead slave lich.
2. The *Platinum Rod of Enslavement* is the constant power of the *Tulufahr*. To enslave a creature, one must point the rod in the victim's direction and speak the magical words inscribed in the parchment. The victim then must save for will against DC 45 or become totally enslaved to the wielder of the rod. The enslavement is permanent and irreversible. The victim's free will is irreversibly destroyed and remains forever under the power manifested through the rod.

**Invoked Power:** Ten times daily the wearer can use the *Golden Ring of Summoning* to summon 100d20 specified creatures of 10 HD/levels or less. To resist the summoning the victim must successfully save for will against DC 40. Those who fail their save *must* obey the summoning.

**Major Power:** The *Dragon Diamond* is the artifact's major power. It may be used once daily. It will bend any dragon, wizard or sorcerer completely to its will, and the effect is permanent. To escape this effect, the dragon or mage must successfully save for will against DC 50.

**Curses/Limitations:** The book and case of the *Tulufahr*, regardless of where they are, will emanate invisible necromantic rays of energy upon the victim that slowly substitute negative for positive energy. When any one of the three artifacts has been used an 80<sup>th</sup> time, it will cease to function for that user. Instead it unleashes a command upon the book and case to perform the stored permanent spell that will turn the user into a slave lich if he or she fails to save for will against DC 60. In Kargmelchina's case, both the *Dragon Diamond* and the *Platinum Rod of Enslavement* failed after each had been used for the 80<sup>th</sup> time. At the beginning of Tarsakh in the Year of Wild Magic (1372 DR), Sammaster, who has the *Golden Ring of Summoning*, has used it 72 times.

Caster level: NA; Weight: 16 lbs./8 kg.

## WAND OF ORCUS

Segments: *Backlands* and *Bloodstone*

**Game Master:** The *Wand of Orcus* is an official item created by WotC. The following definition is the unofficial work of the Vintyri Project, based in part upon the official definition and the update *D&D 3E* definition in Scott Greene's online *Creature Catalog* at (<http://www.CreatureCatalog.com>). You are of course free to use the official 1st Edition definition of the wand from WotC or to further define its current powers yourself, if you wish. The most recent official mention of the wand is in *Demihuman Deities*, which says the wand was taken by the drow goddess Kiaransalee, who thought she had hidden it where no one would find it.

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This powerful item originally was described officially in WotC's *H1-H4 Bloodstone Modules* (all available as ESD downloads from SV Games). The wand belonged to Orcus, then god of the undead in the Abyss. Twelve years ago Sir Gareth Dragonsbane of Damara and his companions traveled into the abyss, captured the wand and used it to destroy an avatar of Tiamat in the Year of the Serpent (1359 DR). In the *Tale of 2 Liches* segment of *Northern Journey* adventure, the wand is unofficially in the hands of *Xarth Kistar*, a burnbones of Cyric in the dungeons beneath the ruins of the northern part of Zhentil Keep.

It had been believed that the wand was destroyed in the killing of Tiamat's avatar in the Year of the Serpent, however Bahamut, the great platinum dragon, told Sir Gareth and his companions that both the wand and Tiamat would return to existence, although it would take centuries, for the greater powers never really can be destroyed.

What remained of the wand after Celedon Kierney used it to stab Tiamat's avatar was a white gemstone. Bahamut told Sir Gareth to plant the gem as though it were a seed in the courtyard of the Baronial Mansion in Bloodstone Village. From it, he said, would grow a beautiful white tree that would bar demons from entering Bloodstone Pass as long as the barony was ruled wisely. In the past 13 years, the mysterious white tree has grown majestically.

As we know now, these events went by much more quickly than Bahamut had anticipated. In little more than a decade, Tiamat's avatars were again active in the Realms (see WotC's *Powers and Pantheons*) and Orcus was not destroyed but merely driven from the Abyss, to be slain by the drow goddess Kiaransalee and to return again as the undead god Tenebrous.

After slaying Orcus, Kiaransalee (officially) hid the returned wand where she thought no one would ever find it. But during his planar wanderings in the time before he went mad (Year of the Banner - 1368 DR), Cyric (unofficially) found that hiding place and the restored wand.

As far as knowledge that PCs can obtain from sages is concerned, it is unknown if Cyric did anything with the wand before turning it over to his high cleric, Xeno Mirrormane in Zhentil Keep, after Manshoon had departed to the Citadel of the Raven in the Year of the Staff (1366 DR). It is also unknown whether Cyric or Mirrormane created the magical shielding case that prevents direct physical contact with the wand. However, it had been Mirrormane's assignment to safeguard the fragments of the artifact in the Hall of Relics within the Black Altar in Zhentil Keep.

How the wand came into the hands of Xarth Kistar is unknown. As far as knowledge that the PCs can obtain from sages is concerned, it also is uncertain whether the wand still retains the powers it had in the days of Orcus or whether it has been changed. It is known that Orcus used the power of the wand to create an anti-magic shell over his city in the abyss and to empower bone cannons there, and old literature claims that touching the wand usually is fatal to mortals.

It also is believed that in Orcus' time the wand reeked of evil and was highly repugnant to paladins and clerics of good alignment, when it was in their presence, and that it could turn such persons automatically, forcing them to remain at distance. Other persons are said to be easily turned to utter evil in short order, if they retain the wand in their possession.

Kistar keeps the wand on the negative plane, using its power to animate 5d20 + 100 undead nightly in the north bank ruins of Zhentil Keep. What other powers the wand may contain are unknown, as far as the PCs ability to gain knowledge is concerned.

If the PCs retrieve it - which they by all means should do if you plan to run an encounter with Kargmelchina as an avatar of Tiamat, because the wand must later destroy the avatar - they will find a black, evil wand of obsidian, 2 feet/60 cm long, tipped with a humanoid skull and stored inside of a glasslike case made out of an unknown substance. How Kistar opened the case is unknown, but the *Sword of Baergil* (see Section II.3 *Magic Items, Weapons of Learning*, above) will slowly come to understand the wand for what it is.

It will communicate to its bearer what the wand is and then slowly determine that it must be subjected to magical ice and fire in the presence of the wand's bearer(s), before he/she/they find the means to open it and yield it against the avatar without saving. This will not be possible until Segment No. 7 *Bloodstone*.



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**Constant powers:** The wand draws negative energy from the negative plane. When the white gemstone still was in the wand, it could instantly kill or turn a target or a person who willingly took it in hand into an undead being. Orcus, before his destruction, was able to suppress this power. As long as the white tree survives in Bloodstone Village, both the white gemstone and this power will be denied the wand. The wand also is capable of destroying an avatar. This is a secondary, unintended effect of the wand that stems from its direct drawing of negative energy from the negative plane.

An avatar must save for fortitude against DC 50 to survive being hit by the wand. If an avatar is destroyed by the wand, it vanishes in a burst of positive energy that causes 10d10 hp dmg within a radius of 300 feet/90m. Buildings, objects etc. also must save vs. disintegration. The wand, even when cased, is highly repugnant to paladins and clerics of good alignment. It turns such persons automatically, forcing them to remain at a distance of at least 180 feet/54m.

If the wand is cased, such persons still cannot voluntarily come within 5 feet/150 cm of it. This also makes it difficult to attack paladins or good-aligned clerics with the wand, because it tends to drive them off. If a paladin or good-aligned cleric *wishes* to engage in combat with the wielder of the wand or to help or heal a bearer of the wand, he/she must save for fortitude at DC 25 to overcome this repulsion. The wand also has the following inherent powers:

- At will—*Detect good, Detect Thoughts*.
- Once daily—*Animate Dead, Destruction, Speak With Dead, Desecrate*.
- Three times daily—*Magic Circle Against Good*.
- Can use *Summon Monsters* or *Summon Nature's Ally* to summon undead of equal HD.

**Invoked powers:** A mage who willingly uses this evil wand can create an anti-magic shell with a radius of 30 feet/9m per mage level. If the mage understands weaponry (proficiencies or dual class or multi-class mage-fighter) he/she can use the wand to create bone cannons, as Orcus did, but this function can be invoked only if he/she has this understanding and an adequate supply of bone. Magi and clerics can use the wand to raise corpses of mortals as undead. The corpse can escape this effect with a successful save for fortitude at DC 20 otherwise it will be turned into an undead of 2 HD less than its character level at death, but never a lower undead than a skeleton nor a higher undead than a lich. The undead are under command of the wand wielder and have no saving throw to free themselves from this condition. The wand can raise 5d20 + 100 undead daily in the hands of an experienced mage or evil cleric.

**Curses/Penalties:** For each willing use of the wand, the user must save for fortitude at DC 20 at the beginning or instantly be turned into an undead of 2 HD less than its character level at death, but never a lower undead than a skeleton nor a higher undead than a lich. The success chances for saving decrease with repeated use of the wand. With the third usage, the DC is 25, followed by DC 30 with the 6<sup>th</sup> usage, DC 35 with the 9<sup>th</sup> usage, etc. In addition, the wielder of the *Wand* suffers the following side effects (these did not apply to Orcus and do not apply to any creature with more than 40 HD):

- Death stench in a 10-foot radius around wielder (no real harm, other than stinking).
- Each time a power is used, wielder must make a Will save (DC 20) or gain 1 negative level. There is no DC to remove the negative level. Negative levels automatically vanish at the rate of one per day when the wielder gets rid of the *Wand*.

**Special Abilities of Orcus:** In the hands of Orcus, the wand also could do the following. It is unknown if mortals can activate these powers and, if so, how they go about it. (This issue is left to the game master's discretion).

- **Speak with Dead (Su):** Orcus could, at will, speak with dead (as the spell of the name).
- **Summon Demons (Sp):** Three times per day, Orcus could automatically summon one balor, 1d3 nalfeshnees, or 1d4 mariliths.

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- **Summon Undead (Sp):** As their prince, Orcus could three times per daily automatically summon 4d8 skeletons or zombies, 3d6 ghouls, ghouls, or shadows, 2d4 wights, spectres, or wraiths.
- **Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20.
- **Telepathy (Su):** Orcus could communicate telepathically with any creature within 100 feet/30 m that has a language.

**Artifact possession:** The possession and willing use of the wand immediately and irrevocably shifts the second aspect of the users' alignment to evil, i.e. lawful evil, neutral evil or chaotic evil. This effect does not occur as long as the possessor is merely transporting the wand in its case.

**Suggested Means of Destruction:** The only probable means to truly destroy the Wand of Orcus would be to bring it into contact with an artifact of positive energy of greater or equal power, which no doubt would cause the destruction of both artifacts. The side effects of such a double destruction between energy of the two planes is unforeseeable, but it no doubt would be tremendous and far-reaching in consequence.

**Original description:** As originally described in the H-modules, the touch of the wand, when wielded by Orcus himself would kill a mortal automatically, with no saving throw. If the wand was wielded by a mortal, the victim received a saving throw vs. death magic. The artifact also had four minor benign powers, two major benign artifact powers, two minor malevolent effects, one major malevolent effect and one side effect. These powers and effects were to be chosen by the game master from the Artifacts and Relics Power/Effect tables in the 1<sup>st</sup> Edition AD&D Dungeon Master's Guide. It should be mentioned that this description applied to the wand *before* the white gemstone was removed from it.

**Orcus:** The following definition was provided by Eric L. Boyd on the Realms Mailing List at WotC's Oracle in June 1998: *"The only demon lord known to be worshiped in the Realms, specifically the Bloodstone Lands. His cult has suffered great reverses of late, and he has undergone a metamorphosis of sorts."*

## WAND OF PROHIBITION

Segment "Tale of 2 Liches"

This powerful wand was found in the ruins of ancient Netheril. It now is in possession of a haunt named *Ingthra* high in a tower in the ruins of a long forgotten castle tower known as the Fortress of Gellin in the Armridge Mountains on the western border of Sossal. The PCs may reach this tower through a magical gate if they explore the *Dungeon of Pain*, which is found beneath the ruins of Myth Drannor in the 4<sup>th</sup> NJ segment, "Tale of 2 Liches."

In Netheril, the wand doubtless was looked upon as a highly powerful magic item rather than as an artifact, but by modern standards, it would be considered an artifact. The wand can temporarily or permanently negate all magic within a 50-foot/15m radius and turn the area into a magic dead zone. There are some claims by sages regarding the use of such wands, and it is said that they are extremely dangerous within mythals, which are claimed to be able to destroy the wands as well, but with devastating effects within the radius effected by the wand.

**Constant power:** The wand temporarily negates all magic (including the bearer's) within a radius of 50 feet/15m in *all* directions and temporarily turns this area into a magic dead zone with all pertinent consequences for magic users. All magic items (including some artifacts – game master's choice) within the area of effect temporarily lose their magical powers. No external magic can enter the affected area, but this restriction does not affect external physical results of external magic.

For example, if a mage outside of the area uses magic to fell a tree, the wand does not prevent the tree from falling into the magic dead zone. There are some strange side effects of this constant power that have not yet been discovered by magi in wild magic areas and magic dead zones. If the wand is brought into a wild magic area, the wild magic table is used, as always, but if the result is between 00-19 or 72-99 on 1d100, the wild magic area is "*healed*" and the weave is restored to its normal state. It is quite possible that adventurers who cause this effect will not notice it, but immediately after it occurs, all magic will function normally.

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If the wand is brought into a magic dead zone, the game master also checks with 1d100. There is then a 38% chance (00-37) that the area will be turned into a wild magic zone, partially restoring the weave in the area. It is indeed possible, dependent upon the dice checks, that a mage who enters a magic dead zone turns it into a wild magic area, leaves, and reenters the area, thereby restoring the weave and the zone to their normal status.

**Invoked Power:** When the appropriate command word is spoken by mage (other classes including magic-using bards cannot invoke this power), the wand creates a permanent magic dead area which is otherwise the same as the temporary magic dead area described under constant power. In this case, all magic items (but not artifacts) within the area of effect permanently lose their magical powers.

Some artifacts may however become temporarily inoperative (game master's choice). No external magic can enter the affected area, by this restriction does not affect external physical results of external magic. For example, if a mage outside of the area uses magic to fell a tree, the wand does not prevent the tree from falling into the magic dead zone.

A strange side effect of this wand, still unknown to most sages, occurs if one attempts to use it within a wild magic zone. The game master must check on the official wild magic tables. A result of 00-19 will turn the wand immediately into another type of wand, to be determined by dice throws with the tables for random magical items in the *Dungeon Master's Guide*.

**Curses/Penalties:** Each time a mage uses the wand's invoked power, he/she automatically loses 15,000 experience points as a mage, and there is a non-cumulative 5% chance that the user permanently loses his/her ability to ever learn or use magic again.

The standard loss of experience points should be tallied secretly by the game master, and the player should be informed of the lost points only when a reduction in experience level results. The game master should not, of course, tell the player what the cause of the loss of a level is.

This penalty does not prevent the bearer from gaining new experience points or levels, but it does retard and sometimes reverse his/her advancement. A mage who loses all magical ability permanently and who has reached level 5 or higher as a mage can immediately convert 10% of his or her experience points as a mage into experience points as a fighter, but skills and feats will remain unchanged.

The effects of the wand do not pertain to members of the cleric class, paladins or rangers, and ex-magi can learn these classes without penalty.

**Artifact possession:** A magic user or bard who bears this wand will lose 5,000 experience points as a mage or bard for each tenday that he/she bears the wand. This loss should be tallied secretly by the game master, and the player should be informed of the lost points only when a reduction in experience level results. The game master should not, of course, tell the player what the cause of the loss of a level is. This penalty does not prevent the bearer from gaining new experience points or levels, but it does retard and sometimes reverse his/her advancement.

**Suggested means of destruction:** (For game masters only). There is a 25% chance that the mere presence of such a wand within a mythal will cause it to disintegrate with a blast of energy that causes 10d10 hp dmg, no savings throw, within a 50-foot/15m radius of the wand in *all* directions. Objects within the blast area must make a savings throw vs. disintegration or be destroyed or damaged to the point of uselessness.

All magical items (but not artifacts) that succeed in this savings throw must save vs. magic or permanently lose their magical abilities. After the blast, there is a 40% chance (0-39 on 1d100) that the affected area becomes a permanent magic dead zone, a 40% chance that it becomes a wild magic zone (40-79 on 1d100) and a 20% chance that the magical status remains what it was before the blast (80-99 on 1d100). An attempt by a mage to use the wand's invoked power inside an area that already is a magic dead zone will cause the same effect, but only when attempted by a mage, because members of other classes are unable to use the invoked power.

## WEAPONS OF LEARNING

These artifact weapons were created with divine intervention and are beyond the ability of other beings to craft.

### 1. REAPER'S SCYTHE

This weapon looks like a normal farmer's scythe, 6ft/183cm long, with a curved mowing blade 30 inches (75 cm) long. The basic statistics for this weapon are:

<u>Class</u>	<u>Damage</u>	<u>Critical</u>	<u>Weight</u>	<u>Type</u>
Simple, melee	1d6+3 (S)	x4	10 lb/5 kg	Slashing or piercing
Magical +3	2d4+3 (M)			

This weapon of learning was created by a common smith in Melvaunt on the Moonsea, who intended it for no purpose other than the cutting of hay. It was purchased in Melvaunt in the *Year of the Tankard* (1370 DR) by an aged 20<sup>th</sup> level Doomguide of Kelemvor named *Karaktikus*, who endowed it with the magic of Kelemvor.

For many years, Karaktikus had been an evil cleric of Myrkul who continued on in Kelemvor's service as a convert after the Time of Troubles. He left the way of evil to tread the paths of justice after experiencing enlightening visions from Kelemvor. After finding the "true way," Karaktikus was given the mission in a second vision from Kelemvor to create the *Reaper's Scythe*, and in this vision Karaktikus also was shown how to endow the weapon with magic.

In a third vision, the PC party bearing the red sigylls was revealed to Karaktikus, and he was told to deliver the *Reaper's Scythe* as his last service before joining Kelemvor in the City of the Dead. Karaktikus is more than 130 years old, and is more than ready to complete his life and go to Kelemvor for judgment.

The *Reaper's Scythe* normally manifests its magic only in the presence of undead, but it also will intelligently seek out its bearer. When the scythe first is presented by its bearer - in this adventure by Karaktikus to the PCs - it will wait to be chosen by a PC. If none chooses the weapon, it will choose a bearer, who will begin to feel an overwhelming desire to devote a part of his or her life to dispatching undead.

Along with this reaction, the chosen PC feels an equally strong desire to wield the scythe. Once the PC takes the scythe into his or her hand, he automatically gains proficiency with the weapon. All classes can use the scythe, regardless of other weapon limitations. Clerics and specialty clerics of Cyric, Talona and Velsharoon are unaffected by the desire to possess the scythe and are unable to activate its powers. They will find the weapon repulsive.

The main defensive ability of the scythe is a bonus of +10 to all saving throws and ability checks when battling undead and an increase of armor class to that of the undead being battled, if it is higher than the armor class of the undead being battled. In a mixed encounter where the scythe wielder is battling both living and undead creatures, this bonus is valid only for attacks from undead. The scythe also protects its user against special damage from undead that are within 60ft/18m, such as fear, aging, energy drain, paralysis, soul-trapping, blightfire, etc.

The offensive abilities of the scythe at any particular time are determined in part with help of the official D&D tables for turning undead. These abilities also depend upon the scythe hitting the undead target in melee. The scythe ignores any special undead AC bonus for deflection, insight, natural armor, etc. In battling undead of Incorporeal Subtype, the scythe has all of the abilities of an incorporeal weapon.

Upon a successful hit, the scythe can destroy 4d6 undead per encounter that a cleric of its level would be able to turn, as determined by the Table *Turning Undead* in the *PHB*. When a new bearer begins using the scythe, it has a turning level equal to that of a cleric level 1.

As a weapon of learning, the scythe gains turning levels through successful experience. These function automatically against all undead within 60ft/18m from the scythe. Unlike cleric turning, this effect penetrates solid objects and undead with full cover.

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For each 25 HD of destroyed undead, the scythe gains a new level in the turning table, from levels 1-4. After that, the scythe gains levels 5-8 for each 50 HD in undead destroyed, levels 9-13 for each 100 HD undead destroyed, levels 14-20 after another 200 HD each in undead are destroyed and epic levels above 21 for every 500 HD in undead destroyed.

The scythe also learns in another manner. After each encounter in which the scythe has succeeded in destroying a new type of undead with 3 HD or more, that type of undead counts as 2 HD less than its true level for determining whether it will be destroyed. Destruction of any undead that normally would be turned occurs automatically after a successful throw to hit.

When used against undead that currently are out of the scythe's turning range, it functions against undead as a magic weapon +3 dealing normal damage - 1d6+3 dmg (S), 2d4+3 dmg (M) - regardless of whether the type of undead normally would be damaged by a scythe. Once the maximum number of undead per encounter has been destroyed, the scythe also continues to function in this manner against all undead. Only a critical hit (natural 20 on 1d20) continues to automatically destroy turnable undead. Other undead sustain quadruple damage on a critical hit.

The scythe's additional magical properties continue to function; only the automatic destruction ends. If used against opponents that are not undead, the scythe functions as a normal magical scythe +3.

The scythe also works under circumstances where undead would be immune to being turned, such as in the *Battle of Bones*, and it functions against all forms of undead including ghosts and other creatures which straddle planes or are incorporeal. Plane straddlers are forced to remain upon the material plane as long as they remain within 60ft/18m of the scythe. Incorporeal creatures lose any immunity they have to corporeal attacks as long as they remain within 60ft/18m of the scythe.

Ghosts and other such creatures destroyed by the scythe on the material plane are permanently destroyed; they do not return. In battle, the scythe also can destroy the physical manifestations of undead such as liches and demiliches, although they will be able to return if their phylacteries remain undamaged and they gain a new physical host.

Non-use diminishes the power of the scythe. For every month (three tendays) after its initial use in which the scythe destroys no undead, it loses one level, never going below level 1. For every three months without use, it will *forget* the highest level undead it has slain. If the scythe is used by a cleric of Kelemvor, it automatically functions at the cleric's level or its own level, whichever is higher, regardless of whether it has been used.

If combat continues after the magical destructive powers for the encounter have been exhausted, the scythe hits and damages as a normal weapon (see statistics above) but continues to qualify as a magical weapon and can hit undead that can be hit only with magical weapons, however it has no pluses to hit or damage. In combat against other creatures, the scythe also continues to qualify as a magic weapon and can damage monsters that can be hit only with magic weapons, but it has no pluses to hit or damage.

## 2. HONOR SWORD OF BAERGIL

<u>Class</u>	<u>Damage</u>	<u>Critical</u>	<u>Weight</u>	<u>Type</u>
Martial weapon, melee, Magic +3	1d10 (S) 2d6 (M)	19-20/x2	8 lb/4 kg	Slashing

This Great Sword (martial, two-handed melee) is the product of the war god Tempus and two non-human gods, Corellon Larethian of the elves and Moradin of the dwarves. The exact history behind the forging of this weapon remains cloudy, as with most facts involving gods (in other words, the game master is free to add whatever additional details to this history that he wishes).

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There are fragments of legends recorded among dwarves and elves that give a hint to an old injustice that is said to have once occurred at the hands of these gods and their followers, along with the human god Tempus. Allegedly these events occurred in a time when the human empire of Netheril, the elven nation of Eaerlann and the dwarven kingdom of Delzoun all still flourished, perhaps some 800 to 1000 years before the Standing Stone was erected and Dale Reckoning began.

It also is said to have been a time when the contest between Tempus and Garagos (s. *WotC's Powers and Pantheons*) had not yet been decided. In these days, it is believed that both elves and dwarves were masters of mostly forgotten types of magic that drew their power from nature - sun, moon, stars, blood and the very earth of Toril together with the Weave - rather than from the Weave alone, as with spells used by modern magicians.

In these days, the tales claim, Netherese bands of followers of Targus - as they called Garagos - made forays into the dwarven and elven empires of the North and did considerable damage to sacred sites there. Tempus, however, was overly eager to drive Targus from the prime plane and to assert himself as the true god of battle in Faerûn.

The then young god hounded not only his own clerics but through his high cleric Athal, he also hounded the dwarves and elves to mount a crusade against the human lands known today as the *Land of the Lich Lords* east of the Delimbyir, with the goal of destroying the Targus-worshipping human settlers there completely.

However, the main element that set off the great battle that came was the attempt by Agranthalodar, the emperor of the Netherese lich lords, to gain the runic magic of the dwarves. While Agranthalodar, his subordinates and clerics of Orcus and Targus who followed him began pondering how best to gain the secrets of dwarven runes, the Lord of Battles, Tempus, had at last found in the distant south of Faerûn a High Battleguard named Athal who would avenge him for Netheril's abandonment of his cause some 600 years earlier, in allowing Agranthalodar to leave the Netherese mainland together with the core of Targus' Netherese church.

Tempus was a younger god in those times, one who was abhorred by the useless carnage and destruction left in the wake of battle by armies who worshipped Targus, the elder of the two gods. The teaching of Tempus and his Battleguards insisted that warriors acquit themselves honorably and act responsibly in battle. Where berserking and an indiscriminating swath of blood were the ideal of Targus' hordes, Tempus insisted that his followers ponder the consequences of their violence before waging war.

(For more information on Tempus and Targus as Garagos, see *Faiths & Avatars* by Julia Martin with Eric L. Boyd (TSR-1996) and *Powers & Pantheons* by Eric L. Boyd (TSR-1997), available as ESD downloads. The manifestation of Garagos as Targus is described in *Netheril- Empire of Magic* by Slade with Jim Butler, (TSR-1996), available as a free download from the Wizards of the Coast website.

With divine guidance from Tempus, High Battleguard Athal mustered an army of more than 2,000 in the deep South. What later would be called the *Crusade of Athal* marched northward, gathering still more warriors along the way, determined to eradicate the bloodreaving heathen in the Western March of Netheril, a land of which Athal and his followers knew nothing, nor had they an inkling of the great magical might and the undead that would await them there.

In Spring of the year -1629 DR, Athal, now leading nearly 3,000 trained clerics and warriors who worshipped Tempus, reached the confluence of the Delimbyir and the Loagrann, explored the area and settled the remains of an abandoned elven city on the Delimbyir rapids, where modern Loudwater stands today.

However, the crusade stopped there, with Athal wisely waiting, until the Eaerlanni moon elves of Sharrven in the High Forest and the dwarves of Ammarindar were ready to consent to an attack against Agranthalodar's empire. The humans named their settlement *Athal's Ford*.

The first event in what later became known as the *Time of Treachery* occurred late in the year -1622 DR, when Agranthalodar's servants invaded smaller outlying halls of the Ammarindar's Runeaxe Clan in the greater halls of Kheldizh, seeking items of rune magic. Among the dwarves who fell was Torsten, son and heir of Runeaxe clan Axelord Alaghar.

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In the following year, -1620 DR, dwarven King Connar III in Splendarmorn ordered master runecutters throughout the kingdom to protect all entries to the various halls of Ammarindar with destructive runes of the highest power. For many years, the master runes did indeed block invaders from the Netherese Western March, but these very defeats served only to whet Agranthalodar's appetite for the strange and mysterious secrets behind the dvergr runes.

In the year -1612 DR in the Western March, goat's head clerics of Orcus received a vision from their demon god of the undead. It showed them a magical orb that Orcus wished them to build, together with the arcanist necromancers of the Western March. They shared this vision with Agranthalodar, who perceived that the goals of this vision and his own goals were one and the same, therefore, he invited the high clerics of Orcus in his domain into his palace in Thars Thuras to begin building the *Thorned Orb of Orcus*, a work of magic that could evolve into an artifact of inestimable power.

It was said that the orb, if completed, would have had the power to convert unwilling prisoners into undead who would unhesitatingly obey every command of Agranthalodar. At that time, Agranthalodar barked orders in Thars Thuras to his necromancers and goat's head Queen Cleric Ruja, saying that their followers should obtain the secrets of dwarven rune magic, regardless of what success might cost them.

Their eyes then shifted from the doings of Faerûn to the monumental task Orcus had given them, and from that time on for many decades to come, the voices of both Agranthalodar and Queen Ruja remained unheard in all of Faerûn, for they were locked in their keeps or traveling by gate back and forth to one another, completely occupied with the fashioning of Orcus' orb,

The wizards and goat's head clerics of the emperor and the queen-high cleric spread across the Greypeaks, seeking a means with which to invade the halls of Ammarindar, but each foray ended in disastrous failure and heavy losses for the Netherese. Nonetheless, the Fair Folk and the Stout Folk who neighbored on the Western March became increasingly concerned with the dark threat rising in the East and all the moreso as its arcanists began summoning hordes of orcs from the north into their kingdoms.

In -1596 DR, a power greedy spellsinger and archmage of Eaerlann named Luculdar convinced the *Tragic King of the Green Forest*, Nalus T'ar, that the elves' only hope of countering the great magical might growing in the Western March was within the framework of Luculdar's own experiments to combine the powers of spellsong with the more aggressive magic that elven wizards had learned from humans ages earlier.

Nalus T'ar was reluctant to bless what he thought was a matter most unwise, but he also thought that Eaerlann would have little chance of surviving a war with Thars Thuras and the other human kingdoms of the East, and so he prayed to Corellon Larethian for guidance, and he was relieved in the belief that he had received an answer, for in his thoughts it was whispered to him that Luculdar's course followed the path of wisdom, for the elven folk itself was of the Weave and bound by its nature to use the Weave in whatever manner be needed.

Similar thoughts were being debated in the High Halls of Ammarindar, where the high clerics of Moradin argued that the day soon would come when human magi would breach the dwarven halls, spelling the end of the kingdom, if more mighty magical defenses could not be realized.

The high cleric of Moradin at that time, Dilping, argued to King Connar III that the master runecutters of Ammarindar had been lax in their duty, that they had worked separately and in secret with only their own selfish magical interests at heart, rather than giving all of themselves to fulfill the goal Moradin had set for them, to defend Ammarindar.

Dilping and his subordinate high clerics argued to the king that Moradin himself had sent guidance to them, showing them that the master runecutters should work together, combining their abilities to create great runes, which would tear the very foundations of Faerûn from beneath the feet of the evil kings of the Western March. King Connar III ordered that this thing be done.

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In -1592 DR, things reached their boiling point. The arcanists and warriors of the Western March began making repeated attempts to penetrate Kheldizh, Narthing and even the northern halls of royal Targenrudh, making it difficult for dwarves of the Runeaxe and Coalfire clans as well as those in the northern halls of the royal Goldhammer Clan to safely walk the surface of the mountains above their halls. Humans who encountered dwarves in these regions were bent upon immediately killing any dwarves they encountered or else taking them prisoner.

At the same times, spies of the Western March heard tales of wooden rune tables in the hands of some elves beneath the eaves of the High Forest, and several mad, suicidal commando forays from the Western March began attempting foolish covert attacks, in the hope they might win clues to the secrets of runic magic in an elven settlement.

For some three and a half decades, the high Battleguard of Tempus, Athal, had waited patiently in Athal's Ford, always faithful to his agreement of -1626 DR, to not advance upstream in the Delimbyir Vale beyond the Shining Falls. In the years that had passed, his host had grown slowly from a troop of the southern warriors who had followed him into an army of his followers' sons.

As -1592 DR drew to an end, Athal received counsel from Tempus, that the dawn before the battle had come, and that the bloodthirsty heathens of Targus soon would be theirs on the honor field of battle. In truth, Tempus believed the opportunity was coming to forever destroy Targus, and he was bent on pushing man, dwarf and elf into the Western March to achieve this goal.

With his guidance, Athal traveled again to Connar III in Splendarrmorn and to Nalus T'ar, the *Tragic King of the Green Forest*, pledging to continue to stay his own hand as long as the two kings wished, but also pledging both elf and dwarf his full support and the might of his army, should they ever decide to end the wrongdoings being done against them by the Netherese.

Athal's words were both friendly and fair, but within them was the flame of Tempus, which enkindled ever more the fiery wrath of elf and dwarf, who had come under increasing attack from the army of the East. The last straw came in late summer of the Year -1592 DR, when divination by an arcanist of the Western March found a major passage within the Halls of Kheldizh in northeastern Ammarindar that ran only a few yards/meters beneath the surface.

With a larger expeditionary force than ever before, a band of high arcanists, goat's head clerics and Bloodreavers of Targus used powerful magic to cause an explosion that opened the passage to the surface. The invaders then marched into outer Kheldizh, slaying nearly 150 dwarves, before most of their own number had fallen. The only survivors of the force from the Western March were the arcanists who managed to teleport themselves away, without gaining rune magic.

Athal was the first outside of Ammarindar to learn of the attack and the losses of the dwarves, and he wasted no time in informing the elven king in fair but fiery words what had befallen the folk of Kheldizh. After long consultations, Nalus T'ar reluctantly agreed that it was time to wage war against the Western March, and even more reluctantly agreed that Athal probably was correct in his contention that the enemy must be utterly destroyed before the power of its magic grew to such extent that it would be beyond defeat.

Athal thought he was exaggerating slightly in emphasizing the dangers posed by the Western March to the elven and dwarven kingdoms. In reality, he had come quite close to the truth, because Agranthalodar and Queen Ruja had at last succeeded in completing the mighty artifact known as the *Thorned Orb of Orcus*, and both were looking for a battlefield upon which to test it. Only the season stood in their way, for the cold and snow of winter was approaching.

So it came to be that the four armies along with their clerics and magi began preparing for a fateful day that all knew would come, a day in which both sides were confident of victory. Athal and the elven and dwarven kings were convinced that their combined magic was mightier than that of the Netherese foe, and Agranthalodar and Ruja were just as certain that the *Thorned Orb of Orcus* would turn the enemy immediately into a host of undead slaves. They believed there would be no battle at all. Needless to say, nothing turned out as anyone had expected.



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Spring came early in the Year of -1591 DR, and before Alturiak had ended, the armies of Athal, Sharven and Ammarindar had begun their march into the Greypeaks, toward the High Gap, which the dwarves called Horindon Lhar. Had he not been arrogant in his confidence in the *Thorned Orb of Orcus* and had sought instead to attack the approaching foe in ambush, Agranthalodar might have seized victory on that day, for the artifact he and the goat's head queen had fashioned was indeed able to do all he had believed of it.

However, Agranthalodar never considered the possibility of defeat. From the beginning, it was his plan to stand open with Ruja, the goat's head cleric queen, upon Horindon Lhar (the High Gap), and when the foe unleashed what he believed to be its puny magic, he would simply send the orb's wave of undeath over the enemy.

Thus it was, that the armies of Athal, Nalus T'ar and Connar III marched unhindered to Horindon Lhar, and thus it was that Agranthalodar and Ruja did nothing until the clerics of Tempus began chanting their prayers, the great spellsingers of Sharven began their songs and the warriors of Ammarindar held high the runestones their masters had cut for them. Only then did the Netherese release the power of the orb upon the foe.

Never before in the history of Faerûn had magic in such quantity and power been released simultaneously. The song of the elven singers set all of the living in Agranthalodar's host in a bizarre, jittery dance, one that would have led to a nervous degeneration and death, had they remained alive but a bit longer.

The dwarven runes caused a mighty eruption of the volcano Loghmorndin, burying forever most of the halls of Kheldizh and much of the high plain of Horindon Lhar in lava. The molten rock poured and buried the halls of goat's head lich Queen Ruja's Castle and several other Netherese castles as well as the dwarven dungeons beneath them. Even today, the High Pass, as Horindon Lhar now is called, and its environs are nothing more than an unoccupied plain of fertile volcanic soil, with no structure or ruin or gate to the depths anywhere upon it.

As Loghmorndin erupted, a manifestation of Tempus appeared riding the victory horse Veiros on the side of Athal and the allied dwarven and elven hosts, and Athal's warriors led the triple charge on the strangely dancing magi and warriors of Agranthalodar. However, before the three armies could reach Agranthalodar's host, the Thorned orb's wave of undeath rolled over the Netherese and then the hosts of the three western armies. The manifestation of Tempus raised its arm in defense and then vanished.

There were no witnesses for the remaining events that day. Agranthalodar, Ruja and a few of their arcanists had escaped through teleportation, back to Agranthalodar's castle in Thars Thuras. A few of the dwarven warriors and elven spellsingers likewise managed to magically whisk themselves home before being destroyed. For those who remained, there was only death and undeath.

Most members of the four armies were forever destroyed by the lava of Loghmorndin but those who escaped it sought high ground, where they waited, undead, for the call of the master of the *Thorned Orb of Orcus*.

Much more happened on that day, unseen by all eyes, dead or undead. The great Weave of magic was torn and sundered in many ways, and then it began to reshape itself, but the shape it took was new. Perhaps none other than the goddess Mystryl could perceive of this thing, but she at least could see that the Weave had been greatly wounded and would be long in healing.

Fingers of an unknown power - a power beyond and above the goddess of magic - gestured loosely, and the orb's wave of undeath continued onward, exceeding its own power, stretching to each last corner of the lands of the remaining eight lich lords. Within moments of the battle's sudden and strange ending, every living human within the eight kingdoms had passed from life to eternal undeath.

The mighty fingers made new gestures, reaching deep into the abyss, into the abode of the demon god of the undead Orcus, who had trespassed beyond the bounds of his domain into the realm of the mortal pantheons. A field of positive energy surrounded the lair of Orcus, cutting him off for nearly 3,000 years from the world of humans, elves and dwarves and imprisoning him in his own lair.

In that same moment, the *Thorned Orb of Orcus* turned into a strange but almost useless contraption in the castle of Agranthalodar in Thars Thuras. Lich Queen Ruja and all other goat's head liches of Orcus crumbled to dust, and the goat's head clerics elsewhere in the Realms lost their divine powers. A few millennia would go by, before the name Orcus would cross the tongues of Faerûnians again.

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In another place on another plane, two trembling gods, fearing for their continued existence, stood before Ao and were punished for being unfaithful to their own natures. Ao had given unto Tempus the portfolio of just and honorable war as a means to acquit conflicts. In using his high cleric Athal to drive the elves and dwarves into a war of mighty magic against the Western March, Tempus had betrayed himself, for it was his duty to settle disputes with the sword, not with the tools of the Weave.

Ao found Garagos (Targus) guilty of being untrue to himself for opening a gate to the demon god of the undead, Orcus, and for allying himself with necromancers. The pursuit of bloody battle was his responsibility, Ao said, and Garagos dishonored himself greatly in resorting to necromancy to seek revenge against Tempus.

As punishment, at first known only to the two gods, Ao damned them to battle one another repeatedly, unendingly, in duels that always would end with one god slaying another, until the fateful *Day of Restitution* arrived in a distant future. At that time, Ao said, the reigning god of war again would have an opportunity to deal with Moradin and Corellon Larethian and attempt to convince them to win from their folk a contribution that would help end another great threat to Toril from another wayward god.

Only through such cooperation before the *Day of Restitution*, Ao said, would man, elf and dwarf again have a chance to heal the Weave, and only then would one of the two gods of war have a chance to eternally slay or subjugate the other. Much time passed, before Ao's damnation became known to any but the two condemned gods.

No sooner had Ao left the damned to their fates and punishment than it already had become clear to Tempus that it would be his lot to bring the events together needed for the *Day of Restitution*, for Garagos delighted in the thought of forever being able to battle against Tempus, regardless of who won each round, and he had little interest in ending the eternal cycle of deific bloodletting to which Ao had condemned him.

Old tales say that the *Day of Restitution* will come at a time when humans, elves and dwarves alike are threatened with extinction through dragons. At that time, the tales claim, it is up to Tempus or Garagos to take the first step, having his church commission the dwarves to forge a sword of great power.

Moradin, the tales say, then will see to it that the powers of the elements, moon, and stars and the dwarven soul are forged into the sword's metal. And Corellon will guide his folk in the fashioning of a magic jewel of starshine, which the elven god too will invest with the powers of nature, sun, moon, and stars and the elven soul. It is told that such a stone - the *Star Jewel* - is in the possession of the royal family upon Evermeet.

It is impossible to say to what extent these old tales may be true. But it is known that the high cleric of Tempus, Battleguard General Ambrose, Abbot of the Abbey of the Sword in Battledale, commissioned the dwarves of Citadel Adbar in the Year of the Serpent (1359 DR) to forge a mighty sword. This was indeed done, and the sword was turned over to Ambrose in the Year of the Turret (1360 DR). The abbot supposedly consecrated it, endowing it with powerful magic. Ambrose has refused to give any information on this subject, this refusal extending as well to members of his own abbey.

He has said only that this blade is to be known as the *Honor Sword of Baergil*, named after the old warrior from Battledale who died after he successfully called upon Tempus for aid in the battle against the 7,000-man Zhentish Sword of the South in Mistledale during the Time of Troubles (see Ed Greenwood's novel *All Shadows Fled*, TSR- 995).

The *Sword of Baergil* is a magic great sword that can be lifted only by a cleric of Tempus or a qualified fighter who is a dedicated worshipper of Tempus. At the start, the sword is a normal magic great sword with a bonus of +3. The special ability of the sword as a weapon of learning is to win knowledge of enemy gods. The sword will seek out the religion that is behind the threat of the destruction of Faerûn by dragons and attempt to direct its bearer and his companions toward the source of this threat.

As the knowledge of the enemy increases, the degree of plus-bonus the sword has in combat against this enemy increases, reaching a maximum of +10. The sword also has a special power against avatars of gods, should it come into combat with these. The sword endows its bearer with at least the same armor class, savings throws and spell resistance against attacks from the avatar, as the avatar itself has. Any magical protections in which the avatar cloaks itself also will apply to the sword bearer.

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This power will make itself known only when the bearer finds himself in combat with an avatar. In addition, an avatar slain with the Honor Sword of Baergil will die a normal death, as a mortal would, without unleashing catastrophic and devastating forces of power.

It should be noted that the sword's powers are equal in combat against pure magic of the Weave and mixed magic of the ancient natural type, because the sword itself was ensorcelled with both types of magic. This mixing of magics causes some random side effects that can work to the advantage as well as the disadvantage of the bearer. These effects are until now unknown to Abbott Ambrose, his paladin, the elves who brought the moonstone or the dwarves who forged the sword. Among those effects are:

- Scrying spells will find only confusion within 100ft/30m of the sword. This confusion will easily be mistaken for a field of wild magic. However, once the scryer understands that this confusion follows the bearer of the sword, he or she can locate the sword bearer by simply identifying the confusion.
- No kind of detection spells - i.e. detection of magic, lies, good, evil, undead, alignment, etc. - will work within 30ft/9m of the sword. A magician who uses such magic will suffer a severe headache that will fade away in 1d4 turns.
- Teleportation spells that affect creatures or objects within 30ft/9m of the sword have a 50% chance of going totally awry. The goal which the teleported person or object reaches in case of a failure is left to the game master's discretion.
- If the sword enters a dead magic area, there is a 25% chance the Weave will be mended, a 25% chance the area will be turned into a wild magic area, and a 50% chance that the sword will become magically dormant until it leaves the area.
- If the sword enters a wild magic area, there is a 25% chance the weave will be mended, a 25% chance the area will be turned into a dead magic area, and a 50% chance that the sword will become magically dormant until it leaves the area.

The sword itself does have certain detection properties, and it relays its discoveries to the bearer telepathically. These effects become apparent only after the bearer has been using the sword for 3 months (9 tendays or rides). They are:

- It detects the presence of non-magical poisons within 2 yards/meters.
- It detects strong fields of magic, of *either* the Weave or nature!
- It detects the presence of invisible beings, but does not make them visible.

The current whereabouts of this sword are unknown. It is known that the sword last was in the possession of a cleric of Tempus serving as a war cleric of the Purple Dragons of Cormyr in Scardale, but this cleric disappeared during the time that the plague broke out in Scardale, all trace of it the sword ends there.

### 3. WEAPON OF METAMORPHIC VIGILANCE

<u>Class</u>	<u>Damage</u>	<u>Critical</u>	<u>Weight</u>	<u>Type</u>
Varies with form Magical +2	Varies	Varies	Varies	Varies

This weapon was forged by the dwarven master smith Ragul Stonefist from High Haspur above the Dragon Coast in the Vast. The smith had been rescued from an orc attack in the Year of the Weeping Moon (1339 DR) by a paladin of Helm, Sir Klavet, from the Noble Hand temple in Tsurlagol, and he promised to repay the deed when the paladin was in need.

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That time came in the Year of the Moonfall (1344 DR), when the high cleric of the temple, High Watchful Weaponmaster Ellym *Catsjaw* Thourin, received a vision from Helm, commanding him to fashion a new, magical weapon of the first defense, to guard against a new danger that the Vigilant One sensed would spread in the future over Faerûn.

To create this weapon, Helm said that Thourin must begin with a dwarven weapon of the highest quality. Thus it was that Thourin turned to Sir Klavet and bid him to ask his dwarven friend to forge the base weapon. Stonefist forged a silver warhammer of masterwork quality and gave it to Klavet, who in turn presented it to the high cleric.

Thourin endowed it with the magic given him by Helm, and the warhammer underwent an astounding metamorphosis. It immediately transformed from a silver hammer into a translucent, glowing object in blue that constantly changed itself from a warhammer into a mace, a morning star and several types of axes and swords and then back into a hammer again.

The hammer is the form the weapon has when it has been discovered after being without a living owner for three rides (30 days) or more. The weapon floats in the air, translucent blue and glowing, constantly changing its form. Most spectators who attempt to touch the weapon find that it has no physical essence, and their hands merely pass through it.

If a paladin, crusader, monk or specialty cleric of Helm is among the viewers, the weapon will be tangible only to him or her. Otherwise it also can be touched by any paladin, fighter or ranger of lawful good or neutral alignment.

As soon as one of these persons touches the weapon, it ceases to glow and takes the form of its holder's favored melee weapon, being a dazzling silver color throughout. After this, the weapon remains solid and also can be touched by other persons, but they cannot apply its bonuses or other benefits. At the start, the weapon is a simple +2 magical weapon.

However, the weapon develops an instinctive understanding of the true goal of its bearer's mission, even when the bearer himself or herself is unaware of the true goal. In every subsequent encounter with this true enemy, the weapon will pass on small amounts of information about this enemy to the bearer.

After the weapon has killed or incapacitated true enemies in a combined value of 50 levels or HD, it turns into a +3 weapon in combat against this enemy, and the bearer wins an armor class bonus of -1 and a savings throw bonus of 1 against this enemy.

Thereafter, additional pluses and bonuses of 1 will accrue for each 100 levels or HD of true enemies killed or incapacitated by the weapon, until maximum bonuses of 6 to hit and damage and 4 for armor class and savings throws have been reached. The weapon continues to be a +2 weapon against other enemies, except if the bearer is a cleric or paladin of Helm. In this case the bonuses apply against all enemies.

Once the weapon gains a +5 bonus against its true enemy, it also can be used as a range weapon against that enemy with all bonuses, regardless of form or size. Under all circumstances, the weapon will return automatically to its living owner's hand. As a range weapon, it always uses the attack bonus for the nearest range increment. The valid range is 30ft/9m per character level of the owner. This ability may be used only as a full round action, once per round.

The weapons also functions with an extra bonus of 1 to hit and damage against clerics of Garagos, Mask, Shar and Talos.

If the weapon goes out of the possession of its wielder for more than 30 days, it again assumes its translucent blue metamorphic form, until a new owner claims it.

If the weapon is lost by its wielder and is found by another person who would be qualified to touch it in metamorphosis before the 30 days have ended, it retains its form until the 30 days have ended, when it goes into metamorphosis, but it loses its plus points, except against clerics of Garagos, Mask, Shar and Talos. It continues however to qualify as a magic weapon useable against monsters who can be damaged only by magic weapons.

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Clerics of Garagos, Mask, Shar and Talos never can touch the weapon. It has no physical essence for them, and they find the sight of it repulsive. Other persons who would not be qualified to touch the weapon when it is in metamorphosis are capable of touching it when it is in possession of its rightful bearer.

Sir Klavet died in a battle against a Zhentarim spying party near Sevenecho in the Year of the Bridle (1349 DR), and the *Weapon of Metamorphic Vigilance* fell at the time into the hands of Fzoul Chembryl and other high clerics of Bane. Bane's church succeeded in corrupting the weapon's magic in the Year of the Crown (1351 DR), before the Time of Troubles, diminishing its powers but also making it useable to bearers of all alignments.

The Zhentarim then saw to it that the *Weapon of Metamorphic Vigilance* came into the hands of Lord Lashan of Scardale, who used it as a sword. Lashan – with quiet Zhentarim support – attempted to conquer all of the Dalelands but was defeated in the Battle of Mistedale in the Year of the Worm (1356 DR).

After that, Lashan fled to Myth Drannor with hopes of finding great magic with which to continue his war. Instead, he found the insane lich Azimer, former schoolmaster of one of Myth Drannor's schools of wizardry, who destroyed Lashan.

The sword then fell into Azimer's hands, where it remained at the time that *Northern Journey* begins. Although Azimer is insane, he remains quite capable in his work with magic. At the time he came into possession of the *Weapon of Metamorphic Vigilance*, Azimer was deeply involved with experiments in using the magic of the mythal to change the effects of divine magic upon objects within his collection. He detected the magic of Bane with the *Weapon of Metamorphic Vigilance* and believes he has purged it of this influence and restored it to its original state. For years, the weapon again has the initial appearance of a warhammer.

The three Weapons of Learning are considered to be a single artifact of trinity-like nature, which makes their individual destruction impossible.

**Constant powers:** The special properties defined above.

**Invoked powers:** True enemies of the bearers of these weapons are permanently destroyed and cannot be resurrected by any means..

**Curses/Penalties:** Any bearer who betrays the weapon's trust and uses it wrongly will die and immediately be banished as a ghost to the Land of the Lich Lords.

**Artifact possession:** No known effect.

**Suggested Means of Destruction:** The trinity artifact can be destroyed only by throwing all three weapons simultaneously into the subterranean fire pits of Loghmodindin in the Land of the Lich Lords.

**Caster level:** NA; **Weight:** Sword: 4lb/2kg; Scythe: 10lb/5kg, Metamorphic: as normal weapon of its form.

## 7. New Spells

### Game Master's Note:

Xarth Kistar (NPC in Part 4 - *Tale of 2 Liches*) has no spellbooks. Therefore, it is rather inconceivable that anyone else will ever learn the spells that are of his own creation. However, for the encounter with Kistar, the game master must know how to use these spells correctly. For that reason, they're listed here.

In the high days of fallen Narfell and Raumathar, 10<sup>th</sup> level spells were common in those areas. *Northern Journey* does not deal with Raumathari magic to any great extent, although some *NJ* game masters well may wish to add it to their campaigns.

Once the PCs reach Impiltur, however, ancient Narfelli spells and magic items of the now forbidden 10<sup>th</sup> level did manage to survive the mutual devastation of Narfell and Raumathar. You as the game master may wish to make some spells and objects of ancient Narfell findable in your campaign. Within the *NJ* context, there is defined Narfelli magic, including dangerous 10<sup>th</sup> level magic, with the persons and at the locations listed below.

If your PCs can gain access to such magic, we urge you to apply the *AD&D 2<sup>nd</sup> Edition* rules for 10<sup>th</sup> level magic defined in the accessory *Secrets of the Magister* by Ed Greenwood (WotC - 2000), which is available as an ESD download.

### Who has Narfelli magic and where it can be found:

- Sambryl, Queen of Impiltur, in her library in Lyrabar.
- Daerthnur, the Archwand of Impiltur, in his library in Ilmwatch.
- The Nentyarch, druid and epic sorcerer, in his tower within Dun Tharos in the Great Dale.
- Shandaril, epic wizardess and leader of the Iron Throne in the Vast and the Bloodstone Lands, in Damaran Heliogabalus (to a limited degree).
- Urgrath Hurddh, head of the Kront Dragon Cult cell in Tower Threespires in the Great Dale (to a very limited degree).
- The liches Harbet Gall and Klingszhråd in Nighthawk Tower in the Great Dale (to a limited degree).
- The Simbul of Aglarond and Elminster of Shadowdale.
- At still undiscovered locations where the empires of Raumathar and old Narfell once stood.

In most campaigns, then, it will be virtually impossible for the PCs to obtain any Narfelli magic, and it will be even more likely that they are unable to use it. Some spells have been developed upon the epic level and can be learned and used only by epic level character of suitable levels themselves. Narfelli spells and inventions of specific characters are identified as such.

### Epic Conversions of Narfelli Magic

Modern day epic magi and sorcerers unwilling to take the risk of using 10<sup>th</sup> level Narfelli spells also can study these ancient spells and use the knowledge and secrets within them to make similar epic level spells. Having the original Narfelli spell does not, however, ease the requirements of the epic mage who wants to develop the spell for himself or herself; it simply provides him or her with the secrets he or she needs to begin.

If, however, a modern day epic mage is privy to the content of an epic Narfelli spell conversion implemented by another epic mage, he or she can use this knowledge to reduce by half the number of days needed to develop the epic spell for himself or herself. This method has been used by the Wand of Impiltur and the Weavers' Coven of the Iron Throne.

### Adakahn's Restoration

Necromancy (White)

**Level:** Sor/Wiz 7, Priest of Kelemvor 6

**Components:** V, S

**Casting Time:** 1 action

**Range:** 20 feet/6 meters per caster level

**Target:** One undead creature

**Duration:** Permanent

**Saving Throw:** See Text

**Spell Resistance:** No

This spell restores an undead being to life. If the undead created itself or was created voluntarily by another mage, as in the case of a lich, it can void the spell with a successful saving throw for Will. If the undead was created involuntarily, the caster must succeed with a check at 1d20 plus caster level against a DC of 10 plus the level of the caster who created the undead. If the spell is used upon an undead creature that had been dead more than 10 rounds before being made into an undead (as in the case of most skeletons and zombies), the creature is restored to death, not to life.

### Advanced Maze

Narfelli origin

Conjuration (Creation) [Force]

**Level:** Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** All creatures within 10 feet/3 m of trigger point.

**Duration:** See text

Saving Throw: None

**Spell Resistance:** No

With the following exceptions, this dweomer is identical to the 8<sup>th</sup> level sorcerers' and wizards' spell *Maze* in the *D&D Players Handbook*. The advanced maze spell is a delayed spell that is placed upon an object or a location. It is triggered automatically when a living, intelligent being comes within 10 feet/3 m of the point where the spell has been placed. The wizard or sorcerer has the ability to except named beings from triggering the spell. The spell affects all target beings within 10 feet/3 m of the trigger point.

### Annihilate

Narfelli origin

Transmutation

**Level:** Sor/Wiz 9

**Components:** V, S, M / DF

**Casting Time:** 1 action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

With the following exception, this dweomer is identical to the 6<sup>th</sup> level sorcerers' and wizards' spell *Disintegrate*. When used upon an object, the ray disintegrates up to 4 cubes with sides of 10ft/3m. The difficulty class of the saving throw is 25 + the caster's relevant ability modifier. *Annihilate* is an ancient Narfelli spell.

### Cage of Repulsion

#### Narfelli origin

Transmutation

**Level:** Sor/Wiz 10

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Immediate

**Effect:** 150 feet/45 m above and below the ground, 425 square feet/350 square meters per caster level, shaped at will by the caster.

**Duration:** Permanent

**Saving Throw:** Will

**Spell Resistance:** No

The spell creates a totally closed but invisible protective shell that goes outward from the point of the casting. The cage or shell extends above and below the ground to a height and depth of 150 feet/45 m and protects an area of 425 square feet or 350 square meters per level of the caster as sorcerer or wizard. All living beings who come within 10 feet/3 meters of the protective shell must save for Will or they are repulsed and cannot pass through the shell for a period of 1d10 + 10 rounds. After that time, they may make a new attempt with a new saving throw. It does not affect creatures that already are *completely* in the area at the time of casting. Those who are partly within the area are forced back.

### Coins of Binding

#### Probable Imaskari origin

Enchantment

**Level:** Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 2 hours

**Range:** 30 feet/9m

**Target:** One coin

**Area:** 20 feet/6 meters

**Duration:** Permanent, effect requires concentration

**Saving Throw:** Will negates and No, see text

**Spell Resistance:** Yes

This is an ancient and evil spell that was lost to Faerûn for many years, and it would indeed have been better had it stayed so. The spell places an enchantment upon a coin that forces anyone other than the caster who is within range of it to go to destinations chosen by the caster.

The compulsion created by this spell is narrower in scope than the effect of the spell *Suggestion* (Brd 2, Sor/Wiz 3). The victim is compelled only to travel in a specific direction. The compulsion does not make clear to the victim what the precise destination at the end of this journey is. On a daily basis, the caster also can change the direction of travel.

The spell can affect humans, elves, dwarves, goblins, gnomes, halflings, half-elves, half-orcs, giants and goblinkind, and it may bind some other living beings as well (game master's discretion). It will not bind non-living constructs, undead, etc. The binding created by this spell also gives the caster the ability to use additional magic to determine its victim's location, the direction in which he or she is moving, if any, and even what the victim is thinking, along as the victim remains on the prime plane. The effects of the spell are suspended whenever the victim is within a mythal.

The binding occurs at the instant the victim sees the enchanted coin. At that moment, the intended victim can escape the binding with a saving throw for Will. If the save fails, the binding takes effect. The spell *Unweave Magic* can destroy the magic within a coin, but it cannot lift the binding of a victim that already has been infected by a coin. The binding continues until the goal of the compulsion is reached or until the caster dies.



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The magic dwells permanently within the coin, but to affect the victim, concentration on the caster's part is required. When the caster fails to concentrate, the binding is not broken, but the compulsion that draws the victims to the caster's goal is interrupted and ineffective until the caster renews his or her concentration.

The true strength of this spell at any given time and the ability of its victims to resist are determined daily. Before sunrise of each new day in the campaign, the caster must concentrate 1d20 rounds to reinforce the compulsion. If the victims are in separate geographical locations that are more than 10 miles/15 km distant from one another, the caster must concentrate separately for each group of victims.

If a victim fails its initial saving throw, it is unable to resist the compulsion, regardless of its level. Beginning on the first day, the victim can attempt to resist the sigylls with a saving throw for Will, but the initial rolls will fail automatically as the victim begins building resistance to the magic. The period of automatic failure is equal to 1d20 minus the victim's level, but in all cases at least one day. The period of failure is determined separately for each victim.

After the period of automatic failure has passed, the victim begins gaining resistance to the compulsion. This is reflected in a saving throw for Will with a Difficulty Class of 10 + the spell level (9) + the caster's relevant ability modifier (In Grafvitnir's case, the modifier is Intelligence Bonus 8, for a full DC of 27)\*. If the caster's save equals or is greater than the DC, the compulsion can be resisted for that day. This saving throw is made only when the victim makes clear that it is trying to resist the compulsion; it is not automatic.

Should a victim be affected by more than one *Coin of Binding* or by other compulsive magic such as a *Geas*, a *Sigyll of Contagion*, etc., the game master must roll 1d20 for each such affect. The affect with the highest roll has the command of the victim on the given day, and it is the only effect for which the victim must save. In the case of tie rolls, the die rolls should be repeated until the strongest compulsion is determined. However, the victim will be aware that different forces are attempting to draw him or her in different directions.

The binding created by the enchanted coin also can be used by the caster to cast certain additional spells regarding the victim without regard to distance. If the caster wishes to know the location of the victim and the direction in which it is moving, he or she can concentrate upon the binding for an additional 1d20 rounds and then work the spell *Locate Creature* (Brd 4, Sor/Wiz 4) over the binding. This has the advantage of preventing the spell from being blocked by running water or being fooled by other spells. This ability can be used to locate only one victim at any given time.

On any day when the compulsion is in effect (i.e. the caster has concentrated and the victim has made no successful saving throw), the binding also can be used by the caster to cast the spells *Scrying* (Brd 3, Clr 5, Drd 4, Sor/Wiz 4) or *Greater Scrying* (Brd 6, Clr 7, Drd 7, Wiz/Sor 7) upon the victim without a new saving throw on the victim's part. (Even if the victim has succeeded in resisting the compulsion for the day, the caster can, of course, cast *Scrying* or *Greater Scrying* normally with a saving throw for the victim.)

In addition, on any day when the compulsion is in effect, the binding also can be used by the caster to cast the spell *Detect Thoughts* (Brd 2, Knowledge 2, Sor/Wiz 2) upon the victim without regard for the normal 60-foot/18 meter range, without blockage limits for stone, metal, lead, etc., and without a new saving throw on the victim's part. However, the area of effect is limited solely to the victim selected by the caster. The normal ability to detect new thoughts in the area each round does not function over the binding.

At the beginning of the *Northern Journey* adventure and each time a new victim is found to replace a PC who has died, Szarkh Gortth lays a trap for new PCs, he cuts the invisible runes of the *Sigylls of Contagion* (see the description of the sigylls) at the site of the enchantment and also displays *Coins of Binding* at the scene. However, Gortth does not have personal access to the spell *Coin of Binding*. The only known copy of this spell was in the possession of the dragon Grafvitnir, who mentally committed this spell to his own repertory and then destroyed the spellbook which contained it.

\* At lower character levels, it will be extremely difficult for PCs to resist the compulsion. As an example, a 1<sup>st</sup> level cleric with a Wisdom score of 18 and the feat *Iron Will* makes a save for Will with bonus 8. His or her maximum Will check is 28. That means that he or she must roll 19 or 20 on 1d20 to match or exceed the DC of 27 in order to overcome the compulsion for a day. Many 1<sup>st</sup> level characters will have no ability to overcome the compulsion without magical help, but the ability to resist will grow with new experience and new levels.

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**NOTE - ERRATA:** The *Northern Journey* adventure has been written over an entire decade, beginning in 1993. Installments 1 through 6 of *Northern Journey* each contain separate rules for using and resisting the *Coins of Binding*. Suggestions that the Vintyri Project has received from game masters over the many years have suggested that these earlier systems have been less than satisfactory. The new system of saving throws included in this spell description was play tested in eight campaigns over a year's time and produced much more satisfactory results, therefore, we suggest you ignore the rules for resisting the coins that are contained in the individual chapters of *NJ* and use this revised spell description instead.

### Conduit

Narfelli, possibly Imaskari origin

Conjuration

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** One area

**Effect:** Up to 125 cubic yards/meters

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

*Conduit* creates a vessel that can contain an endless number of other spells. This rare magic was used by ancient Narfelli magi who had mastered the raveling of magic. There are some indications, however, that the spell's true origins may be Imaskari. Today the spell usually is known and mastered only by epic level magi who have mastered the raveling of magic and who create *Conduits* to contain the raveled magic. A *Conduit* is insubstantial and therefore invisible but it can be detected.

*Conduits* are necessary if raveled magic is to be contained. However, the magic cast into a *Conduit* need not be raveled. When another spell is cast into a *Conduit*, it is inert and cannot normally be triggered. It also cannot be detected by any means as long as it is inert. It remains inert in exactly the status in which it had been at the precise instant after the casting was completed and before the spell would have been activated.

Normally a *Trigger* spell or other similar magic is needed to set off a raveled or unraveled spell in a *Conduit*. Thus, a *Conduit* also may be used to create an indefinitely delayed spell. Another simple means of triggering the spell is to dispel or unweave the *Conduit*. When the *Conduit* ceases to exist, the contained spell returns to the state in which it was at the instant it became inert. In the case of a *Fireball* cast into a *Conduit*, it would explode at the very instant that the *Conduit* was dispelled.

There are documents in the royal library in Impilturian Lyrabar that describe how Narfelli arcanists once used *Conduits* to set insidious traps for rival magi. They would cast a deadly spell with an instantaneous effect into a *Conduit*. The target mage would detect the *Conduit* but would be able to determine nothing about its contents. If he or she were foolish, he or she would immediately unweave the *Conduit*, thereby unleashing the deadly magic it contained.

The size of a *Conduit* can be increased by creating two or more *Conduits* that are in direct contact with one another. Such adjacent *Conduits* automatically merge into a larger *Conduit*, which cannot be divided back into lesser *Conduits*.

### Contingency, Greater

Origin unknown

Evocation

**Level:** Sor/Wiz 8

**Components:** V, S, M, F

**Casting Time:** At least 10 minutes, see text of *Contingency* in the *OHB*

**Range:** 5ft/150cm per caster level

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**Effect:** Effect of contingent spell

**Duration:** One Day/level (D) or until discharged

**Saving Throw:** None

**Spell Resistance:** No

In most respects, this spell is identical to the 6<sup>th</sup> level Sorcerer/Wizard spell *Contingency*. The spell to be brought into effect by *Greater Contingency* can affect not only the caster's person but also his possessions within the effect limits of the contingent spell. This includes possession that are not being carried by the caster but are within the range of the spell *Greater Contingency*. The level of the spell being made contingent can be no higher than one-third of the caster level and a maximum of level 8. You can use only one *Greater Contingency* spell upon your person or an object at one time. If a second *Greater Contingency* spell or a *Contingency* spell is cast upon the same person or object, the second *Greater Contingency* spell will nullify the first, and the more powerful *Greater Contingency* spell will nullify *Contingency*, even if *Contingency* is cast after *Greater Contingency*. This restriction does not prevent a caster from casting more than one *Greater Contingency* spell, if each casting has a different object as its goal. For purposes of this spell, an *object* is a separate physical object. Multiple objects are included only if the goal is a container and the container contains the multiple objects. The goal could, for example, be a bookshelf, and it then would include all of the books that the bookshelf contains. However, if the same books were stacked, the spell would have to be applied to each book separately.

### Create Lich Facet

Imaskari origin

Necromancy

**Level:** Clr/Sor/Wiz10

**Components:** V,S, M/F

**Casting Time:** 1d10 + 30 days

**Range:** Immediate

**Target:** One lich and one phylactery

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

This is an ancient Imaskari spell long lost to the Realms. At present, it is record only in the *Tome of Facets*, a volume in the possession of Sammaster in Castle Dragonblood. With this spell, a lich or demilich can create multiple physical essences and bind them to additional phylacteries. These new phylacteries must be created separately with the same expenditure in resources as defined in the *Monster Manual*. A lich can create more than one facet of itself, but this spell must be worked anew for each facet, and a new phylactery must be created for each facet.

The spell does not increase the spiritual essence of the lich, but it does allow the lich to share its essence with the new duplicate, which together form a *facet* of the lich. Each facet can summon the lich's full spiritual powers, as long as both are not using these powers simultaneously. Because a single creature steers all facets, conflicts between them are impossible.

The material components are a phylactery and a copy of the *Tome of Facets*. For more information, see *Lich, Faceted* under *Character Class Extensions*.

### Dweomer Shield

Narfelli origin

Abjuration

**Level:** Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 Standard Action

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**Range:** One object or area  
**Effect:** 125 cubic yards/meters  
**Duration:** Permanent invisibility  
**Saving Throw:** Will negates  
**Spell Resistance:** No

*Dweomer Shield* is an ancient Narfelli spell. The dweomer shield makes it impossible to detect any magic within the protected object or area without a successful save for Will. No magical device or other spell short of artifact level can penetrate a *Dweomer Shield*. A saving throw is allowed only when the person seeking magic has reasonable grounds to believe that a concealed dweomer is in place, a decision to be determined by the game master. To make a saving throw, the seeker still must use magical means to detect the concealed magic. The saving throw is that of the caster in the case of the spell and the basic saving throw for an arcane or divine caster of the device's caster level in the case of a magical item. The Difficulty Class for the saving throw is the relevant ability modifier of the caster of *Dweomer Shield* plus 26.

### Kandabul's Air Crash

Transmutation  
**Level:** Sor/Wiz 7.  
**Components:** V,S  
**Casting Time:** 1 Standard Action  
**Range:** 20feet/6m/Level as Caster  
**Target:** Location, Object or Creature  
**Effect:** Location, 1 cu. yard/1 cubic meters per caster level  
**Duration:** 1 Round per caster level  
**Saving Throw:** See text  
**Spell Resistance:** No

This spell prevents flight for the duration at the location designated by the caster or by the creature or object upon which it is worked. If a creature or object flies into a protected location, it will begin to fall immediately and will continue to fall until it is out of the protected area, at which time it can resume its flight, if it still is airborne. This spell will not prevent a magic-using creature caught within a protected location from teleporting to another location.

If the spell is worked upon a flying creature or object, the creature will begin to fall immediately and continue to fall for the duration of the spell. If the creature or object hits other creatures or objects while falling, it sustains normal falling damage. The spell does not counter the effects of *Feather Fall*, *Levitation*, *Reverse Gravity* or other similar spells, but it will make continued flight impossible for the duration of the spell.

If the spell is worked upon a grounded creature or object, the creature or object cannot fly for the duration of the spell.

A creature that flies by mechanical means (i. e. wings flapping, etc.) is entitled to a saving throw for fortitude to avoid the spell's effect.

A creature flying by magical means must make a check to avoid the spell's effects. The DC is 10 plus the level of the caster of *Kandabul's Air Crash*. The check is 1d20 + the level of the caster of the spell that enabled the flight. If flight was enabled by a magical object, the DC is 10 plus the caster level of the object.

### Kistar's Boneburn

**Origin:** Xarth Kistar, Zhentil Keep  
Necromancy  
**Level:** Clr 5, Sor/Wiz 4.  
**Components:** V,S  
**Casting Time:** 1 Standard Action

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**Range:** Touch  
**Target:** One human or humanoid  
**Duration:** Permanent  
**Saving Throw:** Fortitude negates (see text)  
**Spell Resistance:** Yes

With this spell, Kistar can set a victim aflame, so that the victim temporarily looks like a green burnbones of Cyric. The victim must be touched, which also causes normal heat damage for a burnbones. The victim then burns in a green flame for 1d6hp dmg per round, until he makes a savings throw for fortitude, which causes the fire to go out. Fire protection magic and other forms of magic that can extinguish magical fires are effective against this spell. This magical fire actually is a form of negative energy, which also begins robbing the victim *after* he/she has fallen below 50% of the original hit points of one experience level in each round in which the victim fails an additional savings throw for fortitude.

### Kistar's Negation

**Origin:** Xarth Kistar, Zhentil Keep

Necromancy

**Level:** Clr 8, Sor/Wiz 7

**Range:** Touch

**Components:** V,S

**Duration:** Permanent

**Casting Time:** 2 Minutes

**Area of effect:** One human or humanoid

**Saving Throw:** Will negates

This is an evil necromantic spell that reverses the energy of the victim when he/she fails his/her savings throw against will. If the savings throw succeeds, the spell has no effect. The wizard must touch the victim, which also causes normal heat damage for a burnbones, to realize the results of this spell. Upon touch and completion of the spell, the victim is immediately turned into a ghoul, but one with the same Abilities, armor class, attack bonus, hit points etc. as in life.

The new ghoul will have the same weapon proficiencies etc. as in life but will not be able to use magic spells or to read scrolls. The ghoul stands immediately under the command of its creator wizard, sorcerer or cleric and will awaken into unlife with avaricious hunger.

### Kistar's Negative Poker

**Origin:** Xarth Kistar, Zhentil Keep

Necromancy

**Level:** Clr 7, Sor/Wiz 6

**Components:** V,S

**Casting Time:** 1 Minute

**Range:** 20 feet/6m

**Target:** One undead being.

**Duration:** 2d4 rounds

**Saving Throw:** See Text

**Spell Resistance:** Yes

This is a spell Kistar created but never managed to finish successfully. Kistar never would choose this spell to learn or to use in a lucid moment, but he is inclined to learn it when struck by insanity and he sometimes chooses to use it when ravaged by chaos. The spell was intended draw in negative energy enough to temporarily turn a lower level undead into a full vampire for 2d4 rounds, and it does indeed do that on a throw of 1-6 on 1d20. Often, however, (a throw of 7-12 on 1d20) the spell simply turns chaotic, with the result determined by the game master. Some of the time (a roll of 13-20 on 1d20), the spell reverses itself upon Kistar, robbing him of some negative energy and causing his flames to go out for 2d4 rounds. During this time, he can cause no heat damage, his physical attacks with bony hands cause only 1d3hp dmg, his armor class drops to 13, and he takes full damage as a skeleton would without magical protection.

### Kistar's Negative Trap

**Origin:** Xarth Kistar, Zhentil Keep

Necromancy

**Level:** Clr 6/Sor/Wiz 5

**Components:** V,S

**Casting Time:** 1 Action

**Range:** 0

**Area of effect:** One area 1x1 yard/meter by three yards deep.

**Duration:** Permanent, until released

**Saving Throw:** Fortitude negates, see text

**Spell Resistance:** Yes

With this spell, Kistar replaces an area the size of the area of the effect with a trap of space displaced from the negative plane. The ensorcelled area appears to be the same as its surroundings, although it reveals a clear aura of necromancy when a *Detect Magic* spell or similar methods are used. A victim who falls into the trap must make a dexterity check and a saving throw for reflex. The fall causes 1hp dmg with a successful dexterity check and 3d4hp dmg with a failed check. The pocket of negative plane within the trap robs the victim of one experience level, if the victim does not make his/her saving throw for reflex. The pocket continues to exist after being set off until the victim and foreign material are removed from it. It then vanishes in the following round, returning to the negative plane, and the material that originally was on this location returns to its original position from the negative plane. Note: If another creature or object enters this area during the round in which it vanishes, he, she or it is transported with the pocket to the negative plane.

### Mental Door

**Narfelli origin, Epic Conversion Wand of Impiltur**

Transmutation [Teleportation]

**Level:** Clr 10, Sor/Wiz 10 and Epic

**Spellcraft DC (Epic):** 55

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Caster, other touched creatures and their touched objects, up to 1,000 lbs./500 kg.

**Area:** The door covers one cubic foot/30,000 ccm per caster level

**Duration:** Permanent

**Saving throw:** Will negates (unwilling creatures only)

**Spell Resistance:** No

**To Develop (Epic):** 495,000 gp; 10 days; 19,800 xp. Seeds: *Transport* (DC 27), *Conceal* (DC 17). Factors: Interplanar Travel +4; Transport unwilling creatures +4; Permanent 5x. Mitigating factors: Increase casting time to 10 minutes, -20; Additional participants (requires 9 spell slots) -17.

This powerful spell allows the caster to designate which creatures may access the mental door. Specific beings or bearers of a specific *Arcane Mark* (PHB level 1 spell) must be named. At the moment the character *with access* comes into contact with the stone, metal, wood, structure or other object where the *Mental Door* has been established, he or she along with his or her touched equipment enters the Astral Plane. The character then emerges instantaneously on the other side, leaving the Astral Plane and returning to the Material Plane, as though he or she had passed through a physical door.

This spell was found by wizards of the Wand of Impiltur in Tower Ithfell, in western Impiltur, which itself has *Mental Doors* as entrances. The Queen's Crystal in Lyrabar made the original epic conversion. The members of the Weavers' Coven have learned the secrets of the Impilturian spell and have made their own matching epic spell.

### One-Way Window

**Origin:** The Wizardess Shandaril

Transmutation

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 Standard Action

**Range:** Touch

**Effect:** Opening 5 x 8 feet/150 x 240 cm, 10 feet/3 m deep + 5 feet/150 cm deep per three additional caster levels.

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

This spell was created by the wizardess Shandaril in Damaran Heliogabalus. It is not known to exist outside of the library in her tower there. The material component for this spell is a wall made of stone with high silicon content. The magic realigns the silicon molecules in a manner that makes the wall transparent from one side but mostly opaque from the other. The transmuted stone allows light to pass through undistorted in one direction, as though the wall was a glass window, however, the stone transmits the light with only 40% of its original intensity. As a result, vision at night is impaired, and one looking through the *One-Way Window* might miss details that would be seen when looking through a normal window.

This spell is flawed. Shandaril originally intended the spell to transmute the stone in a manner that would make it transparent on one side and fully opaque on the other, but she ceased refining her work when it reached its current level. When a *One-Way Window* encloses a room that is illuminated in the darkness, filtered light passes outward through the window, much as filtered light will pass through a window shade. This gives the stone wall an effect that makes it seem that the stone is glowing slightly. Shandaril did not attempt to resolve this flaw, because the glowing effect suited her purpose well.

### Paralysis

**Narfelli origin**

**Enchantment [Mind-Affecting]**

**Level:** Brd/Clr/Sor/Wiz 4

**Components:** V, S, F/DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level - 30 m + 3 m/level)

**Target:** One humanoid of Medium-size or smaller per caster level

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions. A winged creature that is held cannot flap its wings and falls. A swimmer can't swim and may drown. The saving throw is valid in the first round only for epic level characters. All lower level characters are held without a save in the initial round.

### Perceive Ravel

**Origin:** Simbul, Witch Queen of Aglarond

Divination

**Level:** Brd 6, Clr 5, Drd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 Minute

**Range:** 120 ft./36 meters

**Effect:** Cone-shaped emanation.



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**Duration:** 20 Minutes (D)

**Saving Throw:** None

**Spell Resistance:** No

The practitioner of this spell can observe raveled magic and understand the manner in which it was raveled. The spell gives him or her no ability to unravel the magic, only to understand how it was raveled, in order that it can be unraveled correctly with the spell *Unravel Magic*.

This spell was created by the Simbul, the Witch Queen of Aglarond. She has shared it only with Elminster of Shadowdale and Daerthnur, the Archwand of Impiltur. The Weavers' Coven of the Iron Throne does not appear to be aware of this spell.

### Power Word, Kill, Major

**Narfelli origin. Epic Conversion Wand of Impiltur**

Necromancy [Death]

**Level:** Sor/Wiz 10, War 10 and Epic

**Spellcraft DC (Epic):** 49

**Components:** V

**Casting Time:** 1 standard action

**Range:** 300 feet/90 meters

**Target or Area:** One or more living creatures within 20 foot/6 meter radius.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**To develop:** 441,000 gp; 9 days; 17,640 xp. Seed: *Slay* (DC 25). Factors: No somatic component: +2; Change from target to area, +10; Change to 20 ft. radius, +2; Increase damage die by one step (balance for no save), +10.

The character either can target a single creature or let the spell affect a group. If *Major Power Word, Kill* is targeted at a single creature, that creature dies if it has 200 or fewer hit points. If *Major Power Word, Kill*, is cast as an area spell, it kills creatures within a 20-foot/6-meter radius that have 50 or fewer hit points, and only up to a total of 200 hit points of such creatures. The spell affects creatures with the lowest hit point totals first until the next creature would put the total over the limit of 200. (Creatures with negative hit points count as having 0 hit points.)

### Ravel Magic

**Narfelli, possible Imaskari origin**

Evocation

**Level:** Sor/Wiz 10 & Epic

**Spellcraft DC:** 35 + Special Factor (see below)

**Components:** VS

**Casting Time:** 10 Minutes

**Range:** 50 feet/15 meters

**Effect:** One or more spells

**Duration:** Until triggered or otherwise used

**Saving Throw:** None

**Spell resistance:** No

**To Develop (Epic):** 315,000 gp; 7 days; 12,600 xp. (These are base costs for Spellcraft DC 35. The must be increased for additional special factors based upon the spells being raveled.) Seed: *Metamagic* (see below - DC 30). Factors: Special - 30 + level of the spell being raveled; Contingent on Specific Trigger +25. Mitigating factor: Increase casting time by 10 minutes, -20.



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This spell gives the caster the ability to ravel one spell inside of another spell. A *Conduit* first must be created to contain the raveled spells, and it is at the innermost level of the raveling. Raveled spells cannot merely be dispelled or unwoven. Raveled spells must be unraveled before they can be made harmless. They can be unraveled only with the spell *Unravel Magic*, and they can be unraveled only spell-for-spell, from the outside to the inside.

The process of raveling begins with the casting of the 5<sup>th</sup> level spell *Conduit*. A *Conduit* is necessary to hold raveled magic. If a large *Conduit* is needed, the *Conduit* spell may have to be cast repeatedly. After the *Conduit* is created, the first spell to be raveled is cast into the *Conduit*. *Ravel Magic* then is cast upon the *conduit*, and the spell ravel the *Conduit* and all succeeding magic cast into it.

After that the second, third, fourth, etc., spells are cast, and each successive spell is raveled into the newest spells. At the end of this sequence, *Ravel Magic* is cast a second time to seal the ravel, and all spells from the *Conduit* outward are raveled together. If there is no second casting, the internal spells will be raveled but the outermost spell remains unraveled.

All raveled spells become immune to being dispelled, unwoven or even invalidated by a 9<sup>th</sup> level *Mordenkainen's Disjunction* until they are magically unraveled (see the spell *Unravel Magic*). The 4<sup>th</sup> level spell *Analyze Dweomer* also is ineffective in conjunction with raveled spells.

As an example, the wizard Mustafa could cast the following spell sequence:

- *Conduit* at a particular location
- *Ravel Magic*
- *Fireball*
- *Trigger*
- *Silent Image* (disguising the location as a red rose)
- *Dim Dweomer*
- *Ravel Magic* (but only if he also wishes to ravel *Dim Dweomer* and seal the ravel)

The *Conduit* is raveled into the *Fireball*, the *Fireball* is raveled into the *Trigger* (which is cast to go off when a living being comes within 10 feet/3 meters of it), the *Trigger* is raveled into the *Silent Image*, the *Silent Image* is raveled into *Dim Dweomer*, and *Dim Dweomer* is sealed into the ravel with the last casting of *Ravel Magic*.

If Mustafa succeeds in this complex raveling, one sees only the red rose and is completely unable to detect any magic whatsoever upon the location of the *Fireball* that appears to be a red rose, except in the rare case that he or she has command of the Simbul's rare epic spell *Perceive Ravel*.

One also should note that a spell's time limitation, as in the case of *Fireball*, is suspended during the period in which the spell is raveled. Thus, raveling can make it possible to set a *Fireball* that still could be triggered 10 years, centuries or even millennia later.

If another epic mage does, indeed, perceive the ravel, he or she can disarm it only by unraveling each spell, beginning with *Dim Dweomer* on the outside, and then unweaving each spell's magic. For each raveled spell, the mage must cast *Unravel Magic* and *Unweave Magic* anew.

### Read Arcane Mark

**Origin:** The Wizardess Shandaril

Divination

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** 10 ft./3 meters

**Duration:** Concentration, up to 10 min./level

**Saving Throw:** None

**Spell Resistance:** No.

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This spell was developed by the Iron Throne Wizardess Shandaril in Damara. It is unknown whether other magi are aware of this spell. It reads an *Arcane Mark*, created with the Level 0 Spell from the *D&D Players Handbook*, and it can communicate the result either to the caster or to a *Trigger* spell within raveled magic. The spell determines whether an *Arcane Mark* exists and, if so, which *Arcane Mark* it is.

### Realms Sight

Origin unknown

Divination

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 Standard Action

Range: 0

Effect: Usually 100 miles/160 km per caster level, see text

Duration: 10 Rounds per caster level

Saving Throw: None

Spell Resistance: No.

With this *Forgotten-Realms*-specific spell, the caster can see major magical activity within the area of effect. In normal usage, the spell shows the caster only disturbances in the Weave caused by strong, active magic, that is, magic of 7<sup>th</sup> level or higher or its equivalent. To be detected, magic in the area viewed must be in use that totals at least 100 spell levels or more of 7<sup>th</sup> level magic or higher, i.e. the equivalent of 15 7<sup>th</sup> level spells or 12 9<sup>th</sup> level spells.

This spell reacts to all forms of arcane, divine, elven high and runic magic, and it does not differentiate between magical sources. The cumulative spell totals can come from spells, magical items, artifacts and other sources.

This spell does not give the caster any information whatsoever about the magic that is being used. It shows nothing more than a strong draw upon the Weave within a specific geographical area. The caster can estimate with a  $\pm 20\%$  error tolerance how many spell levels of power (level 7 and higher) are being drawn from the Weave. The precise location of the magic also is shown with a  $\pm 20\%$  error tolerance.

If, for example, strong magic is being used in Impilturian Dilpur, a caster 100 miles/160 km from Dilpur will detect the magical draw as being somewhere within 20 miles/32 km of Dilpur. The direction of error is determined with a roll of 1d8, with 1 indicating north, 3 east, 5 south and 7 west. The caster is aware that the location seen is imprecise, and he or she also knows approximately how great the margin of error can be, but he or she never will know exactly how great the margin of error is in a specific case, nor will he or she know the direction of error.

More information is available if the caster uses this spell locally. When the area scanned is limited to 100 feet/160 meters per caster level, the caster can detect every usage of magic within the scanned area and its level with an error tolerance of  $\pm 1$  level. The error tolerance for location remains at  $\pm 20\%$ , but this usually amounts to a number of feet or meters rather than miles and kilometers.

With such local usage, the caster also can, with a successful check, apply his or her *Spellcraft* skill to any single manifestation of magic detected by the spell. *Spellcraft* can be applied to only one source of magic at any given time, but it can be shifted to other magical sources afterward, for the entire duration of the *Realms Sight* spell.

*Dim Dweomer*, *Dweomer Shield*, *Mordenkainen's Private Sanctum*, *Wardmist* and other similar spells do not interfere with the revelations made by *Realms Sight*, although they may interfere with the information gained with the *Spellcraft* skill.

## Realms Sight, Whole

**Origin:** Price Quillan of Damara

Divination

**Level:** Epic

**Spellcraft DC:** 14

**Components:** V, S

**Casting Time:** 1 Minute

**Range:** See text

**Effect:** Magical sensor

**Duration:** 20 Minutes (D)

**Saving Throw:** None

**Spell Resistance:** No.

**To Develop (Epic):** 126,000 sp; 3 days; 5,040 xp Seed; *Reveal* (DC 19). Factor: Seed within specialist school -5.

Essentially, this *Forgotten-Realms*-specific spell is a much more powerful version of the 7<sup>th</sup> level spell *Realms Sight*. It was developed by Prince Quillan, and no other mage in Faerûn is known to have developed a similar spell to date.

The caster can see middle- to major-level magical activity anywhere upon Abeir-Toril. The spell shows the caster disturbances in the Weave caused by any active magic of 4<sup>th</sup> level or higher or its equivalent. To be detected, magic in the area viewed must be in use that totals at least 10 spell levels or more of 4<sup>th</sup> level magic or higher, i.e. the equivalent of 10 4<sup>th</sup> level spells or 5 9<sup>th</sup> level spells.

This spell reacts to all forms of arcane, divine, elven high and runic magic, and it does not differentiate between magical sources. The cumulative spell totals can come from spells, magical items, artifacts and other sources.

This spell does not give the caster any information whatsoever about the magic that is being used. It shows nothing more than a strong draw upon the Weave within a specific geographical area. The caster can estimate with a  $\pm 5\%$  error tolerance how many spell levels of level 4 and higher are being drawn from the Weave. The precise location of the magic also is shown with a  $\pm 5\%$  error tolerance.

If, for example, sufficient magic is being used in Impilturian Dilpur, a caster 100 miles/160 km from Dilpur will detect the magical draw as being somewhere within 5 miles/8 km of Dilpur. The direction of error is determined with a roll of 1d8, with 1 indicating north, 3 east, 5 south and 7 west. The caster is aware that the location seen is imprecise, and he or she also knows approximately how great the margin of error can be, but he or she never will know exactly how great the margin of error is in a specific case, nor will he or she know the direction of error.

More information is available if the caster uses this spell locally. When the area scanned is limited to 100 feet/160 meters per caster level, the caster can detect every usage of magic within the scanned area and its level with an error tolerance of  $\pm 1$  level. The error tolerance for location remains at  $\pm 5\%$ , but this usually amounts to a number of feet or meters rather than miles and kilometers.

With such local usage, the caster also can, with a successful check, apply his or her *Spellcraft* skill to any single manifestation of magic detected by the spell. *Spellcraft* can be applied to only one source of magic at any given time, but it can be shifted to other magical sources afterward, for the entire duration of the *Realms Sight* spell.

*Dim Dweomer*, *Dweomer Shield*, *Mordenkainen's Private Sanctum*, *Wardmist* and other similar spells do not interfere with the revelations made by *Whole Realms Sight*, although they may interfere with the information gained with the *Spellcraft* skill.

### Shandaril's Tracer, Greater

Origin: The Wizardess Shandaril

Divination

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 Standard Action

Range: 0

Target: One object with a volume Up to 1 cu. yard/meter

Duration: Permanent

Saving Throw: None

Spell Resistance: No.

This spell is a more powerful and version of *Shandaril's Tracer*, a 5<sup>th</sup> level spell from *Shandaril's Workbook* as originally described in the accessory FR4 *The Magister* by Ed Greenwood and Steve Perrin (TSR - 1988), available as an ESD download.

With this spell, the caster can place an invisible rune upon a large object. As long as the rune is not dispelled or destroyed, the caster, when he or she concentrates, always will know the rune's location, even if is upon another plane. The caster of the tracer always is aware of attempts to detect or scry upon the tracer, therefore he or she can act to protect himself or herself from being traced through the tracer. *Detect Magic* will find the magical aura of the invisible rune, but it will not make the rune visible. One can see the rune with the spell *See Invisibility*, but it can be removed or destroyed only through dispelling, unweaving or the death of its caster. The rune provides the caster with the necessary focus for a *Teleportation* spell.

### Shandaril's Tracer, Superb

Origin: The Wizardess Shandaril

Divination

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 Standard Action

Range: 0

Target: One living creature

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes.

With this spell, the caster can place an invisible rune upon a living creature. As long as the rune is not dispelled or destroyed, the caster, when he or she concentrates, always will know the rune's location and therefore the location of the creature bearing it, even if the creature is upon another plane. The caster of the tracer always is aware of attempts to detect or scry upon the tracer, therefore he or she can act to protect himself or herself from being traced through the tracer. *Detect Magic* will find the magical aura of the invisible rune, but it will not make the rune visible. One can see the rune with the spell *See Invisibility*, but it can be removed or destroyed only through dispelling, unweaving or the death of its caster. The rune provides the caster with the necessary focus for a *Teleportation* spell.

### Summon Object

Narfelli origin

Conjuration

Level: Sor/Wiz 10

Components: V, S, M

Casting Time: 1 Standard Action

Range: 10 ft./3 m per caster level

Target: Object or creature with a volume up to 1 cu. foot/27,000 ccm, weight up to 20 lbs./10 kg per level as caster, and a distance from caster not exceeding 1 yard/meter per caster level.

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**Duration:** Permanent

**Saving Throw:** Will negates or none (see text)

**Spell Resistance:** Yes

With this spell, the caster can summon a known object or an animate living being at a known location out of the depths, from the heights, etc., undamaged and unchanged to his or her location without error. This is in some senses an advanced version of the spell *Teleport Without Error*, except that it draws the subject of the spell to the caster rather than sending it away from him or her.

Unwilling subjects, objects in their physical possession and intelligent objects are entitled to a saving throw to negate the spell. A subject or object that succeeds in its saving throw is immune to all future summoning attempts by the caster whose spell failed.

The spell cannot draw creatures or objects through barriers existing of pure magic, such as *Otilluke's* various spheres, a *Wall of Force*, a *Circle of Death*, *Mordenkainen's Magnificent Mansion* etc. Any magic that blocks *Teleportation* or planar transportation will block this spell. The spell has no effect upon artifacts.

*Summon Object* will draw a subject through magical barriers created of physical or elemental matter, such as a *Wall of Iron* or a *Wall of Fire*. If such barriers normally are passable, such as a *Wall of Fire*, the creature or objects will sustain the damage such barriers cause and are entitled to saving throws.

If a mage uses this spell to steal objects from their location, he must pinpoint its location within the limits of effect defined above, and it must be within the weight limits, or the spell will fail. If an alarm is associated with the object being taken or a trap has been placed upon it, these will be triggered.

The Narfelli used this spell primarily to retrieve buried objects or those that were lost underwater. However, if used in a timely manner, the spell also could retrieve sunken or buried beings. The spell always brings the being or object to the caster in precisely the condition it was in where it was buried, sunken, etc. If a being is retrieved from a location where it was injured (and has not yet died) or dead, it arrives at the caster injured or dead.

### Transfer Life

**Origin:** The Wizardess Shandaril

Transmutation

**Level:** Epic

**Spellcraft DC:** 24

**Components:** V,S

**Casting Time:** 10 Minutes

**Range:** 300 feet/90 meters

**Target:** One living creature or magical *Conduit*

**Duration:** Permanent

**Saving Throw:** Fortitude partial

**Spell resistance:** Yes

**To Develop (Epic):** 234,000 gp; 5 days; 9,360 xp. Seeds: *Transform* (DC 21), *Slay* (DC 25). Factors: Increased to slay victims up to 160 HD, +8; Mitigating Factors: Increase casting time by 10 minutes, -20; Burn 1,000 XP during casting, -10.

This is one of the most evil spells developed by the Damaran Iron Throne wizardess. It is not known whether any other Faerûnian mage has developed a similar spell or whether Shandaril has shared knowledge of this spell with the Weavers' Coven.

Regardless of whether the victim's saving throw succeeds, the victim loses a part of its life force, which is assigned to another living creature or animable object. Victims with more than 160 HD are immune to this spell.

If the victim succeeds in its saving throw, it sustains 3d6 + 20 points damage. The lost points are added to the total of the recipient, but that total never can exceed the normal hit point level of the recipient when it is uninjured. The victim can regain such hit points in a normal matter, such as with healing, rest, etc.

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The life transfer can restore any lost hit points or ability points, regardless of how they were lost. Damage that normally is beyond healing or that usually can be healed only with *Wish* on non-epic spell level also can be healed with *Transfer Life*.

If the victim is slain, the caster can choose one of the two following benefits:

- All ability and hit points are transferred to the recipient, up to the total the recipient had when it was undamaged. Ability points can be transferred only directly, that is from Strength to Strength, etc. The transfer does not bestow the recipient with new, additional ability or hit points. After such a transfer, the victim is unable to regain these points through healing or similar spells. A *Wish* or another *Transfer Life* could return the victim to its own levels, but a *Wish* would create new hit points and/or ability points, rather than taking them back from the spell recipient.
- The body of the caster or a designated recipient will be physically rejuvenated back to a number of years designated by the caster. The total number of rejuvenated years may not exceed the age of the victim. After such a transfer, the victim ages one year for every transferred year. A *Wish* or another *Transfer Life* could return the victim to its original age, but a *Wish* would restore the original age without taking the lost years back from the spell recipient.

The slain victim cannot be resurrected as long as the recipient lives. The game master should note that a slain victim's companions probably will not know what is blocking the resurrection if it results from this rare spell, and thus not know that a recipient must be slain before the victim can be restored to life.

In addition to rejuvenation, some other examples of recipients and effects follow. The caster can assign the transferred life force:

- To himself, herself or another being to restore lost ability points or hit points up to but not exceeding the amount lost. The spell can replace such points even under circumstances where their loss normally would be considered permanent. After such a transfer, the victim is unable to regain these points through healing or similar spells. A *Wish* or another *Transfer Life* could return the victim to its own levels, but a *Wish* would create new hit points and/or ability points, rather than taking them back from the spell recipient.
- To a clone or eidolon to close the difference in abilities and hit points between the clone or eidolon and the original. After such a transfer, the victim is unable to regain these points through healing or similar spells. A *Wish* or another *Transfer Life* could return the victim to its own levels, but a *Wish* would create new hit points and/or ability points, rather than taking them back from the spell recipient.
- To a dead person, if the victim has been slain. At least a small part of the recipient's corpse must be intact for this transfer to work. No transferred ability score can exceed the ability score of the recipient in life, nor can any ability score exceed the score of the victim in life. This transferal works only on recipients who have not been dead longer than a number of days equal to the caster's caster level (nor character level). After such a transfer, the victim is unable to regain these points through healing or similar spells. A *Wish* or another *Transfer Life* could return the victim to its own levels, but a *Wish* would create new hit points and/or ability points, rather than taking them back from the spell recipient.
- To a magical *Conduit*, where the robbed life force is contained, to be assigned at a later time. If a victim's life force is held in a *Conduit*, its corpse or remaining fragments of the corpse enter stasis and do not rot or degenerate. Instead, they are preserved in the state in which they were in at the instant death set in. For purposes of restoring life to the victim, the days during which the victim's life force is in the *Conduit* do not count as days when the victim is dead. If the *Conduit* can be found and unwoven, the victim will be restored fully to the living state in which it was in the instant before it fell victim to *Transfer Life*. After such a transfer, the victim is unable to regain these points through healing or similar spells. A *Wish* or another *Transfer Life* could return the victim to its own levels, but a *Wish* would create new hit points and/or ability points, rather than taking them back from the spell recipient.

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Because of the long casting time, Shandaril usually uses this spell only upon helpless prisoners or victims and within spell ravelings. It would be relatively useless in direct encounters or combat.

Shandaril believes that this spell is the key to eternal life, because it does not have the limitations of other known life-extending magic. However, it should be noted that the spell renews only the physical life of a person's body. It has no effect upon the aging of a soul or a spirit. What the implications of this fact are will not be known for a long time, when Shandaril and Traud at last put it to the test.

### Transfer Life, Greater

**Origin:** The Wizardess Shandaril

Transmutation

**Level:** Epic

**Spellcraft DC:** 34

**Components:** V,S

**Casting Time:** 1 Minute

**Range:** 300 feet/90 meters

**Target:** One living creature

**Duration:** Permanent

**Saving Throw:** Fortitude half

**Spell resistance:** Yes

**To Develop (Epic):** 234,000 gp; 5 days; 9,360 xp. Seeds: *Transform* (DC 21), *Slay* (DC 25). Factor: Increased to slay victims up to 160 HD, +8; Mitigating factor: Burn 2,000 XP during casting, -20.

This is a combat version of *Transfer Life*. It is the same spell except for the shorter casting time and the price the caster must pay in lost experience points.

### Tree Growth

**Origin:** Emelyn the Grey

Transmutation

**Level:** Sor/Wiz 3

**Components:** V,S, (DF)

**Casting Time:** 1 standard action

**Range:** Half-mile/800m radius circle

**Target:** All living trees within range

**Duration:** Instantaneous

**Saving Throw:** None

**Spell resistance:** No

The spell affects all trees within range, accelerating their healthy rate of growth by 30% annually. *Tree Growth* also can counter *Diminish Plants*, when it is used upon trees. The spell has no effect upon treants or other plant creatures.

### Tree Growth, Greater

**Origin:** Emelyn the Grey

Transmutation

**Level:** Sor/Wiz 3

**Components:** V,S, (DF)

**Casting Time:** 1 standard action

**Range:** 1 mile/1,600m radius circle

**Target:** All living trees within range

**Duration:** Instantaneous

**Saving Throw:** None

**Spell resistance:** No

The spell is identical to *Tree Growth* except that the range is doubled.



### Trigger

Evocation

**Level:** Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 10 Minutes

**Range:** Close (25 ft./7.5 m + 5 ft./150 cm/2 levels)

**Area:** 20 feet/6 meters

**Effect:** Triggers another spell

**Duration:** Until discharged

**Saving Throw:** None

**Spell resistance:** No

This spell allows a caster to define conditions which will trigger certain other spells. The 10-minute casting time is valid only for the *Trigger* spell itself. The casting time of the spell to be triggered must be added to this casting time of *Trigger*. Any time a *Trigger* spell is set off, its intended victim has a chance to dispel it or otherwise react to it first. The Initiative Bonus of the *Trigger* spell is identical to the Initiative Bonus of the spell user who cast the *Trigger*.

Similar Initiative Checks must be made for each spell that is to be triggered by the *Trigger* spell. Each spell has the Initiative Bonus of the spell user who cast the *Trigger*. One can use *Trigger* to activate any non-epic spell of the schools *Conjuration*, *Evocation*, *Illusion* or *Necromancy* with the following exceptions:

- Spells that are directed toward the caster's own person.
- Spells that require a touch.
- Spells that require specific commands to be given.
- Spells that require the selection of a specific target.

Spells that require the selection of a specific target but which also could be placed in advance upon a specific location, such as a *Fireball*, also can be activated with *Trigger*.

- Actions which can be used to define the conditions of a trigger are:
- Any creature (including undead and outsiders) comes within 20 feet/6 meters of the trigger.
- Any living creature (excluding outsiders) comes within 20 feet/6 meters of the trigger.
- An undead creature comes within 20 feet/6 meters of the trigger.
- An outsider comes within 20 feet/6 meters of the trigger.
- A member of a specific race (i.e. human, elf) or a specific monster (i.e. orc, troll) comes within 20 feet/6 meters of the trigger.
- A creature (including undead and outsiders) with a defined *Arcane Mark* comes within 20 feet/6 meters of the trigger.
- A specific object comes within 20 feet/6 meters of the trigger.
- A spell-like effect is worked within 20 feet/6 meters of the trigger.
- A given temperature is reached.
- A defined degree of light or darkness is reached.
- A certain word is spoken.
- A defined action *does not* take place within the location of the spell within a defined amount of time.

The range of 20 feet/6 meters is the maximum for the triggering creature or object, but the caster *may reduce* this range, if he or she wishes. The material component is a piece of phosphorous weighing 4 ounces/120 grams, which must be burn during the casting.



## Unravel Magic

Narfelli, possible Imaskari origin

Evocation

**Level:** Sor/Wiz 10 & Epic

**Spellcraft DC:** 35 + Special Factor (see below)

**Components:** VS

**Casting Time:** 10 Minutes

**Range:** 50 feet/15 meters

**Effect:** One or more spells

**Duration:** Until triggered or otherwise used

**Saving Throw:** None

**Spell resistance:** No

**To Develop (Epic):** 315,000 gp; 7 days; 12,600 xp. (These are base costs for Spellcraft DC 35. The must be increased for additional special factors based upon the spells being raveled.) Seed: *Metamagic* (see below - DC 30). Factors: Special - 30 + level of the spell being raveled; Contingent on Specific Trigger +25. Mitigating factor: Increase casting time by 10 minutes, -20.

This spell is the exact opposite of *Ravel Magic* (see above). Instead of raveling spells, it unravels them without triggering the contained spell. Each layer of raveling must be unraveled separately, which requires another casting of *Unravel Magic*. For each unraveling, the same Spellcraft DC factors must be calculated as for *Ravel Magic*.

## Unweave Magic

Universal

**Level:** Brd/Clr/Pal/Sor/Wiz 3, Magic 3, Drd 4

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft + 10 ft/level - 30 m + 3 m/level)

**Target or Area:** One caster, creature or object or 20 ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** No

**Spell Resistance:** No

**NOTE:** This spell is intended as a substitute for the arcane and divine *PHB* spell *Dispel Magic*. For more information, please see Section A.II.4 *Optional Rules for Magic*. The spell works together with the alternative skill *Dweomercraft*, which is substituted for the *PHB* skill *Spellcraft*. For more information please see Section E.I.4 *New Skills*.

The spell *Greater Unweave Magic* is a substitute for *Greater Dispel Magic*. The basis of this spell is the magical Weave that surrounds Faerûn. Spellcasting in the *Forgotten Realms* is a matter of reweaving the inherent magic in the Weave, in a manner that achieves the magical effect being sought.

This spell is ineffective against epic magic and raveled magic. It also is ineffective against spells that cannot be dispelled with *Dispel Magic*. To unweave such spells, one must use spells such as *Disjunction* or the spells *Greater Unweave Magic* or *Unravel Magic*, as applicable.

When a wizard casts this spell, he or she must name the magical effect he or she is trying to unweave and the pertinent school(s) of magic he or she is countering. Bards, clerics, druids, paladins, priests and sorcerers also need to name the magical effect they are trying to unweave, but they do not need to name the type of magic; that is a part of the knowledge inherent in deific, bardic and natural sorcerous magic.

The spell has a chance to neutralize or negate the specified magic of a spell or a spell-like effect (including magical runes, device effects and innate abilities) from creatures or objects. The magic of potions also can be unwoven. Potions in this case are treated as though they were spells of 12<sup>th</sup> level magi. With this spell, the magic of items such as scrolls, rings, wands, rods, staves, miscellaneous items, weapons, shields, armor, etc., can be rendered ineffective for 1d20 rounds.

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Artifacts and relics are not subject to this spell; however, some of their spell-like effects may be, at the game master's discretion. The spell also can be used to disrupt the casting of the named magic of the named school in the area of effect at the instant the spell is cast. If the spell to be countered has an instantaneous duration, *Unweave Magic* must be cast before or simultaneously with the spell to be countered.

A caster with the skill *Dweomercraft* can determine the name of a spell of a type of magic in which he or she has the *Dweomercraft* skill and its school with a successful skill check. In other words, a human wizard could use his or her skill to determine the name and school(s) of a conventional arcane spell, but without ranks in divine magic with the skill *Dweomercraft*, this ability would not work for divine magic.

Clerics, Druids, Paladins and Priests cannot use this spell against arcane magic, high elven magic or rune magic, without additional *Dweomercraft* ranks in the opposite type of magic. Bards, Sorcerers and Wizards cannot use this spell against divine magic, high elven magic or rune magic, without additional *Dweomercraft* ranks in the opposite type of magic. High elven wizards cannot use this spell against divine magic, standard arcane magic or rune magic, without additional *Dweomercraft* ranks in the opposite type of magic. Likewise, Runecutters cannot use this spell against divine magic, standard arcane magic or elven high magic, without additional *Dweomercraft* ranks in the opposite type of magic.

When the caster is unable to end his or her own magic by other methods, he or she always can unweave his or her own magic with this spell, without having to check for success. The chance to unweave magic of another wizard, sorcerer or cleric depends in part upon the difference in caster levels and types of magic. The result is determined as follows:

- **Caster of *Unweave Magic*:** The success check is calculated with the formula *caster level*\* + *bonuses* + *applicable Dweomercraft*\*\* *ranks* + 1d20.
- **Difficulty Class:** The difficulty class is calculated with the formula *original caster level*\* + *bonuses* + *applicable Dweomercraft*\*\* *ranks* + 10.
- **Difficulty Class for Potions:** The difficulty class is calculated with the formula 1d20 + 12, with the die cast by the game master.

\* The caster level is limited to a maximum of 10.

\*\* For types of magic unknown to the spellcaster, at least one rank is required for the spell to have a chance of being effective. If, for example, a human mage attempts to unweave clerical magic, he or she must have at least one rank of *Dweomercraft* devoted to clerical magic.

The two results are compared. If the results are equal or the caster's result is higher, the spell succeeds. Otherwise it has no effect. The caster of *Unweave Magic* always has a bonus to his or her throw of 3 if he or she is a wizard, except when attempting to interrupt the casting of a spell. Wizards have this additional bonus because they must identify the school of the goal magic. Bards, paladins have a base penalty of -2 when using this spell, because of their secondary spell abilities. Rangers have no access to this spell.

### Unweave Magic, Greater

Universal

**Level:** Brd 5/Clr 6/ Sor 6/Wiz 6/Drd 6/Magic 3

This spell functions like *Unweave Magic* with the following exceptions:

- The maximum caster level is 20.
- The spell also can dispel effects that *Remove Curse* can dispel.
- The spell can be used against epic level magic.

### Unweave Magic, Superb

Universal

**Level:** Epic

**Spellcraft DC:** 59

**Requirements:** The same as for the spell *Superb Dispelling* in the *D&D Epic Level Handbook*.

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This spell replaces the epic level spell *Superb Dispelling*. It functions like *Greater Unweave Magic* with the following exceptions:

- The maximum caster level is 40.
- The caster takes 10d6 points of backlash damage.
- The spell can be used against raveled magic.

A caster who is unable to use the spell *Unravel Magic* can use this spell to unravel spells but at substantial risk. The successful use of *Superb Unweave Magic* will unravel the outermost layer of raveled magic, but it will not unweave the outer spell. If the magic has been raveled in a manner that will trigger the outer spell, the spell will go after the first magic has been unwoven.

To prevent that, the caster must gain the initiative and successfully cast an appropriate *Unweave Magic*, *Greater Unweave Magic* or *Superb Unweave Magic* upon the newly unraveled spell. An initiative check must be made to see if the caster succeeds in unweaving the spell before it is triggered. The game master makes the initiative check for the unraveled spell with a bonus of 4. If the caster has an equal or higher result, his or her spell has the initiative. The epic spell *Unravel Magic* is preferable in such cases.

### War Shield

**Narfelli, perhaps Raumathari or Imaskari in origin**

Conjuration [Teleportation]

**Level:** Sor/Wiz 10

**Components:** V, S

**Casting Time:** 1 Standard Action

**Range:** Instantaneous

**Effect:** One, contiguous, free-standing, non-magical structure.

**Duration:** Permanent

Saving Throw: None

Spell Resistance: No

This powerful Narfell spell usually was used to protect structures or other similar objects. Any missile or other destructive object that ordinarily would strike the protected structure was shifted momentarily to the ethereal plane at the very instant it would have struck the protected object. It then remerged in the Material Plane on the other side of the protected object and traveled on its intended path, as though the protected object had not been there at all.

This spell protects only against physical, non-magical attacks. It also protects against the physical attacks of magical creatures, golems and other magical constructs, elementals, outsiders, and corporeal undead. It can be dispelled by a wizard or sorcerer of a high enough level. According to K'Ahlob's journals, the Narfelli gained this spell as booty from a slain Raumathari war wizard. K'Ahlob's research led him to believe that the Raumathari found this spell in Imaskari ruins.

## Wizard Shield

Narfelli, perhaps Raumathari or Imaskari in origin

Abjuration

**Level:** Sor/Wiz 10

**Components:** V, S, M/DF

**Casting Time:** 1 Standard Action

**Range:** Immediate

**Effect:** 10 cubic yards/7.5 cubic meters per caster level.

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** See text

Like *War Shield*, this powerful Narfell spell usually was used to protect structures or other similar objects. An invisible barrier surrounds the protected object, which becomes impervious to most external magical effects, including spells, spell-like abilities, and supernatural abilities that strike the building from outside of it. It has no negative effect upon the use of magic within its own confines. Golems and other magical constructs, elementals, outsiders, and corporeal undead are not held back from entering the building by a *Wizard Shield*, although they would be by a *War Shield*.

The spell can be dispelled by a wizard or sorcerer of a high enough level. According to K'Ahlob's journals, the Narfelli gained this spell as booty from a slain Raumathari war wizard. K'Ahlob's research led him to believe that the Raumathari found this spell in Imaskari ruins.

## Epic Level Seed: Metamagic

Origins in Narfelli magic

Evocation

**Spellcraft DC:** 30

**Components:** VS

**Casting Time:** 1 Minute

**Range:** 50 feet/15 meters

**Effect:** One or more spells

**Duration:** Until triggered or otherwise used

**Saving Throw:** None

**Spell resistance:** No

Few spellcasters are aware of this seed, but their numbers are growing. It is known to the Chosen of Mystra in the *Forgotten Realms*. In his attempts to translate ancient 10<sup>th</sup> level Narfelli magic into less risky epic magic, Archwand Daerthnur, who heads the Wand of Impiltur, also discovered the secrets of this seed, and he has shared it with the Queen's Crystal in Impilturian Lyrabar, which serves the expansion of magical knowledge in the queen's service.

The wizards of the Weavers' Coven of the Iron Throne also have gained access to this seed through the efforts of their archwizardess Shandaril in Damaran Heliogabalus. In the intervening years, it is believed that the Zhentarim, some Red Wizards and certain private magi in Faerûn also have gained knowledge of this seed.

With application of the proper factors and mitigating factors (see the *Epic Level Handbook*), a caster can mutate most standard spells in almost any desirable manner as long as it is within the limits of the available factors. That is perhaps the reason that *Metamagic* has the highest Difficulty Class of any seed.

The seed *Metamagic* goes beyond the limits of metamagical feats, giving the caster the ability to create new epic spells out of non-epic spells and to control the manner in which non-epic spells are activated. It may be possible to use this seed to create a new epic spell out of another epic spell that has been mastered by the caster, but no successful examples of this are known. The results of such experiments should be determined individually in each campaign by the game master, who also will decide in designing his or her campaign whether his or her spellcasters will become aware of this little known seed at all.

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To use this seed, the caster first must know and prepare the goal spell. The seed then is used to define the magical mutation that will occur, and the goal spell then must be cast. At that point, the caster must make a special check for the appropriate Spellcraft DC (see below), to determine whether the creation of the new epic spell succeeds. If it does, the cast goal spell will not be activated but will become enclosed in the magic of the new epic level spell. If the caster fails in his or her Spellcraft check, the cast goal spell will be activated in its normal manner, with whatever repercussions are to be expected.

When the caster fails in his or her special Spellcraft check, his or her efforts are not in vain, but before being able to attempt to craft his or her epic spell anew, he or she must invest 10% of the original costs in gold pieces and experiences and in days.

A caster can use the *Metamagic* to:

- Make any spell contingent (see the description of the 9<sup>th</sup> level spell *Contingency* in the *Players Handbook*). The special Spellcraft DC in this case is 30 plus the level of the spell to be made contingent.
- Combine two or more non-epic spells into a single spell. If the sum of the combined spells is nine or less, the resulting spell is a non-epic spell. If it is 10 or higher, the resulting spell is an epic spell. To create a combined non-epic spell, the Spellcraft DC for the special check is 30 + the sum of the spell levels being combined. This indicates that the new spell has been created successfully. To create a combined spell of an epic level, the caster first must make the special Spellcraft check against a DC of 30 + the sum of the spells being combined. Success indicates only that he or she will succeed in combining the spells into an epic spell. From that point, the caster must use the rules in the *D&D Epic Level Handbook* to actually create the new epic spell, with all attendant costs, factors, etc.
- Place one spell within another, with the outer spell preventing the first spell from being triggered until the outer spell is triggered. The Spellcraft DC for the special check is 36 + the level of the two spells.

The school of the resulting spell usually is the school of the key goal spell rather than *Evocation*, the school of the seed itself.

### Dweomercraft

#### Extended Version of the Skill *Spellcraft*

The spellcaster with the *Dweomercraft* skill retains all abilities and benefits associated with the *Spellcraft* skill, including the epic level extension, but these abilities are valid automatically only for the type of magic the caster practices. He or she also must identify how many ranks are assigned to various types of magic, as outlined in the following explanation. Although this skill does not grant the character any spellcasting powers, it does give him or her familiarity with the different forms and rites of spellcasting of a certain type or of runecutting. At least one rank is required for each additional type of magic that the caster understands. Among the types are arcane, divine and elven high magic as well as dwarven runecutting. If the caster observes and overhears someone who is casting a spell or cutting or using a rune of a type in which he or she has a skill, or if he or she examines the material components used for a spell of that type, the caster can attempt to identify the magic being cast. A skill check against DC 20, using only the ranks for the pertinent type of magic, must be rolled to make a correct identification. However, *all* ranks count for magic of the same type that the caster personally uses. Ranks in this skill assigned to other magic forms should be allowed only when the caster can justify gaining the knowledge through experience. The assignment of ranks decides what abilities the caster has, if any, in unweaving magic. Any creature with at least one rank of *Dweomercraft* always can determine whether magic is arcane, divine, high elfish or runic, but checks are necessary to gain any additional information.

## III. NEW REALMS LORE

### 1. Organizations and Religions

**Current:** *Years of the Unstrung Harp (1371 DR)*  
*and Wild Magic (1372 DR)*

#### A. The Iron Throne

The seven segments of *Northern Journey* contain all of the information any *NJ* game master needs to know to run a successful *NJ* campaign. However, game masters who are using parts of *NJ* as campaign setting expansions may need to know a bit more detail for their own adventures. The following may help.

The Throne is a secret organization based in Sembian Ordulin that was formed by the powerful Toedlig family of Yhaunn and other Sembian merchants somewhere before the time of Zhengyi's rise in Vaasa. The founding Toedligs no longer are alive. The two highest Throne members of the family today are Rendar and Kerel Toedlig in Scardale Town and Yhaunn, respectively. They are in the current Throne's second highest echelon with the secret title *Shadow Governor*.

The highest level of the Throne consists of three figures who call themselves the *Shadow Lords*:

- **Dalton Krenn**, malaugrym male, AL:CE, Wizard 28 (epic), in Sembian Ordulin. He usually cannot be found, because he usually is in his shape-changed manifestation as Martin Bruckberrie (see below).
- **Hagurd**, human male, AL:LE, Wizard 18, in Sembian Ordulin. He actually is a double agent of the Zhentarim.
- **Shandaril**, human female, AL:NE, Wizard 26 (Epic), in Damaran Heliogabalus.

The shadow lords are in principle three equals, but it is clear to all three that Krenn is the first among equals. Because her branch of the Throne has grown into the largest in Faerûn, it would not be surprising to see Shandaril try to topple Krenn at some time in the not too distant future.

Theoretically, at least, these three are the only persons who know all three of their identities. That is not quite true, however, because Hagurd has passed his information on to Manshoon, who has shared it with Fzoul Chembryl.

Each of the shadow lords has a shadow steward who in theory is the go-between the shadow lord and the shadow governors. They are:

- **Markus Deldrin** in Ordulin is the shadow steward of Krenn. He does not really exist. He is a shape-changed manifestation of Krenn himself. When he is required to be active, he appears, but the rest of the time his whereabouts are unknown.
- **Martin Bruckberrie** in Ordulin is the shadow steward of Hagurd. He is known as the head of Sembia's branch of the Fallen Star Trading Coster, a Throne front. Bruckberrie no longer exists. He was slain by Krenn who shape changes into his form. Krenn had a few reasons for doing this. He wants to be close to the Throne's day-to-day activities without being identifiable. Playing the role of Bruckberrie makes this possible. He also does not trust anyone, and that includes Hagard. By also being Bruckberrie, he can monitor Hagurd's activities within the Throne. Manshoon has magically watched Bruckberrie and knows that he is the shapechanged Krenn. He has informed Hagurd of this. He also has told Hagurd that Krenn plays the role of his own steward, Deldrin. However, Manshoon has not told Hagurd or Fzoul Chembryl that Krenn is a malaugrym. That is his own secret.

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- **Titus Traud**, human male, AL:LE, Rogue 18, in Heliogabalus, is the shadow steward and paramour of Shandaril. He is quite real.

Krenn and Hagurd know that Traud is Shandaril's steward. It was necessary for strategic planning to reveal his identity. Traud also knows that Krenn and Hagurd are the other shadow lords and that Deldrin and Bruckberrie are the other shadow stewards, because Shandaril has told him. As a result of these things, all three shadow lords and Traud all know one another's surface identities, although they do not acknowledge this, but only Krenn and Manshoon know that Krenn is a malaugrym.

That information is very valuable to Manshoon, and he will not hesitate to use it if the need arises. If Elminster and Storm Silverhand of Shadowdale ever learn that Krenn is a shadow master, his days will be numbered. The two know there is a powerful malaugrym still hidden somewhere, but they have been unable to find him.

Krenn has used epic level magic to conceal his golden eyes and to hide other factors that would betray his real nature. But if the epic Harper archmagi ever were to learn his identity and examine him magically, they would break through that cover.

Beneath the stewards are the Throne's shadow governors who are responsible for steering all Throne activities in their own areas.

Krenn is responsible for the governors in the West outside of Sembia and the Dalelands. Because of King Azoun's ban, Krenn has decided to all but eliminate Throne activity in Cormyr at present. He believes the Throne would be wise to wait until the Purple Dragon's attention has focused elsewhere before slowly working the kingdom again.

Until recently, Krenn – in the person of Deldrin - had named only one shadow governor for his area:

- **Nenton Captain Binks**, human male, AL:LE, Fighter 12, the pirate who works the Dragon Reach and the Sea of Fallen Stars. Binks is the shadow governor of the inner waters. However, Easting Reach is under the control of Heliogabalus rather than Binks.

In early Alturiak of the Year of Wild Magic (1372 DR) Krenn – in the person of Deldrin – will name a second governor:

- **Henning Bartsch**, human male, AL:NE, Fighter 4, a long-time Throne leader in Yarthrain, where he is village leader, will become the shadow governor of the Sword Coast. Your PCs may have encountered him in Yarthrain in the Year of the Unstrung Harp (1371 DR).

It appears that Krenn also will appoint a shadow governor for Waterdeep and Neverwinter before the year's end, but the identity of his candidate is unknown.

To avoid political problems within the Throne, Hagurd had little choice but to name the Toedlig brothers as two of his shadow governors, however, he used the Zhentarim-caused post-plague conditions in Scardale Town as grounds to also name a covert Zhentarim mage as aide there. His appointees are:

- **Kerel Toedlig**, human male, AL:NE, Rogue 14, Expert 4, head of the East Sembian Trade Fleet, as shadow governor of Sembia.
- **Rendar Toedlig**, human male, AL:LE, Rogue 14, as shadow governor of the Dalelands in Scardale Town, although his influence at present is limited largely to Scardale and Featherdale.

Following instructions from Hagurd, his shadow steward, Krenn as Bruckberrie, pressured Kerel Toedlig to send the family's trusted mage to Scardale Town, to serve Rendar Toedlig as his shadow aide:

- **Pelkov**, human male, AL:LE, Wizard 14. From the Throne's point of view, Pelkov is in Scardale to use his magic to take care of trouble and troublemakers. His primary mission, however, is to help see to it that Throne operations in Scardale develop in a way that is profitable to the Iron Throne, and, through magical communication to keep Hagurd informed on what the non-Zhentarim Throne operative Toedlig is doing there and in Featherdale.

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Traud has three shadow governors east of the Dragon Reach:

- **Jeltar Starrain**, human male, AL:LE, Rogue 16, an Impilturian merchant in Hlammach, is the Throne's shadow governor for Impiltur. In truth, the real Starrain was assassinated by the Throne 14 years ago. His thoughts and memories were magically robbed and transferred to Throne agent Warbin Twoomb, who was polymorphed to look like Starrain and who plays his part.
- **Nordolf Gilding**, human male, AL: NE (NG), Rogue 16, Wizard 6, Fighter 4 (epic), an independent wine shipper in New Sarshel, is the shadow governor for the Great Dale. Gilding has a higher ranking within the Throne than any of the other shadow governors. If Traud were to die, there is no doubt that Krenn would insist that Gilding replace him. That, in turn, could become the event that would cause Shandaril to attempt to topple Krenn. She has no intention of letting Krenn decide who her underlings are.
- **Handus Leary**, human male, AL:LE, chairman of the Damaran Merchants League in Heliogabalus, Rogue 8, Aristocrat 6, is the shadow governor for the Bloodstone Kingdom.

Traud has one other high-level operative without a counterpart under Krenn or Hagurd, and it is doubtful that Krenn or Hagurd knows of him:

- **Gernot Vargin**, human male, AL:NE, Wizard 9, Assassin 9. He works directly under Traud. No one in the Throne knows who's up above, but everyone knows that word from there is law within the Throne and that Vargin delivers messages from the law. Vargin has no home base, but he does have treasure stashed in various parts of his territory. He constantly is under way in the Vast, Impiltur, the Great Dale or the Bloodstone Kingdom, living in inns along his route. Traud contacts him magically when he has work for Vargin to do. If Shandaril should attempt to eliminate Krenn and/or Gilding, Vargin doubtless will play an important role in the assassinations.

The *shadow* titles end with the governors, but the hierarchy remains the same down to the lowest levels. No Throne agent or operative usually knows the name of more than one person above him or her in the operation. Anyone above the lowest levels knows only the names of those assigned to him or her as well as their underlings.



## B. The Weavers' Coven

This is a shadowy organization within another shadowy organization. It was founded by Iron Throne Shadow Lord Shandaril after she had broken into the Royal Impilturian Library and stolen the secrets of Narfelli magic raveling there. The coven is believed to consist of four Iron Throne wizards who know Shandaril and are completely loyal to her.

Throne Shadow Lord Dalton Krenn is aware of Shandaril's coven and is uneasy about it, but he has not acted against it, because he is worried about causing a warring division within the Throne. The coven is believed to consist of four members, all wizards in Shandaril's service:

- **Shandaril** personally.
- **Gernot Vargin**, human male, AL:NE, Wizard 9, Assassin 9. Vargin, as mentioned in the previous section, works as a roving Throne enforcer in the Vast, Impiltur, the Great Dale or the Bloodstone Kingdom, living in inns along his route. Titus Traud contacts him magically when he or Shandaril has work for Vargin to do. If Shandaril should attempt to eliminate Krenn and/or Gilding, Vargin doubtless will play an important role in the assassinations.
- **Nambratara**, human female, AL:CE, Transmuter 23 (epic), a totally reclusive wizardess whose tower is in Sembian Kulta. Little is known about her.
- **Fonsilfilla**, human female, AL:CE, Wizardess 24 (epic), an equally reclusive wizardess whose tower stands in the cold and barren wastelands in the ruins of Neidartown, on the northeastern shore of Icelace Lake in Narfell. It is said that the barbarians of the Narfelli Creel tribe fear and avoid her tower.

it is unknown why Shandaril formed the coven or what she intends to do with it.

## C. Ilmater and his Church

The name *Ilmater*, along with those of *Mielikki* and *Loviatar*, were taken by Ed Greenwood from the Finnish mythology, as best summarized in the *Kalevala* by Elias Lönnrot (not in copyright, various translators and publishers). Of the three, only Mielikki retained something of her original character in the *Forgotten Realms* pantheon.

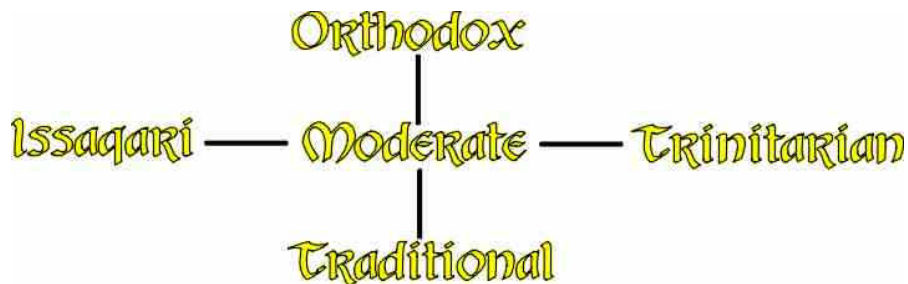
The Finnish Ilmater was female, not male. She was the spirit called the water mother. A teal's egg fell from her lap, creating the world. From her was born also the legendary Finnish bard spirit Väinämöinen.

### Based Upon the Work of Dr. Jeffrey David Bray

**Note:** Most of this history of Ilmater and his church is not a product of the Vintyri Project. It was produced by Dr. Bray as a mini-project for the former Forgotten Realms Projects Mailing List of MPGN and is used here non-exclusively with his permission. **Northern Journey** game masters should however view this as the recognized documentation of Ilmater and his church for the **Northern Journey** adventure. This history plays a secondary role in Segment No. 3 **Backlands** and a critical role in Segments No. 6 and 7, **The Great Dale** and **Bloodstone**.  
- Vintyri Project

The Church of Ilmater is fractious, which is surprising with its lawful and good nature. *Ilmatari* influence is strongest in southwestern Faerûn (Tethyr, Calimshan) and in the Bloodstone Lands of Damara, Impiltur and the Great Dale.

There are two main divisions among Ilmatari worshipers. The first is *Orthodox* and *Traditional*. The second is the division of *Issaqari* (First Among Equals) and *Trinitarians* (Equal Among the First). There are many fringe groups such as the *Flagellants*, the *Scourgers*, the *Penitents*, and the *Stoics*. Each group has different goals and doctrine, separate holy days and symbolism, but all are still devout Ilmater worshippers.



A worshipper can be classified according to any of the main axes as well as being part of the splinter groups. Important clergy and church leaders are not members of the splinter sects. In fact, most go out of their way to expunge these radicals from Ilmater's faithful. They tend to follow the teachings as outlined in *Faiths and Avatars* more closely than many of the lower clerics, and have the least radical leanings on either axis.

The *Orthodox* Ilmatari generally are from the southwestern part of Faerûn. They place a high importance on the veneration of martyrs and saints of the faith. The religion is highly organized and structured with elaborate rites and rituals. Every cloister, temple, abbey or compound has a patron saint that receives a high level of veneration and each complex has a different *Most Important Holy Day* based on the Patron.

They still have holy days in common (with equal emphasis otherwise) with their brethren at other temples, and even with the *Traditionalists*. Much of the Orthodox rite has descended from thousands of years of worship in areas that have extended a welcome to Ilmater's teachings. Orthodox Ilmatari do not welcome Traditionalists into their temples and consider them heretics. They often try to arrest known traditionalists and *convert* them back to the *only true way*.

Traditionalists tend to be found in the Bloodstone region. Although they acknowledge the importance of saints, they tend to focus their worship on Ilmater with only a nod to his saints. They believe that one should strive to live as those that have been beatified, but not be worshipped instead of Ilmater.

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The only saints' days they worship are All Saints, St. Sollars, and St. Dionysus. Most worship sites don't have patron saints or use symbols as identification of the orders they belong to. This rule is not hard and fast because they believe that rules should guide, not bind. They are annoyed by the attempts of the Orthodox Ilmatari, but harbor no lasting resentment (which infuriates the Orthodox even more). To the Traditionalist, this is another thing to persevere over to attain communion with Ilmater.

Another bone of contention has to do with the relationship of Ilmater to the other powers, specifically Tyr and Torm. Ilmater, Tyr, and Torm form the Triad, in which Ilmater and Torm serve Tyr. Ilmatari have a very different outlook on the interpretation of service and the triad's interpower relationship. Most worshippers tend to take the service of Ilmater to Tyr literally, i.e., Ilmater is a servant of Tyr in the overriding concern of law and good. Ilmater serves to promote the lawful good alignment and its ideals through this service.

There are two large sects that have a variant perspective that vexes many moderates in the church and clergy. The Issaqari and Trinitarians have found a foothold among the faithful and are preaching their version of Ilmater's service, much to the dismay of the organized church. The hierarchical clergy that count themselves among these believers do not advertise this due to the prejudicial treatment afforded by the church leaders.

The Issaqari (*First Among Equals*) consider Ilmater to be the preeminent power in the Triad. They claim that not only is he the oldest power, he is the most wise and powerful. Ilmater guides Tyr and is like an older brother to Torm. They believe that a triangle is the most stable geometric form and that the triad was formed to increase the power of law and good.

Their teachings are such that they believe Ilmater in his wisdom went to the others to form the Triad. It took much time and effort, but the others eventually saw the way it should be. This is from an obscure text called the *Strengthening of Ties* penned some time during the Time of Troubles by a monk of Ilmater in Calimshan.

This unknown monk supposedly wrote this after having a long discussion with the avatar of Ilmater. Even the title itself supports their claim with *ties* alluding to his one-time symbol, the rack. They work to undermine the influence and plots of other Ilmatari who don't see things their way as well as Tyrists and Tormites. While not resorting to violence, they cause much trouble among supposed allies.

The Trinitarians (*Equal Among the First*) consider Ilmater to be on equal footing with Tyr, not subservient. They also view Torm as an equal, thus having support among Tormites that have similar views. They don't support any dogma with Tyr situated above Ilmater in the Triad. They claim that it isn't possible to have a stable triangle with one point being unbalanced in terms of power.

Therefore, they say, it stands to reason that all three powers are equal and that Tyrists have attempted to take over their faith. They must persevere against these misguided oppressors. The major effect is that joint undertakings are often delayed among the triad's churches and a level of mistrust has developed in some areas.

It is only the radicals of these four factions that cause the most trouble. Most worshippers tend to lean one way or another, but have no strong feelings that reflect in visible manifestations of faith. Mostly, these are political views with implications for the clergy, their relationship with each other, and their relationship with followers of Tyr and Torm. If one axis would be tilted strongly one way or another by means of support among worshippers, the whole doctrine of the church on Faerûn would be altered.

Different sects also reflect the differing emphasis followers of Ilmater put on his portfolio:

- **Flagellants** believe that Ilmater is best communed with when one is suffering. They whip themselves and each other willingly to gain a closer understanding of their god. They exhort people to suffer for their sins and for the world to be saved from evil. They still heal, treat and care for others but make no attempt to alleviate pain. In fact, their cures tend to be very painful (but effective). Flagellants still use the bloodied rack as a symbol.
- **Scourgers** are a deluded bunch of Ilmatari worshippers who do not receive spells from Ilmater. They wish to extend suffering, martyrdom, and perseverance to others as well as themselves. It is thought that evil gods provide spells to Scourgers to undermine Ilmater. They are rare due to the extreme hostility they face from true Ilmatari, nobles and people mistreated by them.

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- **Penitents** stress the perseverance portion of Ilmater's portfolio. They see that life is something to be overcome rather than lived. They deny themselves all comforts, whether they are spiritual, physical, or mental. Usually they can be found in hairshirts or chain mail with no padding. Ilmater to them is a stern god that strives against *softness*. They use no symbols other than the standard holy symbol.
- **Stoics** look to the physical to find communion with Ilmater. They stress physical fitness and health as the gateway to Ilmater's kingdom. They never ride, only eat and drink enough to stay healthy. They give their wealth to others and deny themselves. Although the most moderate and popular of the sects, they still are considered near heretical in their single-minded devotion to endurance rather than the balance for which a more complete Ilmatari strives.
- **Nameless Sect** – A small and vexing sect is one without a name that seeks to ally themselves with the church of Loviatar. Loviatar is an enemy of Ilmater. Both powers don't know how to handle this relationship. As long as the believers don't cross over to Loviatar, they receive their spells. Both churches, on the other hand, seek to eradicate these blasphemers in ways fitting to their respective religious beliefs.
- **Angels of Ilmater** – This is a corrupted, mercy-killing version of the Ilmatari church developed by Erskine Fincher. Without being aware of it, this faction is, in fact, cut off from Ilmater and secretly receives its spells from Cyric. The *Angels* are dealt with in a separate section.

## History

Ilmater's worship is ancient on Toril. His is one of the most widely respected faiths. The dogma and doctrine are conducive to widespread support from all classes of people in all walks of life. Everyone experiences setbacks and illness, and Ilmater offers succor. Whether Ilmater arose native to Toril or was an import is lost to time. It is theorized that he is an import brought independently and concurrently to two different areas of Faerûn.

It is thought that Ilmater is the Faerûnian version of a power called *Issek* from a distant crystal sphere. This is supported by a number of facts. First, his pre-Time of Troubles symbol is a bloodstained rack. This is very similar to Issek's symbol. Secondly, in ancient elven texts found in Spirit Soaring Cathedral, it is mentioned that the elves who warred against Calim often heard the human chattel call out to *Al Assaq Matar* in *Alzhedo Antiqua*.

This is roughly translated to be *The One Who Eases Our Burden*. It was unknown to the elves what this meant. Third, the Imaskari mention in surviving texts that a group of slaves captured from a distant world seemed to spend much time praying to Issek Ilmater.

They tortured these slaves to determine that Issek Ilmater was a *pitiful ruined god* named Issek and Ilmater was a title meaning *broken* or *crying* in their tongue. This knowledge caused much mirth to the Imaskari and they enjoyed giving these slaves reasons to call upon him.

His worship became popular among the surviving Raumathari who fled to the northwest, but he had few if any clerics. The common Nar worshipped Ilmater, because he promised relief from the oppression of the magocracy that ruled Narfell. It was this group that helped Ilmater rise to prominence in the Bloodstone Lands.

The mutual destruction of Raumathar and Narfell provided fertile ground for Ilmater to increase his influence in this area. The Netherese rulers also did not pay much attention to the gods, but the common groundlings began to hear about and worship Ilmater from connections to the south and east. The fall of Netheril saw the rise of Ilmater worship in the North and Heartlands as many people struggled through the era of darkness that followed.

It is known that Ilmater was worshipped in Calimshan during the First Age. Much of the time, his worshippers were persecuted by various Shoon emperors. It wasn't until Amahl Shoon V declared clerics of Ilmater to be protected that the faith cemented its power in the southwest. Ilmater received another burst of faithful during and after the Time of Troubles.

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It was then that many people across Faerûn again suffered and looked for aid. Ilmater was one of the few avatars to attempt to help mortals rather than to worry about his own condition. He also changed his symbol from the rack to the bound white hands after his reinstatement.

The imagery switch was favorable to many potential worshippers who didn't understand or appreciate the connection to the rack. He also allied himself more fully into the triad. This confederation with the other lawful good powers brought Ilmater further status and visibility.

### Saints

The Ilmatari faith venerates saints, unlike most other Faerûnian religions. There are hundreds of Ilmatari saints, but only three have become familiar beyond the church and its theologians. St. Sollars and St. Dionysus were responsible for the continued stability of the church of Ilmater from its earliest days, while St. Selimbrar was one of the church's great heroes in the time of the Narfelli empire.

**St. Sollars** first appeared in historical texts in the Shoon Imperium dating after the fall of Netheril. It was mentioned in the *Codex Spirita* that Sollars was a worshipper of Ilmater and that he had wandered through Faerûn before arriving in the southwest. It is written he was not a native of Faerûn, and his appearance suggested this. He was bald and pale, going sunburned without complaint under the hot sun. Sollars preached that Ilmater had given him a vision of this world before his death on another distant world. His symbol is a yellow rose.

Sollars claimed that Ilmater had restored him to life without anyone else's supplication. His martyrdom occurred at the hands of a king, as punishment for aiding the lower classes and slaves. Sollars was a noble who forewent his station after receiving a vision and revelation.

He was to help the poor and suffering of the land even though such aid was punishable by death on the rack. When brought before the king for his sentence, he begged that the king put him to death in some other manner since he was unworthy of dying on his god's symbol of faith. The king gleefully fulfilled his wish by torturing him on the rack, but not killing him, then hanging him until he was half-dead and at last drawing and quartering him.

Sollars ran afoul of Bhaelros (an official WotC alias for *Talos the Destroyer*), who viewed Ilmater as a deific intruder in his *rightful* domain. He wanted to crush Ilmater by crushing his favored servant. He sent his three most powerful servants to capture and break Sollars. Sollars not only survived the physical punishment but the mental anguish as well.

He died a second martyr's death on the rack in the Temple of Divine Truth in Calimport, however, the date of his death is uncertain. The confusion is due in part to the fact that the Ilmatari did not keep accurate records then, and that the ensuing riot over the manifestation of Ilmater's avatar wreaked much havoc on the city.

It is also believed by Candlekeep scholars that this event occurred simultaneously and coincidentally with another major catastrophe that rocked Calimport. After this setback, Bhaelros decided to ignore the Ilmatari and focus his efforts elsewhere. (see the *Myth of St. Sollars* by Brother Jarvis for more details on these events.)

**St. Dionysus** was a force in the Bloodstone Lands about 500 to 600 years ago. He was the opposite of the standard Ilmatari, being both forceful and martial. Dionysus gathered and organized the Ilmatari of Easting Reach, the Vast, the Great Dale and the lands around Lake Ashane. He was born a peasant near the city-state of Lyrabar in the first kingdom of Impiltur.

In time, Dionysus joined the militia and served well for nearly a decade. His military experiences made him respect the power of nobility and learning. These would be important later in his illustrious life. While searching for an escaped slaver, he entered an overgrown shrine in the foothills of the Earthspur Mountains.

Here, he was given visions of Ilmater's glory and immediately was consecrated by the Broken God as one of his clerics. Dionysus found a poorly handwritten account of Ilmater's dogma that he kept ever after. This ancient text is called *Dionysus' Chapbook*, although Dionysus did not actually pen it himself.

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After resigning his commission, he proselytized to the peoples of the Impilturian city-states and beyond into the Unapproachable East. Quickly, he rose to prominence and developed a devout following that he organized into walled and defended cloisters, unlike the other faithful of Ilmater. While still caring for the downtrodden and sick, his followers also could defend themselves against those who wished to harm their charges and themselves.

It was one thing to die a martyr's death; it was another to be slain for herb lore and coppers or by wild beasts. Dionysus also stressed reading and writing among his flock, preaching that the passing on of dogma or lore orally, as was often the case, was not adequate to give the faith its necessary pillars.

Dionysus formed a loose alliance with the clerics of Deneir in Impiltur and was often permitted to visit the secret Masters Library beneath Iron Dragon Mountain in the Earthfasts. At the Council of Keltar in the Year of the Alarmed Merchants (828 DR), Dionysus brought forth his ideas of defense and literacy to the Faerûnian church.

Since this time, the Ilmatari have kept accurate records and have learned medicinal lore. They teach reading, writing, and weapons training as a rule now rather than as an exception.

Dionysus was still a soldier at heart. He stressed that the Ilmatari owed fealty to their rightful lords as long as the nobles fulfilled their obligations to their folk. He argued that the Ilmatari should be spiritual aids and advisors, helping rulers to make the right decisions. The Ilmatari paladin Lords of Imphras II govern Impiltur to this date, and King Gareth of Damara also is an Ilmatari paladin.

Followers of Dionysus founded the Monastery of the Yellow Rose high in the Earthspur Mountains in the Year of the Yellow Rose (1236 DR), fulfilling one of the saint's own long unrealized goals. After defeating powerful servants of Auril who had stolen a globe from Ulutiu's Necklace, Dionysus was given a sign by Ilmater.

As a result of the vision, Dionysus told his followers a monastery one day should be built in the Bloodstone Lands and be dedicated to St. Sollars, the man who embodied Ilmater's teachings most fully on Faerûn. Here, Dionysus said, the monks should specialize in genealogical studies. Dionysus thought that such a place of learning, politically isolated, would keep the true histories of men's lives uncorrupted by outside influences. This was due in part to his fascination with nobility and in part to his wish to maintain stable ruling structures by taking the conflict out of succession processes.

The tale of Dionysus' death is still retold in Impilturian legends. In the Year of the Wondrous Sea (863 DR), a small island in the middle of Easting Reach. The first explorers who went to the island never returned, but nothing else of note occurred for a season. When a tower appeared overnight on the island, Impiltur began to worry.

Still, nothing happened. A group of Thayan Red Wizards then hired Impilturian servants to explore the mysterious island. Only two of the servants returned; all of the others, they said, had perished in magical traps or at the hands of extraplanar and undead horrors. The two survivors fled when a bloated monstrosity hurling black bolts of lightning attacked the Red Wizards. The two snatched a bloodstone-encrusted crown off a waterlogged seat cushion and fled.

Within days, lacedons, zombies, and skeletons began to come from the sea and attack Impilturian coastal settlements. Water elementals destroyed ships sailing upon Easting Reach. The rulers of all the cities received a message on tattooed human skin. The message simply read, *Return What is Mine*. It was signed *Sevanoq, Master of the Tower Aquiarum, Archmage of the Circle of Narfell*.

The populace named this threat the *Water Demon*. Searches were conducted for the two survivors of the island expedition and the bloodstone crown they had stolen. The men's bodies were in an alley in Sarshel, but there was no trace of the bloodstone crown.

When creatures from beyond began to attack, the rulers called upon Dionysus to aid them. He mustered a formidable force of warriors and clerics to deal with the menaces that were attacking every day. The clerics were effective in countering the summoned elementals and lower-planar beasts.

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The force landed on the island and fought through waves of undead and charmed pirates to the base of the tower itself. Sevanoq and another lich appeared to do battle with Dionysus. For an hour, Dionysus sustained grievous wounds as he dealt punishment to the physical forms of the liches. Dionysus knew he was dying. He called upon Ilmater to protect the people he had failed. At the same time, the other lich brought its magic to bear as Dionysus' last hammer blow hit Sevanoq.

Those coming to the aid of the dying patriarch heard Sevanoq gasp part of a word, *Zen!* before Sevanoq dissolved into a foul puddle. The other lich vanished leaving the survivors to collect their dead and dying.

Dionysus told his men to leave him where he lay. He said that he had more tasks to accomplish, tasks only he could perform. As their ships sailed westward, a localized earthquake rocked the island, causing Sevanoq's tower to collapse. The island itself then began to sink below the waves.

The departing ships saw a flock of white doves appear and circle the site, as a stream of white light struck the water. A planetar that wept yellow roses alit on the water for a moment, then left skyward. Those witnessing the events felt their weariness vanish and their wounds to be less painful. Since that day, many have searched for the remains of the Tower Aquiarum but to no avail. To this day, Impilturian parents use the tale of the water demon to bring unruly children in line.

Dionysus' death technically was not a martyr's death, but he did sacrifice himself to ensure the destruction of a great evil. His work in life and his valiant death sowed the seeds of light and good in this region.

After the fall of Impiltur's first kingdom, Dionysus' example served as the catalyst for the proclamation of Impiltur's second kingdom as a stable regime in a chaotic and dangerous area of Faerûn. Damara too has been freed from the yoke of Zhengyi the Witch King and again is under the sway of Ilmater and his faithful. The Ilmatari paladin King Gareth Dragonsbane rules and guides the land.

St. Sollars' symbol is the yellow rose. All church manuscripts of his faction include an illuminated yellow rose next to his name. All church sites dedicated to him use the yellow rose in their motifs. Also, yellow rose bushes are commonly planted at all Ilmatari sites.

St. Dionysus was very fond of the poppies that grew in the fields of the Great Dale and Impiltur, and after his death the red poppy became the flower associated with him. Since poppy juice can be used as a pain reliever, this is a good choice for an Ilmatari saint.

**NOTE:** St. Selimbrar is an invention of the Vintyri Project and not a part of Dr. Bray's project.

**St. Selimbrar** was a paladin serving the Ilmatari temple in the Narfelli capital of Heligionius. He was a ranking general of the Narfelli army and a hero in many of its battles against the devastating magic of the Raumathari battle sorcerers. In the Year of the Wrongful Martyrs (-188 DR), Sir Selimbrar was ordered to lead his regiments to put down an uprising of serfs from the Great Dale who had been forced to work in the Narfelli farm belt near Milthius.

Both the ruins of this Narfelli agricultural center and the once fertile fields that surrounded it long have been buried beneath the barren wastelands of today's North Country, having vanished after the fall of Narfell and Raumathar. Narfelli parchments safeguarded in the queen's library in Impilturian Lyrabar say that Sir Selimbrar was convicted of treason and for his refusal was sentenced to die, together with more than 80 serfs who survived another commander's putdown of their rebellion.

According to the Narfelli text, Sir Selimbrar and the serfs were stripped naked and whipped as they were forced to carry wooden crosses to a temple hill dedicated to Talona above Milthius, where death sentences were executed as sacrifices, to placate the goddess of disease and poison. When the death march reached the hilltop, the arms and legs of all of the condemned were broken and they were bound with ropes to the crosses they had borne, beginning the slow and agonizing death of crucifixion.

The Narfelli parchments say the condemned had been upon their crosses for less than an hour, and none had died yet, when a huge gold dragon flew in from the south and came to the hilltop. From the dragon's back stepped an emaciated man dressed in tattered rags whose body was covered by fresh wounds and the ancient scars of many whippings.

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The man pointed to the Narfelli legion and said, *"A curse be upon you, but of your own making, and the curse you shall suffer shall also bring the fall of your degenerate land!"* With these words, the Narfelli soldiers had been bound motionless to the place where each stood. The ancient man then gestured with his right hand, and Selimbrar and the serfs were freed of their ropes, and their broken bones were healed. They descended from their crosses whole men again.

At this point, the Narfelli accounts in Lyrabar and the teachings of the Ilmatari church begin to differ. After that, the Narfelli text claims, Sir Selimbrar mounted the gold dragon's back in shining armor, flew upward upon the wyrm, and directed it to swoop down upon Milthius. The gold dragon attacked the city time and again with its fiery breath weapon until nothing remained but soot and ash.

Sir Selimbrar then directed the dragon toward the fertile fields of Milthius where the serfs had been ordered to work, and the golden wyrm bathed the fields time and again with its breath of weakening gas, according to the Narfelli parchments. After that, the fields lay fallow, and no seed would germinate in them nor would the least blade of grass take root within them, according to the Narfelli records.

The church of Ilmater claims that its painbearers were present at the mass crucifixion, bore witness to what transpired that day and passed the tale faithfully on within the church, where it is repeated correctly to this date. According to the Ilmatari, the Narfelli soldiers indeed were held motionless by the gestures of the old man, who they claim was none other than the avatar of the Broken God himself.

When St. Selimbrar, as they name him, stepped from the cross, he walked directly to the gold dragon and mounted it, then flew with the dragon southward. The avatar gestured to the freed serfs to follow, and they did so, miraculously marching through the sky behind St. Selimbrar and his wyrm. After the serfs, Ilmater's avatar followed.

Only after all had disappeared were the Narfelli soldiers freed from the magic that had held them. At first, nothing occurred to them. But in the days afterwards, the first time any of the soldiers drew his sword, he immediately broke out with the laughing plague, according to Ilmatari accounts, which led most of the warriors at the crucifixion of St. Selimbrar to refuse to ever draw steel again.

The Ilmatari deny that St. Selimbrar and his dragon did anything to destroy Milthius - an action that would have taken many innocent lives - or that he contaminated the farmland of Milthius, for it would be against the tenets of Ilmater to cause massive death, suffering or starvation.

The Ilmatari say that there indeed was plague in Milthius in the Year of the Wrongful Martyrs (-188 DR), and that the plague and famine caused the city's fall, not fire. They also acknowledge that the fields of Milthius went barren in that year, but they speculate that these things were the poisonous breath of Talona, who felt that her temple hill was desecrated through the abortive sacrificial crucifixions in her honor that the Narfelli failed to execute there.

Whatever the case may be, the Ilmatari claim that St. Selimbrar and the 80 serfs that he freed in Milthius continue to serve the Broken God and have indeed have done so seven times since the Miracle of Milthius, as they call it.

The most recent event, they say, was the appearance of an armored knight atop a golden dragon, blasting a battle call upon a silver horn and followed by 80 marching men in serfs' clothing who were armed only with scythes during the Second Battle of Bezental in the Great Dale in the Year of the Roaring Horn (1288 DR).

According to many who witnessed that battle, the knight and his gold dragon defeated the dracolich Nargustrandir in a mighty aerial battle over the Eastern Dale, while the serfs, seemingly unstoppable, mowed down archmagi and warriors of the Cult of the Dragon and many other evildoers. Neither the knight nor the serfs are said to have uttered a single syllable on that day.

After completing their mission, the knight and his dragon flew southward, and the serfs simply marched upward into the southern sky, disappearing over the horizon behind them. The painbearers of Ilmater are certain that this was an appearance of St. Selimbrar and the freed serfs of Milthius, and few sages in the Realms doubt them.



## Affiliated Orders

***The Companions of the Noble Heart*** is an order of paladins that operates out of Cormyr, Sembia and the lands around the Dragonmere. The *Companions* use the red rose as their symbol to show their devotion. All their individual devices contain a red rose somewhere. The rose represents heart blood that the *Companions* are willing to shed for their beliefs. The order is more political than martial, but it does see action defending Ilmatari and their homelands.

***The Holy Warriors of Suffering*** are an active force in the North. These paladins often guard pilgrims and caravans traveling through the wild lands. They demand no recompense for their services beyond a bit of food and an audience for their tales of Ilmater's glory. The bitter winters stretch one's endurance and increase suffering that the *Holy Warriors* willingly embrace, as one of Ilmater's faith should. They have small chapter houses in every major town in the North where they can exchange information with their brethren and have their deeds and tales recorded for posterity. They use the purple crocus to symbolize the end of a winter of suffering and the hope of spring and beyond.

***The Order of the Golden Cup*** is based in the Bloodstone Lands. These paladins are usually of noble birth and look upon their responsibilities to the commoners as sacred duties. It is this order from which King Gareth Dragonsbane of Damara and most Lords of Imphras II in Impiltur come. The yellow daffodil is a symbol representing a golden cup, but the order uses the golden cup in its heraldry, either as the only symbol or part of the family device. In the time since Zhengyi's fall in Vaasa, this order has slowly changed its philosophy and has grown very close to the Order of the Golden Maple. In fact, some theological sages predict that the two orders may merge soon. The leaders of this order today also live and preach the Ilmatari doctrine of perseverance, but they teach that perseverance must endure until the day of salvation and redemption, which will come when the orders paladins throw down and punish the oppressors. The order is highly battle motivated and seeks to reward those who have endured by fighting for their release from suffering.

***The Order of the Lambent Rose*** has for its symbol its eponym. This order is very evangelical and, some Ilmatari think, mercenary. It offers service for just causes throughout Faerûn in exchange for various favors. The favor could be anything from simply supplying food and basic medicinal supplies, to building monasteries or even conversion. The order tends to operate in areas with little or no other Ilmatari presence.

***The Disciples of St. Sollars the Twice-Martyred*** are headquartered in the Monastery of the Yellow Rose and strive to maintain separation from everyday life. They treat anyone who reaches their cloisters, but usually make no effort to leave their holds unless there is great need. Such sites include the Nether, the Alimir, the Cloudpeaks and the Spine of the World Mountains. There are also compounds on the Pirate Isles, the Korinn Archipelago and the Nelanthar.

***The Followers of the Unhindered Path*** are a loose confederation of wandering healers who treat any and all. They are well received in many hamlets and slums across Faerûn. They started out of the *House of the Broken God* in the Year of the Blood Rose (1100 DR), but have broken all official ties. They use a broken crutch and sunflowers as symbols. The broken crutch symbolizes their duty as traveling healers. Sunflowers are often associated with roadsides in many areas of Faerûn, and many villages grow them for the seeds and oil. The *Followers of the Unhindered Path* are welcome in any Ilmatari site, but they rarely stay longer than the time it takes to pass on medical lore and replenish medicines and supplies.

***The Disciples of St. Morgan the Taciturn*** are considered by many mainstream Ilmatari to be slightly crazed, but admired. They look to die a martyr's death as their eponymous symbol did. St. Morgan wandered the Moonsea region 250 years ago. He demonstrated his faith by action, not words. He spent much of his life preaching against the Moonsea tyrants and helped free hundreds of indentured servants, slaves, and prisoners from Mulmaster, Zhentil Keep, and Melvaunt. St. Morgan died for his faith without ever uttering a word during his lengthy torture at the hands of priestesses of Loviatar in Mulmaster. This is another sore point between these two faiths. The *Disciples* tend to operate in lands and cities where goodly faiths are unwelcome and/or actively persecuted. While putting themselves in harm's way, they do not act rashly to bring about their own deaths. They do not, for instance, spit on Lord Orgauth of Zhentil Keep, just so he will have them killed.

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**Sisters of St. Jasper of the Rocks** are a rarity in the Ilmatari religion. They are exclusively female. St. Jasper was a cleric that saved many women and babies from death during childbirth. Most of these women are descendants of those whom St. Jasper saved. They have formed a (mainly) hereditary sisterhood that concerns itself more with easing female suffering than general suffering. The *Sisters* believe that females share an even greater burden of the world's suffering since it is females who bring life into the world. A blue lily is used as the symbol of their sect.

**The Order of the Golden Maple** \* is a branch of the Ilmatari church that began growing out of the *Order of the Lambent Rose* in the Year of the Bright Blade (1347 DR). The order shares many of the goals of the *Order of the Lambent Rose* but focuses almost completely on providing services to armies that are fighting against oppression. The group was first active in the civil war in Tethyr, known as the *10 Days of Eleint*, but most of the clerics and monks in the order fell in that war. The survivors fled Tethyr, claiming to have heard Ilmater's call to Damara, to aid in the front against Zhengyi the Witch King. Although relatively few in number, the clerics and monks of the *Order of the Golden Maple* won fame and praise in the war against Zhengyi and as a result, also a respectable number of followers. In the Year of the Turret (1360 DR), the order began building its first and only monastery on the outskirts of Dunfee on the border between Impiltur and Damara. Many members of the order serve as war priests with the armies of the two countries. The order's symbol is an autumn maple leaf in shades of red, orange and yellow.

**The Order of the Thorned Gate** \* is an ancient monastic order about which little is known other than the warnings it issues from time to time over threats from demons and devils. Sages who claim to have knowledge about this order say it consists of monks of Ilmater, Deneir, in some versions also Oghma and of the platinum dragon deity Bahamut. The monks of Bahamut are said to be either gold dragons or metallic dragons. The human monks have become immortal according to some sages. Others say they are mortal, and when a monk dies, another monk of his or her order, after accepting the invitation, is taken through a magical portal to the monastery. Some sages claim the monastery is in the Ice Mountains of the Northwest, north of Citadel Adbar, some say it is in the southern Sunset Mountains northwest of Proskur, some say it is in the North Wall north of Halruaa, some say it is in the Dragonsword Mountains east of Mulhorand and there also are those who place it upon the Glacier of the Dragon within the A-Ling Shan range above the Jumpa River Gorge southeast of Semphar and east of Raurin Desert. All of these versions agree on other points. They claim that the monastery is atop a peak that cannot be reached by any trail or other physical means and also is protected by magic against airborne intruders. The only method of possible travel to and from the monastery is said to be through secret portals known only to the monks that exist at several locations upon Faerûn. According to the sages, the monks have devoted themselves to the use of powerful magic to locate areas within Faerûn where there are threats from demons or devils. They then inform the rulers of the lands involved of these threats. The warnings are delivered by messengers who bring a parchment adorned with the hand-drawn symbol of a golden gate made of bars shaped like the thorny branches of roses with rosebuds and rose flowers at the top of the gate, all in gold. It is said that there usually are sightings of gold or perhaps other metallic dragons high in the air before and after such warnings are delivered.

\* The *Order of the Golden Maple* and the *Order of the Thorned Gate* are not a part of the creations of Dr. Bray, but rather the work of the *Vintyri Project Group*. The *Order of the Golden Cup* has been expanded by the project group beyond Dr. Bray's definitions.

## Holy Relics

There are a number of relics and artifacts of Ilmater's faith. Most are heavily weighted to law and good and are associated with a particular saint. The following list is not nearly inclusive, just some of the more remarkable items. The *House of the Broken God* alone has nearly 300 items of faith.

**St. Dionysus' Chapbook** - This relic is a small prayer book that has become more powerful over the centuries since St. Dionysus found it. The chapbook originally was a poorly hand-written account of an unknown Painbearer. St. Dionysus imbued it with many protective magics, and his faith turned it into an item of some power. It is immune to fire, water damage, and insects that eat paper. It radiates good, healing, and abjuration magic. It allows its possessor, if good-aligned, to cast all healing magics at maximum efficacy. Evil clerics cannot benefit from this item. It can also be used to cast *Bless*, *Endure Elements*\*, *Aid* or *Sanctuary* up to three times/day at 12th level. Any attempt to destroy this item immediately summons an einherjar to take it. It is currently at the Monastery of the Yellow Rose.

\* In AD&D 2<sup>nd</sup> Edition, *Endure Heat/Cold*.

**Hammer of Dionysus** - Dionysus' war hammer is a Hammer of Disruption +3 with a lawful good alignment. It is lost, believed to be in or near the ruins of the Tower Aquiarum, which have not been found.

**Golden Cup of St. Ra'az** - St. Ra'az lived and died in the Dalelands some 200 years ago. He perished at the hands of drow in Spiderhaunt Wood. The cup came from a ruined abbey in Sessrendale before Ra'az liberated it from a dark naga who had claimed it. It radiates good and necromantic magics. It is thought that Ilmater poured out a liquid into the cup from a jug of his for an unknown servant. Divinations indicate that it is located in an abandoned drow lookout tower in Spiderhaunt. The Golden Cup has the ability to cure insanity and disease, or neutralize poison in a person who drinks holy water from it. A good being can only benefit from the cup once for each power. Non-Ilmatari neutral beings can benefit once every tenday. Evil beings cannot touch the cup without suffering 2d6 hp damage per touch per round of contact. The *Order of the Golden Cup* has sent many of its members on searches for this holiest (to them) of relics. Many fall before they even reach Spiderhaunt. It's thought that someone or something knows of their quests and actively hunts down the questors.

**Satchel of St. Beldarr** - St. Beldarr was a follower of the *Unhindered Path* roaming the Western Heartlands throughout his long and hardy life. He was born nearly 1,000 years ago in the Duchy of Indoria of the Talfiric peoples. He spent much time curing the plagues that seemed to always sweep up from the hot, southern lands. A story of the church claims that an avatar of Talona appeared before him and challenged him to a causing/curing duel.

For a tenday, she would create a virulent disease, and he would find a cure from his immense stores of medicines and knowledge. Finally she won, mainly because he was so fatigued that he couldn't think clearly anymore. Still, Talona was so impressed with Beldarr's skill and determination that she banished her last plague and left him unmolested. Beldarr searched what is now the Wood of Sharp Teeth for new sources of medicines and catalogued all his findings.

He died at the age of 110 after he walked three days and nights to reach a town (present-day Iriaebor) with a cure for a plague called *Orc Killer*. He caught pneumonia and died after he had used all his spells and medicines to halt the ravages. His belongings were sent to *The House of the Broken God*, including his empty satchel. The satchel was found to be a *Bag of Holding* with additional abilities.

In the hands of an Ilmater worshipper, it senses what is desired and that item will be found on top. It also produces a cure to any disease once daily if a prayer to Ilmater is said over it. It also has one application of *Keoghtom's Ointment* per week, available only to an Ilmatari. It includes a notebook of St. Beldarr's discoveries and observations that has 456 pages bound in oxen hide.

The notebook can be removed from the satchel, but it always returns after 24 hours elapse. The satchel is kept in the reliquary of Keltar's temple and is used only sparingly so that it always is available for dire emergencies.

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**Scourge of St. Morgan** - The scourge was used on St. Morgan during his lengthy torture by Loviatar's priestesses. It was spirited out by a daring Ilmatari worshipper after the priestesses tired of their game. It was said that the harder they struck, the more Morgan seemed to be comforted. The item has the ability to ease pain and suffering in any lawful good being through its touch (the person doesn't have to be scourged!), and to banish all fatigue and weariness.

The possessor is immune to any debilitating effects of pain and spells that cause pain. The possessor is also immune to spells and effects causing fatigue. There is no need to sleep or rest, but every day a save is made with an increasing -1 penalty for fortitude (AD&D 2<sup>nd</sup> Edition: vs. death magic) to avoid falling into a coma for a number of hours equal to 20 minus the user's constitution score plus the number of days without rest. This also occurs if the wielder puts the scourge down or puts it away, no longer holding it in his hand. Evil beings cannot benefit in any way from this item.

If the scourge is used as a weapon, the wielder is shocked for 6d6 hp damage, with a saving throw for will (AD&D 2<sup>nd</sup> Edition: vs. spells) for half damage. There is no total protection against its damage; the source of its power is divine. The lost hit points are transferred to the being struck, and the victim also is released immediately from any bindings, including magical ones. The scourge is in the Abbey of St. Morgan the Taciturn near Elventree.

**The Weeping Bandages** - These are a gruesome relic of Ilmater. They appear to be a set of used and bloodied bandages that are still damp. These items were taken from an unknown martyr slain by a follower of Garagos in Westgate. The Ilmatari had arrived to help stop the Inner Sea plague in the Year of the Dreamwebs (1323 DR). A Garagos-driven madman swept through town in a slaying frenzy. The Ilmatari stepped in front of him as he chased people through the streets.

The madman struck the cleric nearly 100 times, but the cleric neither cried out nor collapsed from his wounds. The madman spent himself trying to slay the cleric and was killed by the city watch. The cleric cut what was left of his robes into bandages and went about curing the plague-ridden. When he and others were finished, the plague was under control. The cleric then fell over dead from exsanguination and his body was recovered by other Ilmatari in Westgate. The bandages that had been removed for preparing the body formed the shape of a man and began to weep blood.

They were declared to be a relic of the church and were found to have holy powers. The bandages radiate good, alteration, and healing magics. When applied to a wound, they stop bleeding no matter what its cause was. The bandages also heal wounds at a rate of 5 hp/day and prevent all wounds upon which they are applied from becoming infected or reopening.

However, the bandages constantly weep blood when being used and can be used on only one being at a time. The charisma of a person using the *Weeping Bandages* drops to 3 for duration of the bandages' use. Note that creatures drawn by blood do not disturb the user. This item is in the House of Ilmater in Westgate.

**The Crutch of St. Pannas** - This simple wooden crutch was the walking aid of St. Pannas of Luskan. He lived nearly two centuries ago and was born with crippled right leg. As he grew, he was tormented for his handicap. He cursed the gods for allowing him to be born and organized a criminal gang, targeting clerics and their possessions.

Upon one occasion, his gang accosted a cleric of Ilmater heading to the Ten Towns. The cleric had nothing of value, so the thugs beat him and took him to their master. Pannas taunted the Ilmatari cleric asking him what he could do. The cleric, who took his beating and abuse calmly, stated that Pannas' own folly had brought about a lifetime of disability.

The cleric kicked out the crutch and showed Pannas that Ilmater allows people to endure their suffering. To the surprise of all, Pannas still could stand and the crippled leg held. Pannas sent away the thugs and had a long talk with the cleric.

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Afterward, Pannas ventured to a remote abbey in the Nether Mountains for a pilgrimage. When he left, he was a cleric of the Crying God. He carried his crutch with him at all times to help remind him that Ilmater provides a way to endure, but the individual must use this help on his own. Pannas lived many years, wandering the North, and he died peacefully in his sleep in Yartar. He sponsored many pilgrimages to allow the sick and injured a chance to benefit from the out-of-the-way cloisters and abbeys of Ilmater.

He was a founding member of the Order of the Lambent Rose. Upon his death, Pannas bequeathed all of his possessions to The Abbey of Winter's Endurance in the Nether Mountains. The crutch, which has a number of powers, is a relic on display there. It allows a crippled person to move with its help, even if both legs are destroyed or paralyzed. The crutch radiates permanent *Sanctuary* and *Protection from Evil*. Once per year, it can give a person of Ilmater's faith the ability *Commune* or *True Seeing*.

### Rites

The Ilmatari religion has no major calendar holy days. It does have special saint's days devoted to the patrons of a specific abbey, etc. This is much more prevalent in the South than in the North. There also are a series of rites common to all Ilmatari, whether Orthodox or Traditional.

**The Turning** - This rite is mentioned in WotC's *Faiths and Avatars*. It is essentially a deathbed conversion attempt.

**The Passing** - This ritual is celebrated at the death of a devout Ilmatari follower, whether lay worshipper or cleric. It is a solemn chanting service that commends the passage of the departed soul to Ilmater's embrace. No Ilmatari cleric who receives this rite can be brought back to life on Faerûn, unless Ilmater himself sends him back. Most clerics take this as a vow during their adornment ritual. They choose to forego all attempts to be brought back to life, should clerics of other faiths attempt to do so. Lay worshippers decide on their own whether to undergo this rite. Most devout followers of Ilmater do choose *The Passing*. It is celebrated at the first dusk after death.

**The Welcoming** - This ceremony is a blessing upon all infants who are helped into the world by Ilmatari. Folklore says that to have an Ilmatari preside over childbirth is a sign that the child will be healthy. Many people of all classes attempt to see that a cleric is present for more tangible reasons such as skill and medicines. The ceremony includes the spells *Bless* and *Protection from Evil*, when possible. This ceremony was created by St. Jasper of the Rocks.

**The Binding** - There are two types of binding rites, sacred and holy. *Sacred Binding* occurs when two Ilmatari clerics marry. *Holy Binding* is for any other pairing of worshippers who marry in the church. The only difference between the types is that *Sacred Binding* allows the survivor of a pair to unerringly find the body of the spouse if one dies separated from the other and in Ilmater's graces.

### St. Sollars and the Journal of Brother Jarvis

**As told by Brother Jarvis, wandering monk of Ilmater:**

In the dark times after the Fall of Netheril and the Rise of the Inner Sea Nations, the common folk suffered immensely. Their outcries and pleas reached the god Ilmater, who desired no dominion or control of anyone or anything. To work his will, Ilmater sent his most trusted and faithful servant, Sollars, to Faerûn. Sollars was the epitome of Ilmater's teachings. In fact, he had been martyred for Ilmater's cause in a far off sphere, but in a sign from Ilmater, he was raised again to life, to show that suffering and death were not more powerful than perseverance, belief and compassion.

Sollars' work among the peasants and the poor attracted little notice from most powers. One power, however, took offense at this interloper and decided to end the Ilmater's influence in new areas before it could take root. Talos the Destroyer sent three servants to deal with Sollars. They trapped him in an almshouse in Calimport and took him to mountaintop temple dedicated to Talos. Here, for an entire year, the servants tortured and tormented Sollars.

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They chained Sollars in manacles of unbreakable iron and conducted horrifying tortures and punishments. The three tried to break his will and make him doubt or renounce his god. But Sollars did none of these things; his faith was strong.

The first servant took Sollars to the fledgling northern Inner Sea lands and showed him terrified peasants stalked by wild creatures. Sollars wept blood at the sight, but he was chained and could do nothing to prevent it. He prayed that civilization would come and ease the suffering of these poor souls, and asked that their suffering fall upon him instead.

Ilmater manifested his will by causing the chains to glow. Sollars heard the voice of his beloved god in his mind telling him that what he hoped for would come to pass in the fullness of years. In frustration, the first servant of Talos broke Sollars' joints.

The second servant took Sollars to Chondath where a plague was ravaging the Vilhon Reach. The servant gloated, saying that suffering is in vain, because in the end, death would claim all. Sollars wept again; he prayed aloud that these people no longer would suffer and that he would endure their misery. Again, Ilmater manifested himself in a glowing of the chains. Ilmater caused the plague to be halted. In fury, the second servant spewed a virulent disease at Sollars, one which wracked his body with open sores and caused his hair to fall out.

The third servant took Sollars to the Savage North where many survivors of the fall of Netheril eked out an existence in the face of numerous orc attacks. The servant showed Sollars an orc city filled with human slaves who were forced to work under the lash for these cruel masters. The servant said that pain and suffering were the lot of man.

None could escape this agony. Sollars wept and prayed again. He asked that the pain and hurt be upon his shoulders for him to endure in their stead. Again, the chains glowed and the slaves were relieved of all pain and wounds. The now hale captives rose against their erstwhile masters and threw off their chains. The third servant scourged Sollars to the bone in rage.

Since Sollars was unwavering in his faith, the servants decided to sacrifice him upon the altar to Talos. They chained Sollars to the altar and began to perform their dark rites. In front of gathered masses, they proclaimed Sollars a heretic and death to be his lot.

Sollars cried aloud, *Although you sacrifice my body to Talos, my soul belongs to Ilmater!* With that pronouncement, Sollars willed himself to die. The servants of Talos were sorely vexed and decided to set his body up for the crows. As they reached for Sollars, the manacles on his wrists began to glow and the glow coalesced into an avatar of Ilmater.

In front of the gathered masses, Ilmater declared, *This man has given his life a second time in my service. He shall be first among my servants on Toril, St. Sollars the Twice Martyred. Know that all goodly folk who suffer, endure and persevere have my blessing and can be relieved of all suffering beyond this life.*

With a word, Ilmater banished the servants of Talos. He retrieved Sollars body and vanished. The masses saw the empty altar and believed the words of Ilmater. As a riot broke out, a convert made away with the chains and manacles that had secured Sollars to the altar. It is said that these holy relics are hidden away to appear when need for them arises.

## References:

*Ed Greenwood*

### And the following WotC publications:

*Faiths and Avatar* , ESD download  
*Powers and Pantheons* , ESD download  
*FR9 Bloodstone Lands* , ESD download  
*FR6 Dreams of the Red Wizards* , ESD download  
*Volo's Guide to the North*, free download  
*FR Adventures* , ESD download  
*Empires of the Shining Sea* , ESD download  
*Sojourn*, novel  
*War in Tethyr*, novel  
*Ruins of Zhentil Keep* , ESD download

## E. The Angels of Ilmater

A Schism in the Church of Ilmater

By Erskine Fincher

**Note:** This description of the Angels of Ilmater is not a product of the Vintyri Project. It was produced by Mr. Fincher as a mini-project for the Forgotten Realms Projects Mailing List in Internet and is used here non-exclusively with his permission. **Northern Journey** game masters should however view Mr. Fincher's description as the official documentation of the Angels of Ilmater for the **Northern Journey** adventure. This history plays a critical role in Segments No. 5 **Impiltur**. Our adaptation of Mr. Fincher's work involves only the addition of the information below relating to the conflict between the churches of Cyric and Iyachtu Xvim.

- Vintyri Project

**3E Note:** Under the *Dungeons & Dragons* 3E rules, certain difficulties arise in creating priests like the *Angels of Ilmater*, who believe they are serving a certain god, in this case Ilmater, but actually receive their spells from another deity, in this case Cyric.

Should the NPC cleric use the domains of Ilmater or Cyric? We recommend that you use the option of having Cyric give these clerics the same domains as are available from Ilmater. Cyric is after all a deity of trickery and illusion, and he should be able to do this. This is the method we have used in our NPC descriptions. We feel the idea that a cleric who thinks he is serving Ilmater would not suddenly question why he is gaining spells from Cyric's domains of chaos, destruction, evil and trickery. However, if you trouble with this solution, feel free to substitute these domains for those recommended.

**History:** The Angels of Ilmater are known to the public as a heretical branch of the Church of Ilmater. This branch was founded very recently by a cleric of Ilmater named Evyntodh during the Scardale plague. Over the course of several months, Evyntodh had grown more and more despondent over the inability of the church to halt the suffering in Scardale. He had been working long hours each day trying to ease the suffering of those doomed to die by the magical plague. He began to be troubled by doubts about Ilmater's power to ease the suffering in the world.

Then one night, after going for two days without sleep, while trying to cure a small girl of the disease, he sat in his room brooding. The little girl had died in his arms just two hours before. She had suffered terribly from the illness, but on the moment of her death he had seen a look of peace come over her. Suddenly, there appeared before Evyntodh a vision of a shining city on a hill by a placid river. The people of the city were filled with joy, they never suffered from thirst, hunger, or disease. All of the thousands of hurts that plague mankind had been eliminated from their lives. Evyntodh stared at the vision in helpless wonder, how could such a place be possible?

At that moment, he beheld an image of Ilmater. The god spoke to him, and told him that this city was his answer to the suffering of life. When people die he leads them to this City of Joy where they never have to suffer again. Ilmater told Evyntodh that by trying to save the little girl, he had only prolonged her agony. A cleric of Ilmater should not simply try to ease the suffering in the world, he should help people to escape it. He should help them to leave the world and journey with Ilmater to the place that he has prepared for them. He gave Evyntodh a new mission, to spread the good news throughout the Realms that Ilmater had provided for an end to suffering through death. He charged him to search for methods of ending life without causing suffering, and to journey through the land helping those whose sufferings had become too great to find peace.

Evyntodh left Scardale and drew other clerics to his teachings, forming the Angels of Death. They researched many poisons and at last found a lethal variety that could bring on a sudden and painless death. They administer this poison to people who suffer from terminal illnesses.

This practice has caused them to be excommunicated from the Church of Ilmater. Evyntodh was martyred in Sembia when he was accused of murder and hanged for his role in the suicide of a noted merchant in Selgaunt.

Although out of favor with the official Church, and often with local governments, they have many followers among the people. They are revered by those whose loved ones they have helped to end a long period of suffering through painless death. Their story of the City of Joy where Ilmater will erase all suffering has found wide-spread appeal among the commoners.



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**Secret History:** Unknown to the clerical members of the Angels of Ilmater, and the public at large, it was not Ilmater who appeared to Evyntodh in Scardale. It was The Mad God, Cyric. Evyntodh's mental state had deteriorated with his prolonged exposure to the suffering in Scardale. His faith in Ilmater had been faltering for several weeks leading up to his *vision*. After the death of the little girl, Cyric appeared to him in the likeness of Ilmater and seduced him with his tale of ending suffering for those who choose to die. Evyntodh was beguiled into accepting the idea that death was preferable to suffering.

Cyric wasn't content with just this perversion of the Ilmatari faith. Over time he was able to convince Evyntodh that all of those who live are suffering. Every life taken lessens the suffering in the world. To kill a person is to free them from pain. Whereas at first, Evyntodh would only help those who wished to die end their lives, he soon began to take the lives of those who were not ready to die. The merchant in Selgaunt whose life he took was one such case.

After Evyntodh's execution, the Angels of Mercy were able to obscure the facts of the case by spreading lies about what had happened. They claimed that Evyntodh had been the victim of a conspiracy between the Sembian government and the official Church of Ilmater; that they claimed that the Church had paid the government to arrest and execute Evyntodh. They also spread the rumor that the family of the dead merchant engineered Evyntodh's death, because the merchant had left all his wealth to the cleric.

Those who rise to high positions in the sect are emotionally unstable and suffer from delusions. They are well-suited to being manipulated by Cyric. Their current leader is a woman named Hermine (NE hf P9), a pale, heavy-set Cormyrean from Tilverton. Originally a cleric of the true Church of Ilmater she was dismissed when it was discovered that she was making people ill on purpose just so she could take care of them. Once she embraced the schismatic Angels of Ilmater, she rose quickly through their ranks.

**Dogma:** Publicly, the Angels of Ilmater preach the desirability of ending the suffering of those with terminal illnesses. This is the central tenet of their faith, and the one which is presented first to novices in the religion. Those who rise through the clerics' ranks eventually are presented with the corollary to this principle. All life involves suffering, therefore, every life that is ended decreases the suffering in the world. Novices are conditioned to accept this tenet, and clerics who balk at any hint of cold-blooded murder are either isolated and held back in the ranks or eliminated.

Those who accept the hidden tenet of the sect do not kill overtly, and they never kill for personal gain. The killings are often carried out under the guise of euthanasia in cases where the dying person is either incapable of speaking for himself, or circumstances are such that people can be convinced that he asked for the clerics' assistance. Murders are also carried out on those without terminal illnesses. In those cases, though, the victim is chosen completely at random.

Poison is the most often used means of killing. The clerics seek to accomplish the death as painlessly as possible.

The clerics always believe that in killing people they are following the will of Ilmater by sending people to the City of Joy, and ending their suffering in this world. They are not above killing children because the younger a person is when he dies, the less suffering he will endure. So far no cleric of the sect has been implicated in a clear-cut case of murder. Several have been executed in countries where euthanasia is a crime, but these are counted as martyrs for the cause.

**Foes:** The true Church of Ilmater is an implacable foe of the Angels of Ilmater. Evyntodh has been labeled a false prophet and investigators have been hired to discover who is granting spells to the heretic clerics.

At first the Church of Kelemvor spoke out in favor of the heretics. Death, they said, is not something to be feared, and it is not the worst thing that can happen to a person. There are extreme cases where it is better to chose death than to go on living. Recently, though, the Kelemvorites have begun to suspect that something more sinister is going on in the schismatic sect. They have distanced themselves from the Angels of Ilmater, and begun their own investigation to see what lies at the heart of their teachings.

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The Church of Cyric is not only using the schism to isolate the Church of Ilmater from other good-aligned churches. Above all, Cyric is using this corruption of the Ilmatari to combat the attempts of the Church of Iyachtu Xvim to take the portfolio of murder from Cyric. Cyric apparently believes it is essential to his long range success that he completely destroy the true Church of Ilmater, and his clerics – both the Angels of Ilmater and Cyric's own church - are attempting to succeed in this.

Secretly, they are spreading rumors that the Angels are being persecuted by the mother Church. Their agents have accused the Church of Ilmater of burning the heretics at the stake, and they've even produced charred bodies as evidence. Every time an Angel of Ilmater is executed for euthanasia, other Angels and Cyricists spread the rumor that the Church of Ilmater was behind it.

Other churches have chosen to stay out of the dispute, so far, but it is beginning to put a strain on relations between the Church of Ilmater and some of their long-time allies.

## 2. Coins of the Realms

### Current: Year of the Wild Magic (1372 DR)

\* Not an official Forgotten Realms coin

#### A. The North

##### Waterdeep

Copper Nib  
Electrum Moon  
Platinum Sun

Silver Shard  
Gold Dragon

Also:

Toal - 2 GP value, only in Waterdeep

Harbor Moon, 50 GP in Waterdeep, 2 GP elsewhere

##### Luruar

Most coins are minted in Citadel Adbar and in Mithral Hall. Coins from Citadel Adbar show the Dethek Rune  $\Gamma$  (A). Coins from Mithral Hall show the Dethek Rune  $\mathcal{T}$  (M). The Half Moon, traditional in Silverymoon, also is minted now in the dwarven halls of Luruar. All coins bear the symbol of a unicorn and the name Luruar in common and Dethek ( $\perp\mathcal{I}\rightarrow\mathcal{I}\Gamma\rightarrow$ ). Only the largest currency unit, the iron bar, is minted elsewhere, in Mirabar.

The member states and cities of Luruar are Citadel Adbar, Citadel Felbarr, Deadsnows, Everlund., Jalanthar, Mithral Hall, Quaervarr, Silverymoon, Sundabar.

Copper Smith\*  
Mithral Unicorn\* (value as electrum)  
Platinum Moon\*

Silver Rose\*  
Golden\* Halfmoon  
Iron Bar (value 2 moons)

##### Luskan

Copper Darb\*  
Electrum: none  
Platinum: none

Silver Stengk\*  
Gold Zard\*

##### Nesmé, Longsaddle, Triboar, Yartar

And also most of the other cities and villages of the North use and accept coinage from Waterdeep, Luruar and the old half moons from Silverymoon as well as Mirabar's iron bars.

## B. The Western Heartlands

### Baldur's Gate

Copper*	Slice (Silver)*
Electrum: None	Eight (Gold) ‡
Platinum: None	

‡ A small, eight-sided coin worth 8 silver slices

### Scornubel

Wheel (Copper)*	Silver Moon*
Electrum: None	Gold Sun*
Platinum: None	

### Sunset Vale

† Minted in Iriaebor	‡ Minted in Berdusk
Silb (Copper) †	Dublee (Silver) †
Spade (Electrum)‡	Harp (Gold) ‡
Platinum (None)	

## C. The Eastern Heartlands

### Cormyr

Copper Thumb	Silver Falcon
Blue Eye (Electrum)	Gold Lion
Tricrown (Platinum)	

### Dales

**Daggerdale, Featherdale, Scardale:** Accept and use money from Cormyr, Sembia and Zhent money, the latter at 70% of face value in Daggerdale and 80% face value in Featherdale and Scardale..

**Archendale, Battledale, Deepingdale, Harrowdale, Mistedale, Shadowdale, Tasseldale:** Accept and use money from Cormyr and Sembia.

### Dragon Coast

Local money minted in Westgate, money from Cormyr and Sembia accepted at full face value

Harbor Mark (Copper)*	Pinto (Silver)*
Electrum: None	Mastar (Gold)*
Platinum: None	

## Hillsfar

Darg (Copper)\*  
Electrum: None  
Platinum: None, instead trade bars

Schekel (Silver)\*  
Feather (Gold)\*

## Melvaunt

Oar (Copper)\*  
Electrum: None  
Platinum: None, instead trade bars

Wave (Silver)\*  
Hatter (Gold)\*

## Mulmaster

Knife (Copper)\*  
Electrum: None  
Platinum: None, instead trade bars

Dagger (Silver)\*  
Sword (Gold)\*

## Phlan

Phlan mints no coins but accepts coinage from Hillsfar, Melvaunt and Mulmaster at face value and Zhent coinage at 85% of face value.

## Sembia

Through caravans and trading, Sembit money is becoming more widespread in the Realms. Stell pennies often are refused.

Steel penny (for copper)  
Silver Hawk\*  
Electrum (name of coin)

Gold Pentar  
(no platinum coins - trade bars used)

## Voonlar

Voonlar mints no coins but accepts coinage from Hillsfar, Cormyr, Melvaunt and Sembia at face value and Zhent coinage at 80% of face value.

## D. Zhentarim areas

Zhent coins come from three different time periods, and coins from all three periods are in circulation. Coins from the first two periods often are less than pure in content and therefore are accepted at only 80 to 90% of their face value in areas not under Zhent control or strong Zhent influence. The Zhentarim mint in Zhentil Keep was destroyed in the Year of the Banner (1368 DR). Early in the Year of the Gauntlet (1369 DR) two new but smaller mints were opened in the Citadel of the Raven and Darkhold. Coins of the first period show the symbol of Bane and are called Hands. They also show the strong influence the church of Bane once had within the Zhentarim. After the fall of Bane, at the end as many of these Hands as possible were gathered, melted in the mint at Zhentil Keep and minted anew with the symbol of Cyric.

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These coins were officially called Dark Suns, although in common usage they simply were called Suns. After the destruction of Zhentil Keep, the Zhentarim came under the absolute control of Manshoon and Sememmon, and the influences of churches in general waned greatly among the Zhentarim. In this era, the Zhentarim decided to make their coins both neutral in appearance and "*respectable*." As a result, coins from the Citadel of the Raven and Darkhold are 100% pure and of full value. This is slowly becoming recognized in the Realms, and new Zhent coins become ever more acceptable in trade. There still are many Suns in circulation, but Hands have become rare.

### Period 1 - Until the end of the Year of Shadows (1358 DR), Mint Zhentil Keep:

Copper Hand*	Gold Hand*
Silver Hand*	Platinum Hand*
Electrum Hand*	

### Period 2 - Year of Shadows (1358 DR) until the Year of the Banner (1368 DR), Mint Zhentil Keep:

Copper Sun*	Gold Sun*
Silver Sun*	Platinum Sun*
Electrum Sun*	

### Period 3 - Since the Year of the Gauntlet (1369 DR), Mints in the Citadel of the Raven and Darkhold:

Copper Mule*	Gold Taler*
Electrum Defender*	(no platinum coins - trade bars used)
Silver Wheel*	

## E. The Vast

### *Calaunt*

Almost any recognized coinage is accepted, but at 70-80% face value. Only coins from Impiltur, Procampur, Raven's Bluff, Sembia and Tantras are accepted at full face value.

### **Procampur, Raven's Bluff and Tantras**

Joint mints in all three cities

Canoe (Copper)*	Gull (Silver)*
Eel (Electrum)*	Galleon (Gold)
Shark (Platinum)	

### **Other cities**

Usually only coins from Impiltur, Procampur, Raven's Bluff, Sembia and Tantras are accepted.

## F. The Near East

### Ashanath, Great Dale

Bloodstone bars and coins from Impiltur are in general circulation. Sembian coins and coins from Telflamm and Thesk also are accepted in New Sarshel and Ethdale.

### Damara

Bloodstone bars are worth 10 Impiltur Marks each. Impiltur coinage is accepted at full face value everywhere.

### Great Glacier Pelouria, Narfell

The tribes inhabiting these lands usually accept no coins but conduct business instead on a barter basis. Jewels often are popular. Areas of Ashanath settled by refugees from the Great Dale accept coins from Aglarond. Impiltur and Rashemen.

### Impiltur

Coins from Procampur, Raven's Bluff and Tantras are generally accepted at full value. Many coastal merchants also will accept coins from the Vilhon Reach, Telflamm and Thesk.

Bite (Copper)\*  
Pound (Electrum)\*  
Mark (Platinum)

Shiner (Silver)\*  
Taler (Gold)  
Bloodstone Bar (10 Marks)

### Vaasa

Most of Vaasa is unpopulated by civilized creatures. The few areas that are populated house persons who accept the same coinage and bloodstone bars as in Damara.

## G. The Unapproachable East

### Aglarond

Pick (Copper)\*  
Zand (Malachite)\*  
Platinum: None

Silver: None  
Gold: None

### Rashemen

Axe (Copper)\*  
Electrum: None  
Platinum: None

Iron Rod (as silver)\*  
Gold: None

## **Telflamm**

Groschen (Copper)\*  
Electrum: None  
Platinum: None

Heller (Silver)\*  
Crown (Gold)\*

## **Thay**

Red Skull (Copper)\*  
Grey Skull: Electrum\*  
High Skull (also called a Zulkir): Platinum\*

Silver Skull\*  
Gold Skull\*

## **Thesk**

Thesk does not mint coins at present, but old Theskan coins still are accepted as well as those from Impiltur, Rashemen and Thay. Old coinage:

Kernel (Copper)  
Silver Ring (hole in the middle)

Gold Ring (hole in the middle)

## **H. The Ancient Empires**

### **Chessenta**

Copper: None  
Electrum: None  
Platinum: None

Talent (Silver)\*  
Dragon (or Drake) (Gold)\*

### **Mulhorand**

Copper: None  
Electrum: None  
Platinum: None

Rule (Silver) ‡  
Pharaoh (Gold) ‡

Conversions:  
6 Rules = 1 Pharaoh  
1 Rule = 4 standard silver Pieces  
1 Pharaoh = 4 standard gold pieces

### **Murghom and Semphar**

Mint no coins but accept coins from Mulhorand, Thay and Unther and some coins from Kara-Tur at full face value.



## **Unther**

Copper: None  
Electrum: None  
Platinum: None

Silver: None  
Sheka (Gold – value 3 standard silver pieces)

## **I. Vilhon Reach**

### **Askanal, Sespech, the Shining Plains, Threskel and the Free Cities of Hlondeth, Lachom, Nimpeth, Reth and Surkh**

Mint no coins but accept coins from Chondath, Turmish, Impiltur, Sembia and the Dragon Coast.

## **Chondath**

Sarff (Copper)  
Electrum: None  
Platinum: None

Drachnar (Silver)\*  
Ragma (Gold)\*

## **Turmish**

The coins of Sembia and the Dragon Coast also are in wide usage in Turmish

Gadeen (Copper)  
Electrum: None  
Moammar (Platinum)

Ahabar (Silver)\*  
Heiannul (Gold)\*

## **J. The South**

### **Amn**

Fandar (Copper)  
Centaur and Decime (Electrum)  
Roldon and Pearl: Platinum

Taran (Silver)  
Dantar (Gold)

## **Border Kingdoms, Shaar**

Mint no coins but use currency rings worth 3 standard gold pieces each. Coins from Calimshan and Tethyr also are accepted in the Border Kingdoms.

## **Calimshan**

The city states of Calimshan mint their own coins, which are generally accepted everywhere in Calimshan and Calimport.

Copper: Unarch, Rada, Niften, Spanner  
Silver: Decarch, Espadrille, Red Worm  
Electrum: Centarch, Tazo, Zonth  
Gold: Bicenta  
Platinum: Kilarch

## **ErIkazan**

The baronies use the coins of Amn but often also will accept Tethyr coinage, however, new coinage from Tethyr remains relatively unknown.

## **Lapaliya**

Copper: None  
Electrum: None  
Platinum: None

Dove (Silver)\*  
Grape (Gold)\*

## **Tethyr**

Donsar, slang Lash (Copper)  
Corlar, slang King (Electrum)  
Daublar, slang Cup (Platinum)

Paxar, slang Blade (Silver)  
Aenar, slang Queen (Gold)

### **Locally minted coins:**

Gulder (Gold) – Zazesspur  
Molean (Gold) – Ithmong  
Brakar, slang Star (Value 2 standard gold pieces) - Darromar

Myrat (Gold) – Myratma  
Zoth (Gold) – Saradush

## **K. The Shining Lands – the Deep South**

### **Dambrath**

Copper: None  
Crint (Electrum)  
Platinum: None

Sheb (Silver)  
Gold: None

### **Durpar, Estagund and Var**

Copper: None  
Electrum: None  
Platinum: None

Vellim (Silver)  
Gold: None

### **Halruua**

Coins from Dambrath and Durpar are widely used

Copper: None  
Skie (Electrum)  
Platinum: None

Silver: None  
Gold: None

### **Luiren**

Mints no coins. Coinage from Dambrath, Durpar and Halruua are used.

## Ulgarth

The silver vellim of Durpar also circulates widely in Ulgarth

Copper: None  
Electrum: None  
Platinum: None

Silver: None  
Liekö (Gold)

## L. The Utter East

Silver vellim of Durpar and the gold liekö of Ulgarth also circulate in Doegan and the Free Cities of Parsanic.

### Doegan

Penny (Copper)  
Electrum: None  
Platinum: None

Oré (Silver)\*  
Randd (Gold)\*

### Edenvale

Centimm (Copper)  
Electrum: None  
Platinum: None

Decimm (Silver)\*  
Centul (Gold)\*

### Free Cities of Parsanic

Zendar (Copper)  
Electrum: None  
Platinum: None

Dekar (Silver)\*  
Zendum (Gold)\*

### Königheim

Pfinng (Copper)  
Electrum: None  
Thaler (Platinum)\*

Heller (Silver)\*  
Krone (Gold)\*

### Mead-Hall of the Northmen

Deut (Copper)\*  
Electrum: None\*  
None (Platinum)\*

Goblet (Silver)\*  
Chalice (Gold)\*

## M. The Island Nations

### Chult

Most trade on the jungle island is a matter of barter, but various sized ivory chips are used in Mezro and sometimes in other settlements. These are valued by weight and do not correspond to conventional monetary systems.

### Lantan

Knave (Copper)\*  
Apprentice (Electrum)\*  
Master (Platinum)\*

Tinker (Silver)\*  
Journeyman (Gold)\*

### Moonshae Islands

Penny (Copper)\*  
Shilling (Electrum)\*  
Guinea (Platinum)\*

Farthing (Silver)\*  
Pound (Gold)\*

## 3. Taxes in the Realms

### Current: Year of the Wild Magic (1372 DR)

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**Disclaimer:** If anything doesn't seem fair - well, taxes aren't fair. This is also a quick reference. Individual regions/cities may be different. It works well when PCs are involved (with their very high income/spending power).

### A. Standard Taxes

#### Regional Groups

Tax amounts are determined by three regional categories:

- **Benevolent:** (such as Cormyr, The Silver Marches, Impiltur, Tethyr or Aglarond). These areas tax at the levels listed below.
- **Normal:** For most *normal* regions, or regions that encourage a fair amount of trade (i.e. most of the Realms), taxes are two times the amounts listed below.
- **Corrupt:** For *corrupt* regions (such as Thay, Calimshan, Luskan and even Amn), taxes are three times the amounts listed below.

#### Building/structure tax:

##### City Homes & Shops.....1 gp / year

This tax is for single family residences and small shops which sell goods in small quantities (wholesalers fall in a different tax bracket). For families who reside above personally owned shops, tax must be paid for both home and shop, i.e. 2 gp / year.

##### City Warehouses & Wholesalers.....5 gp / year

The tax paid for each warehouse or wholesale establishment.

##### City Inns & Taverns.....2 gp / year

The tax is paid for both tavern and inn, i.e. 4 gp / year if the inn has a tavern.

##### City Estates (1 acre or more).....5 gp per acre / year

##### City Guildhalls.....10 gp / year

##### City Temples.....10 gp / year

##### City Private Fortifications.....10 gp / year

This tax category includes garrisons of knights and other orders.

##### Rural Homes & Shops.....1 sp / year

As above. Rural applies to towns with less than 1,000 people.

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**Rural Warehouses & Wholesalers.....2 gp / year**

As above.

**Rural Inns & Taverns.....5 sp / year**

As above.

**Rural Guildhalls....2 gp / year**

**Rural Temples.....5 gp / year**

**Rural Private Fortifications.....5 gp / year**

As above.

### **Land Tax:**

If land is owned, taxes must be paid upon it in an amount equal to that of the category for the structure built on it, for what land's use or for the *intended* use). See above.

**Farms (less than 50 acres).....1 sp per 10 acres / year or 2.5 hectares / year.**

**Rural Estates (more than 50 acres).....5 sp per 10 acres / year or 2.5 hectares / year.**

## **B. Traveling Taxes**

### **Docking Taxes:**

Charged per tenday docked at a walled city harbor. Note that individual cities may supercede these guidelines. See city descriptions in FR accessories for details.

\* See *Of Ships and the Sea* for ship sizes.

- **Small ship (fishing trawler).....3 cp**
- **Medium ship.....3 sp**
- **Large ship.....3 gp**
- **Very Large ship.....6 gp**
- **Per 10 lbs./4.5 kg loaded onto the dock.....1 cp**
- **Per 100 lbs./45 kg loaded onto a ship.....1 cp**

### **Trade Road Toll:**

Toll Houses, in the appropriate region, can be found every 150 miles/250 km along a trade route. Here a small garrison of 50 – 100 men patrols the lands surrounding the road.

- **Wagon/cart/carriage/chariot (per wheel).....1 sp**
- **Per Horse (pulling vehicle).....1 sp**
- **Per Mule or Donkey (pulling vehicle).....5 cp**
- **Per Horse (unhitched).....2 sp**
- **Per Mule or Donkey (unhitched).....1 sp**

### **City Limits Tax:**

Applied when entering or leaving a walled city.

- Wagon/cart/carriage/chariot (per wheel).....2 sp
- Per Horse (pulling vehicle).....2 sp
- Per Mule or Donkey (pulling vehicle).....1 sp
- Per Horse (unhitched).....4 sp
- Per Mule or Donkey (unhitched).....2 sp

### **Town Limits Tax:**

Usually applied when entering a town without walls along a Toll Road.

- Wagon/cart/carriage/chariot (per wheel).....1 sp
- Per Horse (pulling vehicle).....1 sp
- Per Mule or Donkey (pulling vehicle).....5 cp
- Per Horse (unhitched).....2 sp
- Per Mule or Donkey (unhitched).....1 sp

### **Import (Customs) Tax:**

Every caravan or ship hailing from a foreign land must declare on its first place of entry into the country the total estimated value of goods being brought into the country. The guard has the right to inspect and open any container to verify this declaration. A percentage of the total value of the goods is charged. Merchants must carry a copy of the Tax Statement to avoid being taxed again. (Being part of an alliance, such as the Lord's Alliance, may reduce the tax rate by as much as 50%.)

- Foods, Grains, Cloth, and Organic products.....5%
- Beer, Ale, Wine, and other Alcoholic Beverages.....20%
- Iron, Weapons, and Armor.....15%
- Gems, Precious Stones, and Jewelry.....30%
- Any products from Maztica, Zakhara, or Kara-Tur.....30%
- Oils, Perfumes, Incense, and Potions.....30%
- Other.....20%

Transport of the following items may be illegal, depending on the region. If these wares are legal, the import taxes are as follows:

- Slaves.....20%
- Smokepowder.....30%
- Weapons that use smokepowder.....25%
- Any form of dangerous creature.....30%

### **Armed Forces Tax:**

This tax is charged by the seller when a weapon is sold. The merchant (or other buyer, see below) must carry copy of tax statement for each weapon, or he may have to pay the tax again to captain of the guard. This is also often used for those newcomers who are building a house guard or small standing army of their own (with permission of the country, of course). This would apply to adventurers who have just built a castle and are outfitting their troops.

- Per melee weapon of medium size.....1 gp
- Per melee weapon of large size.....3 gp
- Per missile weapon of medium size.....3 gp
- Per missile weapon of large size.....5 gp

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### Mining Tax\*:

Every mining operation must purchase a mining authorization before beginning to mine.

- Mining Authorization.....100 gp
- Per Active Tunnel.....100 gp / year

\* In *Northern Journey*, neither Impiltur nor Damara levy mining taxes.

### Alcohol Tax:

This tax is levied per barrel (42 gallons/100 liters). Merchants must retain the tax statement or they risk being taxed again.

- Ale & Beer.....1 sp
- Wine.....1 gp
- Whiskey and other Hard Liquor.....2 gp

### Licenses:

<u>License</u>	<u>Initial Fee</u>	<u>Annual Fee</u>
• Guildhall License	100 gp	5 gp
• Alcohol License (to produce and sell)	100 gp	5 gp
• Merchant License, Initial	10 gp	1 gp
• Adventurer Registration (less than 20 members)	100 gp	5 gp
• Small Forces Registration (20 – 100 members)	500 gp	50 gp
• Large Forces Registration (101+ members)	1000 gp	100 gp
• Temple Registration	500 gp	20 gp
• Wizard Registration	5 gp	5 gp

Benevolent regions usually have no foot tax. However, in the more corrupt regions, there may be foot taxes at 1 sp/person.

### Fairs/Festivals

In many parts of Faerûn, festival taxes are levied. Benevolent regions usually have no taxes on any festival activity outside of normal tax levies.

In *normal* and *corrupt* regions, entrance into a city with a festival usually is taxed at 1 sp/person. Selling goods in a festival area usually is taxed at 1 gp/day. Festival entertainers are levied a tax equal to 5% of their profits.

## C. Comments on Taxes

Nations that are seen to be benevolent usually have lower taxes. This will further accentuate to the PCs how great that particular kingdom is. A prosperous kingdom will have lower taxes due to the amount of trade passing through it combined with the resources available to it. In addition to the taxes listed above, every kingdom and city-state levies its own unique taxes.

The taxes listed above should serve as a base point, and they are used for their pure playability rather than to emulate real world taxation. Realism in certain areas, such as trade and taxes, results in *no value-added*. This is, after all, still just a game of adventuring.



## IV. NORTHERN JOURNEY TIMELINE

**NOTE:** This is not intended as a substitute timeline for the *Forgotten Realms*. Rather, it is a timeline listing those official and unofficial events that are important to the *Northern Journey* adventure, both from official sources and from the non-official events described in *Northern Journey*. Many FR events of major importance are *not* listed in this timeline. Other important FR events which have no bearing whatsoever upon *Northern Journey* have been included, to give the game master a picture of what else was going on in the world at the time the *NJ* events take place. The various events are footnoted to give you the source of the listed information. The footnote key is at the end of the timeline. All events keyed with the number 1 are unofficial *NJ* events.

**NOTE:** All entries marked with the footnote Nr. 1 are unofficial events defined by the Vintyrí Project.

**ca. -23900 DR:**

Elves establish first settlements of Aryvandaar in present day High Forest <sup>2</sup>.

**ca. -15000 DR:**

The Imaskari lands merge into the Raurin Empire <sup>1</sup>. The new nation is served by many high level wizards and sorcerer-warriors.

**NOTE:** This date is not officially documented. Many other unofficial *Realms* histories place the founding of Raurin at a later time.

**ca. -12000 DR:**

Elven Crown Wars begin <sup>2</sup>.

**ca. -11000 DR:**

Dwarves establish the first holds of Deep Shanatar <sup>2</sup>.

**ca. -10000 DR:**

Descent of the Drow. <sup>2</sup> After learning human Imaskari magic, the Drow slowly lose their ability to use many form of elven magic but also develop natural magical talents inherent in their race. <sup>1</sup>

**ca. -9000 DR:**

Mal T'unan green elves settle the Auldgloom Forest (now Rawlinswood and Lethyr Forest) in the Great Dale. <sup>1</sup>

**-8100 DR:**

Deep Shanatar reaches the peak of its glory<sup>2</sup>.

**-7600 DR:**

Founding of Sharrven in the southern High Forest. <sup>2</sup>

**-7500 DR:**

The dwarven realm of Sarphil is established, eventually reaching like a five-spiked star from north of the Moonsea southeastward into the Earthspur Mountains. <sup>1 and 2</sup>

**-6400 DR:**

Elves come to the aid of the dwarves of Sarphil on the battlefields of the Vast. <sup>2</sup>

**ca. -6300 DR:**

The gods Tyr, Moradin and Corellon Larethian form the *Jewel of the North* and establish the Castle of the Stone in what today is known as the Tortured Lands.

**ca. -6200 DR:**

After nearly a century of fruitless searching by champions of the gods, the human knight Pescheour finds the Castle of the Stone, takes up the throne there and names it *Castle Pescheour*.

**-5960 DR:**

High Shanatar rises to Faerûn's surface. <sup>2</sup>

**ca. -5500 DR:**

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Civil war in Imaskari Raurin Empire. Mass flight of surviving rebel wizards, sorcerers and warriors after their defeat.<sup>1</sup>

### **-5350 DR:**

The last great domain of the giants falls to the dwarves of Shanatar in the *Battle of Karlyn's Vale*.<sup>2</sup>

### **-5215 DR:**

Shanatar establishes the colony of Oghrann in the area of the Tun Plain.<sup>2</sup>

### **ca. -5200 DR:**

The might red dragon Grafvitnir leaves the Raurin Empire and takes up his lair in the hidden cave of an ancient dwarven runecutter in the Great Rift. Refugee Imaskari wizards, sorcerers and warriors form the nation of Nove Rise in the general area where Damara, Vaasa and a part of the Great Glacier Pelvuria now stand.<sup>1</sup>

### **ca. -5000 DR:**

Barbaric sorcerer-warriors refugees of rebel Imaskari descent settle as wizard hunters in the area now known as the Ride. They call their land and their exotic language *Mislivdomû* (*Hunters' Home* in common), and they name themselves the *Mislivbuh* (*hunter gods*), predating the Netherese.<sup>1</sup>

### **-4974 DR:**

The realm of Haunghdannar is established.<sup>2</sup>

### **-4819 DR:**

The dwarven realm of Gharragaur rises.<sup>2</sup>

### **-4420 DR:**

The dwarven realm of Besilmer is established in the North.<sup>2</sup>

### **-4400DR:**

Drow and duergar attack and destroy Sarphil and the Elven Court of Cormanthyr.<sup>2</sup>

### **-4160 DR:**

Fall of the dwarven nation of Besilmer.<sup>2</sup>

### **-4100 DR:**

Founding of the dwarven nation of Ammarindar, northeast of present day Loudwater, in the Greypeak Mountains east of the Delimbyir.<sup>2,5</sup>

### **ca. -3974 DR:**

Establishment of the dwarven kingdom of Delzoun.<sup>2</sup> Grafvitnir returns to Raurin from the dwarven runecutter's cave in the Great Rift.<sup>1</sup>

### **ca. -3900 DR:**

Establishment of the dwarven kingdom of Delzoun.<sup>2</sup>

### **-3859 DR:**

Founding of the nation of Netheril.<sup>4</sup>

### **-3845 DR:**

First contact between the elves of Eaerlann and the humans of Netheril.<sup>4</sup>

### **ca. -3830 DR:**

The elves of Eaerlann begin teaching the humans of Netheril magic.<sup>2</sup>

### **-3770 DR:**

Possible fall of the dwarven nation of Oghrann. This date is listed in the timeline of *Cormanthyr: Empire of the Elves*, by Steven E. Schend (TSR Arcane Age - 1998), but it is contradicted by Ed Greenwood in the earlier FR 11 *Dwarves Deep* (TSR 1990), in which he states that the dwarves of Ammarindar fled to Oghrann when their nation fell in the Year of the Curse (882 DR), some 4,600 years later.<sup>2,5</sup>

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### **-3727 DR:**

Netherese scouts begin to search for the dwarven nations of the North.<sup>4</sup>

### **-3611 DR:**

The dwarven realm of Gharragaur falls.<sup>2</sup>

### **-3533 DR:**

The Nether Scrolls are found in the ruins of Aryvandaar. As a result, humans soon begin to veer from the path of magic taught them by the elves and seek greater power by drawing their magic directly from the Weave.<sup>2</sup>

### **-3520 DR:**

Elves of the North begin aiding gnomes enslaved in Netheril, teaching them the magic of illusion.<sup>2</sup>

### **-3458 DR:**

Netherese scouts make contact with the dwarves of Delzoun.<sup>4</sup>

### **-3389 DR:**

The realm of Haunghdannar falls.<sup>2</sup>

### **-3381 DR:**

Netherese magi carrying two of the Nether Scrolls are killed along with the rest of their patrol by treants during an excursion into the High Forest. There are rumors that these scrolls were being taken to the elves of Eaerlann. The whereabouts of the scrolls are unknown.<sup>6</sup>

### **-3315 DR:**

Birth of the legendary Netherese arcanist Ioulaum.<sup>4</sup>

### **-3176 DR:**

Prince Garloth, later known as the Arcanist Necromancer Agranthalodar, is born the first son of King Étain in Castle Pescheour.<sup>1</sup>

### **-3142 DR:**

King Étain bypasses Prince Garloth and names his second son Alain as successor to the throne in Castle Pescheour.<sup>1</sup>

### **-3126 DR:**

King Étain leaves the throne of Castle Pescheour and is succeeded by King Alain.<sup>1</sup>

### **-3112 DR:**

King Alain orders his necromancer brother Garloth to cease practicing the black arts in Castle Pescheour. Garloth, enraged, leaves the castle and flees into Mislivdomû, fallen kingdom in the land now known as the Ride. He quickly ascends to the rule of the Mislivbuh, who believe him to be an incarnation of the supreme god, Hran the Hunter.<sup>1</sup>

### **-3108 DR:**

The legendary Netherese arcanist Ioulaum leads sweeping attacks throughout what will become central Netheril, destroying large numbers of orcs.<sup>4</sup>

### **ca. -3000 DR:**

Kadestarmestilpus gnomes extend their delves from the Giantspires Mountains southwesterly, beneath the northwestern corner of Rawlinswood northwest of the Lench.<sup>1</sup>

### **-2995 DR:**

Agranthalodar (Prince Garloth) and Mislivbuh Warlock-Warrior Nrad sign a peace treaty and forge an alliance. Agranthalodar then leads his followers through the Eastern Forest (today in part the Border Forest and in part Anauroch) into what will become the Basin Lake area of southeastern Netheril. Agranthalodar forms an alliance with the Netherese Lichlord but is forced to yield to the demands of the great Netherese arcanist Ioulaum. Afterwards, he builds his castle, Hrad Nekrolog (fortress of Necromancy) and his capital city of Nekromesto (City of Undeath) on Basin Lake.<sup>1</sup>

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### **-2993 DR:**

The Netherese arcanist Ioulaum creates the first enclave or floating city, which bears his name. A key motivation for establishing the enclave Ioulaum was his desire to keep close watch on the activities of the necromancer Agranthalodar in the Basin Lake area.<sup>4</sup>

### **-2974 DR:**

Netherese arcanists hired by Agranthalodar travel into the abyss and are given the artifact the *Jewel of the Abyss* by Orcus, demon god of the undead. Upon their return, they deliver the jewel to Agranthalodar, who places it within the Mythallar that Ioulaum had laid upon the Mislivbuh settlement. The jewel begins to dispel the compelled justice of the *Jewel of the North* within the sphere of influence of every Mythallar within Netheril.<sup>1</sup>

### **-2966 DR:**

The Netherese rogues' village of Dagger's Point is settled on the western edge of the Eastern Forest.<sup>4</sup>

### **-2919 DR:**

The Ironstar dwarven realm rises.<sup>2</sup>

### **-2888 DR:**

The Netherese woodsmen's village of Coniferia is settled within the Eastern Forest.<sup>4</sup>

### **-2770 DR:**

The elven realm of Sharrven falls, but parts of Sharrven linger on.<sup>2</sup>

### **-2758 DR:**

The Mines of Dekanter are discovered.<sup>4</sup>

### **ca. -2700 DR:**

Imaskari destroy rebel population of Nove Ríse with a magical plague.<sup>1</sup>

### **-2682 DR:**

Agranthalodar and his followers move into the Greypeak Mountains and establish the West March of Netheril. Agranthalodar appoints himself emperor of the West March and king of Thars Thuras. He also appoints eight of his top followers as kings of other provinces of the march.<sup>1</sup>

### **-2681 DR:**

Netherese mobs destroy Agranthalodar's abandoned capital of Nekromesto and his castle Hrad Nekrolog. The Lichlord at the same time vanishes from his castle in the Eastern Forest and secretly establishes a new castle of the undead to the north, in the Eastern Forest between Coniferia and the future site of Yeoman's Loft.<sup>1</sup>

### **-2600 DR:**

The dwarves of Shanatar are driven back underground, and humans conquer High Shanatar. Drow begin building the Twisted Tower where Shadowdale now stands.<sup>2,4</sup>

### **-2550 DR:**

Ulutiu dies. The Great Glacier Pelvuria forms.<sup>24</sup>

### **-2488 DR:**

The Imaskari kingdom of Raurin is destroyed in magical war. The great red wyrm Grafvitnir flees the destruction and flies northward.<sup>1,10</sup>

### **-2473 DR:**

Grafvitnir begins his magical sleep in a cave in the Great Glacier Pelvuria that later becomes a part of the Galena Mountains of Vaasa.<sup>4</sup>

### **ca. -2400 DR:**

Northward tribal migration of the Turami from present day Unther and Mulhorand reaches its peak.<sup>1</sup> Orothiar Clan hill dwarves migrate from the Great Rift northward in search of Grafvitnir.<sup>1</sup>

### **-2393 DR:**

Keraptis descends into the roots of Loghmoindin in search of druidic secrets of immortality.<sup>1</sup>

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### **-2387 DR:**

After an uprising, Netheril frees its gnome slaves.<sup>1</sup>

### **ca. -2200 DR:**

Orothiar Clan hill dwarves reach the part of the Galena Mountains where they remain today, but they fail in their search for Grafvitnir.<sup>1</sup>

### **-2071 DR:**

Queen Braszha of Liu Ljöslalthhl, dies of poison and is succeeded by King Paradth ma Dusz.<sup>1</sup>

### **-2070 DR:**

The necromancer Count Rughan nazh Tarrh of Girzh nad Tabem kills his brother, Count Sergeju nazh Tarrh. Queen Birida ghu Luakh of Sal Dweadh magically curses Hrab Rughan, dooming him to existence as a vampire.<sup>1</sup>

### **-2068 DR:**

Kralova Braszha nadh Gramml, arcanist transmuter monarch of the kingdom of Liu Ljöslalthhl, south of the High Gap, dies of poison in her sleep. She is succeeded by Kral Paradth ma Dusz, a subordinate of Agranthalodar and an arcanist necromancer.

### **-2064 DR:**

Kral Riahhm nuzh Toldor of Greagh gho Lanthlan, an arcanist invoker, dies when a magical experiment goes mysteriously awry. He is succeeded by the arcanist necromancer Kral Zan Zoltix boi Ransz, a puppet of Agranthalodar.

### **-2061 DR:**

Two more kings fall in a battle over disputed borderlands in which they slay one another. The fallen are Kral Wreaggh unzh Groddot of Xin yi Däborhh, a high cleric of Orcus, and Kral Rumauldur ningh Derss of Kilhh yi Tobanhn, a high cleric of Targus. They are succeeded by two arcanist necromancer followers of Agranthalodar, Kralova Alanthha ha Moraoghh in Xin yi Däborhh and Kral Vahrhissian fol Qquaghg in Kilhh yi Tobanhn.

### **-1900 DR:**

Delzoun builds Citadel Felbarr. All of Shanatar except its deepest halls fall.<sup>2</sup> First humans believed to have settled the coasts of modern Impiltur.<sup>1</sup>

### **-1728 DR:**

Agranthalodar, lich emperor of the Western March, returns in the form of Prince Garloth to Castle Pescheour and pretends to be repentant. His brother King Alain accepts this false repentance and allows Garloth back into the castle. Garloth uses his magic to turn the king raving mad and to turn the rest of his family and the other residents of the castle into fearsome monsters.<sup>1</sup>

### **-1658 DR:**

The Mines of Dekanter begin to fail and are gradually shut down.<sup>1, 2</sup>

### **-1655 DR:**

The Mines of Dekanter begin being used as a testing ground for dangerous Netherese spells.<sup>4</sup>

### **-1629 DR:**

The *Crusade of Athal* reaches the Loudwater area.<sup>1</sup>

### **-1627 DR:**

Ever more humans arrive in *Athal's Ford*, leading the dwarves of royal Targenrudh in Ammarindar and the elves of Sharrven to go onto a state of high alert.<sup>1</sup>

### **-1626 DR:**

Athal and peaceful delegation of clerics and warriors from Athal's Ford parleys with dwarves and elves. Athal agrees not to march farther northward without further negotiations.<sup>1</sup>

### **-1622 DR:**

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Servants of Kral Paratdh ma Dusz, king of Liu Ljöslalthhl, invade smaller outlying halls of the Runeaxe Clan in Kheldizh in Ammarindar.<sup>1</sup>

### **-1621 DR:**

A large band of raiders from Ljöslalthhl, led by arcanists and clerics of Targus, invade parts of northeastern Ammarindar that belong to the Halls of Kheldizh and the Runeaxe Clan. The invaders are turned back.<sup>1</sup>

### **-1620 DR:**

Ammarindar's King Connar III in Splendarmormn orders master runecutters throughout the kingdom to protect all entries to the various halls of Ammarindar with destructive runes of the highest power.<sup>1</sup>

### **-1612 DR:**

The high goat's head clerics of Orcus in the Western March receive a vision from their deity of a magical *Thorned Orb of Orcus* artifact that Orcus wishes to be built.<sup>1</sup>

### **-1596 DR:**

The elven archmage and spellsinger Luculdar convinces Nalus-T'ar, the tragic *King of the Green Forest*, to reluctantly approve experiments to combine the abilities of human magic with the high power of spellsong.<sup>1</sup>

### **-1595 DR:**

King Connar III of Ammarindar agrees to the plea of the clerics of Moradin and orders the master runecutters to work together to cut and stain great runes of war for use against the Western March in event of war. Connar's son, Axelord Dvulin, protests and flees horrified back to his hall of Nupung, where he and his leaders decide to secede from Ammarindar and seal off their halls. The royal Goldhammer Clan is divided.<sup>1</sup>

### **-1592 DR:**

Unsuccessful attacks of the Western March against Ammarindar reach an all-time high, with outer halls of Kheldizh at last breached.<sup>1</sup>

### **-1591 DR:**

The Battle of Horindon Lhar - called *Thorklhar* by the dwarves - takes place. The four armies destroy each other. Loghmoindin erupts explosively. Kheldizh buried in lava. Hrad Hildarhh li Eighaggh and Hrad Liu Ljöslalthhl destroyed by lava. Weave of magic is ruptured. All living in Western March become undead and are magically locked within their own borders. Spellsong becomes lost to the elves and begins to fade from elven knowledge. Dwarves lose access to the elements of the Weave that empower rune magic, and knowledge of runecutting begins to fade from most dwarven clans. Ao bars Orcus from Toril and dooms Tempus and Targus to years of battle with one another.<sup>1</sup>

### **ca. -1250 DR:**

Turami tribal migration reaches Thesk, Telflamm and the southern eaves of the Auld gloam Forest, now known as Lethyr Forest.<sup>1</sup>

### **ca. -1150 DR:**

Turami tribal migration reaches Kront in Ashanath.<sup>1</sup>

### **ca. -1100 DR:**

Turami immigrants settle the village of Uthmere on Easting Reach.<sup>1</sup>

### **-1076 DR:**

Orcgate opens in what now is a part of Thay. Orcgate wars begin in following year.<sup>10</sup>

### **-1069 DR:**

Orcs driven from the South.<sup>10</sup>

### **-923 DR:**

Netherese enclave becomes stranded near Easting Reach and builds first settlement of Narfell near site of current day Uthmere.<sup>1</sup>

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### **ca. -900 DR:**

Rise of Narfell and Raumathar. <sup>7</sup> Narfell takes control of the area now occupied by Uthmere, Uthving, Wanneth, Veststad and Mauberg in the Great Dale. <sup>1</sup>

### **-893 DR:**

Narfell establishes the settlement Uthmere in the western Great Dale. Uthving, Wanneth, Veststad and Mauberg soon follow. <sup>1</sup>

### **ca. -880 DR:**

Narfell controls the coasts of Impiltur and the Great Dale, Kront in Ashanath and Telflamm. <sup>1</sup>

### **-782 DR:**

Drought hits Thesk and the Great Dale. War between hunters and druids begins in the Great Dale. <sup>1</sup>

### **-780 DR:**

Drought ends in Thesk and the Great Dale. <sup>1</sup>

### **-766 DR:**

Narfell establishes the settlement of Sarshel in Impiltur. <sup>1</sup>

### **ca. -750 DR:**

Narfell builds the forest road that connects Veststad in the Great Dale with Spearmouthdale. <sup>1</sup>

### **-731 DR:**

Narfell establishes the settlement of Lyrabar in Impiltur. <sup>1</sup>

### **ca. -700 DR - (ca. Year of the 12 Gods):**

Orc kingdom of Vastar established in the Vast of today. <sup>23</sup>

### **-693 DR - Year of the Keening Whales:**

Narfell begins expanding its trade routes into the Vast and opens a trail over the pass at Laviguer. <sup>1</sup>

### **-689 DR - Year of the Final Fates:**

Narfell appeases the Nar barbarians by appointing a figurehead ruler. <sup>1</sup>

### **-684 DR - Year of the Exacted Oaths:**

Narfell establishes the fortress Vordric-Dun above Lyrabar in Impiltur. <sup>1</sup>

### **-679 DR - Year of the Ebon Scrimshaw:**

Kiriagoth the Occularum and other Narfelli arcanists create the Crown of Narfell. <sup>1</sup>

### **-623 DR - Year of the Clipped Wings:**

Narfelli navy sails south to attack Mulhorand but does not return. Kront and the villages of Ashanath are plundered, forcing the resident Dalesmen to flee inland. <sup>11</sup>

### **-590 DR - Year of the Masking Shadows:**

First skirmishes between Narfell and Raumathar. <sup>1</sup>

### **-585 DR - Year of the Rumbling Earth:**

In the wake of the Narfelli-Raumathari conflict, the Mal T'unan green elves begin their retreat from the forests of the Great Dale. <sup>1</sup>

### **-572 DR - Year of Fateful Handshakes:**

Narfelli and Raumathari suffer severe losses in the undecided First Battle of Ashane along the shore of the Lake of Tears in Ashanath. <sup>1</sup>

### **-561 DR - Year of Unknown Fates:**

Last of the Mal T'unan green elf clans leaves the Great Dale. Only individual rangers and the Mal K'ustan (Mucklestones) clan remain. <sup>1</sup>

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### **-558 DR - Year of Fading Tides:**

Narfelli and Raumathari troops destroy each other in the Second Battle of Ashane in Kront in Ashanath. <sup>1</sup>

### **-513 DR - Year of Great Misunderstandings:**

Full scale war breaks out between Raumathar and Narfell. <sup>1</sup>

### **-503 DR - Year of the Taut Cloths:**

Narfell withdraws its last troops from Impiltur to bolster its defenses in the Great Dale. <sup>1</sup>

### **-412 DR - Year of Weary Kings:**

Turmbar magi begin turning Narfelli magic against the Narfelli oppressors in Impiltur. Impilturian peasant uprisings against the Narfelli begin. <sup>1</sup>

### **ca. -370 DR - (ca. Year of Rent Armor):**

The elves of Eaerlann complete the fortress of Ascal's Horn (later Hellgate Keep, now a ruin). Delzoun begins construction of Citadel Adbar. <sup>2</sup>

### **-350 DR - Year of Craven Words:**

Turmbar gain control of most of Narfell-occupied Impiltur outside of Lyrabar, Hlammach, Sarshel and Dilpur. <sup>1</sup>

### **-339 DR - Year of Sundered Webs:**

Karsus causes the fall of Netheril. Mystyl is destroyed and replaced by Mystra. Humans are stripped of the reliable use of magic of levels 10 and higher. <sup>2,4</sup>

### **-330 DR - Year of the Empty Quests:**

Lich wars reach their peak in the fallen Western March. <sup>1</sup>

### **-323 DR - Year of Unseen Doom:**

Nenneth dur Bei in the lich kingdom Xin yi Däborhh destroyed in the lich wars. <sup>1</sup>

### **-320 DR - Year of Netted Dreams:**

Balor tanar'ri attack the dwarven nation of Delzoun. The dwarves begin their 220-year losing battle against the tanar'ri. <sup>2</sup> Lich Wars reach their peak in the lich kingdoms of the Greypeak Mountains. <sup>1</sup>

### **-297 DR - Year of the Scrying Orbs:**

The elves of Eaerlann complete the last phases of construction at Ascalhorn before retreating to Evermeet and turn the fortress over to Netherese survivors. <sup>2</sup>

### **-291 DR - Year of Setting Suns:**

Refugees from the Netherese survivor states reach Cormanthyr. <sup>2</sup>

### **-288 DR - Year of Eight Lightnings:**

Narfell and Raumathar begin blasting one another with magic implemented over long distances causing tremendous destruction in both empires. The Raumathari *Staff of Enduring Lightning* issues the first of its eight devastating blasts against Narfell. <sup>1</sup>

### **-279 DR - Year of the Gems Aflame:**

Staff of Enduring Lightning explodes in Raumathari Tathbar, destroying the city and causing the Firepeak Mountains to erupt into existence. <sup>1</sup>

### **-272 DR - Year of Songstones:**

Citadel Adbar completed. <sup>2</sup>

### **ca. -250 DR (ca. Year of Imprisonments):**

Refugees from fallen Jhaamdath begin immigrating across the Inner Sea to Impiltur, Thesk and the Vast. <sup>22</sup>

### **-234 DR - Year of the Wizards' Doom:**

Temporary slackening of magical battles between Narfell and Raumathar. <sup>1</sup>



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### **-208 DR Year of Shattered Havens:**

Narfelli archtransmuter K'Ahlob begins to build the Dun Tharos deep within Rawlinswood.<sup>1</sup>

### **-205 DR Year of Good Hunting:**

Narfelli archtransmuter K'Ahlob finishes creating the artifact known as K'Ahlob's Transmogripher.<sup>1</sup>

### **-201 DR Year of Fiendish Gambols:**

Narfelli finds and destroys the enclave of the Mucklestones Druids in Lethyr Forest and begins to build Fortress Narder in the eastern Great Dale north of the enclave site.<sup>1</sup>

### **-188 DR - Year of Wrongful Martyrs:**

Narfelli puts down Turami serf rebellion in Milthius. Ilmatari paladin Sir Selimbrar refuses to lead his regiments against the serfs and is sentenced to death but rescued by a mysterious gold dragon and elevated to Ilmatari sainthood as St. Selimbrar. Narfelli abandons attempts to deforest the hill in Lethyr Forest in the Great Dale upon which Fortress Narder is being built.<sup>1</sup>

### **-180 DR, Year of Tragedies:**

Kiriagoth the Occularum leaves his tower in Ilmwatch and sees what is afoot in Narfelli.<sup>1</sup>

### **-179 DR Year of the Huntress:**

Kiriagoth secretly takes the artifact he shaped, the Crown of Narfelli, from the emperor and other magical items from Narfelli wizards, and these disappear along with him. He gives the Mucklestones Druids the *Amulet of the Ethereal Vault*.<sup>1</sup>

### **-166 DR Year of Seven Loves Lost:**

Coastal drought brings the Narfelli occupiers in the Impilturian cities of Lyrabar, Hlammach, Sarshel and Dilpur to the brink of starvation. The Narfelli evacuate the Impilturian cities and flee into the Great Dale.<sup>1</sup>

### **-158 DR Year of the Death Dolor:**

Raumathari battle sorcerers bring down a three-day rain of fire on the forests of the eastern Great Dale, a part of Narfelli. The Raumathari begin sailing across the Lake of Tears to invade Narfelli. The Narfelli evacuate Impiltur to strengthen their defenses on the front against Raumathar in the Great Dale.<sup>1</sup>

### **-157 DR Year of Many Harvests:**

The Turmrar found the first kingdom of Impiltur.<sup>1</sup>

### **-155 DR Year of Revealed Chants:**

The Narfelli depart from Uthmere and begin their evacuation of the western Great Dale.<sup>1</sup>

### **ca. -150 DR (ca. Year of Recompense):**

Narfelli and Raumathar destroy one another. Ashanath, Kront and eastern Rawlinswood and Lethyr Forest are reduced to ashes.<sup>1,2</sup>

### **-149 DR Year of Adamantite Ore:**

New kingdom of Impiltur annexes Uthmere and begins claiming settlements of the western Great Dale.<sup>1</sup>

### **-146 DR Year of Cresting Floods:**

New kingdom of Impiltur finishes its annexations of the western Great Dale, taking control of Uthving, Wanneth, Veststad, Mauberg, Borkurstad (now New Sarshel), Nyth and Ethdale. Reconstruction in Auststad and attempts to build a central mill there are vanquished by flooded Dender's Creek.<sup>1</sup>

### **-135 DR Year of Old Beginnings:**

Bezentil in the eastern Great Dale is restored.<sup>1</sup>

### **-128 DR Year of the Hallowed Hills:**

With Auststad again standing and the new central mill completed, Auststad, Gurshofn, Ulfshofn, Skarlshofn and Riggh on the Trade Route all have been restored, and the Eastern Dale again begins to play a part in the region's affairs.<sup>1</sup>

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### **-124 DR Year of the Lesson Learned:**

The Great Dale celebrates the first *Feast of the Verdant Dale* in the Midsummer tenday in Bezentil. <sup>1</sup>

### **ca.-100 DR (ca. Year of the Black Unicorn):**

Phaerimm overrun the underground halls of Delzoun, but the surface citadel stands. <sup>2</sup>

### **-96 DR - Year of the Eyes Afire:**

Siremun dwarves explore remnants of Raumathari Tathbar in the young volcanic range. <sup>1</sup>

### **-50 DR - Year of the Phandar:**

First records of horse barbarians on the barren plains of vanquished Narfell. <sup>1</sup>

### **-45 DR - Year of the Raging Brook:**

Rashemi turn back Mulhorandi invasion. <sup>27</sup>

### **1 DR - Year of the Sunrise:**

Standing Stone erected in Cormanthor. <sup>7</sup>

### **6 DR - Year of the Firestars:**

Ondeth Obarskyr, an Impilturian immigrant, founds the settlement that becomes Suzail. <sup>21</sup>

### **26 DR - Year of the Opening Doors:**

Obarskyr Family founds Kingdom of Cormyr. <sup>7</sup>

### **52 DR - Year of the Thundering Herd:**

Nar tribes turn their backs on southern Ashanath and instead establish the Bildoobaris Trade Fair. <sup>1</sup>

### **55 DR - Year of the Caustic Blood:**

Drought and plague on the Golden Way between Telflamm and Tammar. Impilturian merchants begin rebuilding Kront in Ashanath. Impilturians clash with the Mucklestones Druids. <sup>1</sup>

### **57 DR - Year of the Lamplit Nights:**

Plague ends on the Golden Way. <sup>1</sup>

### **58 DR - Year of the Dazzling Dolphins:**

Impilturian merchants abandon Kront. Dalesmen take over the settlement there. <sup>1</sup>

### **75 DR - Year of Clinging Death:**

Alaundo the Seer arrives in Candlekeep. <sup>7</sup> Rashemi and their witches found the Kingdom of Rashemen. <sup>27</sup>

### **76 DR - Year of the Windsong:**

Rashemi expedition across Lake of Tears reaches Kront in Ashanath. Barter trade begins between Ashanath and Rashemen. <sup>1</sup>

### **141 DR - Year of the Impenetrable Mystery:**

The surviving Narfelli archmage, Kiriagoth the Occularum, takes *Mystra's Choice* and becomes one with the artifact he created, the *Crown of Narfell*. <sup>1</sup>

### **ca. 150 DR - (ca. Year of the Lost Library):**

Humans of Athalanta begin settling the Delimbyir Vale north of Westdelve. <sup>1</sup>

### **183 DR - Year of the Murmuring Dead:**

Two lich lords, Kral Volthradhabtar of Khaltas yi Sumbwhul and Kral Vahrhissian fol Qqaughg of Xin yi Däborhh destroy each other and the castle, Hrad Khaltas yi Sumbwhul. Volthradhabtar arises again later. <sup>1</sup>

### **207 DR - Year of the Majestic Mace:**

Fall of the dwarven Ironstar realm. <sup>2</sup>

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### **212 DR - Year of the Awakening Magic:**

Prince Elminster Aumar born in Athalanta.<sup>8</sup>

### **228 DR - Year of the Loremasters:**

Belaur crowned king of Athalanta.<sup>8</sup>

### **234 DR - Year of the Bloodflowers:**

Agranthalodar summons the orc tribes to Thars Thuras. Construction of Mountain Fang begins.<sup>1</sup>

### **238 DR - Year of Many Mushrooms:**

Last Athalantan settlers leave the area north of Westdelve.<sup>1</sup>

### **240 DR - Year of the Chosen:**

Mountain Fang Tower completed in the Land of the Lich Lords. Agranthalodar summons the remaining lich lords to Mountain Fang. Elminster slays King Belaur in Athalantan Hastarl.<sup>1,8</sup>

### **273 DR - Year of Delighted Dwarves:**

Three small dwarven clans from Ammarindar and Citadel Felbarr arrive in Myth Drannor.<sup>2</sup>

### **300 DR - Year of the Late Sun:**

Kront reaches a population of 2,000, with another 2,000 settled in Ashanath on the Lake of Tears and along Tears Creek.<sup>1</sup>

### **324 DR - Year of the Freedom's Friends:**

The secret Harpers of Twilight organization is founded in the Elven Court.<sup>2</sup>

### **329 DR - Year of the Closed Scroll:**

After destroying the last fields of Hlondeth, the spread of Anauroch seems to have stopped.<sup>2</sup>

### **331 DR - Year of the Cold Clashes:**

Orcs of Vastar conquer parts of elven Cormanthor.<sup>2</sup>

### **335 DR - Year of the Seven Stones:**

The making of the Scrying Stones of Myth Drannor is completed.<sup>1</sup>

### **339 DR - Year of the Vanished Foe:**

Elves and humans drive the Vastar orcs from eastern Cormanthor.<sup>2</sup>

### **375 DR - Year of the Woeful Resurrection:**

The lich lords of Mountain Fang breed the first *ghieghk*.<sup>1</sup>

### **400 DR - Year of the Blue Shield:**

Goblins and goblinoids attack Sembia, Chondath and Turmish.<sup>27</sup>

### **512 DR - Year of the Wyvernfall:**

Orc hordes from Vastar launch heavy attacks upon many areas.<sup>2</sup>

### **536 DR - Year of the Laughing Lich:**

The diviner lich Dauhal warns the Tschizar lich Agranthalodar that demons are exerting pressures upon humans to open gates into the North. Agranthalodar summons new orc hordes, who invade and conquer Radruundar, the lake halls of Targenruth's royal Goldhammer Clan.<sup>1</sup>

### **606 DR - Year of the Kindly Lich:**

Giant spiders overrun the Daleswood, now known as Spiderhaunt. The tower of Gwath is found in the wood.<sup>1</sup>

### **610 DR - Year of the Spellfire:**

Dwarves overrun the orc kingdom of Vastar, kill Glimmerfang and form their *Realm of the Glimmering Swords*.

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### **619 DR - Year of Orcsfall:**

Orcs pour into the Dalelands and Cormyr, with most destroyed in a large battle near Tilver's Gap. <sup>2</sup>

### **640 DR - Year of the Fanged Beast:**

First mining and trading camps at site of modern day Zhentil Keep. <sup>1</sup>

### **649 DR - Year of the Bloody Crown:**

Orcs return to the Vast and bring the downfall of the short-lived (39 years) dwarven *Realm of the Glittering Swords*. <sup>2</sup>

### **671 DR - Year of the Shrouded Slayer:**

Travel and trade between Silvermoon and Ascalhorn reach a high point. New trade with dwarves begins. <sup>3</sup>

### **672 DR - Year of the Angry Caverns:**

Orcs begin making heavy attacks upon the holdings of the Earthfast dwarves. <sup>1</sup>

### **679 DR - Year of the Scarlet Sash:**

Gwath begins building the Gwathburg in Merrydale, now known as Daggerdale. <sup>1</sup>

### **704 DR - Year of the Emerald Citadel:**

Citadel of the Conjurers rises in the Earthfast Mountains northeast of Lyrabar and east of the Grey Forest. <sup>1</sup>

### **712 DR - Year of the Lost Lance:**

The Army of Darkness begins overrunning Myth Drannor. <sup>2</sup> Gwathburg completed in Merrydale. <sup>1</sup>

### **713 DR - Year of the Firedrake:**

Lich lands in the Greypeak Mountains begin bolstering their defenses against demons. <sup>1</sup>

### **714 DR - Year of Doom:**

Myth Drannor Falls to the Army of Darkness. <sup>2</sup> The magical outfall causes a shift in the rotation of Abeir-Toril that sets a rapid melt of the southern Great Glacier Pelvuria into motion. <sup>1</sup>

### **720 DR - Year of the Dawn Rose:**

Founding of the Harpers. <sup>7</sup>

### **768 DR - Year of the Moaning Gorge:**

Fall of the Citadel of Conjurers in southwestern Impiltur. <sup>23</sup>

### **779 DR - Year of the Crying Sphinx:**

Emigration out of Ascalhorn begins due to abuses of wizards. <sup>3</sup>

### **787 DR - Year of the Rotten Orchard:**

Two-year drought begins in Eleint and hits the Great Dale, Ashanath and Thesk. Plague breaks out in Thesk. Winds from the Icerim Mountains bring more than a year of storms to Lake Ashane. Conflicts between druids and hunters in the Great Dale become frequent. <sup>1</sup>

### **789 DR - Year of the Flourishing Forests:**

Armed conflicts reported between the Mucklestones Druids and hunters in Lethyr Forest of the Great Dale. Storms subside on Lake Ashane. Two-year drought in the Great Dale, Ashanath and Thesk ends. Plague subsides in Thesk. <sup>1</sup>

### **795 DR - Year of the Firehawk:**

Most drought damage is healed in the Great Dale, Ashanath and Thesk. <sup>1</sup>

### **796 DR - Year of the Gray Mists:**

Vampires overrun Merrydale, now known as Daggerdale. <sup>7</sup> Gwath turns her Gwathburg over to the vampire lords and moves to a new, secluded tower in the Desertmouth Mountains. <sup>1</sup>

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### **ca. 800 DR - (ca. Year of the Black Fist):**

Estimated date of Chosen Sammaster's birth.<sup>9</sup>

### **802 DR - Year of Patchworked Peace:**

Clerics of Lathander and other Dalesmen destroy the 15 vampire lords of Daggerdale. Gwath's break with Lolth is culminated.<sup>1</sup>

### **ca. 820 DR - (ca. Year of Doom):**

Ascalhi wizard Wulgreth opens Ascalhorn to baatezu.<sup>2</sup>

### **828 DR - Year of the Alarmed Merchants:**

Dionysus introduces ideas of defense and literacy to the Ilmatari church at the Council of Keltar.<sup>1</sup>

### **834 DR - Year of the Leaping Lion:**

Humans build Castle Greatstead (now known as the ruins of Castle Grimstead) near Shadowdale as a defense against the drow of the Twisted Tower.<sup>9</sup>

### **851 DR - Year of the Jasmal Blade:**

Sammaster becomes a Chosen of Mystra.<sup>9</sup>

### **855 DR - Year of the Cornerstones:**

Madness of Sammaster begins after his rabid destruction of a Zhentarim slave caravan.<sup>9</sup>

### **856 DR - Year of Thorns:**

Sammaster takes Kargmelchina as his mistress.<sup>1</sup>

### **863 DR - Year of the Wondrous Sea:**

The fang dragon Gallinsizzorophillan takes the Scrying Stones of Myth Drannor.<sup>1</sup>

### **864 DR - Year of the Broken Branch:**

Falling out of Sammaster and Lady Alustriel, after the lady spurns his attempts to manipulate her.<sup>9</sup> Harbet Gall is born in Alaghôn in Turmish. Drow Lord Azmaer of Shadowdale defeats the human forces at Castle Grimstead.<sup>7</sup>

### **865 DR - Year of the Flamedance:**

Sammaster joins company with the Banite cleric Algashon Nathaire. He leaves Kargmelchina, but she remains faithful to him.<sup>1,9</sup>

### **875 DR - Year of the Stricken Star:**

Sammaster is destroyed by the Chosen of Mystra Lady Alustriel, Laeral Silverhand and Khelben "Blackstaff" Arunsun after he attempts to destroy Alustriel. Algashon, who egged Sammaster into this battle, restores Sammaster to life.<sup>9</sup>

### **880 DR - Year of the Unfettered Secrets:**

Ascalhi wizards summon Balor tanar'ri to Ascalhorn to drive out the baatezu.<sup>2</sup>

### **882 DR - Year of the Curse:**

Demons overrun Ascalhorn, turning it into Hellgate Keep, and they conquer most halls of Ammarindar, including Nugelar, Narthingdhun, Bortung, Garnaugh, most of Targenrudh and the little that remained of Kheldizh. Only the sealed hall Nupung of the secessionist Goldhammer Clan faction and Radruundar, controlled by the orcs of the lich lords, remain untouched by the evil of Hellgate Keep. Agranthalodar begins turning the kingdom of Xin yi Däborhh into a defensive hub for the lich lords' empire.<sup>1,2</sup>

### **886 DR - Year of the Fell Firebreak:**

Harpers set wards to seal evil within Hellgate Keep.<sup>3</sup>

### **887 DR - Year of Fell Pearls:**

Sammaster publishes his treatise on the rule of dead dragons and begins forming the Cult of the Dragon.<sup>9</sup>

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### **890 DR - Year of the Burning Tree:**

The crumbling Impilturian kingdom pulls out of the cities and settlements of Timbertown, Uthving, Wanneth, Uthmere, Borkurstad (now New Sarshel), Nyth and Ethdale. These areas become recognized as parts of the Great Dale, whose towns all are locally governed.<sup>1</sup> Fiends of Hellgate Keep begin attempting to tunnel beneath the wards.<sup>3</sup>

### **896 DR - Year of the Empty Hand:**

Four years of poverty and famine begin.<sup>7</sup>

### **898 DR - Year of the Common Corpse:**

Kargmelchina, in Thay and still estranged from Sammaster, ascends to lichdom.<sup>1</sup>

### **902 DR - Year of the Queen's Tears:**

Chondath gives up claims to lands across the Inner Sea.<sup>7</sup> Sammaster convinces the great red dragon Shargrailar to undergo the process to become a dracolich, the first dracolich of the Cult of the Dragon.<sup>9</sup> Gwath kills the beholder Garnath.<sup>1</sup>

### **905 DR - Year of the Rotting Wood:**

Sammaster finishes the Tome of Dragons.<sup>9</sup>

### **906 DR - Year of the Plow:**

Humans drive the Drow Lord Azmaer from the Twisted Tower and take control of Shadowdale.<sup>7</sup> Gwath binds the dead beholder Garnath to her undead to guard the captive spirits of her failed vampire lords in the Gwathburg. She disguises herself as the wizardess Gwann and takes up with Algashon of Bane within the Dragon Cult.<sup>1</sup>

### **912 DR - Year of the Sudden Journey:**

Fiends of Hellgate Keep begin evading Harper wards by tunneling into the Nether Mountains.<sup>3</sup> The Impilturian archmage Soargar finds and occupies the tower of the Narfelli archmage Kiriagoth the Occularum, on the site where Ilmwatch now stands.<sup>1</sup> The Malarite high cleric Harbet Gall leaves Turmish and travels to the Great Dale.<sup>1</sup>

### **913 DR - Year of the Watching Raven:**

Emigrant Dalesmen and Chondathian refugees found the nation of Sembia.<sup>1,7</sup> Harbet Gall arrives in Uthmere in the Great Dale and begins his evangelist journey along the Trade Route, at last building and occupying Nighthawk Tower in eastern Rawlinswood, on the border to the Ashanath territory of the Nar tribes.

### **916 DR - Year of the Sinhala:**

An avatar of Lathander destroys Sammaster on the edge of Cormanthor.<sup>9</sup>

### **917 DR - Year of the Winding Road:**

Worship of Herne the Hunter becomes the dominant religion in the Eastern Great Dale.<sup>1</sup>

### **918 DR - Year of the Palace:**

From Turmish, clerics of Malar and evil rangers who worship the Beastlord migrate to the Great Dale, to help Harbet Gall better establish the faith of Herne the Hunter.<sup>1</sup>

### **919 DR - Year of the Chase:**

Morueme Clan dragons temporarily rout fiends of Hellgate Keep from their tunnels.<sup>3</sup>

### **922 DR - Year of the Spouting Fish:**

Impilturian Duke Nartaklin, a follower of Talona, releases a plague upon Impiltur. First Impilturian kingdom begins to crumble.<sup>1</sup> Red Wizards drive the Mulhorandi from the Priador and form Thay.<sup>10</sup>

### **924 DR - Year of the Cracked Turtle:**

Last monarch of the first Impilturian kingdom dies without a male heir.<sup>1</sup>

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### **926 DR - Year of the Fearless Peasant:**

First Impilturian kingdom degenerates into city-states. The last member of the Impilturian royal family, Princess Aliia, is lost at sea.<sup>1, 6, 22</sup>

### **937 DR - Year of the Turning Wheel:**

Alliance of the Cities of the Golden Way forms Thesk. First records of melting on the southwestern Great Glacier Pelvuria.<sup>1, 7</sup> For the first time, the Hunters of Herne overrun Bezentil in the Great Dale and drive the Freemen out.<sup>1</sup>

### **938 DR - Year of the Unhanged Man:**

Followers of Harbet Gall destroy the last groves of the druids of Silvanus in eastern Rawlinswood in the Great Dale. The Gallist villages of Tshedith and Kars are destroyed by fleeing druids, and the Mucklestones Druids destroy the Gallist havens of Sudhofn, Gurshofn, Ulfshofn and Briddh.<sup>1</sup>

### **939 DR - Year of the Vengeful Halfling:**

Harbet Gall uses his magic to summon hobgoblins of the Giantspires into Rawlinswood.<sup>1</sup>

### **940 DR - Year of the Cold Claws:**

The Malarite high cleric Harbet Gall ascends to lichdom in the Great Dale. He presents himself to his followers in stag form and claims (falsely) to be an avatar of Malar known as Herne the Hunter. Freemen of the Dale reconquer Bezentil. Hobgoblin descendants of transmogrified humans from Dun Tharos flee with retreating hobgoblins into the Giantspires, taking sorcery and the secrets of wizardry with them.<sup>1</sup>

### **941 DR - Year of Sudden Sorrows:**

Hunters of Herne establish the slave farms in Ashanath south of Kront.<sup>1</sup>

### **946 DR - Year of the Blazing Call:**

The Thayan Red Wizard Necromancer Zhengyi ascends to lichdom.<sup>7</sup>

### **962 DR - Year of the Shandon Veil:**

Due to the glacial melt, average annual temperatures in the Great Dale have gone up by 5 degrees, and annual rainfall increases by about 10 inches/25 cm. Some sparsely populated areas of Impiltur begin experiencing flooding.<sup>1</sup>

### **971 DR - Year of the Children:**

The church of Tiamat halts expansion of the Cult of the Dragon in the South.<sup>9</sup>

### **972 DR - Year of the Cairngorm Crown:**

Freemen of the Great Dale besiege Bezentil and then reconquer it.<sup>1</sup>

### **975 DR - Year of the Bent Coin:**

Telflamm established as a royal city-state, annexes Nyth, Ethdale and Culmaster.<sup>1, 11</sup>

### **976 DR - Year of the Slaying Spells:**

Thay repels Mulhorandi invasion.<sup>7, 11</sup>

### **979 DR - Year of the Marching Forest:**

Malarite lich Harbet Gall becomes involved with the Hlondeth cell of the Dragon Cult.<sup>1</sup>

### **988 DR - Year of the Meddling Avatar:**

Gall rebuilds Narfelli Fortress Clymph as stronghold for his branch of the Hlondeth cell of the Dragon Cult.<sup>1</sup> He also has slaves sent from the farms south of Kront to rebuild Nighthawk Tower and slays all who took part on the reconstruction.<sup>1</sup>

### **989 DR - Year of the Dark Stalking:**

Gall finds a vault of Narfelli magic in the ruins of Věžpeklo's dungeon beneath Nighthawk Tower.<sup>1</sup>

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### **992 DR - Year of the Watching Helm:**

Heralds of Faerûn founded.<sup>7</sup>

### **999 DR - Year of the Gaping Sky:**

Harbet Gall founds his own cell of the Dragon Cult in Fortress Clymph. Freeman of the Great Dale establish armed logging camps in the neck of Rawlinswood. Druids of the Emerald Enclave establish a grove in Lenchengi on the River Lench in Rawlinswood.<sup>1</sup>

### **1000 DR - Year of the Wailing Winds:**

It is observed that a substantial part of the southern Great Glacier Pelvuria has melted, explaining years of high water on the Inner Sea. Harbet Gall summons green dragons to lair in eastern Great Dale and begins the *Great Hunt*. Sir Tebbet Ringgh, a paladin of Helm, slays the green dragon Krimstendolo. The original Abbey of the Vigilant One monastery is established in Torside of the Great Dale by clerics of Helm.<sup>1</sup>

### **1001 DR - Year of the Awakening:**

The green dracolich Nestamanur begins lairing in the elven ruins of T'uluar in Rawlinswood.<sup>1</sup>

### **1002 DR - Year of the Heavenly Rock:**

Druids of the Emerald Enclave establish a grove in Lenchstígur on the River Lench in Rawlinswood.<sup>1</sup>

### **1003 DR - Year of the Labyrinth:**

A band of Freeman druids and rangers lures the green dragon Raspatalos to his death in Rawlinswood of the Great Dale.<sup>1</sup>

### **1004 DR - Year of the Oracle's Carcass:**

The paladin Sir Tebbet Ringgh and the dracolich Nestamanur destroy one another in the foothills of the Narfelli plain north of Rawlinswood and the Great Dale. Tebbet is buried at the site, now known as Tebbet's Cairn, along with the artifacts known as the *Deadslayer Sword* and the *Icon of Dragon Fear*. Hunters of Herne recapture Bezentil.<sup>1</sup>

### **1006 DR - Year of the Second Son:**

Harbet Gall takes control of the green dragons Narandastar, Zaranthetelo and Drinstuillantula in Rashemen and drafts them into his service in the Great Dale.<sup>1</sup>

### **1007 DR - Year of the Bold Barbarian:**

Harbet Gall reaches an agreement with the tribes of Narfell to reopen the Trade Fair (Bildoobaris) to traffic from the West in return for the Nars' permission to move his followers westward over the Narfelli Plain, to the lands beneath the Giantspires, before the entry in Rawlinswood.<sup>1</sup>

### **1008 DR - Year of the Treacherous Path:**

Hunters of Herne establish the Gallist hamlet of Kjarr in north central Rawlinswood.<sup>1</sup>

### **1009 DR - Year of the Broken Spear:**

Harbet Gall attempts to seal the Mucklestones Druids into the eastern wing of Lethyr Forest in the Great Dale. He abandons Bezentil to the Freeman, withdraws some troops from other garrisons, bolsters his strength in Bridhh, overruns Mettledale and Spearmouthdale, establishes the Sudhofn settlement and cuts the Bridhh Road through Lethyr Forest from Sudhofn to Bridhh. Gall also expands in eastern Rawlinswood, building the outpost Veidarthofn and the fortified town of Kars.<sup>1</sup>

### **1010 DR - Year of the Three Signs:**

Mucklestones Druids burn and level the Gallist settlement Sudhofn. Gallists establish Tangetsjóður in central Rawlinswood and conquer the Freeman's town of Leifrskross in central Lethyr Forest.<sup>1</sup>

### **1011 DR - Year of the Defiant Mountain:**

Gallists establish the walled town of Herneburg in central Lethyr Forest.<sup>1</sup>



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### **1012 DR - Year of the Flamboyant Coif:**

Gallists establish Zieth, Tils and Mugh in central Rawlinswood and Veidarsudur in central Lethyr Forest. They capture Hnútar but lose it again to the Freemen. Village of Karlshofn destroyed in battle between the two forces.<sup>1</sup>

### **1015 DR - Year of the Maid Enraged:**

Freemen defeat Gallist forces marching toward Mauberg, and troops from Telflamm eradicate Hunters of Herne marching into the Eth and Flam valleys.<sup>1</sup>

### **1018 DR - Year of the Dracorage:**

Drakewings of the Dragon Cult frees Gargauth. In return, Algashon Nathaire musters a Rage of Dragons in Faerûn and the Heartlands and perishes, along with Drakewings.<sup>9</sup> Apparent death of Tchazzar, unifier of Chessenta.<sup>7</sup> Dragons destroy Bezentil, Tschedith and Veidarhofn in the Great Dale and Kront in Ashanath.<sup>1</sup>

### **1019 DR - Year of the Sure Quarrel:**

Gallists establish small outposts in the ruins of Tschedith and Veidarhofn.<sup>1</sup>

### **1020 DR - Year of Smoldering Spells:**

Freemen rebuild Bezentil in the Great Dale and Hunters of Herne rebuild Kront in Ashanath.<sup>1</sup>

### **1021 DR - Year of the Howling Axe:**

Thay and the Harpers war with each other.<sup>7</sup> Expedition of Hunters of Herne leaves Kront in Ashanath to begin Gallist expansion in western Rawlinswood.<sup>7</sup>

### **1022 DR - Year of the Wandering Wyvern:**

Harpers founded anew.<sup>7</sup> Gallists and rangers of Tumbling Stars clash south of Kro Tharos in Rawlinswood of the Great Dale. Hunters of Herne found the forest thorp of Veidarheim in western Rawlinswood.<sup>1</sup>

### **1023 DR - Year of the Pirates' Trove:**

Hunters of Herne found the forest thorp of Tining in western Rawlinswood.<sup>1</sup>

### **1024 DR - Year of Lathander's Light:**

Hunters of Herne found the forest village of Kilstad in western Rawlinswood.<sup>1</sup>

### **1025 DR - Year of the Screaming Princesses:**

Hunters of Herne found the forest thorp of Tarkstad and the village of Great Boar in western Rawlinswood.<sup>1</sup>

### **1027 DR - Year of the Tempest:**

Heavy rains accompanied by strong winds in the Great Deal cause serious flooding in the woodlands and along the eastern and western legs of the Trade Route.<sup>1</sup>

### **1029 DR - Year of the Bold Strides:**

Hunters of Herne try to expand northwest of the River Lench in Rawlinswood and are soundly defeated by the Myth Drannor Falls to the Army of Darkness.<sup>2</sup>

### **1030 DR - Year of Warlords:**

Rule of Zulkirs established in Thay.<sup>7</sup>

### **1038 DR - Year of the Spreading Spring:**

A warming of Faerûn's climate has become noticeable. The melting of the southwestern Great Glacier Pelvuria reaches a point where modern day Damara, Vaasa and Narfell are free of ice.<sup>7</sup> Old treasures of fallen Nove Rise once again may be accessible in the Damaran or Vaasan Galenas.<sup>1</sup>

### **1039 DR - Year of the Haunted Haven:**

Cairnburr's Lodge built at the site of modern day Cairnpur in the Impilturian part of the Great Dale on Merchant's Run.<sup>1</sup>

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### **1040 DR - Year of the Lion's Heart:**

Red Wizard Szarkh Gorthth discovers Grafvitnir's cave. Gorthth is overwhelmed by the red dragon's spirit. Prospectors find Bloodstone chalcedony in the East Galena Mountains between modern day Vaasa and Damara.<sup>1</sup>

### **1042 DR - Year of the Reaching Beacon:**

Sawmill, inn and stables established on the Merchant's Run in the Great Dale. These eventually grow into the hamlet of Maracrath. Feldrin Bloodfeathers establishes Heliogabalus at the mouth of the Goliad on Lake Mogador.<sup>1, 12</sup>

### **1043 DR - Year of the Dark Rider:**

Guidodale founded in the Great Dale on Merchant's Run.<sup>1</sup>

### **1044 DR - Year of the Singing Shards:**

Timbertown founded in the western Great Dale.<sup>1</sup>

### **1046 DR - Year of the Twilight Campaign:**

Establishment of Lenchford on the Merchants Run in the Great Dale begins with construction of the Lenchford Inn.<sup>1</sup>

### **1049 DR - Year of Auril's Absence:**

All of Faerûn experiences an unusually mild winter. Hobgoblins begin attacks upon villages of western Rawlinswood, which continue for another 45 years.<sup>1</sup>

### **1051 DR - Year of the Dogged Search:**

Freemen of the Great Dale destroy Mugh and Tils in Rawlinswood. Zieth surrenders and is occupied.<sup>1</sup>

### **1052 DR - Year of the Frozen Kingdom:**

Crops ruined in much of Faerûn by late frosts in Spring and early frosts in late summer.<sup>1</sup>

### **1053 DR - Year of Lashing and Torment:**

Freemen of the Great Dale destroy the Gallist outposts of Tangetsjóður and Kjarr in central Rawlinswood.<sup>1</sup>

### **1068 DR - Year of the Seer Born**

Feldrin Bloodfeathers proclaimed King Feldrin I, first monarch of Damara.<sup>1, 12</sup>

### **1074 DR - Year of the Tightening Fist:**

Zulkirs in Thay quell the last of the rebellions.<sup>29</sup>

### **1086 DR - Year of the Seer's Fires:**

The archmage Soargar returns secretly from his tower where Ilmwatch now stands to the inhabited lands of Impiltur to work with the archwizardess Sambral. King Feldrin I of Damara dies and is succeeded by his son, Tenthlar I.<sup>1</sup>

### **1089 DR - Year of the Three Faces:**

Unscrupulous merchants in the fallen kingdom of Impiltur and the young kingdom of Damara plot to push their lands into war against the hobgoblins of the Giantspire Mountains.<sup>1</sup>

### **1092 DR - Year of the Aimless Mystic:**

King Tark Rednose unites the six hobgoblin tribes of the Giantspires against the humans of Impiltur.<sup>1</sup> The Battle of Bones takes place in the West.<sup>7</sup>

### **1094 DR - Year of the Crested Thrush:**

Lightning Fist hobgoblins of King Rednose in the Giantspires overrun and destroy Cairnpur, Guidodale, Lenchford, Timbertown and Maracrath.<sup>1</sup>

### **1095 DR - Year of the Dawndance:**

Imphras defeats the hobgoblin tribes and re-unites the city-states of Impiltur.<sup>7</sup>

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### **1097 DR - Year of the Gleaming Crown:**

Second kingdom of Impiltur founded. Imphras I crowned as king.<sup>7</sup> Cairnpur, Lenchford and Timbertown rebuilt.<sup>1</sup>

### **1098 DR - Year of the Rose:**

Village of Lenchbugar founded in western Rawlinswood of the Great Dale. Guidodale and Maracrath rebuilt. Xarth Kistar is born in Zhentil Keep.<sup>1</sup>

### **1099 DR - Year of the Restless:**

First contact with Kara-Tur.<sup>7</sup>

### **1100 DR - Year of the Bloodrose:**

The Ilmatari branch the *Followers of the Unhindered Path* is founded.<sup>1</sup>

### **1104 DR - Year of the Dark Dawn:**

Imphras I reaches a compromise with the Impilturian druids of Silvanus over logging in the foothills of the Earthfasts.<sup>1</sup> Szass Tam is born in Thay.<sup>22</sup>

### **1110 DR - Year of the Bloody Fields:**

Impilturian magi gain entrance to the ancient Narfelli Tower Ithfell south of Laviguer in the Earthfast Mountains.<sup>1</sup>

### **1114 DR - Year of the Last Enclave:**

In the Great Dale, Lenchbugar damaged and Lenchengi, Lenchstigur, Tarkstad, Tining and Veidarheim destroyed in dragon attack.<sup>1</sup>

### **1116 DR - Year of the Empty Scabbard:**

The Heralds break off from the Harpers.<sup>7</sup>

### **1117 DR - Year of the Twelverule:**

Lenchford in the Great Dale damaged in dragon attack.<sup>1</sup>

### **1122 DR - Year of the Rose Pearls:**

Impilturian King Imphras I dies. His son, Imbrar, becomes king of Impiltur.<sup>11</sup> The Damaran baronies are established by King Vartal I

### **1123 DR - Year of the Shattered Chains:**

Lenchford in the Great Dale annexed into the Barony of Polten.<sup>1</sup>

### **1124 DR - Year of the Shared Sorrows:**

The Impilturian Princess Ilmara takes the Scrying Stones of Myth Drannor from the fang dragon Gallinsizzorophillan.<sup>1</sup>

### **1127 DR - Year of the Luminar Procession:**

Impilturian King Imbrar lost in mountain wars against hobgoblins. His sister, Ilmara, becomes queen of Impiltur.<sup>11</sup>

### **1133 DR - Year of the Persuasive Voice:**

Harbet Gall leaves the Great Dale and begins asserting covert control over southern cells of the splintered Cult of the Dragon.<sup>1</sup>

### **1150 DR - Year of the Scourge:**

Plague strikes the Sword Coast.<sup>7</sup>

### **1159 DR - Year of the Cloven Stones:**

Szass Tam ascends to lichdom.<sup>22</sup>

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### **1164 DR - Year of Long Shadows:**

Voonlar founded. The great Inner Sea pirate Immursk begins his career.<sup>7</sup> Ilmatari paladins of the Order of the Lambent Rose slay the blue dragon Drayshtrohmistipoles in the Giantspire Mountains.<sup>1</sup>

### **1169 DR - Year of the Earth Shaking:**

Ilmara steps down as queen of Impiltur, turns throne over to her son Imphras II.<sup>11</sup>

### **1177 DR - Year of the Majesty:**

King Imphras II of Impiltur finishes construction of the Ilmatari Monastery of Red Petals in Maracrath on Merchants Run in the Great Dale.<sup>1</sup>

### **1181 DR - Year of the Shield Tree:**

Tschedith rebuilt by the Hunters of Herne as a logging and hunting thorp in eastern Great Dale.<sup>1</sup>

### **1182 DR - Year of the Tomb:**

The Harpstar Wars. The Malaugrym begin appearing in the Realms.<sup>7</sup> The renegade Prince Talryn of Impiltur flees to the Inner Sea and allies himself with the pirate Immursk.<sup>22</sup>

### **1186 DR - Year of the Mesmer Pool:**

Prince Talryn, first son of Imphras II, attempts to overthrow his father Imphras II in Impiltur. Talryn is captured and executed, along with other nobles who supported him. Talryn's name is purged from Impiltur's history.<sup>22</sup>

### **1188 DR - Year of the Soft Fogs:**

Veidarthofn rebuilt by the Hunters of Herne as a logging and hunting thorp in eastern Great Dale.<sup>1</sup>

### **1195 DR - Year of the Midday Mists:**

The liches Gwath (Gwann), Harbet Gall and Xarth Kistar seal their pact to secretly divide control of the main elements of the Cult of the Dragon among themselves. Mulltown founded on Merchant's Run in the Great Dale. Mulltown clay pits begin producing brick and roof tiles.<sup>1</sup>

### **1196 DR - Year of the Shrike:**

Cairnpur in the western Great Dale on the Merchant's Run partially destroyed by Gallist raiders.<sup>1</sup>

### **1197 DR - Year of the Sundered Shields:**

King Imphras II ends the power of Impilturian nobility and establishes the 12 war captains of Impiltur who come to be known as the Lords of Imphras II. Imphras goes into semi-retirement and places the regency in the hands of his son Crown Prince Lashilmbrar, handling only major matters himself. The Malarite lich Harbet Gall slays the leader of the refugee Malarites in Guthmere Forest and orders his followers to migrate to Kront.<sup>1</sup>

### **1198 DR - Year of the Lean Purse:**

Reconstruction of the village of Cairnpur in the Great Dale completed.<sup>1</sup>

### **1199 DR - Year of the Baldric:**

The Impilturian Ministry of Finance moves from Filur to Hlammach.<sup>1</sup>

### **1200 DR - Year of the Buckler:**

The port of Sarshel where Impiltur has its naval headquarters is expanded. The kingdom's military headquarters move from Filur to Lyrabar.<sup>1</sup>

### **1201 DR - Year of Embers:**

Inner Sea pirate Immursk dies.<sup>7</sup> Impiltur builds a military outpost in Dunfee in the Earthspurs.<sup>1</sup>

### **1202 DR - Year of the Dragon Altar:**

Tower Threespires, wizards' fortress of the Dragon Cult, is completed west of Auststad in the Great Dale.<sup>1</sup>

### **1209 DR - Year of the Blazing Banners:**

Impilturian Ministry of Agriculture is established in Dilpur.<sup>1</sup>

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### **1221 DR - Year of the Frozen Flower:**

Fiends of Hellgate Keep begin tunneling from the keep to the fallen halls of Ammarindar.<sup>3</sup> The Impilturian explorer Randujar makes the first reports on the development of swamps and drainage problems in the melted tundra of Impiltur's central valley.<sup>1</sup>

### **1222 DR - Year of the Horn:**

The Harpers, under control of the lich Harper King Thavverdasz, and the Cult of Dragon battle one another.<sup>9</sup> Thavverdasz is destroyed, and Harpstar Wars end.<sup>7</sup>

### **1223 DR - Year of the Trembling Tree:**

Imphras II signs the edict proclaiming the move of Impiltur's capital from Filur to Lyrabar.<sup>1, 11</sup> Sawmill established in Maracrath on Merchant's Run in Great Dale.<sup>1</sup>

### **1225 DR - Year of the Winged Worm:**

Imphras II dies, his son Lashilmbrar becomes king of Impiltur.<sup>11</sup> The move of the capital to Lyrabar takes place at the time of the coronation. After looting the ruins of Ammarindar of all valuable treasure, fiends from Hellgate Keep begin abandoning the dwarven halls and returning to the keep through the new tunnels.<sup>1</sup>

### **1229 DR - Year of the Carrion Crow:**

Impilturian paladin Hronlimbrar leads an expedition into the Eternal Tundra and reaches an agreement with the lich of the tundra Pfustard.<sup>1</sup>

### **1235 DR - Year of the Black Horde:**

Orcs overrun the North.<sup>7</sup> Last of the fiends returns from the ruins of Ammarindar to Hellgate Keep.

### **1236 DR - Year of the Struck Gong:**

Ancient black dragon Xargo attacks Uthmere and environs and Telflamm. Royal Impilturian expedition discovers that poor, illiterate peasants from south of Uthmere who fled have settled the area near Ilmwatch.<sup>1</sup>

### **1237 DR - Year of the Grotto:**

Former Grand Druid Adidong and the Ranger Keldarr enter Impiltur's Eternal Tundra and decide to stay there, to serve it.<sup>1</sup>

### **1242 DR - Year of the Yellow Rose:**

Monastery of the Yellow Rose founded above Damara.<sup>7</sup>

### **1253 DR - Year of the Beckoning Death:**

Plague sweeps over Cormyr, Sembia and the Vast.<sup>7</sup>

### **1254 DR - Year of the Silent Steel:**

Three-year civil war begins in Sembia.<sup>9</sup>

### **1255 DR - Year of the Raging Flame:**

All of Auststad and parts of Ulfshofn and Bezentil in the eastern Great Dale destroyed in the Battle of the Dragons. Black Dragon Hrastodantolus dies in battle.<sup>1</sup>

### **1257 DR - Year of the Killing Wave:**

Dragon attacks begin anew in the Great Dale.<sup>1</sup>

### **1259 DR - Year of the Vigilant Fist:**

Helm's expedition from Turlagol reaches Torside in the Great Dale.<sup>1</sup>

### **1261 DR - Year of Bright Dreams:**

Manshoon takes control of Zhentil Keep and forms the Zhentarim.<sup>15</sup>

### **1262 DR - Year of Black Wave:**

Abbey of the Vigilant One completed in Torside in the Great Dale. Massive dragon attacks in Great Dale in Nightal. Timbertown and Riggh totally destroyed. Vulddin, Guidodale and Uthving badly damaged.<sup>1</sup>

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### **1270 DR - Year of the Tooth:**

Manshoon publicly proclaims the Zhentarim.<sup>15</sup>

### **1278 DR - Year of Many Bones:**

Drow city of V'elddrinnsshar beneath the Galenas and the Vaasan Plain falls to the Ascomoid Plain.<sup>10</sup>

### **1280 DR - Year of the Manticore:**

Mulhorandi repels Thayvian invasion.<sup>7</sup>

### **1281 DR - Year of the Cold Soul:**

Followers of Malar lead a Great Hunt through the streets of Elturel.<sup>28</sup>

### **1282 DR - Year of the Many Mists:**

Lich of Sammaster is discovered in the Desertsouth Mountains near Shadow Gap.<sup>9</sup> Birth of Impilturian Queen Sambryl.<sup>1</sup>

### **1285 DR - Year of the Blacksnake:**

The lich Gwath, disguised as Gwynna, Witch of the Desertsouth Mountains, tips the Harpers to the whereabouts of Sammaster's lich.<sup>1</sup> The Company of Twelve, all paladins supported by the Harpers, destroy the lich of Sammaster. His phylactery is not found.<sup>9</sup>

### **1288 DR - Year of the Roaring Horn:**

Year of draconic terror in the western and central parts of the Great Dale. Several towns, villages and other settlements are badly damaged or destroyed. Freeman in the Dale lose Second Battle of Bezentil. Ilmatari St. Selimbrar destroys the dracolich Nargustrandir at Bezentil.<sup>1</sup> Duergar ravage the ruins of the drow city of V'elddrinnsshar beneath the Galenas and the Vaasan Plain.<sup>10</sup>

### **1292 DR - Year of the Wandering Waves:**

Fleeing Tekumthari warriors enter Harbet Gall's service in Fortress Clymph.<sup>1</sup>

### **1282 DR).1293 DR - Year of the Talking Skull:**

Gallist Tekumthari build the Skarlstönna wall north of Dender's Creek in the eastern Great Dale.<sup>1</sup>

### **1294 DR - Year of the Deep Moon:**

Lashilmbrar dies, his son Rilimbrar becomes king of Impiltur.<sup>11</sup> Attempts of Freeman to rebuild Riggh in Dender's Valley of the Great Dale abandoned after the ruins are determined to be haunted.<sup>1</sup>

### **1299 DR - Year of the Claw:**

Restoration of war-damaged Skarlshofn in the eastern Great Dale is completed.<sup>1</sup>

### **1301 DR - Year of the Trumpet:**

The Cult of Tiamat again is active in Unther.<sup>10</sup> Restoration of war-damaged Gylving in the Great Dale is completed. Gallists build the Hernestönna wall north of Bezentil in the eastern Great Dale.<sup>1</sup>

### **1304 DR - Year of the Stag:**

Restoration of war-damaged Ulfshofn in the eastern Great Dale is completed.<sup>1</sup>

### **1305 DR - Year of the Creeping Fang:**

Restoration of Rublshofn in the Great Dale abandoned after Gallists determine the ruins to be haunted.<sup>1</sup>

### **1306 DR - Year of Thunder:**

Vangerdahast founds War Wizards in Cormyr.<sup>7</sup>

### **1307 DR - Year of the Mace:**

Restoration of war-damaged Gurshofn in the eastern Great Dale is completed.<sup>1</sup>

### **1308 DR - Year of the Catacombs:**

Princess Sambryl of Impiltur travels into the West as an ambassador at large.<sup>10</sup>

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### **1309 DR - Year of the Sunset Winds:**

Restoration of war-damaged Timbertown in the Great Dale is completed.<sup>1</sup>

### **1310 DR - Year of Storms:**

Restoration of war-damaged Bezentil in the eastern Great Dale is completed. Mucklestones Druids destroy Rublshofn and Sudhofn in the eastern Great Dale but sustain serious losses in battle.<sup>1</sup>

### **1311 DR - Year of the Fist:**

Restoration of war-damaged Riggstad in the Great Dale is completed.<sup>1</sup>

### **1312 DR - Year of the Griffon:**

Darkhold seized by the Zhentarim.<sup>7</sup>

### **1313 DR - Year of the Shattered Oak:**

Restoration of war-damaged Vulddin in the Great Dale is completed.<sup>1</sup>

### **1314 DR - Year of the Shadowtop:**

Grain mill begins operation in Tshedith in eastern Great Dale.<sup>1</sup>

### **1315 DR - Year of Spilled Blood:**

The lich Gwath, disguised as Gwenda the Witch, gains an audience with Manshoon in Zhentil Keep and becomes affiliated with the Zhentarim. Fortified way station built upon the ruins of Sudhofn in Lethyr Forest in the Great Dale.<sup>1</sup>

### **1316 DR - Year of the Gulagoar:**

Zhentarim overrun Teshendale. The ruling Morn family is unseated in an uprising in Daggerdale and the Zhentarim agent Malyk takes rule of the Dale.<sup>20</sup>

### **1317 DR - Year of the Wandering Wyrn:**

Great Plague breaks out on the Inner Sea, lasts six years.<sup>11</sup> Malyk guts Castle Daggerdale.<sup>7</sup>

### **1320 DR - Year of the Watching Cold:**

Simbul becomes queen of Aglarond.<sup>7</sup>

### **1321 DR - Year of Chains:**

Buried Narfelli ruins discovered near Toho Creek in Impiltur.<sup>1</sup> The Harpers reorganize and found Twilight Hall in Berdusk.<sup>7</sup> The Harpers and merchant Dulwar Terresten of Uthmere successfully raid the Gallist slave farms south of Kront.<sup>1</sup>

### **1322 DR - Year of the Lurking Death:**

Merchant Dulwar Terresten of Uthmere, his Harper allies and their raiding party are captured and enslaved in their second attempt to raid the Gallist slave farms south of Kront.<sup>1</sup>

### **1324 DR - Year of the Grimoire:**

Princess Sambryl returns to Impiltur and becomes governing prefect of Lyrabar.<sup>1</sup>

### **1333 DR - Year of the Striking Falcon:**

Gallists rebuild the Rawlinswood forest village of Kjarr as a military outpost.<sup>1</sup>

### **1335 DR - Year of the Snow Winds:**

Gallists construct a small military outpost in the ruins of Tangetsjódur in Rawlinswood. Skirmishes begin between the warriors of Tangetsjódur and the Freeman of the Dale.<sup>1</sup>

### **1336 DR - Year of the Highmantle:**

Azoun IV crowned king of Cormyr.<sup>7</sup> Gallist crews begin secretly extending the Hunters' Trail along the northern edge of Rawlinswood westward.<sup>1</sup>

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### **1337 DR - Year of the Wandering Maiden:**

Gallist crews begin secretly cutting a forest trail from the extended Hunters' Trail north of Rawlinswood southward through the forest toward the ruins of Veidarheim.<sup>1</sup> Followers of Kiaransalee reclaim the ruins of the drow city of V'elddrinnsshar beneath the Galenas and the Vaasan Plain.<sup>10, 10</sup>

### **1338 DR - Year of the Wanderer:**

Rilimbrar dies, his daughter Princess Sambryl becomes queen of Impiltur.<sup>11</sup> The druid Cynric Evenhand comes to Dun Tharos in the Great Dale.<sup>1</sup>

### **1339 DR - Year of the Moon:**

After many deaths caused by incomprehensible magical traps, Impiltur's Queen Sambryl orders an end to research of buried Narfelli ruins near Toho Creek. Nentyarch destroys Gallist settlements of Kjarr and Tangetsjóður and drives off the construction crews building the road to Veidarheim. In partnership with the survivors of the green elves, he incorporates the seeming ruins of T'uluar, Kro Tharos and Mal Nu'ill in Rawlinswood into his new forest domain of Dun Tharos.<sup>1</sup>

### **1340 DR - Year of the Lion:**

Waterfront renewal in the Impilturian capital Lyrabar. Harbet Gall and his Dragon Cult necromancers launch attacks by dragons, undead and warriors against Vulddin.<sup>1</sup>

### **1341 DR - Year of the Gate:**

A band of adventurers violates Queen Sambryl's ban and enters buried Narfelli ruins near Toho Creek, setting off a huge underground explosion. The adventurers vanish, but, unknown to the crown, an underground trail to a mighty and evil *pool* creature contained by the Narfelli is opened.<sup>1</sup>

### **1342 DR - Year of the Behir:**

College of Agriculture established on the site of the old waterfront in Impilturian Lyrabar. In the Great Dale, the dragons of Harbet Gall's Dragon Cult cell begin vanishing, falling victim to the Nentyarch. Vulddin in the Great Dale ravaged in battle.<sup>1</sup>

### **1343 DR - Year of the Boot:**

Impilturian Queen Sambryl grants a petition from clerics of Oghma in the Master's Library in the Earthfast mountains to allow Impilturian history books to tell the tale of treacherous Prince Talryn, first son of Imphras II. Green elves serving the Nentyarch in the Great Dale begin warning both the Freeman and the Hunters of Herne to stay out of the Nentyarch's domain. Gallist hunters are transmogrified into beasts and attack their own bases in the Eastern Dale. Fortress Clymph in Eastern Dale attacked by transmogrified beasts.<sup>1</sup>

### **1344 DR - Year of the Moonfall:**

Elves begin their retreat from Cormanthor.<sup>7</sup> The Weapon of Metamorphic Vigilance, one of the three weapons of learning, is commissioned by High Watchful Weaponmaster Ellym *Catsjaw* Thourin of Helm in Tsurlagol. Gallists build an outpost against the Nentyarch in the ruins of Veidarthofn in eastern Great Dale.<sup>1</sup>

### **1345 DR - Year of the Saddle:**

Host of the Nentyarch destroys the Gallist outpost of Veidarthofn in eastern Great Dale. Gallist prisoners are transmogrified into hobgoblins and beasts by the Nentyarch.<sup>1</sup>

### **1346 DR - Year of the Bloodbird:**

The Cult of Tiamat summons the Dark Lady.<sup>10</sup> Former Red Wizard Zhengyi flees to Vaasa.<sup>1</sup>

### **1347 DR - Year of the Bright Blade:**

As part of his plot with Bane to overthrow Ao, Myrkul opens a conduit for Orcus to Zhengyi, making Orcus a factor in Faerûn for the first time since his banning by Ao in -1591 DR. Zhengyi magically raises Castle Perilous and takes rule of Vaasa and builds an army of the goblins, orcs and giants in Vaasa's Galena Mountains. The Ilmatari *Order of the Golden Maple* is founded. Queen Sambryl of Impiltur approves the request of the Great Dale settlements Cairnpur, Maracrath, Guidodale and Mulltown to be annexed into the kingdom but denies a similar request from Lenchford in the kingdom of Damara.<sup>1, 7, 12</sup> Kargmelchina allies herself with fellow lich and former Red Wizard Zhengyi. The epic Iron Throne Shadow Lord and Wizardess Shandaril arrives disguised as Madeleine Tiegarth in Damara.<sup>1</sup>



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### **1348 DR - Year of the Spur:**

Impilturian Queen Sambryl orders the fortification of Ilmwatch as a defensive bulwark against Zhengyi the Witch King of Vaasa. Refugee vintners from Tethyr plant wine grapes on the north shore of Easting Reach, northwest of Uthmere. With Myrkul's help, goat's head priests of the North depart Hellgate Keep and environs to serve Zhengyi and Orcus in Vaasa. Zhengyi overruns the Damaran Bloodstone Mines and takes control of the ancient Imaskari pool of mercury beneath the mines and summons demons to guard it. Damara closes the mines.<sup>1</sup>

### **1349 DR - Year of the Bridle:**

Fzoul Chembryl gains possession of the weapon of learning known as the *Weapon of Metamorphic Vigilance*. He corrupts Helm's magic in the weapon with that of Bane. Zhengyi brings the Wolf Winter down upon Damara and Vaasa. His hordes begin to overrun Damara. Most mines in the Galenas fall to the Witch King.<sup>1</sup>

### **1350 DR - Year of the Morningstar:**

Construction of the Impilturian citadel in Ilmwatch begins. The bloodstone market collapses completely.<sup>1</sup>

### **1351 DR - Year of the Crown:**

Impilturian War Captain General Haelimbrar of Vordric-Dun and Hobgoblin War Chancellor Radahnzâgh of Karadâzh meet in an isolated mountain pass near Dunfee and forge a peace treaty. Zhengyi turns control of his Damaran occupation forces over to the Grandfather of Assassins.<sup>1</sup>

### **1352 DR - Year of the Dragon:**

Rise and fall of Gondegal, king of Arabel, in Cormyr.<sup>7</sup> Zhengyi the Witch King of Vaasa forms bonds with Talontar in Impiltur's swamps and gains Talontar poisons for the Citadel of Assassins.<sup>1</sup>

### **1353 DR - Year of the Arch:**

Randal Morn's Freedom Fighters destroy the remains of Castle Daggerdale. Randal Morn kills Zhent puppet Malyk.<sup>20</sup>

### **1354 DR - Year of the Bow:**

Fortifications at Impilturian Ilmwatch are strengthened with construction of a stone citadel and an increase in troop strength.<sup>1</sup>

### **1355 DR - Year of the Harp:**

Zhentarim takes over Citadel of the Raven.<sup>7</sup>

### **1356 DR - Year of the Worm:**

Cormyr annexes Tilverton.<sup>7</sup> Duergar rise and drive humans and dwarves from the Bloodstone Mines. Damara plagued by Wolf Winter.<sup>12</sup> Fiends of Hellgate Keep complete connecting tunnel from the keep to the Nameless Dungeon in the High Forest.<sup>3</sup> Fzoul Chembryl passes the corrupted *Weapon of Metamorphic Vigilance* in sword form to his ally, Prince Lashan of Scardale.<sup>1</sup> It becomes known as *Lashan's Sword*.<sup>1</sup> Lashan vanishes in Myth Drannor and is destroyed by the lich Azimer.<sup>26</sup> Azimer gains possession of the *Weapon of Metamorphic Vigilance*.<sup>1</sup> Scardale is occupied.<sup>7</sup> King Virdin of Damara appeals in vain to Impiltur for help in the war against Zhengyi of Vaasa.<sup>12</sup> The wizardess Cassana of Westgate creates Alias and her "sisters."<sup>18</sup> Clan Battlehammer reconquers Mithral Hall.<sup>19</sup> A dire dragon destroys the half-elven village of Ladydove.<sup>1</sup> Cormyr annexes Tilverton.<sup>7</sup> Flight of Dragons over the Dalelands, resulting in the death of Syluné, witch of Shadowdale.<sup>7</sup> Shandaril returns to Damara from the Great Glacier with the Imaskari Tower of Feeble-mindedness in her possession.<sup>1</sup>

### **1357 DR - Year of the Prince:**

Zhengyi's Vaasan hordes attack Damara. Damaran King Virdin slain and assassins murder most Damaran nobles.<sup>12</sup> Impilturian merchants from Sarshel take control of Borkurstad in the Great Dale and rename it New Sarshel.<sup>1</sup>

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### **1358 DR - Year of Shadows:**

Time of Troubles. Avatars walk Faerûn; Bane, Bhaal, Myrkul and Mystra are destroyed and Cyric and Midnight-Mystra ascend to godhood.<sup>7</sup> The avatar of Malar the Beastlord reigns in the form of Hardhjkarkur Arnulfssonur in Bezantil in the eastern Great Dale. Upon the avatar's orders Reavers and warriors of Garagos from Fortress Clymph are sent to serve him in Bezantil.<sup>1</sup> Kargmelchina finds the sleeping body of Grafvitnir in the East Galenas of Vaasa and reincarnates Sammaster in the great wyrm's body as a vampire dragon lich. Grafvitnir's spirit is captured in the stone of the Galenas.<sup>1</sup> Sammaster and Kargmelchina begin attempting to learn the secrets of the dwarven runestones in Grafvitnir's cave.<sup>1</sup> Gilgeam and Tiamat battle, seemingly destroying one another, but Tiamat rises again.<sup>13</sup> The Zhentarim cease reconstructing the Flaming Tower.<sup>1</sup> Wild magic and dead magic zones appear in the Realms.<sup>7</sup> Sembian merchants of the Iron Throne take control of New Sarshel in the Great Dale.<sup>1</sup> Harbet Gall buys his conjurer lich slave Klingszhråd from Thay and gains the *Narfelli Emperor's Stone Bunlûhn*.<sup>1</sup> Sir Gareth Dragonsbane and his companions enter the closed Bloodstone Mines and foil the attempt of Orcus to break Ao's ban and enter Faerûn.<sup>1, 7, 12</sup> Reconquest of the Bloodstone Mines begins.<sup>12</sup>

### **1359 DR - Year of the Serpent:**

The Bloodstone Wars take place, with Sir Gareth Dragonsbane and the Bloodstone Pass forces defeating several of Zhengyi's puppets. Shandaril activates the Tower of Feeble-mindedness in the East Galenas and is reduced herself to a babbling idiot but is healed with time. Bloodstone Mines reopen.<sup>12</sup> Dragonsbane and his companions destroy Zhengyi the Witch-King and enter the Abyss, killing Orcus the demon lord and destroying the only avatar of Tiamat.<sup>12</sup> Dragons begin to swarm over the ruins of Zhengyi's Castle Perilous in Vaasa,<sup>12</sup> and Castle Dragonblood arises atop Suncatcher Mountain.<sup>1</sup> Battleguard General Ambrose of Tempus, abbot of the Abbey of the Sword in Battledale, commissions the dwarves of Citadel Adbar to forge the *Honor Sword of Baergil*.<sup>1</sup> Ethdale and Nyth regain their independence from Telflamm.<sup>1</sup> Tuigan Horde begins its conquests.<sup>7</sup> Lord Reaver Drómi of Garagos in Bezantil becomes independent of Harbet Gall and begins working with Westgate church to spread the faith in Damara.<sup>1</sup>

### **1360 DR - Year of the Turret:**

Twilight Riders begin their service in Damara. Victor Baron Gareth Dragonsbane appoints Dormythyrr as Baron of Brandiar and Olwen Forest-Friend as Duke of Soravia. A new bandit army becomes active, operating from a new Citadel of Assassins in the Vaasan East Galenas, which is destroyed by Damaran warriors. The monk Brother Kane dies in that battle. New bandit leader Knellict makes his headquarters in Soravian Justin's Mine and attempts to gain control of all monsters still occupying parts of the duchy. Shandaril in Damaran Heliogabalus is healed of the feeble-mindedness afflicted upon her by her own Tower of Feeble-mindedness. Chancellor Zorth flees Polten. Dargun becomes chancellor for Baron Donlevy the Young, who aligns with Gareth Dragonsbane. Damaran and Vaasan gate projects are abandoned, instead more modest walls will be built.<sup>1</sup> Tiamat returns as an Untheric power.<sup>13</sup> Tuigan raids in the Great Dale.<sup>25</sup> Azoun IV defeats the Tuigan Horde in Thesk.<sup>7</sup> The *Honor Sword of Baergil*, which combines magic of the elves, the dwarves and the clerics of Tempus, is forged by the dwarves of Delzoun, enhanced by the elven *Star Jewel* and consecrated by Battleguard General Ambrose of Tempus in the Abbot of the Abbey in Battledale. The weapon is a key to the *Day of Restitution*.<sup>1</sup> The first of two drought years hits the Vast. Many Vastans begin immigrating to Impiltur.<sup>1</sup> The Earthfast dwarves open the Torg mac Cei coal mines.<sup>1</sup> Construction of a city wall to protect the Impilturian port of Dilpur begins.<sup>1</sup> Telflamm withdraws from Nyth and Ethdale in the Great Dale.<sup>1</sup>

### **1361 DR - Year of Maidens:**

Knellict's forces, Soravian warriors and Dawngreeter Mountains all are destroyed in battle. Kargmelchina captures bandit leader Knellict and transforms him into her first and most powerful vampire dragon. Calishite assassins serving the Iron Throne begin arriving in Damaran Heliogabalus and begin slaying members of the Tightpurse thieves' guild. Construction of the Vaasan Wall between Bloodstone Pass and Vaasa begins. Drow elves serving Kiaransalee are first observed in Vaasa. Twilight Hall Harper faction founds Highsong in southwestern Vaasa. Zhentarim establish the outpost Twilight's Veil in the West Galenas between That and Vaasa.<sup>1</sup> Banedeath begins in Zhentil Keep.<sup>7</sup> Second year of the drought in the Vast and continued migration of Vastans to Impiltur. Development of Northford begins in Northern Impiltur.<sup>1</sup>

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### **1362 DR - Year of the Helm:**

Theodraun, the imposter Duke Helmont XV of Damaran Carmathan flees back to his native Impiltur. Baroness Sylvia of Damaran Ostel is slain by the Thayan bounty hunter Sleyvas. Gareth Dragonsbane proclaims the new Bloodstone Kingdom and he claims its crown. He appoints Quillan the Sage as Prince of Damara, Darren Thunderclap as Prince of Vaasa, Riordan Parnell as Duke of Carmathan, Tom Haystacks as Baron of Ostel and the Halfling Hobart Bracegirdle as Baron of Bloodstone. He also creates the duchy of Ironspur and the baronies of Sunderland and Palishchuk in Vaasa. He appoints the dwarf Murnaros as Duke of Ironspur, the half-orc Wingham as Baron of Palishchuk and the dwarf Garumbelly Hillsafar as Baron of Sunderland. The king begins a winter siege of the holdouts, the Barony of Morov and the Free City of Heliogabalus. Shadowdale Harper faction founds Stormstar in Easter Soravia and pledges support to Duke Olwen. Impiltur discovers that some devils and demons once summoned by Narfell and Raumathar still are trapped between the material plane and the Abyss and may pose a danger to the Cold Lands. Bloodstone King Gareth decides to build Fort Kane in Brandiar.<sup>1</sup>

### **1363 DR - Year of the Wyvern:**

Calishite Iron Throne assassins slay Lord Burgomaster Kelibann of the Damaran Free City of Heliogabalus (an opponent of the king) and then return home, after having destroyed much of the infrastructure of Tightpurse. Damaran soldiers take control of the city. King Gareth dissolves the Heliogabalus council and appoints Bloodstone Finance Minister Rulmgar as new Burgomaster of the free city. Burgomaster Rulmgar founds the Crooked Key of Heliogabalus, an organization of ex-thieves that roots out surviving members of Tightpurse. Thayan assassin Fihdjin Garszh, in service of the Iron Throne, slays the last Damaran holdout, Baron Dimian Ree of Morov, and his cousin, Tightpurse leader Tarkos Ree. King Gareth appoints Celedon Kierney as new Baron of Morovar. Bloodstone prices exceed and then slowly drift back to their pre-Zhengyi-level. Rilaunyr, a paladin of Tyr and Lord of Imphras II, becomes Admiral of the Sword of Impiltur and takes command of the royal naval fleet in Sarshel. Construction of Impilturian naval base in Keelbest begins. Talontar plague strikes Buzzard Beak Harbor in Impiltur. Malarite High Talon Skith Tsornagar begins the *Magnificent Hunt* of the Mucklestones Druids in eastern Lethyr Forest of the Great Dale.<sup>1</sup>

### **1364 DR - Year of the Wave:**

Priestesses of Damaran White Retreat of Auril in Northern Soravia send a crop-killing frost over the duchy. Duke Olwen reacts by blockading the transportation of supplies to the monastery. Construction of the Gatehold settlement north of Vaasa north of Bloodstone Pass begins. Hillsafar Hall in Vaasa is attacked and badly damaged by vampire dragons after dwarves use runs to summon them. Twilight's Veil above Vaasa destroyed in a battle between Mulman and Zhentarim operatives. Mulman traders begin building Asfaloth in Vaasa. Bloodstone Army vanquishes Mulman toll collectors at Asfaloth. Bloodstone Kingdom begins constructing Swampgate and Southgate in Vaasa.<sup>1</sup> Impilturian Admiral Rilaunyr moves the naval headquarters from Sarshel to Ilmwatch. Rilaunyr begins his only partially successful attempt to "*clean up*" Trader's Bay and Buzzard Beak Harbor, gaining him the name *the Hanging Paladin*. After several incidents, including the burning of the village Garyl's Cove, Queen Sambryl orders Rilaunyr to end the operation. Hostilities between the Sembian Cult of the Dragon and the Zhentarim escalate.<sup>9</sup>

### **1365 DR - Year of the Sword:**

The Bloodstone Talismans are finished, presented to Bloodstone King Gareth and distributed to his nobles within the kingdom and his allies in Impiltur. The Monastery of the Golden Cup completed in Bloodstone Pass of Damara. Queen Sambryl of Impiltur and Regent War Captain Kyrlraun expand the Impilturian army, naming it the *Sword of Impiltur*, and create a defensive organization of royal magi based upon Cormyr's war wizards, calling it the *Wand of Impiltur*. The names represent the symbols of the kingdom's coat of arms. The first refrigerated ships of the Realms are built with the help of Gond's clerics in Impilturian Sarshel. The *Ultimate Hunt* of the church of Malar in the Great Dale is destroyed by the Nentyarch. The Mucklestones Druids reclaim the Mal K'ustan astral gate. Sammaster ascends to demilichdom but maintains a physical presence as a dragon vampire in Castle Dragonblood.<sup>1</sup>

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### **1366 DR - Year of the Staff:**

The Bloodstone Kingdom and Nar tribes reach an agreement to allow the kingdom to attempt reopening mines in the Giantspires lost to hobgoblins. Many new private mines are opened in the East Galenas in the Bloodstone Kingdom. Twilight's Veil between That and Vaasa slowly rises from the ashes, but because of the Banedearth, the Zhentarim abandon it and the Iron Throne slowly takes control of the settlement. Mulmaster abandons Asfaloth in Vaasa, and the settlement becomes independent. The epic Harper archwizardess Lady Felice Assumbrar settles in Damaran Soravia and builds her Mosstone Tower in the Stormhaven Hills. The Bloodstone Kingdom and Impiltur forge an alliance against the hobgoblins of the Giantspires in Narfell. The Impilturian Fortress of Mal is renovated and once again is manned by the Sword of Impiltur.<sup>1</sup>

### **1367 DR - Year of the Shield:**

The Bloodstone Kingdom and Impiltur begin waging war against the hobgoblins of the Giantspires in Narfell. Duke Olwen of Soravia conquers and reopens the Cutrock mine in the Giantspires. Because of religious strife in Zhentil Keep, the Zhentarim presence in the Bloodstone Lands dwindles. A new dwarven mineshaft from Hillsafar Hall in Vaasa breaks into passages of the drow. The shaft is sealed after bitter fighting. Underground battles between the drow and draconians in the ruins of Vaasan Castle Perilous reach their peak. The Bloodstone Kingdom, the Barony of Palishchuk and the White Worm barbarians seal a peace agreement. The Vaasan settlement of Mistover is founded in the Barony of Sunderland. There is increasing migration from the Moonsea Region into the Bloodstone Kingdom.<sup>1</sup> Sammaster, using ancient magic, produces two facets of himself. The Nentyarch of the Great Dale destroys seven vampire dragons flying over Rawlinswood in the Great Dale. Procampur hit by plague.<sup>22</sup> King Emerus Warcrown and his clan reconquer the Citadel of Many Arrows from orcs, restoring its old name, Citadel Felbarr.<sup>16</sup>

## Recent Years

### 1368 DR - Year of the Banner:

**General:** Velsharoon, god of the undead, liches, necromancers and necromancy ascends from lichdom to godhood as a demipower in the Faerûnian pantheon. His ascension is assisted by Talos.<sup>13</sup> The church of Tiamat begins attempting to assert itself in the Cult of the Dragon.<sup>9</sup> One hidden facet of Sammaster secretly leaves Castle Dragonblood atop Suncatcher Mountain and hides in his old cave of lichdom above Shadow Gap (Valid only for the long, eight-part version of *Northern Journey*.)<sup>1</sup>

**Backlands:** The village of Rolling Hills is established, to combat the increasing activity of undead at the Battle of Bones and Hill of lost souls.<sup>1</sup>

**Cold Lands:** After the destruction of Soravian Steppenhall in the Khanate War, the human and hobgoblin sides of the front both become bogged down. The devastation of Zhentil Keep hampers trade between the Moonsea and the Bloodstone Kingdom. Mulmaster begins developing the alternative Mulman Pass into Damara. The mining settlement of Thornleigh develops beneath Suncatcher Mountain in southwestern Vaasa. The Lords of Imphras II invite clerics of Gond to build a temple in the Impilturian port city of Sarshel. Gnome *Society of the Golden Wheel* opens in Guidodale in the Great Dale.<sup>1</sup>

**Lich Lands:** Velsharoon's former mistress in Thay, the lich Ferranifer, becomes his high cleric and moves her school of necromancy to Greagh gho Lanthlan, forming Skull City there and also delving into heretofore lost dungeon areas of Nugelar, one of the halls of fallen Ammarindar. In Mistress Ferranifer's possession are the *Bone of Negation* and the *Unholy Phylactery*.<sup>1</sup>

**Moonsea:** The northern part of Zhentil Keep is destroyed.<sup>15</sup>

**North:** The cambion Kaanyr Vhok, the annis Tanta Hagara and the Blue Bear barbarians conquer Hellgate Keep.<sup>3</sup>

### 1369 DR - Year of the Gauntlet:

**General:** Influenced by Untheric followers of Tiamat, some cells of the Dragon Cult begin dissenting from the cult's orthodox eschewing of religion and advocate the worship of the Dragon Queen within the church. Draconians (noticeably different from Krynn draconians) begin appearing in the North and seem to be out to kill members of the Cult of the Dragon.<sup>1</sup>

**Cold Lands:** Fzoul Chembryl presents his plan for rebuilding the Zhentarim, which is accepted over the protest of Sememmon in Darkhold. Xvimists under Chembryl set up a hideout beneath the ruins of Garyl's Cove on Trader's Bay in Impiltur. Sammaster and Kargmelchina in Vaasa send draconian bands out into the Realms to slay leaders of the Dragon Cult opposing Tiamat. In the Khanate War, Soravian forces fail in their attempt to capture Howser's Mine from the hobgoblins of the Giantpires, and the hobgoblins attack but do not take Mosstone Tower and Stormstar in Soravia. Duke Olwen turns Cutrock into a Soravian fortress, and Impiltur builds Fort Imphras I at the foot of the Giantpires.<sup>1</sup>

**Dalelands:** Randal Morn recaptures Dagger Falls.<sup>17</sup>

**Moonsea:** Iyachtu Xvim rises as a lesser power in Zhentil Keep with Fzoul Chembryl as his High Tyrannar. Knights of Myth Drannor attempt to destroy the bridges being rebuilt by gnomes in Zhentil Keep. Iyachtu Xvim rises as a lesser power in Zhentil Keep with Fzoul Chembryl as his High Tyrannar.<sup>15</sup> The Zhentarim reorganizes its operations according to Chembryl's plans.<sup>1</sup>

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**North:** Zhentarim take control of the shepherds' village of Orlbar, under the castle of the vampire Count Rughan. Xvimist clerics arrive in Llorck. Shortly thereafter, the Cyricist Strifeleaders in Llorck are murdered. Xvimist assassins school begins full operation in Llorck.<sup>1, 16</sup> Later in the year, two Harpers and the Mistmaster succeed in destroying Hellgate Keep, Tanta Hagara and most of the Blue Bear barbarian tribe. The Scourged Legions of Hellgate Keep occupy parts of eastern High Forest, Nether Mountains, Dire Wood and fallen halls of Ammarindar under the leadership of the Marquis Cambion Kaanyr Vhok.<sup>3</sup>

### 1370 DR - Year of the Tankard:

**General:** Doomguide Karaktikus endows the *Reaper's Scythe*, one of the three weapons of learning. Although few are aware of it, the Iron Throne begins a huge expansion through much of the Realms, dealing behind front operations. At the same time, the Zhentarim withdraws from the public eye and begins to concentrate more upon covert, Mafia-like activity, including the infiltration and manipulation of the Iron Throne. Manshoon remains the first of the Zhentarim in the Citadel of the Raven. Fzoul Chembryl, High Tyrannar of Iyachtu Xvim, rises to the No. 2 position in the Black Network, also making Xvim's religion the official church of the Zhentarim. A deadly purge of Cyricists begins. No. 3 in the Zhentarim, the archmage Sememmon in Darkhold, unwillingly yields to pressure from Manshoon and Chembryl, has his leading Cyricists in Darkhold assassinated and accepts the Xvimist faith.<sup>1</sup>

**Cold Lands:** The Sword and Wand of Impiltur send help to the elves of the Grey Forest. The Zhentarim send secret agents into most Impilturian and Bloodstone Kingdom cities and villages. Impilturian Queen Sambryl approves the opening of a small pilgrimage temple to Kelemvor near the Hill of Tombs. Burgomaster Rulmgar of Heliogabalus resigns and returns to his native Impiltur to become Royal Minister of Finance. King Gareth appoints Gillian Dendy as new burgomaster. The king then announces he plans to make an extended retreat to regain perspective and names Prince Quillan of Damara as his regent during his absence. In the Khanate War, Impiltur and the Bloodstone army units of Soravia continue their attempts to seal in the hobgoblins of the Giantspires. Impiltur begins constructing Fort Imphras II near Lenchstigur in the Great Dale. Zhentarim open their protection racket, Moonsea Assurance Co., in the Bloodstone Kingdom. An anti-Tiamatist band of about 100 Dragon Cultists from Sembia is slain by draconians in its attempt to conquer the ruins of Castle Perilous in Vaasa.<sup>1</sup>

**Dalelands:** The lich Gwath, disguised as the mage Gwannet, presents seemingly official papers to high-ranking members of the Iron Throne, claiming to be Randal Morn's special ambassador.<sup>1</sup>

**Great Dale:** Arch-necromancer Urgrath Hurddh of the Kront Dragon Cult Cell brings word of the Tiamatist faction to Harbet Gall in Nighthawk Tower, who adopts the Tiamatist faith and the new teachings of Sammaster that he had plotted against 90 years earlier as the official position of the Kront cell.<sup>1</sup>

**North:** Treants led by Turlang seal Hellgate Dell.<sup>3, 15</sup> Kaanyr Vhok establishes the halls of Targenrudh in fallen dwarven Ammarindar as his base. His Scourged Legions begin spreading through tunnels into other ruins of Ammarindar.<sup>1</sup> Gaard, a mage of the Many-Starred Cloak in Neverwinter is murdered. Someone else takes his place and commissions a nearly penniless group of adventurers to take a group of possibly magical blue stones to Lady Alustriel in Silvermoon for examination. Under way, the group finds the lost dwarven halls of Khiezar Dalan, now occupied by Drow. In the process, they also see a vision of Grafvitnir, ordering the adventurers to win his revenge from Sammaster. The adventurers are rewarded by Alustriel with a year each of prestigious training in Silvermoon.<sup>1</sup>

**Sembia, Vast:** The schismatic Angels of Ilmater become openly active in Sembia and the Vast. Drow begin raiding the green elves of the Grey Forest in Impiltur.<sup>1</sup> Myrkyssa Jelan and her horde of giants and goblinoids attack Ravens Bluff from the Vast and threaten Tantras.<sup>23</sup>

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### 1371 DR - Year of the Unstrung Harp:

**General:** Tiamat becomes a lesser power of the Faerûnian pantheon.<sup>13</sup> At this time, the goddess merges her spirit into the vampire dragon lich Kargmelchina as a new avatar.<sup>1</sup>

**Cold Lands:** Without combat, the Impilturian navy turns back four Sembian warships attempting to sail to New Sarshel. Impiltur informs Sembia that Easting Reach is closed to the Sembian navy. Construction of new Sarshel Sails shipyard and wharf in Impilturian Sarshel is completed. Bloodstone King Gareth returns to his throne after nearly a year on retreat. With information from a turncoat Iron Throne officer, several Throne operatives are arrested and hanged in Heliogabalus. Vampire dragons attempt to fly to the Great Dale but are destroyed by the Nentyarch. Bands of draconians led by vampire dragons then begin crossing Damara and slipping into the Tiamatist Dragon Cult enclaves of the Great Dale.<sup>1</sup>

**Dalelands:** Tyran the Outlaw Prince recaptures Teshwave. Randal Morn disappears in Dagger Falls. Shortly thereafter, Zhents from Teshwave capture Dagger Falls. The Flaming Tower and the Temple in the Sky are destroyed. Three caravans en route to Impilturian Lyrabar from Tsurlagol in the Vast disappear south of the Grey Forest. Drow attacks are suspected.<sup>1</sup>

**Great Dale:** After Tiamat's entry into the Faerûnian pantheon, Harbet Gall is accepted by the Dragon Queen as a cleric. Kargmelchina travels to Nighthawk Tower, meets with Gall and they forge an alliance. The Dragon Cult cell of Kront in Tower Threespires becomes a formal part of the Tiamatist faction, and Kargmelchina decides to dispatch vampire dragons to the Great Dale. These are destroyed, however, by the Nentyarch. Others begin arriving in the Dale by land after circumventing the Nentyarch's domain.<sup>1</sup>

**Lich Lands:** Alu-Fiend Aliisza, consort, advisor and commander of the personal guard of Kaanyr Vhok, leads an expedition of tanarukka into the Lich Lands and is stopped in Xin yi Däborhh. She remains there to engage in negotiations with the lich lords that continue without result into the present.

**Moonsea:** Cyric turns his lich cleric Xarth Kistar beneath Zhentil Keep into a burnbones. In an uprising, the Zhent puppets in Voonlar and renegade Zhent soldiers supporting them are killed. Covert Zhentarim agents remain in Voonlar, undetected.<sup>1</sup>

**North:** The adventurers who traveled from Neverwinter to Silverymoon a year earlier awaken with strange red sigylls with six symbols on their arms that draw them irresistibly northwards. Alustriel believes the symbols are those of the persons trying to control the adventurers. The first symbol belongs to the mage Ssessibil Istahvar of the Lonely Tower, but when the party finds him, his symbol disappears, and he claims to know nothing of them. He identifies the other symbols. The party confronts three of these figures, the lich Gwath, who is destroyed by the sigylls, the burnbones Xarth Kistar beneath Zhentil Keep, who is destroyed in battle, eliminating his symbol, and Azimer in Myth Drannor, who is unaffected when his symbol disappears. Randal Morn is rescued and regains Dagger Falls.<sup>1</sup>

### 1372 DR - Year of Wild Magic:

**General:** The party with the red sigylls destroys the Malarite cleric lich Harbet Gall in the Great Dale and causes the fall of Sammaster and Tiamat in Damara, along with their Castle Dragonblood fortress and their labs in the ruins of Castle Perilous in Vaasa. Waukeen is rescued by an adventuring party.<sup>1</sup> Officially, the rescue took place in the Year of the Tankard (1370 DR). Disguised as simple settlers, a small stream of operatives of the Iron Throne begins moving into settlements on the Trade Way in the Northwest.

**Cold Lands:** Senwan Regdresk, No. 2 in the criminal Impilturian family, dies of poison in Eel Bayou, and his cousin, the family doge, Zekin Regdresk, is assassinated in Bay Town. Sarshel Sails in Impilturian Sarshel begins building its first warship. Large numbers of monsters begin migrating from the West Galenas to the ruins of Castle Perilous in Vaasa, and equally large numbers of draconians begin being created in the ruins. Impiltur and the Bloodstone Kingdom begin their march northward to the Vaasan Plain and make war against the denizens of the ruins of Castle Perilous.<sup>1</sup>

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**Great Dale:** A reception station for draconians from Vaasa is set up in the ruins of Veidarhofn in the Great Dale, and a permanent base is established in Auststad for the draconians and the vampire dragons that lead them. Adventurers destroy the lich Harbet Gall and the Dragon Cult enclave at Tower Threespires in the Great Dale.<sup>1</sup>

**Lich Lands:** Alu-Fiend Aliisza continues her negotiations with the Lich Lords in Xin yi Däborhh.<sup>1</sup>

### Footnotes:

- <sup>1</sup> An invention of the *Vintyri Project*
- <sup>2</sup> *Cormanthyr: Empire of the Elves* by Steven E. Schend and Kevin Melka (TSR - 1998)\*
- <sup>3</sup> *Hellgate Keep* by Steven E. Schend (TSR - 1998)\*\*
- <sup>4</sup> *Winds of Netheril* from *Netheril - Empire of Magic* by slade with Jim Butler (TSR - 1996)\*
- <sup>5</sup> FR11 *Dwarves Deep* by Ed Greenwood (TSR - 1990)\*\*
- <sup>6</sup> Netheril seminar, GenCon 1996
- <sup>7</sup> Forgotten Realms 2<sup>nd</sup> Edition boxed set, *Running the Realms* by Ed Greenwood and Jeff Grubb (TSR - 1993)\*\*
- <sup>8</sup> *The Athalantan Campaign* by Ed Greenwood, Dragon magazine No. 248 (April 1996).\*\*\*
- <sup>9</sup> *Cult of the Dragon* by Dale Donovan (TSR - 1998).\*
- <sup>10</sup> FR10 *Old Empires* by Scott Bennie (TSR - 1990).\*\*
- <sup>11</sup> FR6 *Dreams of the Red Wizards* by Steve Perrin (TSR - 1988).\*\*
- <sup>12</sup> FR9 *Bloodstone Lands* by R.A. Salvatore (TSR - 1989).\*\*
- <sup>13</sup> *Powers & Pantheons* by Eric L. Boyd (TSR - 1997).
- <sup>14</sup> H2 *The Bloodstone Mines* by Douglas Niles and Michael Dobson (TSR - 1988).\*\*
- <sup>15</sup> *Ruins of Zhentil Keep* by Kelvin Melka (TSR - 1996).\*\*
- <sup>16</sup> *The North* by slade (TSR - 1996).\*
- <sup>17</sup> *Volo's Guide to the Dalelands* by Ed Greenwood (TSR - 1995).\*
- <sup>18</sup> *The Azure Bonds* Novel by Jeff Grubb and Kate Novak (TSR - 1988).
- <sup>19</sup> *Demihuman Deities* by Eric L. Boyd (TSR - 1998).
- <sup>20</sup> *The Dalelands* by L. Richard Baker III (TSR - 1994)\*\*
- <sup>21</sup> *Cormyr, a Novel* by Ed Greenwood and Jeff Grubb (TSR - 1998)
- <sup>22</sup> *Sea of Fallen Stars* by Steven E. Schend (TSR - 1999)
- <sup>23</sup> *City of Ravens Bluff* by Ed Greenwood (TSR - 1999)\*
- <sup>24</sup> FR14 *The Great Glacier* by Rick Swan (TSR - 1994)\*\*
- <sup>25</sup> *The Horde* boxed set, David Zeb Cook, (TSR - 1990)\*
- <sup>26</sup> Original grey-boxed FR set by Ed Greenwood (TSR - 1987)\*\*
- <sup>27</sup> *The Vilhon Reach* by Jim Butler (TSR - 1995)\*
- <sup>28</sup> *Prayers from the Faithful* (TSR - 1997)\*\*
- <sup>29</sup> *Spellbound* by Anthony Pryor (TSR - 1995)\*\*
- <sup>30</sup> Information provided to the projects group by Ed Greenwood (1998-2001)

\* Free download from WotC's website

\*\* ESD download from SV Games

\*\*\* On the *Dragon Archive* CDs



## V. WEATHER TABLES

**Temperatures should be decreased and snow levels increased in the mountains. Daylight time is not used.**

### Hammer (1)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Hammer 1 SR: 8.11 SS: 4.28	Clear, calm, High -10°F/-23°C, low -14°F/- 26°C, snow cover 43 inches/107.5 cm
Hammer 2 SR: 8.11 SS: 4.29	Partly cloudy, calm, High 20°F/-7°C, low 16°F/-9, s now cover 42 inches/105 cm
Hammer 3 SR: 8.11 SS: 4.31	Cloudy, calm, high 18°F/-8°C, low 13°F/-11°C, snow cover 41 inches/102.5 cm
Hammer 4 SR: 8.10 SS: 4.32	Cloudy, wind N 5 mph/ 8 kmh, high 10°F/-12°C, low 8 °F/- 13°C, snow cover 40 inches/100 cm
Hammer 5 SR: 8.10 SS: 4.33	Overcast, wind N 10 mph/8 kmh, high 6°F/-14°C, low 0°F/- 18°C, snow cover 39 inches/97.5 cm
Hammer 6 SR: 8.10 SS: 4.34	Partly cloudy, calm, high 3°F/-16°C, low -4°F/- 20°C, snow cover 39 inches/97.5 cm
Hammer 7 SR: 8.10 SS: 4.35	Partly cloudy, calm, high 0°F/-18°C, low -7°F/-22°C , snow cover 38 inches/95 cm
Hammer 8 SR: 8.09 SS: 4.36	Clear, calm, high -3°F/-19°C, low -10°F/-23°C, snow cover 38 inches/95 cm
Hammer 9 SR: 8.09 SS: 4.38	Clear, calm, high -7°F/-22°C, low -13°F/-25°C, snow cover 37 inches/92.5 cm
Hammer 10 SR: 8.08 SS: 4.39	Clear, calm, high -10°F/-23°C, low -16°F/-27°C, snow cover 37 inches/92.5 cm
Hammer 11 SR: 8.08 SS: 4.40	Clear, calm, high -14°F/-26°C, low -20°F/-29°C, snow cover 36 inches/90 cm
Hammer 12 SR: 8.07 SS: 4.42	Partly cloudy, wind N 15 mph/24 kmh, high -18°F/-28 °C, low -24°F/- 31°C, snow cover 36 inches/90 cm
Hammer 13 SR: 8.07 SS: 4.43	Partly cloudy, wind N 20 mph/36 kmh, high -22°F/-30 °C, low -30°F/- 34°C, snow cover 36 inches/90 cm
Hammer 14 SR: 8.06 SS: 4.44	Partly cloudy, wind N 16 mph/26 kmh, high -26°F/-32 °C, low -34°F/- 37°C, snow cover 16 inches/40 cm
Hammer 15 SR: 8.05 SS: 4.46	Cloudy, north breeze, High -20°F/-29°C, low -24°F/- 31°C, snow cover 35 inches/87.5 cm
Hammer 16 SR: 8.05 SS: 4.47	Cloudy, north breeze, High -17°F/-27°C, low -20°F/- 29°C, snow cover 35 inches/87.5 cm
Hammer 17 SR: 8.04 SS: 4.49	Cloudy, north breeze, High -14°F/-26°C, low -18°F/- 28°C, snow cover 34 inches/85 cm
Hammer 18 SR: 8.03 SS: 4.50	Overcast, wind N 5 mph/8kmh, High -10°F/-23°C, low -14°F/- 26°C, snow cover 34 inches/85 cm
Hammer 19 SR: 8.02 SS: 4.52	Snow, wind N 12 mph/19 kmh, High -6°F/-21°C, low -10°F/-23°C, snow cover 36 inches/90 cm
Hammer 20 SR: 8.01 SS: 4.53	Heavy snow, wind N 20 mph/36 kmh, High -2°F/-19°C, low -3°F/-19°C, snow cover 42 inches/105 cm
Hammer 21 SR: 8.00 SS: 4.55	Heavy snow, wind N 12 mph/19 kmh, High 0°F/-18°C, low -1°F/- 18°C, snow cover 46 inches/115 cm
Hammer 22 SR: 7.59 SS: 4.56	Snow, wind N 10 mph/16 kmh, High 4°F/-16°C, low 0°F /-18°C, snow cover 48 inches/120 cm
Hammer 23 SR: 7.58 SS: 4.58	Light snow, wind N 5 mph/8 kmh, High 8°F/-13°C, low 4°F/-16°C, snow cover 49 inches/122.5 cm

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### Hammer (1)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Hammer 24 SR: 7.57 SS: 4.59	Cloudy, calm, High 10°F/-12°C, low 6°F/-14°C, snow cover 48 inches/120 cm
Hammer 25 SR: 7.56 SS: 5.01	Partly cloudy, calm, High 13°F/-11°C, low 8°F/- 13°C, snow cover 47 inches/117.5 cm
Hammer 26 SR: 7.55 SS: 5.03	Clear, calm, High 16°F/-9°C, low 0°F/-18°C, snow cover 46 inches/115 cm
Hammer 27 SR: 7.54 SS: 5.04	Clear, calm, High 22°F/-6°C, low 16°F/-9°C, snow cover 45 inches/112.5 cm
Hammer 28 SR: 7.53 SS: 5.06	Clear, calm, High 27°F/-3°C, low 24°F/-4°C, snow cover 44 inches/110 cm
Hammer 29 SR: 7.51 SS: 5.07	Clear, calm, High 32°F/0°C, low 29°F/-2°C, snow cover 43 inches/107.5 cm
Hammer 30 SR: 7.50 SS: 5.09	Clear, calm, High 34°F/2°C, low -30°F/-1°C, snow cover 43 inches/107.5 cm

### Alturiak (2)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Alturiak 1 SR: 7.48 SS: 5.12	Clear, calm, High 34°F/2°C, low -30°F/-1°C, snow cover 42 inches/105 cm
Alturiak 2 SR: 7.45 SS: 5.14	Partly cloudy, calm, High 35°F/2°C, low 31°F/- 1, snow cover 40 inches/100 cm
Alturiak 3 SR: 7.43 SS: 5.16	Cloudy, calm, high 36°F/2°C, low 32°F/0°C, snow cover 38 inches/95 cm
Alturiak 4 SR: 7.42 SS: 5.17	Cloudy, wind N 5 mph/ 8 kmh, high 35°F/2°C, low 32° F/0°C, snow cover 36 inches/90 cm
Alturiak 5 SR: 7.40 SS: 5.19	Overcast, wind N 10 mph/8 kmh, high 36°F/2°C, low 3 2°F/0°C, snow cover 34 inches/85 cm
Alturiak 6 SR: 7.39 SS: 5.21	Partly cloudy, calm, high 36°F/2°C, low 32°F/0°C, snow cover 32 inches/80 cm
Alturiak 7 SR: 7.37 SS: 5.22	Partly cloudy, calm, high 38°F/3°C, low 33°F/- 22°C, snow cover 30 inches/75 cm
Alturiak 8 SR: 7.35 SS: 5.24	Clear, calm, high 39°F/4°C, low 33°F/1°C, snow cover 28 inches/70 cm
Alturiak 9 SR: 7.34 SS: 5.26	Clear, calm, high 37°F/5°C, low 32°F/0°C, snow cover 26 inches/65 cm
Alturiak 10 SR: 7.32 SS: 5.27	Clear, calm, high 35°F/2°C, low 30°F/-1°C, snow cover 24 inches/60 cm
Alturiak 11 SR: 7.31 SS: 5.29	Clear, calm, high 34°F/1°C, low 29°F/-2°C, snow cover 23 inches/57.5 cm
Alturiak 12 SR: 7.30 SS: 5.31	Partly cloudy, wind N 15 mph/24 kmh, high 33°F/1°C, low 29°F/- 2°C, snow cover 22 inches/55 cm
Alturiak 13 SR: 7.29 SS: 5.32	Partly cloudy, wind N 20 mph/36 kmh, high 32°F/0°C, low 30°F/- 1°C, snow cover 21 inches/52.5 cm
Alturiak 14 SR: 7.27 SS: 5.34	Partly cloudy, wind N 16 mph/26 kmh, high 31°F/-1°C, low -29°F/- 2°C, snow cover 20 inches/50 cm
Alturiak 15 SR: 7.25 SS: 5.36	Cloudy, north breeze, High 33°F/1°C, low 30°F/- 1°C, snow cover 19 inches/47.5 cm
Alturiak 16 SR: 7.23 SS: 5.37	Cloudy, north breeze, High 34°F/1°C, low 30°F/- 1°C, snow cover 18 inches/45 cm

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### Alturiak (2)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Alturiak 17 SR: 7.22 SS: 5.39	Cloudy, north breeze, High 33°F/1°C, low 31°F/-1°C, snow cover 17 inches/42.5 cm
Alturiak 18 SR: 7.20 SS: 5.41	Overcast, wind N 5 mph/8 kmh, High 34°F/2°C, low 32 °F/0°C, snow cover 14 inches/35 cm
Alturiak 19 SR: 7.18 SS: 5.42	Rain, wind N 12 mph/19 kmh, High 36°F/2°C, low 33°F /1°C, snow cover 12 inches/30 cm
Alturiak 20 SR: 7.16 SS: 5.44	Rain and snow, wind N 20 mph/36 kmh, High 33°F/1°C, low 30°F/- 2°C, snow cover 14 inches/35 cm
Alturiak 21 SR: 7.14 SS: 5.46	Heavy snow, wind N 12 mph/19 kmh, High 30°F/-1°C, low 29°F/-2°C, snow cover 18 inches/45 cm
Alturiak 22 SR: 7.12 SS: 5.47	Snow, wind N 10 mph/16 kmh, High 29°F/-1°C, low 27° F/-3°C, snow cover 21 inches/52.5 cm
Alturiak 23 SR: 7.11 SS: 5.49	Light snow, wind N 5 mph/8 kmh, High 28°F/-2°C, low 25°F/-4°C, snow cover 22 inches/55 cm
Alturiak 24 SR: 7.09 SS: 5.50	Cloudy, calm, High 27°F/-3°C, low 25°F/-4°C, snow c over 21 inches/52.5 cm
Alturiak 25 SR: 7.07 SS: 5.52	Partly cloudy, calm, High 29°F/-2°C, low 27°F/-3°C, snow cover 20 inches/50 cm
Alturiak 26 SR: 7.05 SS: 5.54	Clear, calm, High 31°F/-1°C, low 29°F/-2°C, snow co ver 19 inches/47.5 cm
Alturiak 27 SR: 7.03 SS: 5.55	Clear, calm, High 32°F/0°C, low 30°F/-1°C, snow cov er 18 inches/45 cm
Alturiak 28 SR: 7.01 SS: 5.57	Clear, calm, High 32°F/0°C, low 28°F/-2°C, snow cov er 17 inches/42.5 cm
Alturiak 29 SR: 6.59 SS: 5.59	Clear, calm, High 32°F/0°C, low 29°F/-2°C, snow cov er 15 inches/37.5 cm
Alturiak 30 SR: 6.57 SS: 6.00	Clear, calm, High 34°F/2°C, low -30°F/-1°C, snow co ver 13 inches/32.5 cm

### Ches (3)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Ches 1 SR: 6.55 SS: 6.02	Clear, calm, High 34°F/2°C, low -30°F/-1°C, snow co ver 12 inches/30 cm
Ches 2 SR: 6.53 SS: 6.03	Clear, calm, High 35°F/2°C, low -30°F/-1°C, snow co ver 11 inches/27.5 cm °
Ches 3 SR: 6.51 SS: 6.05	Cloudy, calm, high 36°F/2°C, low 32°F/0°C, snow cov er 10 inches/25 cm
Ches 4 SR: 6.49 SS: 6.06	Cloudy, wind N 5 mph/ 8 kmh, high 35°F/2°C, low 32° F/0°C, snow cover 9 inches/22.5 cm
Ches 5 SR: 6.47 SS: 6.08	Overcast, wind N 10 mph/8 kmh, high 33°F/1°C, low 3 0°F/- 1°C, snow cover 8 inches/20 cm
Ches 6 SR: 6.45 SS: 6.10	Snow, wind 15 mph/24 kmh, high 32°F/0°C, low 30°F/- 1°C, snow cover 12 inches/30 cm
Ches 7 SR: 6.43 SS: 6.11	Snow, north breeze, high 34°F/1°C, lo w 30°F/0°C, snow cover 15 inches/37.5 cm
Ches 8 SR: 6.41 SS: 6.13	Snow, north breeze, high 33°F/1°C, low 30°F/0°C, sn ow cover 18 inches/45 cm
Ches 9 SR: 6.39 SS: 6.14	Overcast, calm, high 32°F/0°C, low 29°F/-2°C, snow cover 17 inches/42.5 cm

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### Ches (3)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Ches 10 SR: 6.36 SS: 6.16	Overcast, calm, high 35°F/2°C, low 30°F/-1°C, snow cover 16 inches/40 cm
Ches 11 SR: 6.34 SS: 6.17	Partly cloudy, calm, high 34°F/1°C, low 29°F/- 2°C, snow cover 15 inches/37.5 cm
Ches 12 SR: 6.32 SS: 6.19	Clear, wind N 15 mph/24 kmh, high 29°F/-2°C, low 25 °F/- 4°C, snow cover 15 inches/37.5 cm
Ches 13 SR: 6.30 SS: 6.21	Clear, wind N 20 mph/36 kmh, high 27°F/-3°C, low 24 °F/- 4°C, snow cover 14 inches/35 cm
Ches 14 SR: 6.28 SS: 6.22	Clear, wind N 16 mph/26 kmh, high 25°F/-4°C, low -2 1°F/-6°C, snow cover 14 inches/35 cm
Ches 15 SR: 6.26 SS: 6.24	Clear, north breeze, High 24°F/-4°C, low 20°F/-7°C, snow cover 14 inches/35 cm
Ches 16 SR: 6.24 SS: 6.25	Partly cloudy, north breeze, High 23°F/-5°C, low 19 °F/- 7°C, snow cover 13 inches/32.5 cm
Ches 17 SR: 6.22 SS: 6.27	Cloudy, north breeze, High 21°F/-6°C, low 18°F/- 8°C, snow cover 13 inches/32.5 cm
Ches 18 SR: 6.20 SS: 6.28	Overcast, wind N 5 mph/8 kmh, High 24°F/-4°C, low 2 2°F/-6°C, snow c over 13 inches/32.5 cm
Ches 19 SR: 6.18 SS: 6.30	Snow, wind N 12 mph/19 kmh, High 26°F/-3°C, low 23° F/-5°C, snow cover 12 inches/30 cm
Ches 20 SR: 6.15 SS: 6.31	Snow, wind N 20 mph/36 kmh, High 27°F/-3°C, low 24° F/-4°C, snow cover 15 inches/37.5 cm
Ches 21 SR: 6.13 SS: 6.33	Heavy snow, north breeze, High 29°F/-1°C, low 27°F/ -3°C, snow cover 20 inches/50 cm
Ches 22 SR: 6.11 SS: 6.34	Snow, north breeze, High 32°F/0°C, low 27°F/-3°C, s now cover 22 inches/55 cm
Ches 23 SR: 6.09 SS: 6.36	Light snow, wind N 5 mph/8 kmh, High 34°F/1°C, low 30°F/- 1°C, snow cover 24 inches/60 cm
Ches 24 SR: 6.07 SS: 6.37	Cloudy, calm, High 36°F/2°C, low 31°F/-1°C, snow co ver 22 inches/55 cm
Ches 25 SR: 6.05 SS: 6.39	Partly cloudy, calm, High 33°F/1°C, low 29°F/-2°C, snow cover 20 inches/50 cm
Ches 26 SR: 6.03 SS: 6.40	Clear, calm, High 30°F/-1°C, low 27°F/-3°C, snow co ver 19 inches/47.5 cm
Ches 27 SR: 6.01 SS: 6.42	Clear, calm, High 28°F/-2°C, low 24°F/-4°C, snow co ver 19 inches/47.5 cm
Ches 28 SR: 5.59 SS: 6.43	Clear, calm, High 26°F/-3°C, low 22°F/-6°C, snow co ver 18 inches/45 cm
Ches 29 SR: 5.56 SS: 6.45	Clear, calm, High 23°F/-5°C, low 20°F/-7°C, snow co ver 18 inches/45 cm
Ches 30 SR: 5.54 SS: 6.46	Clear, calm, High 21°F/-6°C, low -18°F/-8°C, snow c over 18 inches/45 cm

### Tarsakh (4)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Tarsakh 1 SR: 5.52 SS: 6.48	Clear, calm, High 23°F/-5°C, low -20°F/-7°C, snow c over 17 inches/42.5 cm
Tarsakh 2 SR: 5.50 SS: 6.49	Clear, calm, High 22°F/-6°C, low -19°F/-7°C, snow c over 17 inches/42.5 cm °

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### Tarsakh (4)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Tarsakh 3 SR: 5.48 SS: 6.51	Cloudy, calm, high 24°F/-4°C, low 22°F/-6°C, snow cover 17 inches/42.5 cm
Tarsakh 4 SR: 5.46 SS: 6.52	Cloudy, wind N 5 mph/ 8 kmh, high 25°F/-4, low 22/-6, snow cover 16 inches/40m
Tarsakh 5 SR: 5.44 SS: 6.54	Overcast, wind N 10 mph/8 kmh, high 27/-3, low 24/-4C, snow cover 16 inches/40m
Tarsakh 6 SR: 5.42 SS: 6.55	Snow, wind 15 mph/24 kmh, high 29/-2, low 26/-3C, snow cover 20 inches/50cm
Tarsakh 7 SR: 5.40 SS: 6.57	Snow, north breeze, high 34°F/1°C, low 31°F/-1, snow cover 24 inches/60 cm
Tarsakh 8 SR: 5.38 SS: 6.58	Snow, north breeze, high 33°F/1°C, low 32°F/0°C, snow cover 27 inches/68 cm
Tarsakh 9 SR: 5.36 SS: 7.00	Light snow, calm, high 34°F/1°C, low 32°F/-0°C, snow cover 30 inches/75 cm
Tarsakh 10 SR: 5.34 SS: 7.01	Overcast, calm, high 35°F/2°C, low 30°F/0°C, snow cover 27 inches/67 cm
Tarsakh 11 SR: 5.32 SS: 7.03	Partly cloudy, calm, high 37°F/3°C, low 33°F/1°C, snow cover 24 inches/60 cm
Tarsakh 12 SR: 5.30 SS: 7.04	Clear, wind W 15 mph/24 kmh, high 40°F/4°C, low 32° F/0°C, snow cover 20 inches/50 cm
Tarsakh 13 SR: 5.28 SS: 7.06	Clear, wind W 20 mph/36 kmh, high 43°F/6°C, low 34° F/1°C, snow cover 14 inches/35 cm
Tarsakh 14 SR: 5.26 SS: 7.07	Clear, wind W 16 mph/26 kmh, high 45°F/7°C, low 36° F/2°C, snow cover 10 inches/25 cm
Tarsakh 15 SR: 5.24 SS: 7.09	Clear, west breeze, High 48°F/9°C, low 37°F/3°C, snow cover 6 inches/15 cm
Tarsakh 16 SR: 5.22 SS: 7.10	Partly cloudy, west breeze, High 50°F/10°C, low 39° F/4°C, snow cover 2 inches/5 cm
Tarsakh 17 SR: 5.20 SS: 7.12	Cloudy, west breeze, drizzle, High 48°F/9°C, low 38 °F/3°C.
Tarsakh 18 SR: 5.18 SS: 7.13	Overcast, wind W 5 mph/8 kmh, High 47°F/8°C, low 35 °F/2°C.
Tarsakh 19 SR: 5.16 SS: 7.15	Rain, wind W 12 mph/19 kmh, High 46°F/8°C, low 33°F /1°C.
Tarsakh 20 SR: 5.14 SS: 7.16	Rain, wind W 5 mph/8 kmh, High 47°F/8°C, low 34°F/1 °C.
Tarsakh 21 SR: 5.12 SS: 7.18	Overcast, west breeze, High 49°F/9°C, low 37°F/3°C.
Tarsakh 22 SR: 5.10 SS: 7.19	Clear, north breeze, High 42°F/6°C, low 37°F/3°C.
Tarsakh 23 SR: 5.08 SS: 7.21	Clear, wind N 5 mph/8 kmh, High 38°F/3°C, low 32°F/ 0°C.
Tarsakh 24 SR: 5.07 SS: 7.22	Clear, calm, High 34°F/1°C, low 31°F/-1°C
Tarsakh 25 SR: 5.05 SS: 7.24	Partly cloudy, calm, High 33°F/1°C, low 29°F/-2°C.
Tarsakh 26 SR: 5.03 SS: 7.25	Overcast, High 30°F/-1°C, low 27°F/-3°C
Tarsakh 27 SR: 5.01 SS: 7.27	Light snow, High 28°F/-2°C, low 24°F/-4°C, snow cover 3 inches/8 cm
Tarsakh 28 SR: 4.59 SS: 7.28	Snow, High 26°F/-3°C, low 22°F/-6°C, snow cover 8 inches/20 cm
Tarsakh 29 SR: 4.58 SS: 7.30	Snow, calm, High 23°F/-5°C, low 20°F/-7°C, snow cover 14 inches/35 cm
Tarsakh 30	Snow, calm, High 25°F/-4°C, low 22°F/-6° C, snow cover 18 inches/45 cm

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SR: 4.56 SS: 7.31	
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### Greengrass

Greengrass SR: 4.54 SS: 7.33	Overcast, High 27°F/-3°C, low -25°F/-4°C, snow cover 18 inches/45 cm
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### Mirtul (5)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Mirtul 1 SR: 4.53 SS: 7.34	Cloudy, calm, High 33°F/1°C, low 26°F/-3°C, snow cover 17 inches/42.5 cm
Mirtul 2 SR: 4.51 SS: 7.36	Clear, calm, High 35°F/2°C, low 27°F/-3°C, snow cover 16 inches/40 cm °
Mirtul 3 SR: 4.49 SS: 7.37	Cloudy, calm, high 40°F/4°C, low 33°F/-1°C, snow cover 12 inches/30 cm
Mirtul 4 SR: 4.48 SS: 7.38	Cloudy, wind W 5 mph/ 8 kmh, high 45F/7, low 35/2, snow cover 8 inches/20m
Mirtul 5 SR: 4.46 SS: 7.40	Overcast, wind W 10 mph/8 kmh, high 47/8, low 44/7C, snow cover 1 inch/2.5 cm
Mirtul 6 SR: 4.45 SS: 7.41	Rain, wind 15 mph/24 kmh, high 45/7, low 44/7C.
Mirtul 7 SR: 4.43 SS: 7.43	Rain, east breeze, high 44°F/7°C, low 41F/5°C.
Mirtul 8 SR: 4.42 SS: 7.44	Rain, east breeze, high 43°F/6°C, low 42F/6°C.
Mirtul 9 SR: 4.40 SS: 7.450	Light rain, calm, high 41°F/5°C, low 37°F/3°C.
Mirtul 10 SR: 4.39 SS: 7.47	Overcast, calm, high 42°F/6°C, low 36°F/2°C.
Mirtul 11 SR: 4.37 SS: 7.48	Partly cloudy, calm, high 44°F/7°C, low 37°F/3°C.
Mirtul 12 SR: 4.36 SS: 7.50	Clear, wind E 15 mph/24 kmh, high 43°F/6°C, low 33° F/1°C.
Mirtul 13 SR: 4.35 SS: 7.51	Clear, wind E 20 mph/36 kmh, high 44°F/7°C, low 34° F/1°C.m
Mirtul 14 SR: 4.33 SS: 7.52	Clear, wind E 16 mph/26 kmh, high 45°F/7°C, low 36° F/2°C.
Mirtul 15 SR: 4.32 SS: 7.54	Clear, east breeze, High 48°F/9°C, low 37°F/3°C.
Mirtul 16 SR: 4.31 SS: 7.55	Partly cloudy, east breeze, High 50°F/10°C, low 39° F/4°C.
Mirtul 17 SR: 4.29 SS: 7.56	Cloudy, south breeze, drizzle, High 48°F/9°C, low 38°F/3°C.
Mirtul 18 SR: 4.28 SS: 7.57	Rain, wind W 5 mph/8 kmh, High 47°F/8°C, low 35°F/2 °C.
Mirtul 19 SR: 4.27 SS: 7.59	Rain, wind W 12 mph/19 kmh, High 46°F/8°C, low 33°F /1°C.
Mirtul 20 SR: 4.26 SS: 8.00	Overcast, wind W 5 mph/8 kmh, High 47°F/8°C, low 34 °F/1°C.

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### Mirtul (5)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Mirtul 21 SR: 4.25 SS: 8.01	Overcast, west breeze, High 52°F/11°C, low 47°F/8°C .
Mirtul 22 SR: 4.24 SS: 8.02	Clear, west breeze, High 54°F/12°C, low 47°F/8°C.
Mirtul 23 SR: 4.23 SS: 8.03	Clear, wind W 5 mph/8 kmh, High 51°F/11°C, low 42°F /6°C.
Mirtul 24 SR: 4.22 SS: 8.05	Clear, calm, High 53°F/12°C, low 43°F/6°C
Mirtul 25 SR: 4.21 SS: 8.06	Partly cloudy, calm, High 50°F/10°C, low 39°F/4°C.
Mirtul 26 SR: 4.20 SS: 8.07	Overcast, High 44°F/7°C, low 37°F/3°C
Mirtul 27 SR: 4.19 SS: 8.08	Overcast, High 40°F/4°C, low 34°F/1°C
Mirtul 28 SR: 4.19 SS: 8.09	Partly cloudy, High 44°F/7°C, low 39°F/4°C.
Mirtul 29 SR: 4.18 SS: 8.10	Thunderstorm, Wind E 20 mph/32 kmh, High 53°F/12°C, low 44°F/7°C.
Mirtul 30 SR: 4.17 SS: 8.11	Thunderstorm, Wind E 45 mph/74 kmh, High 55°F/13°C, low 47°F/8°C.

### Kythorn (6)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Kythorn 1 SR: 4.16 SS: 8.12	Cloudy, calm, High 33°F/1°C, low 26°F/-3°C, snow cover 17 inches/42.5 cm
Kythorn 2 SR: 4.16 SS: 8.13	Clear, calm, High 35°F/2°C, low 27°F/-3°C, snow cover 16 inches/40 cm °
Kythorn 3 SR: 4.15 SS: 8.14	Cloudy, calm, high 40°F/4°C, low 33°F/-1°C, snow cover 12 inches/30 cm
Kythorn 4 SR: 4.15 SS: 8.15	Cloudy, wind W 5 mph/ 8 kmh, high 45°F/7, low 35/2, snow cover 8 inches/20m
Kythorn 5 SR: 4.14 SS: 8.15	Overcast, wind W 10 mph/8 kmh, high 47/8, low 44/7C, snow cover 1 inch/2.5 cm
Kythorn 6 SR: 4.14 SS: 8.16	Rain, wind 15 mph/24 kmh, high 45/7, low 44/7C.
Kythorn 7 SR: 4.13 SS: 8.17	Rain, east breeze, high 44°F/7°C, low 41F/5°C.
Kythorn 8 SR: 4.13 SS: 8.18	Rain, east breeze, high 43°F/6°C, low 42F/6°C.
Kythorn 9 SR: 4.13 SS: 8.18	Light rain, calm, high 41°F/5°C, low 37°F/3°C.
Kythorn 10 SR: 4.12 SS: 8.19	Overcast, calm, high 42°F/6°C, low 36°F/2°C.
Kythorn 11 SR: 4.12 SS: 8.20	Partly cloudy, calm, high 44°F/7°C, low 37°F/3°C.
Kythorn 12 SR: 4.12 SS: 8.20	Clear, wind E 15 mph/24 kmh, high 43°F/6°C, low 33° F/1°C.
Kythorn 13 SR: 4.12 SS: 8.21	Clear, wind E 20 mph/36 kmh, high 44°F/7°C, low 34° F/1°C.m

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### Kythorn (6)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Kythorn 14 SR: 4.12 SS: 8.21	Clear, wind E 16 mph/26 kmh, high 45°F/7°C, low 36° F/2°C.
Kythorn 15 SR: 4.12 SS: 8.22	Clear, east breeze, High 48°F/9°C, low 37°F/3°C.
Kythorn 16 SR: 4.12 SS: 8.23	Partly cloudy, east breeze, High 50°F/10°C, low 39° F/4°C.
Kythorn 17 SR: 4.12 SS: 8.24	Cloudy, south breeze, drizzle, High 48°F/9°C, low 3 8°F/3°C.
Kythorn 18 SR: 4.12 SS: 8.25	Rain, wind W 5 mph/8 kmh, High 47°F/8°C, low 35°F/2 °C.
Kythorn 19 SR: 4.12 SS: 8.27	Rain, wind W 12 mph/19 kmh, High 46°F/8°C, low 33°F /1°C.
Kythorn 20 SR: 4.12 SS: 8.29	Overcast, wind W 5 mph/8 kmh, High 47°F/8°C, low 34 °F/1°C.
Kythorn 21 SR: 4.12 SS: 8.30	Overcast, west breeze, High 52°F/11°C, low 47°F/8°C .
Kythorn 22 SR: 4.13 SS: 8.29	Clear, west breeze, High 54°F/12°C, low 47°F/8°C.
Kythorn 23 SR: 4.13 SS: 8.29	Clear, wind W 5 mph/8 kmh, High 51°F/11°C, low 42°F /6°C.
Kythorn 24 SR: 4,13 SS: 8.28	Clear, calm, High 53°F/12°C, low 43°F/6°C
Kythorn 25 SR: 4.14 SS: 8.28	Partly cloudy, calm, High 50°F/10°C, low 39°F/4°C.
Kythorn 26 SR: 4.14 SS: 8.27	Overcast, High 44°F/7°C, low 37°F/3°C
Kythorn 27 SR: 4.15 SS: 8.27	Overcast, High 40°F/4°C, low 34°F/1°C
Kythorn 28 SR: 4.15 SS: 8.26	Partly cloudy, High 44°F/7°C, low 39°F/4°C.
Kythorn 29 SR: 4.14 SS: 8.26	Thunderstorm, Wind E 20 mph/32 kmh, High 53°F/12°C, low 44°F/7°C.
Kythorn 30 SR: 4.13 SS: 8.26	Thunderstorm, Wind E 45 mph/74 kmh, High 55°F/13°C, low 47°F/8°C.

### Flamerule (7)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Flamerule 1 SR: 4.12 SS: 8.25	Sunny, wind SW 10 mph/16 kmh, High 79°F/26°C, low 5 7°F/14°C
Flamerule 2 SR: 4.13 SS: 8.25	Sunny, wind SW 12 mph/18 kmh, High 77°F/25°C, low 5 7°F/14°
Flamerule 3 SR: 4.14 SS: 8.25	Partly cloudy, wind W 15 mph/19 kmh, high 75°F/24°C , low 57°F/14°C
Flamerule 4 SR: 4.14 SS: 8.24	Overcast, wind NW 25 mph/ 40 kmh, high 70°F/21°C, l ow 54°F/12°C
Flamerule 5 SR: 4.15 SS: 8.24	Overcast, light rain, wind NW 15 mph/ 24 kmh, high 68°F/20°C, low 52°F/11°C
Flamerule 6 SR: 4.16 SS: 8.24	Overcast, light rain, wind NW 15 mph/ 24 kmh, high 68°F/20°C, low 52°F/11°C



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### Flamerule (7)

Flamerule 7 SR: 4.17 SS: 8.23	Heavy rain, wind NW 20 mph/ 32 kmh, high 64°F/18°C, low 50°F/10°C
Flamerule 8 SR: 4.18 SS: 8.23	Thunderstorms, wind NW 32 mph/ 51 kmh, high 63°F/17 °C, low 50°F/10°C
Flamerule 9 SR: 4.19 SS: 8.23	Overcast, light rain, wind NW 15 mph/ 24 kmh, high 68°F/20°C, low 52°F/11°C
Flamerule 10 SR: 4.20 SS: 8.22	Overcast, wind NW 25 mph/ 40 kmh, high 70°F/21°C, low 54°F/12°C
Flamerule 11 SR: 4.21 SS: 8.22	Partly cloudy, wind SW 10 mph/16 kmh, high 75°F/24° C, low 57°F/14°C
Flamerule 12 SR: 4.22 SS: 8.21	Sunny, wind S 10 mph/16 kmh, high 75°F/24°C, low 54 °F/12°C
Flamerule 13 SR: 4.23 SS: 8.20	Sunny, wind S 12 mph/19 kmh, High 79°F/26°C, low 57 °F/14°C
Flamerule 14 SR: 4.24 SS: 8.19	Sunny, wind S 5 mph/9 kmh, High 82°F/28°C, low 61°F /16°C
Flamerule 15 SR: 4.25 SS: 8.18	Sunny, calm, High 86°F/30°C, low 61°F/16°C
Flamerule 16 SR: 4.26 SS: 8.17	Sunny, calm, High 86°F/30°C, low 59°F/15°C
Flamerule 17 SR: 4.27 SS: 8.16	Sunny, wind S 12 mph/19 kmh, High 82°F/28°C, low 61 °F/16°C
Flamerule 18 SR: 4.29 SS: 8.15	Sunny, wind SE 12 mph/19 kmh, High 79°F/26°C, low 57°F/14°C
Flamerule 19 SR: 4.30 SS: 8.14	Sunny, wind E 15 mph/24 kmh, High 72°F/22°C, low 52 °F/11°C
Flamerule 20 SR: 4.31 SS: 8.13	Cloudy, wind E 12 mph/19 kmh, High 66°F/19°C, low 50°F/10°C
Flamerule 21 SR: 4.32 SS: 8.12	Cloudy, wind NE 10 mph/16 kmh, High 63°F/17°C, low 48°F/9°C
Flamerule 22 SR: 4.34 SS: 8.11	Overcast, wind NE 10 mph/16 kmh, High 61°F/16°C, low 46°F/8°C
Flamerule 23 SR: 4.35 SS: 8.09	Overcast, rain wind NE 10 mph/16 kmh, High 63°F/17° C, low 50°F/10°C
Flamerule 24 SR: 4.36 SS: 8.08	Heavy rain, wind E 17 mph/27 kmh, High 64°F/18°C, low 50°F/10°C
Flamerule 25 SR: 4.37 SS: 8.07	Fog, calm, High 70°F/21°C, low 57°F/14°C
Flamerule 26 SR: 4.37 SS: 8.07	Sunny with mist, calm, High 73°F/23°C, low 57°F/14° C
Flamerule 27 SR: 4.39 SS: 8.05	Sunny, light mist, calm, High 77°F/25°C, low 55°F/13°C
Flamerule 28 SR: 4.41 SS: 8.03	Sunny, wind SE 10 mph/16 kmh, High 77°F/25°C, low 54°F/12°C
Flamerule 29 SR: 4.43 SS: 8.01	Sunny, wind E 10 mph/16 kmh, High 73°F/23°C, low 50 °F/10°C
Flamerule 30 SR: 4.44 SS: 8.00	Sunny, wind E 12 mph/19 kmh, High 72°F/22°C, low 50 °F/10°C

### Misummer Night

Midsummer Night SR: 4.45 SS: 7.58	Partly cloudy, wind SE 5 mph/8 kmh, High 73°F/23°C, low 52°F/11°C
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### Eleasias (8)

Eleasias 1 SR: 4.47 SS: 7.57	Sunny, wind SW 10 mph/16 kmh, High 70°F/21°C, low 51°F/11°C
Eleasias 2 SR: 4.48 SS: 7.55	Sunny, wind SW 14 mph/22 kmh, High 68°F/20°C, low 51°F/11°C
Eleasias 3 SR: 4.50 SS: 7.53	Sunny, wind SW 20 mph/32 kmh, high 65°F/18°C, low 54°F/12°C
Eleasias 4 SR: 4.51 SS: 7.52	Overcast, wind W 25 mph/ 40 kmh, high 62°F/17°C, low 53°F/12°C
Eleasias 5 SR: 4.53 SS: 7.50	Overcast, light rain, wind W 10 mph/ 16 kmh, high 63°F/17°C, low 52°F/11°C
Eleasias 6 SR: 4.54 SS: 7.48	Overcast, rain, wind W 6mph/ 10 kmh, high 61°F/16°C , low 52°F/11°C
Eleasias 7 SR: 4.56 SS: 7.47	Heavy rain, wind W 15 mph/ 24 kmh, high 62°F/17°C, low 51°F/11°C
Eleasias 8 SR: 4.57 SS: 7.45	Heavy rain, wind W 15 mph/ 24 kmh, high 63°F/17°C, low 50°F/10°C
Eleasias 9 SR: 4.58 SS: 7.43	Thunderstorms, wind NW 25 mph/ 40 kmh, high 61°F/16°C, low 51°F/11°C
Eleasias 10 SR: 5.00 SS: 7.41	Thunderstorms, wind NW 25 mph/ 40 kmh, high 60°F/16°C, low 52°F/11°C
Eleasias 11 SR: 5.01 SS: 7.40	Rain, wind NW 10 mph/16 kmh, high 59°F/15°C, low 47°F/8°C
Eleasias 12 SR: 5.03 SS: 7.38	Sunny, wind N 35 mph/56 kmh, high 55°F/13°C, low 47°F/8°C
Eleasias 13 SR: 5.04 SS: 7.36	Sunny, wind N 15 mph/24 kmh, High 54°F/12°C, low 46°F/8°C
Eleasias 14 SR: 5.06 SS: 7.34	Sunny, wind NW 5 mph/9 kmh, High 58°F/14°C, low 50°F/10°C
Eleasias 15 SR: 5.07 SS: 7.32	Sunny, calm, High 61°F/16°C, low 53°F/12°C
Eleasias 16 SR: 5.09 SS: 7.30	Sunny, calm, High 66°F/19°C, low 53°F/12°C
Eleasias 17 SR: 5.10 SS: 7.28	Sunny, wind S 6 mph/10 kmh, High 68°F/20°C, low 53°F/12°C
Eleasias 18 SR: 5.12 SS: 7.26	Sunny, wind S 12 mph/19 kmh, High 69°F/21°C, low 52°F/11°C
Eleasias 19 SR: 5.13 SS: 7.24	Sunny, wind S 15 mph/24 kmh, High 70°F/21°C, low 53°F/12°C
Eleasias 20 SR: 5.15 SS: 7.22	Cloudy, wind S 12 mph/19 kmh, High 68°F/20°C, low 55°F/13°C
Eleasias 21 SR: 5.16 SS: 7.20	Cloudy, wind SE 10 mph/16 kmh, High 63°F/17°C, low 48°F/9°C
Eleasias 22 SR: 5.18 SS: 7.18	Overcast, wind SE 10 mph/16 kmh, High 61°F/16°C, low 46°F/8°C
Eleasias 23 SR: 5.19 SS: 7.16	Overcast, rain wind SE 10 mph/16 kmh, High 63°F/17°C, low 50°F/10°C
Eleasias 24 SR: 5.21 SS: 7.14	Cloudy, wind E 17 mph/27 kmh, High 64°F/18°C, low 50°F/10°C
Eleasias 25 SR: 5.22 SS: 7.12	Partly cloudy, calm, High 66°F/19°C, low 50°F/10°C
Eleasias 26 SR: 5.24 SS: 7.10	Sunny with mist, calm, High 66°F/19°C, low 49°F/9°C
Eleasias 27 SR: 5.25 SS: 7.08	Sunny, calm, High 67°F/19°C, low 50°F/10°C

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### Eleasias (8)

Eleasias 28 SR: 5.27 SS: 7.06	Sunny, wind SE 10 mph/16 kmh, High 64°F/18°C, low 47°F/8°C
Eleasias 29 SR: 5.28 SS: 7.04	Sunny, wind E 10 mph/16 kmh, High 61°F/16°C, low 45°F/7°C
Eleasias 30 SR: 5.30 SS: 7.02	Sunny, wind E 15 mph/24 kmh, High 58°F/14°C, low 44°F/7°C

### Eleint (9)

Eleint 1 SR: 5.31 SS: 7.00	Sunny, calm, High 58°F/14°C, low 45°F/7°C
Eleint 2 SR: 5.33 SS: 6.58	Partly cloudy, calm, High 55°F/13°C, low 46°F/8°C
Eleint 3 SR: 5.34 SS: 6.56	Cloudy, calm, high 56°F/13°C, low 47°F/8°C
Eleint 4 SR: 5.36 SS: 6.53	Cloudy, wind W 5 mph/8 kmh, high 62°F/17°C, low 46°F/8°C
Eleint 5 SR: 5.37 SS: 6.51	Overcast, light rain, wind W 10 mph/8 kmh, high 63°F/17°C, low 46°F/8°C
Eleint 6 SR: 5.39 SS: 6.49	Overcast, rain, wind W 6mph/10 kmh, high 60°F/16°C, low 44°F/7°C
Eleint 7 SR: 5.40 SS: 6.47	Heavy rain, wind W 15 mph/ 24 kmh, high 62°F/17°C, low 41°F/5°C
Eleint 8 SR: 5.42 SS: 6.45	Heavy rain, wind W 15 mph/ 24 kmh, high 63°F/17°C, low 40°F/6°C
Eleint 9 SR: 5.43 SS: 6.43	Rain, wind NW 10 mph/16 kmh, high 59°F/15°C, low 41°F/5°C
Eleint 10 SR: 5.45 SS: 6.40	Rain, wind NW 8 mph/14 kmh, high 57°F/14°C, low 42°F/6°C
Eleint 11 SR: 5.46 SS: 6.38	Rain, wind NW 6 mph/10 kmh, high 55°F/15°C, low 41°F/5°C
Eleint 12 SR: 5.48 SS: 6.36	Sunny, wind N 15 mph/24 kmh, high 52°F/13°C, low 39°F/4°C
Eleint 13 SR: 5.49 SS: 6.34	Sunny, wind N 18 mph/29 kmh, High 50°F/10°C, low 37°F/3°C
Eleint 14 SR: 5.50 SS: 6.32	Sunny, wind N 5 mph/8 kmh, High 52°F/11°C, low 38°F/3°C
Eleint 15 SR: 5.52 SS: 6.29	Sunny, calm, High 55°F/13°C, low 40°F/4°C
Eleint 16 SR: 5.53 SS: 6.27	Sunny, calm, High 57°F/14°C, low 41°F/5°C
Eleint 17 SR: 5.55 SS: 6.25	Partly cloudy, wind E 6 mph/10 kmh, High 56°F/13°C, low 43°F/6°C
Eleint 18 SR: 5.56 SS: 6.23	Partly cloudy, wind E 12 mph/19 kmh, High 55°F/13°C, low 42°F/6°C
Eleint 19 SR: 5.58 SS: 6.21	Partly cloudy, wind E 15 mph/24 kmh, High 54°F/12°C, low 41°F/5°C
Eleint 20 SR: 5.59 SS: 6.18	Cloudy, wind SE 10 mph/16 kmh, High 58°F/14°C, low 45°F/7°C
Eleint 21 SR: 6.01 SS: 6.16	Cloudy, wind SE 8 mph/13 kmh, High 63°F/17°C, low 48°F/9°C
Eleint 22 SR: 6.02 SS: 6.14	Partly cloudy, wind S 6 mph/10 kmh, High 65°F/18°C, low 48°F/9°C

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### Eleint (9)

Eleint 23 SR: 6.04 SS: 6.12	Sunny, wind S 10 mph/16 kmh, High 67°F/19°C, low 48 °F/9°C
Eleint 24 SR: 6.05 SS: 6.10	Cloudy, wind S 16 mph/26 kmh, High 68°F/20°C, low 50°F/10°C
Eleint 25 SR: 6.07 SS: 6.07	Partly cloudy, calm, High 70°F/19°C, low 50°F/10°C
Eleint 26 SR: 6.09 SS: 6.05	Sunny, calm, High 72°F/22°C, low 48°F/9°C
Eleint 27 SR: 6.10 SS: 6.03	Sunny, calm, High 74°F/23°C, low 46°F/8°C
Eleint 28 SR: 6.12 SS: 6.01	Sunny, wind S 6 mph/10 kmh, High 73°F/23°C, low 47° F/8°C
Eleint 29 SR: 6.13 SS: 5.59	Sunny, wind S 5 mph/8 kmh, High 71°F/22°C, low 45°F /7°C
Eleint 30 SR: 6.15 SS: 6.56	Sunny, breeze, S, High 72°F/22°C, low 44°F/7°C

### High Harvesttide

Harvesttide SR: 6.16 SS: 5.54	Sunny, breeze, S, High 74°F/23°C, low 43°F/6°C
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### Marpenoth (10)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Marpenoth 1 SR: 6.15 SS: 5.40	Sunny, calm, High 68°F/20°C, low 45°F/7°C
Marpenoth 2 SR: 6.16 SS: 5.38	Partly cloudy, calm, High 64°F/18°C, low 46°F/8°
Marpenoth 3 SR: 6.17 SS: 5.36	Cloudy, calm, high 64°F/18°C, low 47°F/8°C
Marpenoth 4 SR: 6.18 SS: 5.34	Cloudy, wind N 5 mph/ 8 kmh, high 62°F/17°C, low 46 °F/8°C
Marpenoth 5 SR: 6.19 SS: 5.32	Overcast, light rain, wind N 10 mph/8 kmh, high 55°F/13°C, low 40°F/4°C
Marpenoth 6 SR: 6.20 SS: 5.30	Overcast, rain, wind N 6mph/10 kmh, high 50°F/10°C, low 34°F/1°C
Marpenoth 7 SR: 6.20 SS: 5.28	Rain and snow, wind N 15 mph/ 24 kmh, high 48°F/17° C, low 31°F/- 1°C, snow cover, negligible
Marpenoth 8 SR: 6.19 SS: 5.26	Heavy rain and snow, wind N 15 mph/ 24 kmh, high 43°F/6°C, low 30°F/- 1°C, snow cover, negligible
Marpenoth 9 SR: 6.18 SS: 5.24	Rain and snow, wind N 10 mph/16 kmh, high 39°F/4°C, low 29°F/- 2°C, snow cover: dusting to half inch/1.25 cm
Marpenoth 10 SR: 6.19 SS: 5.22	Rain and snow, wind N 8 mph/14 kmh, high 35°F/2°C, low 27°F/- 3°C, snow cover: 1.5 inches/3.75 cm
Marpenoth 11 SR: 6.19 SS: 5.20	Snow, wind N 6 mph/10 kmh, high 35°F/2°C, low 25°F/ -4°C, snow cover 2 inches/5 cm
Marpenoth 12 SR: 6.20 SS: 5.18	Sunny, wind N 15 mph/24 kmh, high 32°F/0°C, low 22° F/-6°C, snow c over: 1.5 inches/3,75 cm
Marpenoth 13 SR: 6.20 SS: 5.16	Sunny, wind N 18 mph/29 kmh, High 33°F/1°C, low 22° F/-6°C, snow cover 1 inch/2.5 cm

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### Marpenoth (10)

Marpenoth 14 SR: 6.21 SS: 5.14	Sunny, wind N 5 mph/8 kmh, High 32°F/11°C, low 23°F /-5°C, snow cover half inch, 1.25 cm
Marpenoth 15 SR: 6.23 SS: 5.12	Sunny, calm, High 35°F/2°C, low 28°F/-2°C
Marpenoth 16 SR: 6.23 SS: 5.10	Sunny, calm, High 37°F/3°C, low 31°F/-1°C
Marpenoth 17 SR: 6.24 SS: 5.08	Partly cloudy, wind E 5 mph/8 kmh, High 36°F/2°C, low 31°F/-1°C
Marpenoth 18 SR: 6.25 SS: 5.06	Partly cloudy, wind E 10 mph/16 kmh, High 38°F/3°C, low 32°F/0°C
Marpenoth 19 SR: 6.27 SS: 5.02	Partly cloudy, wind E 12 mph/19 kmh, High 40°F/4°C, low 34°F/1°C
Marpenoth 20 SR: 6.28 SS: 5.00	Cloudy, wind SE 5 mph/8 kmh, High 44°F/7°C, low 35°F/2°C
Marpenoth 21 SR: 6.30 SS: 4.58	Cloudy, wind SE 5 mph/8 kmh, High 46°F/8°C, low 38°F/3°C
Marpenoth 22 SR: 6.32 SS: 4.56	Partly cloudy, breeze S, High 48°F/9°C, low 38°F/3°C
Marpenoth 23 SR: 6.33 SS: 4.55	Sunny, wind S 5 mph/8 kmh, High 52°F/11°C, low 40°F /4°C
Marpenoth 24 SR: 6.35 SS: 4.53	Cloudy, wind S 10 mph/16 kmh, High 55°F/13°C, low 42°F/6°C
Marpenoth 25 SR: 6.36 SS: 4.51	Partly cloudy, calm, High 53°F/12°C, low 42°F/6°C
Marpenoth 26 SR: 6.38 SS: 4.49	Overcast, wind NW 5 mph/8 kmh, High 44°F/7°C, low 38°F/3°C
Marpenoth 27 SR: 6.39 SS: 4.48	Occasional rain, breeze N, High 40°F/4°C, low 33°F/ -1°C
Marpenoth 28 SR: 6.41 SS: 4.46	Rain and snow, wind N 6 mph/10 kmh, High 33°F/1°C, low 27°F/-3°C, snow cover 1 inch/2.5 cm
Marpenoth 29 SR: 6.42 SS: 4.44	Snow, wind N 5 mph/8 kmh, High 31°F/-1°C, low 27°F/ -3°C, snow cover 3 inches/7.5 cm
Marpenoth 30 SR: 6.44 SS: 4.43	Snow, breeze N, High 29°F/-2°C, low 23°F/-5°C, snow cover 7 inches/17.5 cm

### Uktar (11)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Uktar 1 SR: 6.45 SS: 4.41	Snow, breeze N, High 27°F/-3°C, low 23°F/-5°C, snow cover 8 inches/20 cm
Uktar 2 SR: 6.47 SS: 4.40	Snow, calm, High 26°F/-3°C, low 21°F/-6°C, snow cover 10 inches/25 cm
Uktar 3 SR: 6.48 SS: 4.38	Heavy snow, calm, high 24°F/-4°C, low 19°F/-7°C, snow cover 16 inches/40 cm
Uktar 4 SR: 6.50 SS: 4.37	Cloudy, wind N 5 mph/ 8 kmh, high 21°F/-6°C, low 16°F/-9°C, snow cover 16 inches/40 cm
Uktar 5 SR: 6.51 SS: 4.35	Clear, wind N 10 mph/8 kmh, high 20°F/-7°C, low 14°F/-10°C, snow cover 16 inches/40 cm
Uktar 6 SR: 6.53 SS: 4.34	Clear, wind N 6mph/10 kmh, high 19°F/-7°C, low 12°F /-11°C, snow cover 15 inches/37.5 cm
Uktar 7 SR: 6.55 SS: 4.32	Light snow, wind N 10 mph/ 16 kmh, high 21°F/-6°C, low 14°F/-10°C, snow cover 16 inches/40 cm

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### Uktar (11)

Uktar 8 SR: 6.56 SS: 4.31	Overcast, wind N 5 mph/ 8 kmh, high 22°F/-6°C, low 15°F/- 9°C, snow cover 15 inches/37,5 cm
Uktar 9 SR: 6.58 SS: 4.29	Cloudy, wind N breeze, high 23°F/-5°C, low 16°F/- 9°C, snow cover 15 inches/37,5 cm
Uktar 10 SR: 6.59 SS: 4.28	Partly cloudy, wind N 5 mph/8 kmh, high 20°F/-7°C, low 12°F/- 11°C, snow cover 14 inches/35 cm
Uktar 11 SR: 7.01 SS: 4.27	Partly cloudy, wind N 6 mph/10 kmh, high 18°F/-8°C, low 11°F/- 12°C, snow cover 13 inches/32,5 cm
Uktar 12 SR: 7.02 SS: 4.25	Sunny, wind N 10 mph/16 kmh, high 16°F/-9°C, low 18 °F/- 8°C, snow cover 12 inches/30 cm
Uktar 13 SR: 7.04 SS: 4.24	Sunny, wind W 10 mph/16 kmh, High 21°F/-6°C, low 19 °F/- 7°C, snow cover 11 inches/27,5 cm
Uktar 14 SR: 7.05 SS: 4.23	Sunny, wind W 5 mph/8 kmh, High 25°F/-4°C, low 21°F /-6°C, snow cover 10 inches/25 cm
Uktar 15 SR: 7.07 SS: 4.22	Partly cloudy, calm, High 29°F/-2°C, low 26°F/- 3°C, snow cover 10 inches/25 cm
Uktar 16 SR: 7.08 SS: 4.21	Partly cloudy, calm, High 32°F/0°C, low 30°F/- 1°C, snow cover 9 inches/22,5 cm
Uktar 17 SR: 7.10 SS: 4.20	Partly cloudy, wind W 5 mph/8 kmh, High 36°F/2°C, low 31°F/- 1°C, snow cover 9 inches/22,5 cm
Uktar 18 SR: 7.11 SS: 4.19	Partly cloudy, wind W 10 mph/16 kmh, High 38°F/3°C, low 32°F/0°C, snow cover 8 inches/20 cm
Uktar 19 SR: 7.13 SS: 4.18	Partly cloudy, wind W 12 mph/19 kmh, High 40°F/4°C, low 34°F/1°C, snow cover 7 inches/17,5 cm
Uktar 20 SR: 7.14 SS: 4.17	Cloudy, wind SW 5 mph/8 kmh, High 43°F/6°C, low 35° F/2°C, snow cover 5 inches/12,5 cm
Uktar 21 SR: 7.16 SS: 4.16	Cloudy, wind SW 5 mph/8 kmh, High 45°F/8°C, low 38° F/3°C, snow cover 3 inches/7,5 cm
Uktar 22 SR: 7.17 SS: 4.15	Partly cloudy, breeze SW, High 48°F/9°C, low 38°F/3 °C, snow cover 1 inches/2,5 cm
Uktar 23 SR: 7.19 SS: 4.14	Sunny, wind SW 5 mph/8 kmh, High 52°F/11°C, low 40° F/4°C, snow cover trace
Uktar 24 SR: 7.20 SS: 4.13	Cloudy, wind S 10 mph/16 kmh, High 50°F/10°C, low 4 0°F/4°C
Uktar 25 SR: 7.21 SS: 4.12	Partly cloudy, calm, High 48°F/9°C, low 38°F/3°C
Uktar 26 SR: 7.23 SS: 4.12	Overcast, wind NW 5 mph/8 kmh, High 40°F/4°C, low 3 2°F/0°C
Uktar 27 SR: 7.24 SS: 4.11	Occasional light snow, breeze N, High 34°F/1°C, low 27°F/- 3°C, snow cover trace
Uktar 28 SR: 7.25 SS: 4.10	Light snow, wind N 6 mph/10 kmh, High 33°F/1°C, low 27°F/- 3°C, snow cover 1 inch/2.5 cm
Uktar 29 SR: 7.27 SS: 4.10	Snow, wind N 8 mph/10 kmh, High 30°F/-1°C, low 25°F /-4°C, snow cover 3 inches/7.5 cm
Uktar 30 SR: 7.28 SS: 4.09	Snow, breeze N, High 27°F/-3°C, low 23°F/-5°C, snow cover 8 inches/20 cm

### Moonfeast

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Mondfest SR: 7.30 SS: 4.09	Snow, breeze N, High 27°F/-3°C, low 23°F/-5°C, snow cover 12 inches/30 cm

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### Nightal (12)

Date - Sunrise/ Sunset - AM/PM	Weather Summary
Nightal 1 SR: 7.31 SS: 4.08	Snow, breeze N, High 24°F/-4°C, low 20°F/-7°C, snow cover 18 inches/45 cm
Nightal 2 SR: 7.32 SS: 4.08	Partly cloudy, calm, High 20°F/-7°C, low 16°F/-9, s now cover 18 inches/45 cm °
Nightal 3 SR: 7.33 SS: 4.07	Cloudy, calm, high 18°F/-8°C, low 13°F/-11°C, snow cover 18 inches/45 cm
Nightal 4 SR: 7.34 SS: 4.07	Cloudy, wind N 5 mph/ 8 kmh, high 10°F/-12°C, low 8 °F/- 13°C, snow cover 17.5 inches/43,75 cm
Nightal 5 SR: 7.35 SS: 4.07	Overcast, wind N 10 mph/8 kmh, high 6°F/-14°C, low 0°F/-18°C, snow cover 17.5 inches/43,75 cm
Nightal 6 SR: 7.36 SS: 4.06	Partly cloudy, calm, high 3°F/-16°C, low -4°F/- 20°C, snow cover 17.5 inches/43,75 cm
Nightal 7 SR: 7.37 SS: 4.06	Partly cloudy, calm, high 0°F/-18°C, low -7°F/- 22°C, snow cover 17.5 inches/43,75 cm
Nightal 8 SR: 7.38 SS: 4.06	Clear, calm, high -3°F/-19°C, low -10°F/-23°C, snow cover 17 inches/42.5 cm
Nightal 9 SR: 7.39 SS: 4.06	Clear, calm, high -7°F/-22°C, low -13°F/-25°C, snow cover 17 inches/42.5 cm
Nightal 10 SR: 7.40 SS: 4.06	Clear, calm, high -10°F/-23°C, low -16°F/-27°C, sno w cover 17 inches/42.5 cm
Nightal 11 SR: 7.41 SS: 4.06	Clear, calm, high -14°F/-26°C, low -20°F/- 29°C, snow cover 16,5 inches/41.25 cm
Nightal 12 SR: 7.42 SS: 4.06	Partly cloudy, wind N 15 mph/24 kmh, high -18°F/-28 °C, low -24°F/- 31°C, snow cover 16,5 inches/41.25 cm
Nightal 13 SR: 7.43 SS: 4.06	Partly cloudy, wind N 20 mph/36 kmh, high -22°F/-30 °C, low -30°F/- 34°C, snow cover 16,5 inches/41.25 cm
Nightal 14 SR: 7.44 SS: 4.06	Partly cloudy, wind N 16 mph/26 kmh, high -26°F/-32 °C, low -34°F/- 37°C, snow cover 16 inches/40 cm
Nightal 15 SR: 7.45 SS: 4.07	Cloudy, north breeze, High -20°F/-29°C, low -24°F/- 31°C, snow cover 16 inches/40 cm
Nightal 16 SR: 7.45 SS: 4.07	Cloudy, north breeze, High -17°F/-27°C, low -20°F/- 29°C, snow cover 16 inches/40 cm
Nightal 17 SR: 7.46 SS: 4.07	Cloudy, north breeze, High -14°F/-26°C, low -18°F/- 28°C, snow cover 15.5 inches/38.75 cm
Nightal 18 SR: 7.47 SS: 4.08	Overcast, wind N 5 mph/8kmh, High -10°F/-23°C, low -14°F/- 26°C, snow cover 15.5 inches/38.75 cm
Nightal 19 SR: 7.47 SS: 4.08	Snow, wind N 12 mph/19 kmh, High -6°F/-21°C, low -1 0°F/-23°C, snow cover 18 inches/45 cm
Nightal 20 SR: 7.48 SS: 4.08	Heavy snow, wind N 20 mph/36 kmh, High -2°F/-19°C, low --3°F/- 19°C, snow cover 30 inches/75 cm
Nightal 21 SR: 7.48 SS: 4.09	Heavy snow, wind N 12 mph/19 kmh, High 0°F/-18°C, l ow -1°F/- 18°C, snow cover 40 inches/1 m
Nightal 22 SR: 7.49 SS: 4.10	Snow, wind N 10 mph/16 kmh, High 4°F/-16°C, low 0°F /-18°C, snow cover 44 inches/110 cm
Nightal 23 SR: 7.49 SS: 4.10	Light snow, wind N 5 mph/8 kmh, High 8°F/-13°C, low 4°F/-16°C, snow cover 44 inches/110 cm
Nightal 24 SR: 7.49 SS: 4.11	Cloudy, calm, High 10°F/-12°C, low 6°F/-14°C, snow cover 44 inches/110 cm
Nightal 25 SR: 7.50 SS: 4.11	Partly cloudy, calm, High 8°F/-13°C, low 4°F/- 16°C, snow cover 44 inches/110 cm

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### Nightal (12)

Nightal 26 SR: 7.50 SS: 4.12	Clear, calm, High 4°F/-16°C, low 0°F/-18°C, snow cover 44 inches/110 cm
Nightal 27 SR: 7.50 SS: 4.13	Clear, calm, High 0°F/-18°C, low -4°F/-20°C, snow cover 44 inches/110 cm
Nightal 28 SR: 7.50 SS: 4.14	Clear, calm, High -3°F/-19°C, low -7°F/-22°C, snow cover 43 inches/107.5 cm
Nightal 29 SR: 7.50 SS: 4.15	Clear, calm, High -7°F/-22°C, low -11°F/-24°C, snow cover 43 inches/107.5 cm
Nightal 30 SR: 7.51 SS: 4.16	Clear, calm, High -10°F/-23°C, low -14°F/-26°C, snow cover 43 inches/107.5 cm



## VI. THE NORTHERN JOURNEY MAPS

All of the maps, dungeon plans, etc., that are used in *Northern Journey* were made with the cartographic program *Campaign Cartographer™ 2 Pro* from the company *ProFantasy™ Ltd.* in London. The CC2 maps then were converted into 64-color GIF graphics and inserted into the *NJ* tests, which were released in PDF format.

These conversions offer high quality maps that should be suitable for use in most campaigns. Those game masters who want maps of the *highest* quality possible should, however, use the original CC2 maps instead, which can be downloaded separately from our website. This also is the case for game masters who wish to edit the original maps or to present the maps in a different language.



The original *NJ* maps from our website have both English and German lingual layers, which should make them useful in all English-speaking campaigns and in campaigns in Germany, Austria and the German-speaking part of Switzerland. Independent groups currently are translating *NJ* into French and Italian. We do not know when their work will be finished, but when their releases become available, we will report this on our website and include links to their download sites.

To use the original maps, you need a computer system capable of running 32-Bit programs for *Microsoft® Windows®* as well as the programs themselves. Let's address these two requirements one at a time. The necessary 32-Bit *Windows* programs will run under *Windows 95*, *Windows 98*, *Windows 98 SE*, *Windows ME*, *Windows NT® Version 4.0*, *Windows 2000*, *Windows XP* and *Windows Server 2003* as well as some versions of *LINUX* and the *MacOS* for *Apple* computers.

We are unable to provide you the technical information on what is necessary to run these programs with *LINUX* or *Apple* computers. If you are interested in these possibilities, we suggest you join the CC2 mailing list and ask list members there what steps they took to run the programs in question on these systems. To join the CC2 mailing list, call ProFantasy's web site at <http://www.profantasy.com>. Use the menu options *Community* and then *[CC2-L] CC2 User Forum*.

You can use any of the following programs in conjunction with the original *Northern Journey* maps:



- *Campaign Cartographer 2 Pro*, Version 6.12 and higher. For more information, call ProFantasy's web site at <http://www.profantasy.com>. In the start screen simply click the program name *Campaign Cartographer 2 Pro*.
- *Campaign Cartographer 2*, Version 5.99 and higher. If you have an older version of CC2, you can update it at no charge to Version 5.99 by calling ProFantasy's web site at <http://www.profantasy.com> and using the menu options *Downloads* and *Updates*.
- *CC2 Viewer*. This free program allows you to view and print the original CC2 maps, but it does not give you editing tools. You can download it at no cost by calling ProFantasy's web site at <http://www.profantasy.com> and using the menu options *Downloads* and *Free Printer and Viewer*.
- *AD&D Core Rules 2 CD*. This program from Wizards of the Coast no longer is available from WotC, but at the time of this writing, it still could be purchased used. The CD contains a slimmed down version of CC2 called *Campaign Mapper*. Before it can read the *NJ* maps, it needs to be updated free to the current version. You can download the update free by calling ProFantasy's web site at <http://www.profantasy.com> and using the menu options *Websites* and *Core Rules 2 Campaign Mapper*.

Users of *CC2 Pro* and *CC2* Version 5.99 or higher also can integrate the *NJ* CC2 maps into the *Forgotten Realms Interactive Atlas*, however, the *NJ* maps use different styles than the *FRIA* maps and a 24-Bit color system rather than the 256-color, 8-bit system implemented in *FRIA*. This difference causes no technical problems, but it will give you sets of different looking maps.

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The latest patches and additions to *FRIA* can be downloaded free by calling ProFantasy's web site at <http://www.profantasy.com> and using the menu options *Websites* and *Forgotten Realms Interactive Atlas*.





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