

HANDOUT I-A: DUSK TALONS MOTIVATIONS AND GOALS

The following information should serve only as a guideline to help you understand your character's motivations during the adventure. Obviously, you may take the information and deduce your own conclusions.

DUSK TALONS

The Dusk Talons are a group of rogues and freedom fighters who are against the restrictive rule of the Order of Torm, and at the same time are conducting a shadow war against the Zhentarim. The Talons are a major influence in Iriaebor. They desire freedom and oppose the restrictive rule of the paladins, having no issue with using some unconventional means to achieve it.

Under the leadership of Nualla A'Aschemmi, the Talons actively oppose and strike at the Zhentarim who reside in Darkhold. The fight is primarily due to a personal vendetta by Nualla. The few successes in this struggle, especially when preventing attacks on trade caravans on the Dusk Road, have gained them some popularity in the region.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- The final version of any agreement involves significant freedoms for the populace.
- Pardons for all Dusk Talon members for any past "actions" the previous government deemed illegal.
- Determine who Vacacarian is and stop his plan.
- Iriaebor remains free of Elturgard.
- Destruction of the Zhentarim.
- Expose the corruption within the Order of Torm to the public.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- Extensive spy network.
- Access to the Keeper of Names, a member with oracular powers and a perfect memory. He knows who works for whom and never forgets.

Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- Prison Time, fines or any legal consequences for Dusk Talon members.
- If there is to be a unified government, the Order of Torm may be a part of it, but they cannot control it.

HANDOUT I-B: FREE CITY OF IRIAEBOR MOTIVATIONS AND GOALS

The following information should serve only as a guideline to help you understand your character's motivations during the adventure. Obviously, you may take the information and deduce your own conclusions.

IRIAEBOR

Iriaebor is still an independent and strong mercantile city-state on the eastern edge of Elturgard, despite the best efforts of Elturgard to bring it into the fold. The City of Thousand Spires is not completely 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 guantlet-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.

Until recently, the government of Iriaebor consisted of the remnants of a merchant controlled council. Before the Spellplague and the crumbling of two-thirds of Old City, the city was run by Lord Bron who carefully followed the dictates of a forty person voting merchant council. The system was generally a chaotic mess as prominent merchant houses were constantly at war with one another. With fewer merchant houses remaining, the government has been in political turmoil in recent years as the major merchant houses have struggled to maintain what little control they still have.

Very recently, the people demanded a change. The result of that change was to create a new council consisting of just 3 ruling members, each representing a portion of the city's interests.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- Remain a free city state.
- If a new government is to be created, the city of Iriaebor needs a major say or way to preserve most of its independence.
- Determine who Vacacarian is and stop his plan.
- Free Trade.
- Expose the corruption within the Order of Torm to the public.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- Join the Freedom Guard of Iriaebor with the armies Elturgard.
- A garrison for Order of Torm Paladins outside the city giving them permission to protect the Dusk Road and the Chionthar River.
- The research that cleansed the Spellplague from the area near Elturel but destroyed the companion; it's obviously flawed, but might be useful to those who want to cure the spellscarred.
- Workers to repair the damage done to Scornubel.

Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- Become a vassal city to Elturel's current government.
- Trade benefits for other factions that hurt the caravan trade of Iriaebor.

HANDOUT I-C: LION'S DEN MOTIVATIONS AND GOALS

The following information should serve only as a guideline to help you understand your character's motivations during the adventure. Obviously, you may take the information and deduce your own conclusions.

LION'S DEN

The Merchant's Guild in Elturgard seeks to bring prosperity to the region. They desire free trade and freedom of choice.

The Merchant's Guild support a separate organization of adventurers to deal with local problems this group is known as the Lion's Den. 'The Den' is composed of mostly well-meaning adventurers - though some prefer to call them mercenaries.

While the guild has means to bring prosperity to the region, some feel that only money motivates the guild. During the war, the guild master himself fell victim to corruption. However, the guild assures that this is a thing of the past and that they keep tabs on all their members.

People of many different faiths in Elturgard support the Lion's Den. Most of these are unaligned or good-aligned faiths, including the faiths of Sune, Tymora, and of course Waukeen. The Lion's Den is strongest in Scornubel, though they can be found anywhere that there is trade, and indeed have started making inroads into Iriaebor.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- Free Trade.
- Trade concessions, preferential treatment, government contracts or tax breaks for Lion's Den members.
- Determine who Vacacarian is and stop his plan.
- Bring the factions together while still maintaining the status quo as much as possible.
- Jobs for all.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- A large number of talented adventurers on retainer.
- Resources to repair the damage done to Scornubel.
- Significant monetary resources.
- Teleportation circles in Elturel, Scornubel, and Iriaebor.

Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- High taxes or restrictive trade.

HANDOUT I-D: ORDER OF TORM MOTIVATIONS AND GOALS

The following information should serve only as a guideline to help you understand your character's motivations during the adventure. Obviously, you may take the information and deduce your own conclusions.

ORDER OF TORM

The Order of Torm has been ruling Elturgard for the past decades, imposing order for the good of the populace. The Order is formed with a mix of paladins and other devotees of Torm, supported by the faith of Amaunator, and it desires a strict, orderly region devoted to the edicts of their god with allowances for other Good deities.

While they bring safety and stability, their rule is seen as too restrictive by some. This is especially true for those of other faiths, who feel they do not have freedom to spread the word of their God. Also, merchants feel hampered in their trade and especially now the safety of the region is no longer assured.

The Order of Torm is strongest in and around Elturel.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- Determine who Vacacarian is and stop his plan.
- Torm as the State religion.
- Restart the Companion.
- The Order of Torm has the majority in any agreement. Failing a majority say they must have an equal say, with some additional control over the city of Elturel.
- Repair the damage done to Scornubel.
- Stamp out the Spellplague.
- A complete, orderly agreement that spells out as much as possible.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- A large military force.
- An already in place bureaucracy that can run the country; including orphanages, work programs and other social programs.
- Clerical resources.
- Allowing the Shields of Kilgrave to rejoin the Order of Torm.

Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- Allowing free worship of all religion (i.e. no evil deities).
- Anarchy.
- Expose the corruption within the Order of Torm to the public.

HANDOUT I-E: SHIELDS OF KILGRAVE MOTIVATIONS AND GOALS

The following information should serve only as a guideline to help you understand your character's motivations during the adventure. Obviously, you may take the information and deduce your own conclusions.

SHIELDS OF KILGRAVE

The Shields of Kilgrave, a group of spellscarred paladins formerly of the Order of Torm, seek to help those touched by the Spellplague and prove themselves in the eyes of Torm. The Order expelled all plaguetouched members, taking their spellscars as a sign of the weakness of their faith and citing the danger of allowing those tainted by the uncontrollable spellplague energies amongst the populace.

In methods and goals, the Shields share much with the Order of Torm (having been former members), but they have receive a many overtures from the Free City of Iriaebor since being expelled from the Order, and are expected by many to be more moderate than the Order.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- Return to the Order of Torm; failing a complete amnesty, at least allow those who were cleansed when the Companion was destroyed to return.
- Restart the Companion.
- Determine who Vacacarian is and stop his plan.
- Cure or aid everyone tainted by the Spellplague.
- Limit the exposure of the corruption within the Order of Torm to the public.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- A significant military force without ties to any specific city or faction.
- Significant knowledge about the Spellplague and plaguetouched creatures via a group of Tormite nuns called the Sister of Torm who have been helping those touched by the spellplague with charitable works.

Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- Banishment of spellscarred.

HANDOUT I-F: TYRANGAL MOTIVATIONS AND GOALS

The following information should serve only as a guideline to help you understand your character's motivations during the adventure. Obviously, you may take the information and deduce your own conclusions.

TYRANGAL

Tyrangal is appears as an eladrin woman who is a staunch foe of the pro-spellplague Order of Blue Fire. She has been tangentially involved in Elturgardian politics over the last two years and seems to have built up a significant number of covert information sources and others that owe her favors.

No one is really sure who Tyrangal is or what she really wants but she seems to show up just in time with helpful knowledge and goals that align with good folk. She was supposed to join you in Elturel this morning, but she hasn't shown. While worrisome, you have no choice but to proceed with the limited information you have.

Goals: The following, in order of preference, are the things your faction wants to achieve.

- Get a deal and bring everyone together. Unity is your number one goal.
- Determine who Vacacarian is and stop his plan.

Bargaining Chips: The following, in order of most willing to offer, is a list of things your faction might be willing to give up.

- A plan to restart the Companion (to be executed in *SPEC5-2 Closer to the Heart*)
- Tyrangal has implied that there is an immediate threat to the conference, but without her here to give the details; you are not sure how that can be of use.

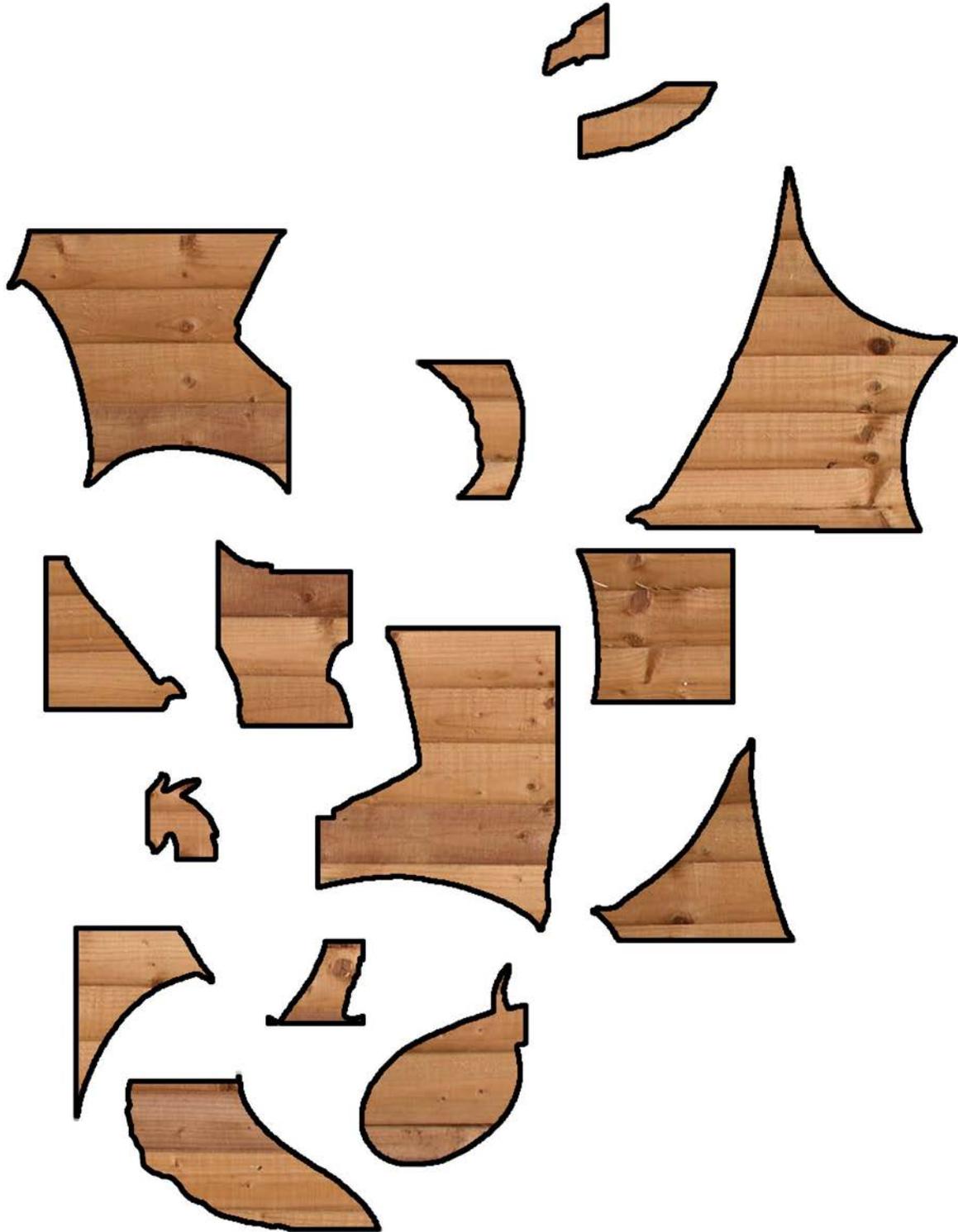
Deal Breakers: The following, in order of importance, is a list of things your faction does not want included in any treaty.

- Fractured government or disunity.

HANDOUT II: REGIONAL MAP



HANDOUT III: CRATE PUZZLE



EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Elturgard story area!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/ELTU0404LFR>

The survey period closes on **01 August 2013**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

1. From the Dusk Talon faction, which NPCs survived?

- a. Nualla A'Ashemmi only
- b. Kilgran only
- c. Both
- d. Neither

2. From the Iriaebor faction, which NPCs survived?

- a. Lord Krieger only
- b. Lady Brialle only
- c. Both
- d. Neither

3. From the Lion's Den faction, which NPCs survived?

- a. Liahanna Conmara only
- b. Fatemaker Breanna Murningham only
- c. Both
- d. Neither

4. From the Order of Torm faction, which NPCs survived?

- a. Everyn Cadwy only
- b. Tylen only
- c. Both
- d. Neither

5. From the Shields of Kilgrave faction, which NPCs survived?

- a. Taikos only
- b. Sphyre only
- c. Both
- d. Neither

6. From the Tyrangal faction, which NPCs survived?

- a. Tylian Kel'talorn survived
- b. Tylian Kel'talorn did not survive

7. Where did the PCs flee to?

- a. Triel
- b. Baldur's Gate
- c. They didn't escape.

8. How many of the refugees were rescued?

- a. Less than 50
- b. 50 to 60
- c. 60 to 70
- d. 70 to 80
- e. More than 80

9. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

5 4 3 2 1

10. How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

5 4 3 2 1