

HANDOUT 1: ORDER OF TORM

A page bearing the colors and standard of the Church of Torm in Elturel has brought a letter to your attention.

The Festival fast approaches, and the construction efforts for the celebration are not faring well. Our contractor from Iriaebor has met with several setbacks and as such outside assistance is now required.

Please ride to Elturel with haste and meet with Albom Fiendebourne. The completion of his assignment is paramount to the well-being of the community of Elturel. With the terrible tragedies of late it cannot be expressed fully how powerful the Festival can be for those that depend upon us for guidance and protection.

Discover the meaning behind the delays and give Albom the assistance he desires. Protect our people well in mind and body, and in turn our people will grant us a future and community.

Serve and protect always.

HANDOUT 2: DUSK TALONS

A heavily cowled rider approaches you, her face hidden deep within the folds of his hood. Her breath comes in short gasps, as if she rode hard to meet you before you disappeared down the road. Bowing her head, she hands you a crumpled envelope with a yellow wax seal imprinted with the symbol of a curved knife; she wastes no time in turning and walking away once the handoff is made. Had she handed it to anyone else on the street you would probably not have noticed that the exchange had occurred.

*One of our own has been compromised. A glorious man gifted
with wonderful words and a nimble mind, Pennynworth
Screechwhistle is nothing short of innocent.*

*This matter is to be treated delicately. While the Order of Torm
has termed him a simple brigand he is indeed much more than
that to us, and in turn to you.*

As per our agreements, consider this a formal request.

HANDOUT 3: LION'S DEN

While making a purchase in a shop, the merchant grins widely and hands you a folded slip of crisp, yellowed paper. Upon opening it, it reads:

Strange days have indeed befallen us. A man of the Red Robes has appeared in Elturel and Fatemaker Breanna of our organization would deign to know more of him and what he can offer us.

With history comes knowledge, and with knowledge power. Use this power to determine how best to help the robed one discover the freedom of choice that he has never truly had.

Be warned, however: a foul air has descended upon Elturel. Not everyone can be trusted, and even fewer people are to be kept close. Choose wisely your words, as you never know where the oppressors may stand.

Report to Elturel at once, and speak with Albom. He will lead you to Fatemaker Breanna.

HANDOUT 4: FREEDOM GUARD

When an adventurer or citizen bears no particular affinity for the various organizations of the nation of Elturel they can sometimes find themselves the targets of strangely forward requests. In your case, this is exactly what happened.

During a recent stay at a roadhouse a group of well-equipped and finely groomed gentlemen were seated next to you. Their conversation was not subtle - they spoke of ill omens and intricate machines and a wondrous festival to be celebrated in the city of Elturel. But they also spoke of dire tidings and bad omens, of dark things still to come and a need for strong arms and able minds to protect the calm of the city during this time. Even though their full conversation was not to be disclosed, the portions that you overheard, whether on accident or intentional, were enough to pique your interest. After the men left you saw that a flier remained, though crumpled and well-handled:

Call to arms! Protect your nation from threats within and without!

During the coming Festival, strong arms will be needed to assist the Freedom Guard of Iriaebor. This year finds us blessed with the opportunity to employ one of our own as Chief Engineer of the Artifact, and with that honor comes a need for additional guardsmen.

The Festival will bring a large influx of people to Elturel, and with groups of people comes the threat of thievery, scoundrels, and worse. Protect the citizenry and earn a pouch of coin in the process!

Sign up today!

Asking around about the Freedom Guard, you find out that they were formerly The Shield of Iriaebor and are the armed forces of that city. They act to both police the city and patrol the surrounding lands and are well armed. There is a distinct hierarchy of Freedom Guard soldiers. All soldiers wear crimson capes and the color of the trim denotes the hierarchy. Iriaebor is still an independent and strong city-state, despite the best efforts of Elturgard to bring it into the fold. The City of Thousand Spires is not free of Elturgard's influence, however. Where competing states might seek to overrun a rival through force of arms, Elturgard attempts to woo Iriaebor with gifts, largesse, and promises of safety, all delivered by sun-blazoned paladins. Some merchants of the city freely accept these gifts, even going so far as to allow small companies of Elturgard knights to stay in their guest towers. More than a few see this as a threat, but others say the resident paladins are gracious--and handy to have around when true evil is afoot.

HANDOUT 5: ELTUREL AND THE DIVINE DEATH

The following information was drawn from the *Forgotten Realms Campaign Guide* (pages 124-125) and can be used for reference and shared with players.

ELTURGARD

Elturgard is a theocracy ruled by those who are certain they walk the path of righteousness. The paladins of this land take pride in their moral clarity and pursuit of good. Elturgard is dominated by a “second sun” that hovers eternally in the sky above the city of Elturel, making this a realm of endless daylight. Creatures of darkness cannot abide even the sight of the city. Unlike most countries, Elturgard has a state religion: Torm is revered in the temples that dot the landscape.

ELTURGARD LORE

History DC 15: Elturgard is a relatively small island of order and hope in an inhospitable swath of the Western Heartlands. Over the years, hundreds of people fleeing a mummy’s curse, a vampire’s service, or some other undead involvement have arrived here, settling in Elturel in particular. The forests surrounding this land have grown wild and dangerous.

A pocket of plagueland festering several miles to the south has a habit of spewing forth occasional monstrosities. About a year ago, a massive army of plaguechanged creatures emerged from the plagueland and laid siege to the city of Elturel. Although the invasion was turned back thanks to the assistance of a large number of heroes (as detailed in the adventure *ADCP2-1 The Paladins' Plague*), the city was significantly damaged and is still in a rebuilding mode.

Streetwise DC 25: In some quarters, Elturgard has garnered a reputation for being too righteous. Many problems attend its inflexible laws, inquisitorial persecution of evil and bold plans for “setting Faerûn aright.”

THE DIVINE DEATH

Religion DC 10: The Festival of the Divine Death is known in the region for being a time of great song and celebration, with the largest gatherings at dawn and dusk. It is similar in feel to a community fair but is rumored to have its roots in a divine conflict of years gone by, though not many citizens even realize the true cause for celebration anymore.

The iconic event during the Festival is the construction of an elaborate construct, typically clockwork in nature, in which the artifact of ingenuity is revealed at dawn on the final day of the event and is destined to be ritually destroyed at dusk to end the Festival.

Religion DC 15: The Divine Death (13 Marpenoth) commemorates the day when Torm and Bane destroyed each other during the Time of Troubles; the True Resurrection two days later honors Torm's return to life, while Bane (at least temporarily) still lay dead.

The purpose of the construct is two-fold: during the time of troubles a human male named Finder Wyvernspur became a deity in his own right because of his ingenuity at the start of the conflict, and eventually helped the gods to reconsider their prejudices and tear down their blinding walls at the end of the conflict. Whether this is true or simply a bard’s interpretation of the events is highly questionable, as Finder is nowhere to be found for answers.

