**Player Characters:**

**Morton Forsett (aka MoFo) Mage -Human**

* focused on the controlling nature of the arcane
* as a teenager he and his best friend (possibly lover – same sex) were forced into joining a war against an evil god and his troll army
* he witnessed his friend slaughtered
* an emotional response triggered what his father new about him all along – he was a caster
* yelling “stop” froze the entire battlefield, but it was too late, his friend was slain
* **Motivations:**  to destroy all those who would use war for their own gains.

**Namé (aka I couldn’t come up with a creative Name) Thief – Halfling**

* spent her time touring around the southern marshlands with her beloved brother
* found some dying animal and nursed it back to life
* sought more training in the veterinary arts
* met some elves to the north who promised them they would teach them
* while teaching her as a distraction, the elves attempted to kidnap her brother to sell him to slavery
* he resisted, they killed him, his soul entered the dagger used for the job
* **Motivations:**  a kind hearted helper, uncomfortable with elves, wants to know what happened to her brother, never turns down someone in need.

**Ocks Brawler – Dwarf**

* formerly a member of a separatist movement in the dwarven kingdom
* tricked into bloodlust to follow a command to slay many dwarven innocents
* wants to find his former commander and bash his skull in.
* **Motivations:** extreme guilt for taking part in the dwarven civil war, a lust for gold and battle and the hunt for his former commander brought him south

**Deliah Cleric/Warpriest – Half-elf**

* left at a monastery as an orphan by an elven mother who cuckolded her husband.
* The priestesses were cruel (given to darker arts than most religious – though unknown to Deliah) constantly reminding her she was a bastard and impure
* She fled the monastery after lashing out with more power than she knew she had. A holy spell which should help those who believe in the proper gods almost killed the headmastress
* She ran away in fear
* **Motivations:** to become as power as possible without pecking the ground and being humble to lofty gods who never heard her prayers

The Adventure:

* 1. **A Box for Traevus**

Namé, the halfling Rogue, was traveling to Fallcrest with a merchant named Traevus, when they were attacked by a few goblins.  Namé was able to fend them off but not before one of them stole a box out of the back of Traevus' wagon. Traevus hired her to retrieve the box as it was something "very, very important to him". She tracked the theft to a nearby cave wherein she fought 4 goblin warriors on her own.  Near death she decided to return to Fallcrest to seek aid in infiltrating this cave.  With the promise of gold from Traevus and the natural reward of glory, 3 adventurers joined her.  They encountered some goblins on their way back to the cave, where they were able to beat and scare some info out of the one they kept alive. (beware the room with a rug, and you are going to need knowledge of ancient board games). They let this goblin live and leave (muahahahahahaa)  
  
The heroes battle their way through room after room of mindless minions to the archwizard Mallareth: the man who had Traevus's box stolen.  You have just witnessed a doppelganger shapeshift from a dumb brute into his normal form as he turned his coat on the mercenaries gaurding Mallareth's Lair.  He told you that Mallareth has been locked in his study with the box for some time now, though he is not sure the nature of Mallareth's actions with the box.  You are also told that a young dragon lives in these caves, though he is sick of sharing his space with Mallareth.  He is a beast who thinks very highly of himself and is considering removing Mallareth from the locale.  After coughing up all of this information the shapeshifter buys his freedom from you and your party decides to take an extended rest.....

They kill or set free the wizard and retrieve the box. They can look in it and understand that nothing is extra special about the skull inside except an arcana 15 will reveal it is pulsing with energy still. The heroes should return to Traevus for their reward

**Level Up! 2**

* 1. **Traevus’ Manse**

Traevus The Merchant Sorceror / Bazil Blackmoore

* Blondish-grey hair. Leather armor and red robes. Eyes of a piercing icy stone.
* grey hair close cut, a suit of leather/chainmail
* Dark regretful wise eyes

Motivations

* trying to return the head of Loras Brightbane
* will stop at nothing to bring Brightbane back to life
* will aid the heroes indefinitely if they help restore Brightbane

Knowledge

* all 4 major houses of Nentir (Bayhons, Merants, Listors, Blackwoods)

1. Bayhons: The Paladin family, loyal to Bahamut, lawful good, stormed in from the South to destroy the troll armies which plagued the Halflings of the Sullen Marsh and the Dwarves Under the Badlands. Rule with an iron if just hand
2. Merants: The richest family of all, own most of the ships available, known to have dealings in every type of trade there is from spices to slaves
3. Listors: A militant family, A long line of Warriors. It is known that the patriarch of the Listors is very tight with the King. All of his sons join up for the army as soon as they are 13.
4. Blackwoods: The weakest of the families. Rumors of malcontents and shadowy underworld and extra-planar dealings. Many of the Blackwoods are from Fallcrest

* the history and causes of the war 10 years ago

1. The Lands Under the Spine were once a shared and peaceful community of trade between the elves and Halflings, and the Humans and dwarves.
2. As tensions built between the elves and dwarves (the dwarves were curious why the elves had come out of their hills to form a city Eldaria) Trolls spilled from the northern Spine, a massive horde burning and killing all that they could find
3. It became known that the evil dragon Groonak (possessed by Gruumsh the chaotic evil god of barbarian hordes) was inciting these hordes through will control
4. A great host of men led by the Templar Paladins rode in and fought tooth and nail to drive the Horde back.
5. Possessed of mind and heart they never retreated. A bloody fluctuating front line lasted for 2 years. Until the noble Paladin leader gave his life energy to Bahamut – the dragon god not seen in avatar form in 200+ years…
6. Out of the sun came the answer to all of the prayers below: a blinding white and yellow monster the size of 4 common dragons – laid waste to the horde in searing holy fire.
7. Bahamut attacked at the last remaining enemy – Groonak was at the last second abandoned by Gruumsh

* the contents of the box

1. Diplomacy + Streetwise

10 – it is an artifact which carries much magic. I need to retrieve something west of here at Humshyr… I will gladly pay you to accompany me there. Will explain more once we arrive

15 – There is some great darkness brewing across this land, and this box contains the element that may turn the tide in our favor. Join me on my way to Nentir. You all have a greater part to play than hired swords, I hope you realize that. But alas for now, we shall discuss payment and details when we arrive in Humshyr

20 – Full disclosure: Darkness coming, Loras Brightbane/Bahamut I need your help retrieving Groonak’s tooth.

Fallcrest: a blended city. Many humans pushing wagons of their late summer harvest. Many elven shops and 3 different taverns providing for the 3 different tastes here of the elves Halflings and humans. You see a few barefoot bearded slobs passed out in some of the alley’s. Here the buildings are made of grey brick, with black roofs.

Shop

Inn

Traevus’ Manse

Tavern

Barkeep: Smiley – no information, except he is surprised that you know and are willing to work with Traevus, “I hear he dabbles in dark arts… strange for a dwarf but… that is the word on the street”

An argument about the 4 Houses in Nentir breaks out.

Soldier in White Armor:

“Are you kidding me?! You would dare disrespect the Name of the Listors to my face?!”

Huge man in ragged farmers clothes, built like a monster:

“What are you one of those brother fuckers as well?”

Soldier

Draws his blade

“you mind your tongue you peasant dog, or I will have it for a charm”

Huge man

Turns to the crowd

“You see how these high and mighty men behave? You inform them that you are fully aware of their family’s well known history of fucking their friends both literally and figuratively”

**----a reason for Ocks to get involved**

Furious the White Knight makes a signal to his men. And Suddenly points at Namé… “You!” “Her?, the goblin said their was only 3…” “That has to be her, I smell the stink of that merchant on all of them. And here I thought that Goblin was lying”

Initiative!!!

Fight 4 Listor soldiers or 5 Bar brawlers Depending on the role play goes…

Listor Knights

Town Guard page 171

When these go down, 4 more storm into the bar.

Bar Brawlers

Human Goon page 170

Questions for the Knights

DC20 Intimidate: Look don’t kill us. Our master has greater plans than I could possibly understand. We were just told to come out here and harass the Blackwoods people.

Anything below 20… combat/death.

Bartender, a Nephew of lord Blackwood, happy to see the scumbag “knights” slain

Traevus is outside

“Hurry friends, we must be away before word of this debacle reaches Nentir, I will explain on the road.”

**Level up! 3**

**1.3: Head to Humshyr**

When the heroes arrive at the Hallowed Hill they can see a ruined tower just to the west. They can see a strange light burning around the top.

They also see something move in a small crevice in the side of the hill, which could lead to a battle with skeletons.

1 Blazing Skeleton, 5 Decrepit Skeleton (p255)

Traevus calls out: “It appears their eyes are glowing, be careful, these clearly aren’t normal. (heals don’t hurt them or heal them like normal. They are in fact under a small influence of the Extra Planar threat from Book 6)

**Level Up! 4**

Humshyr is a quiet little town devoted to the Good gods. There is a huge monastery here, where sisters and brothers from all over make stops on their sojourn.

A very colorful Halfling/human town. **Bar here with a bleeding dwarf behind it. Moradin’s #1 has been left to die. Willing to give over information, has some +1 Dwarven armor.**

**“that bastard is on a mad quest for the mjolniren hammer. With it he plans to overthrow yronrise. He is amassing a great army in yronfell. You could stop him. But only if you shore up the city before he arrives or finding mjolniren… It is legend that Nentir was built by the humans over a very ancient and very deep dwarven dig. The Great One is said to be buried there.**

The Temple of Avandra and Moradin.

The gods of change, luck, trade and travel…creation, artisans, family.

The Temple of Kord: Storms Strength and Battle

Upon Arriving the party is bewildered by all of the color. The city is obviously not an area where combat happens frequently. The scent of breads and herbs plays across your senses.

Traevus books you at an inn. And players have free run of the town.

Bar, Inn, Shop

The keepers of any of these places clearly are perturbed at a rumor about a tower to the north. Some children from the town have disappeared. Many are begging of the gods as to why this is happening. But no one has returned from the Tower.

\*find the parents and question them. A woman crying in the streets outside of the city guard’s office.

Traevus sends for you to meet him in a room of the Inn to discuss what needs to happen.

Fill them in on details they might have missed in Fallcrest.

New information, full disclosure if asked. “I have been speaking with the priests…”

1. The Gods here are being distracted by something further away – this is the growing storm I mentioned before
2. The children of this town are being preyed upon by a Lichlord
3. An evil evil mage fought alongside of the paladins during the war with groonak. His plans were to retrieve a tooth for his next phylactery…. What better location than a museum for your resurrection. (phylactery)
4. This mage has a vile sense of humor
5. How do I know him? That is not important DC19: He was my wife’s brother, is all you need to know.

“Will you go and retrieve the tooth?”

Yes – “Take this with you. An elven tree sung staff from a far away forest. They sing into the wood, tales of their history and hopes for their future. Hopes for the future lead to strange occurrences in the hands of a magic weilder.”

Tree-sung Staff - 1d10 damage, +1 to spells which require hit checks (cleric or mage)

On their way to the tower they pass by some (6) skeleton skirmishers carrying a little boy off in the direction of the tower. (p255)

These skeletons are dressed in studded leather with throwing axes on their waste, shields and scimitars on their backs. These don’t have the glowy eyes as they are under the lich’s command. Alas, heals will damage these undead soldiers. Only tell characters about the eyes not glowing if they chose to fight earlier at the Hallowed Hill.

Combat Advantage to surprise them. What will you do?

If you save the boy

**Level Up! 5**

* 1. **The Lichlord’s Tower**

Descriptions:

* it looked as if it were ruined when you saw it from the Hallowed Hill… But now, strangely it looks to be in pristine condition
* you can hear the screams of children from somewhere in this ghostly structure
* the wind picks up as the sun falls below the western shore-hills
* as they approach the entrance they notice 2 things
* 1. The doors are broken down, outwardly
* 2. A form what looks to be a 7 year old child hangs upside down against the wall above the door. Eyeless and earless, as if it’s innocence was to be preserved no matter the horrors done to it.

First floor entry way

1. Prisoners in the Left hall are lethargic and will need to be convinced to stay put (dc14) until you deal with their captor(s)

2. Door on the right hand side leads to a storage room where Namé may find the sentient dagger.

Daggyr 1d6+2

The spirit of Nonamé – Namé’s brother.

Motivations: toy with her sister, without her discovering it is him. Finding his murderer and the contractor who called for it.

\*\*\*-Namé cannot communicate to it (though it can to her) until she draws blood from a level 8 enemy

“Finally”

“waiting so long”

“ooo I don’t think I trust this one”

“ahhhh! I wouldn’t tell your friends about me just yet, dear. Can’t have you looking like a windowlicker, now can we?”

3.North Room

Very dark room, containing a wraith that will surprise someone without entering very cautiously

Wraith p.284

Second Floor

You enter what is obviously the Lichlord’s main defenses between himself and any threat’s

From here you can hear much more clearly the screams of a child above. The screams are so frantic they almost sound like laughter

You see to small skeleton soldiers immediately in front of you. Two either side of them eerie blue torches blaze in wall sconces. This fire is reflected in their eyes.

As you take in the rest of the room you notice that behind you a blazing skeleton is deep in some manner of meditation or casting. You also notice his eyes are afire with the same blue light as the 6 other torches along the wall.

As your eyes adjust you take in the meat of the Lich’s defenses. 2 Hulking Zombies are bearing down on you with pure malice in their blue glowing eyes!

Roll initiative.

Note. If players put out any of the torches, the minions will fall dead and the Zombies will lose their +1 buff.

If players strike the blazing skeleton before the zombies go down, he stops casting and attacks them with his +1 torch buff. If they leave him alone, and the zombies fall dead he finishes his cast, the torches fade to orange, and you overhear a snippet of the conversation he was having “…. Our invasion will still occur at the time of the master’s seeing, sire. This lich dabbles in what he only thinks he underst….” A perception of 20, will hit the roller with a vision of thousands of floating warships hovering in an orange sea of smokey air and ether. Thinking that his cover is blown, he dissaparates in a puff.

Third Floor

The Lichlord is standing over a worktable in the north end of the room. An eyeless and earless boy appears to be on magical fire, though he does not burn. Instead the fire is being channeled up the Lich’s right arm, and out his left towards what appears to be a 3 foot long dragon’s tooth… Clearly he is using the soul of the innocent to empower his phylactery.

He stops his channel, and turns his evil smirk upon you

“the scent of Traevus, my old partner is all over you, fools. He must have convinced you to steal my treasure… alas, it is unfinished… And I would have no where to go if you killed me now. THIS I WILL NOT ALLOW”

Mechanics on map illustrate his jumping from rune to rune – it is essential that the players discover that when he jumps to the white rune he can be knocked off of it and the cycle of buffs and debuffs come to an end.

If they kill him, he pops out of existence, no healing back up a foe who isn’t present.

If they get him to 2hp, slump him over, breathing slowly

An intimidate/diplo 20: Traevus wants the tooth to use as a phylactery for Brightbane, if Brightbane is brought back to life than the Bayhons claim to the throne will be tossed out. The Listors will be force to lick the boots of another family and those crooked paladins, the Bayhons will be reduced lower than the Blackwoods. And my masters will have a much harder time taking over if Bahamut is around

DV15: Brightbane, that bahamut \***spits** loving paladin “brother” of traevus’ will help him… 2 birds…. 1 stone…… dies.

**Level Up! 6**

* the boy is alive
* don’t forget the slaves
* the lichlord had 400gp in a sack under the table
* inspection of the room will reveal a hidden chest in one of the walls
* Warhammer +1… forged in the deeps of a southern mountain the weapon feels like it is on fire, in a pleasant way.
* One more item magical in nature from DM kit

**1.5 An undead Threat**

Return to Traevus to confront him with the dragon tooth.

“tell me everything”

They do… encourage them to remember the snippet about the blazing skeleton.

“This does not bode well”

Exlain the Brightbane prophecy. “A day before he died he was granted a vision. A vision of millions of swarming ships floating through orange holes in our skies. A legion of unstoppable warriors and sorcerors from some other plane pouring out of the clouds covering the land with the shadows of their ships…

Preposterous sounding yes?”

“Well what matters is we now have the skull and the tooth… though If I had known it were children…” Pause to gauge the players…. No one should be too upset about the child abuse issue, but see if you can’t get a little anti-traevus drama going….

“I can now finally complete my task”

Traevus opens the box and places the skull upon the table of the inn room. He places the tooth next to it and begins to chant. The rest of the world seems to fade away from our minds and senses. There is only the words and the tooth. The words in some bazaar dialect….

Traevus suddenly stops, and sits back, exhausted but smiling. “it is done”

Questions?

-yes I am a sorceror

-yes I was brightbanes secret number 1. I handled all the things he needed done during our campaign, including the things a paladin should never do.

-as such I learned a great deal about the crooked nature of the Bayhons and Listors.

-it is my intention to unseat Bayhon….

- my full name is Traevus Blackwood. The patriarch of the family. The lichlord was my younger brother given to a darker desire for power than my own.

IF asked about the skull and tooth, withhold the info…”you will learn that should you decide to accompany me to Nentir. Why? For the chance to make history? Gold and glory? To see that shining beacon of shit on the bay? Why wouldn’t you?

Just as the conversation begins to wane a young boy busts through the front door….

Master Trae! The Hallowed hill is alive with ghouls… You must do something!

The sorceror turns to you all… I cannot promise you a long life. But I can promise you one of constant battle and intrigue. Of states warring individuals, of beasts battling men. Come along then, let us set fire to these bones…

You rush out to the hill to find a massive migration of ghouls and skeletons moving North…

Some of them spot you, and with their burning eyes they turn towards you and attack

After.

Traevus is very confused. Upon questioning him he questions you.

Why are the undead on the move like this? What was my brother doing surrounded by other sentient undead? I fear that more is at foot under my nose than I would have liked… Alas, we must flee quickly to Nentir. Must remain focused on my cause. There we may just find some answers to further your and mine adventures….

**Level Up! 7**

**Deliah’s Dream: Evil god attempts to convince her to take on extra powers.**

**End book 1**

**2.1 The Road to Nentir**

Traevus promised to explain the tooth and the skull. Fill in any last details including his plan to unseat the Bayhon’s as he suspects that their holiness isn’t on the up and up.

Leaving Humshyr happens without a hitch, the township approaches the heroes just outside of the city to give them 5000 gold for saving their children.

Halfway to Nentir the party hears sounds of strange combat just off the road. As they cautiously approach they witness two older female warpriest’s battling 5 Archons Just outside of the ruins of some strange castle, mostly buried underground.

As they approach one of them notices Deliah, and let’s out a cry “The exile! Have you come to help us against these wicked creatures?! Or are you still the petty weakling?”

Deliah knows that the Archons are not inherently evil, explain to the party that archons are the minions of the primordial old gods. Very strong and only seek to reclaim their place in this world at the expense of the gods who drove them out.

COMBAT initiative

**Combatants:**

After combat is over Deliah may question the lady.

Odessa: Long white hair, plate armor, a powerful mace – the power fades as she dies.

“It has been a while since I have seen you Deliah. Are you still pursuing your childish fancies? Have the Gods not yet called your name sweetly?”

The headmaster is inside. We have great plans for fools like you.”

Deliah must convince the party to enter here. Traevus/Bazil agrees

“To see Archons in open combat so close to the capital…. I can only wonder. We certainly should investigate.”

They approach the half buried castle. It looks ancient perhaps excavated out of the hillsides by some magical forces of earth displacement.

**ROOM 1**

They come upon a room full of open religious texts:

The lights dim and a shiver sets everyone on edge. There are skeletal remains of clerics long dead. Blown apart by some unknown force.

(Religion check dc15)

*For there will come a time when the great wars are won and the land and its people begin to rebuild. The little ones under the mountain will be forced from their homes due to struggles within. The servants of Bahamut will begin to forget the perils of evil.*

*Gruumsh will return. But not in a matter of time and space. But a manner of space and time.*

Another:

*Torn page….. for you who devote your energy to me, sacrifice yourself completely, I will hear your call, and I will grant you the power to shape worlds, to mold wills, to cross over.*

Traevus shivers at the word cross over – reminds the party of Brightbanes vision…

“Something is afoot here.”

A staircase leads half a floor down into the next room. No door.

**ROOM 2**

The room is similar to the last

An altar gives off a blessing of +1 if within two squares of it. Enemies included.

The trap clicks, the room gets dimmer, shiver sets on, but nothing happens at first.

The door leading out of this room to the stairs to the final antechamber are also trapped.

**If trap is triggered the clerics from the last room charge in from behind them**

**Initiative**

More religious tomes here

*…ithyanki will be the choice of my wrath. They will swarm out of the stars like a pouring bucket of fire and death. The small men and little persons and their games of power, their plays of conquest will be wrought. Sundered in the fire of my revenge.*

Perception Check DC17:

A loose stone in the wall:

**Side Quest: Hidden Document**

This looks to be an accord between the Bayhon’s and the Listors. Outlining their plans to glorify Brightbane and their connection to him, so that they might gain the political footholds needed to dominate this continent. A Merchant named Lewis Merant might want to see this. He is a head accountant for the Grand Bank of Nentir.

“He smiles as he turns to you all, “See I think I was right about those Bayhons””

Down the Stairs to B1

B1.

As the heroes enter, describe the murky wetness of this place, and the holy power radiating from the far wall. This chamber is enormous. At first glance heroes notice the six pillars. **THESE WILL SHOOT DARTS WITHOUT A DC18 PERCEPTION/THIEVERY CHECK REFLEX SAVES**

Perception 17: holes in the pillars, 6 runes on the ground, 7 runes on the wall.

Dungeoneering check 15: You have seen something like this before, a riddle or something like that…

If player steps into one of the runes, they are frozen and they will be asked a question. They can speak to their party, and they can speak to the “power” but they cannot move or act. If they get 2 questions wrong, the pillars form Golems who can Shoot darts. If they get 4 right, the paralysis ends.

They must cast an arcane check on the 7th seal for the door to open.

Rune 1:

Q:

A:

Rune 2:

Q:

A:

Rune 3:

Q:

A:

Rune 4:

Q:

A:

Rune 5:

Q:

A:

Rune 6:

Q:

A:

Door unlocks

**Level Up! 8**

**Final Antechamber**

Undead Paladin and Headmaster of Deliah’s school are praying together sitting atop of a large rune and facing each other Indian style.

Upon entering a perception check of 15 will show a shadowy but fading image of some great dragon face hovering above the closed-eyed praying figures in the center of the room.

The woman looks up… “I knew I should have killed you in your sleep like the small pup you are!”

Initiative.

Combat ends. The undead paladin falls to pieces as soon as the headmastress falls to her knees (bloodied)

“You who forsook the gods, should be ashamed. You claimed to seek power, yes girl, I see it in you the hunger. I thirsted too. And it has brought me here to my end. A war is coming sweetling. A war you nor I nor any whole army or alliance can prevent. The gods are at war child…. And one of them has amassed a force beyond anything one could find on this plane… and they are coming….” \*dies

It seems as if she has been dabbling in Necromancy, at the behest of an evil pact she made with an evil god.

Searching the room reveals but one clue:

A scimitar with runes covering it that none of you know.

Exiting the sunken castle the archons are back, and they are facing a group of four great angels. The god from Deliah’s dreams hovers above and behind them looking quite satisfied with Deliah.

In combat, the archons will aid. The god will laugh and exit with his angels as soon as the combat tide turns.

**Level Up! 9**

**2.2 The Holy Gate**

The heroes approach the city and notice thousands of Dwarven refugees pleading to be allowed in.

Several if questioned will describe how the civil war in the mountains has stirred up some manner of evil that many of the kings and lords ignore. Stubborn as they are.

Traevus assures the group, if there is any concern or not, that their path will lead them there eventually.

At this point the heroes have several options.

1. seek out the Merant about the Bayhon document to see what he has to say about it.
2. Go to traevus’s mansion to discuss his plans with the skull
3. Name’s dagger will suggest a visit to the elven city of eladria
4. Visit a bar
5. Check out the wanted signs

Traevus announces he will be going home. You are welcome to stay at my manse for free. If you are seen entering many will assume you are friendly and with my cause. It is completely up to you if you wish to keep our dealings discreet. Which is why I will always be the dwarf when we are in public. It will take me some time to prepare what must needs doing. Feel free to explore this city **smiles** if you can tolerate the unrelenting holy men you may actually find some places of enjoyment here.

**2.3 The Streets of Nentir**

1. Merant’s Bank office

The heroes are struck by the amount of riches in the main lobby of the bank. Gold silver and platinum adornments align every piece of furniture, the great Dragon skeleton is no exception. In just about every corner of the hall are spellswords, all warily watching.

An attendant asks them what they need help with.

A conversation with Lewis Merant will explain to them that during the war several things happened.

1. The Bayhons avoided any outright conflict, they sent few soldiers when necessary to the warfront but they were seen taking out many a loan, meeting with various judges and magistrates.
2. When it was rumored that brightbane had given his life during the final conflict, the Bayhons were the first to be heard in the streets crying their connection to the “savior”, people quickly associated the Bayhon name with Brightbane’s sacrifice and heroism.
3. It wasn’t long before Bayhon was made to be king. And in his stead the streets have been starving. Taxes are constantly being raised, crimes are finding punishments to the extreme – wanton destruction of life
4. My son was accused of taking liberties with a female in the brothel… a girl who disappeared after the trial, and turned up dead in the Bay…
5. This document proves that they usurped the throne… they have no real claim. Brightbane was a Blackwood by blood, though through his mother’s side. He would have been named king.
6. I and my family choose not to chase political power, we are happy monitoring and supplying the means for proper trade among the people. We are not interested in these political squabbles.
7. Traevus will again explain the story if asked, feed them a meal, and tell them it will be a few days while he studies the magic of the tooth and skull.
8. The dagger suggests a trip to eladria to grant Namé’s revenge.
9. In a bar the party will discuss what is going on. They will overhear of a strange elven ship that has been frequenting the bay. They will overhear a rumor of a Young dragon that the Bayhon’s have offered a reward for the slaying of. Encounter: one dragon youngling in a cave on the road to Odynr **Level up! 10**
10. A wanted sign for a Friend of the Blackwood’s Alyssa Montagne. She was last seen heading here from Eladria. Wanted for conspiracy and contempt of the King. Perhaps the heroes can save her. The party will need to investigate the bars to find out if anyone knows anything. A Halfling does, but will need to be intimidated to give up the info that she was rumored to be holed up in an abandoned farm halfway between Nentir and Odynr

**Level up! 11**

**2.4 An Introduction**

Returning to the Blackmoore manse or INN a shadowy figure stops them.

“you are operating on the wrong side of things you know”

an insight/bluff check will demonstrate that he is sincere and has no malicious intent.

“The blackmoore’s and the Mayhon’s, the listors and the Merants… Petty humans stricken with a focus for what is right in front of them”

He removes his hood to reveal an elven face. Hard but smooth, piercing fast sharp eyes take in you and your belongings. He seems very at ease and very comfortable in the shadows.

“Humans and their squabbles have always intrigued “US”. Such short lives lead to such harried, furtive, futile behavior. They want to squeeze as much living as possible into such a small span of time with no real view of the real picture.”

Name: Eldru DRUID of the eastern span. From across the mountains.

Motives: knows of the githnyaki, owns a boat.

* will be watching their progress.
* Believes that there are great things in store
* Sees an aura of change around each of the party members.
* “I believe that the way time will shape us all will be very much dependent on the nature of your choices.

Knowledge (willing to trade info for info)

* Blackmoore was a brutal killing machine in the war. Tho some may consider his cause for the killings just and true, the gods have been distracted so who is to say whether they were or not.
* You will be faced with a very critical decision soon, I have seen it in my waters. (the ancient tree in trullheim or the God vying for Deliahs patronage)
* The Bayhon patriarch has been possessed by an evil god.
* Bahamut has his eyes on you. But he never reveals himself outwardly unless the fate of the world hangs in the balance.

**2.5 A Quiet Request**

Traevus summons the party members.

I hope you have enjoyed your rest here on the upper side of the city. It is time to resurrect the paladin. My old friend Brightbane will restore order to this chaotic political landscape.

With the empowered dragon’s tooth, the skull of the fallen warrior will be rejoined with his body buried in a tomb deep below the city. It should be an easy journey to his corpse but I fear that otherworldly powers are hip to our machinations. They may try to stop us.

Make your preparations.

As the heroes approach the entrance to the sewers they are cornered by four paladins of the Bayhon guard.

They are smug, dressed in shiny armor, with large greatswords on their backs.

“You have chosen to meddle in affairs much higher than your station. You are under arrest for the slaying of the paladins in fallcrest. Lay down your weapons and join us. SMILES of course you will be granted a “fair” trial… the others laugh.

Initiative

**Level Up! 12**

**Entering the sewers ends BOOK 2**

**Book 3: Lvl 13-18**

**Sewer is infested with creatures: three fights should do it.**

**The catacombs are enormous. In one direction the party will find Morodon and his hammer, along with 6 dwarven guards.**

**Also in the catacombs the party will find the corpse of Brightbane. Upon ressurection… two enormous dragon gods will show up and begin to destroy the place. The heroes will be forced to run with brightbane to the dwarven cities – traevus will be left behind, possible dead (a split in the ground will separate them)**

**Arriving in Yronfell, Ocks will be greeted by many friends all wanting different things**

1. **deliver the magical hammer to the separatists so that they might battle the ignored evil growing in the deeps : This will grant the party aid in unseating the Bayhon’s**
2. **deliver the magical hammer to the loyalists so that they might prove their right in standing unified: this will grant the party aid in battling the githnyaki**
3. **Give the hammer to Brightbane so that he might demonstrate his might and right to the throne without sneaky or outright violence**
4. **Use the hammer to demonstrate Ocks’ might to take over the stronghold.**

**Must return to Nentir to aid Brightbane – he knows the land must be unified if there is any hope in defeating the growing evil. He must be made King**

**Book 4 Lvl 19 - 24**

**The return to Nentir – if Namé hasn’t had her revenge, now is the time. The blade will reveal itself. Trip to Eladria.**

**On the way back the heroes can be faced with any of the side stuff they didn’t complete in BOOK2**

**In odynr a troop which used to serve Brightbane and has been roaming as starving mercenaries will see Brightbane and pledge themselves again.**

**Kingslayer: unthroning Bayhon will happen in a variety of ways. Open war/guerilla tactics/ either way it will be Namé who will land the final blow. The party will find Traevus who will explain that the god controlling the dragons imprisoned him for his meddling… Bayhon was abandoned just as he died.**

**MOFO notices something is strange about Brightbane, though he knows not what.**

**Once the new king has been named the heroes get a moment.**

**A new rumor in-town of an undead spirit wandering the outskirts of town…It is Mofo’s brother. He has a request – completing it will convince Mofo to put his heart and mind behind the upcoming war.**

**Deliah is still wracked with strange dreams. If she has not given in yet, make her. These powers will be essential in destroying the githnyaki at the expense of her soul.**

**Book 5 lvl 25-28**

**The king and traevus his numero uno request you take a ship to and from trullheim the land where the evil dragon god died. Reports of strange otherworldly creatures and a swarm of astral souls have been made.**

**Boatride there is very very very tense but nothing happens.**

**Upon arriving they track the swarm of souls to a forest. Here the party will find Yggdrasil sproutling a tree of life. They will also find a primordial god.**

**These two are in cahoots against the machinations of the holy/evil gods at work in the north. Undead, trolls, Beholders, and maybe a githnyaki general strike. The party must choose between saving the tree (who will grant them great powers of healing) and the Archon (who will grant them damage enchantments to all of their weapons).**

**They will also find the source of these demons in the ruins of Trullheim castle.**

**Here gravity is strange, and the sky is a strange orange color… there is no sun, but three enormous moons hover over them. A githnyaki mage is incanting – channeling undead.**

**On the way back to the boat to report their findings, a man who looks much like the king will be standing watching them…**

**Boatride back, an encounter with a githnyaki scoutship or three will take our heroes to level 30.**

**Their reports arrive just in time for the report that several mountains in the Northern spine have turned into portals unleashing countless hordes of githnyaki. Also all over the old battlefields fallen soldiers are rising again and they are storming the countryside.**

**BOOK 6**

**Boatride to the Northern Lake – uneventful. Traevus is along for the ride**

**They arrive at the lake and battle some Huge creatures.**

**Traevus opens a doorway to the extra-plane.**

**The heroes enter to find themselves on some floating mountain fortress. The evil energy is here.**

**They battle their way through several encounters to find the Demon God. Who divulges some interesting twists. Brightbane is a minion, controlled by the god of chaos. Gruumsh has beset the land with the undead forces and used the githnyaki’s bloodthirst for revenge to convince them that the humans are responsible for their centuries of slavery.**

**The powers that Deliah now has will turn her against the party unless she decides to sacrifice herself to unleash her power and buff her party to a point where they are capable of downing a god.**