# Without Format

# Introduction

In the moonlit embrace of the Dalelands, amidst the whispering of ancient trees and the gentle rustle of the wind, a mysterious woman stands alone, her staff clutched tightly in her hands, several broken abberations strewn about at her feet. Her eyes, once filled with determination, now flicker with uncertainty as she gulps for air, lungs burning.

Mutated figures keep pouring from a dark portal in front of her .... She's reachs out for the Weave one more time... but still it abandons her

A tall dark figure raises a bent finger at her. "Storm Silverhand," their voice dripping with venom. "Your time has come."

At that the stillness breaks, two creatures rush her from the sides, suddenly like lightning she cracks her staff into their jaws one after the other and says "why don't you be a gentleman and ask me to dance yourself"

With a defiant cry, Storm charges the figure but several more twisted figures close ranks in front of him as she unleashed a flurry of devestating blows upon her assailants, her strength draining with each passing moment

With a sinking feeling in the pit of her stomach, Storm disengaged from the attackers, and grits her teeth. She knows what she has to do...\*you guys finish it\*

With a whispered prayer on her lips, she draws forth a hidden dagger from her cloak, its hilt bears the well known symbol of the Goddess Mystra.

As she raises it high, the blade glints in the light cast by the whirling portal.

The hooded figure, now suddenly panicked, shouts "NO, stop her, get her, stop her now!"

With one final defiant smirk she shouts "It looks like time is out for both of us", with that she plunges the dagger into her own heart! With a shrill scream and a burst of blinding light Storm Silverhand's body fades into the ether.

Her light fades and the blackness of the moonless night swallows her departure

A short hooded figure laments into the open air "Gah We're finished, what do we do?"

The tall figure replies after a moment "Until now, we've had the element of surprise, but that is not our greatest advantage... in the end this will make little difference. Back to the portal, we must expedite our plans now"

With that the figures pile back into the portal from whence they came.... And we find ourselves in the bustling Port City of Waterdeep!

## Friends, Travelers, Intrepid Heroes!

### Introductions are in order! roll initiative for introductions

### Roleplay and explore character stories in the city before meeting at Blackstaff Towers

- Players arrive at Black staff towers to meet with woman named Selene. Selene informs them that the weave has been acting strangely, there are rumors that plague changed and spell scarred individuals have been appearing throughout Faerun

- Nearby you hear tours being given and a proud Wizard boasts "You know many years ago Gale Dekarios of Waterdeep, Hero of Baldur's Gate, attended Blackstaff Academy in this very tower! Ah yes a rich history"

- Selene explains that she means to form an expedition into the Plaguewrought lands and investigate the source of these magical disturbances and she needs the help of powerful adventurers

- For helping me complete my investigation of the Plaguewrought Land Mystra will allow each one of you to request a boon from her and she will grant your a desire within her power. (Gold, power, information, etc.)

- These lands may be a very great threat...

- \*\*An elderly wizard interjects\*\*: "oh pish posh if you don't hurt the Plaguelands, the Plagueland's won't hurt you, that's what mother always told us kids growing up and mummy was right! You children don't realize, but those lands existed my whole life, it's only been 20 years since they've up and disappeared.

- With their disappearance magic has gotten far too easy as well. Maybe things will go back to before, it would teach you kiddies discipline!

- . "Why back in my day magic took gumption, sweat of the brow and vigorous experimentation!..... trails off as the entire tower shudders

## Attack

Blackstaff Tower Wards and Runes are somehow sabotaged and incapacitate everyone in Blackstaff tower, Mystra intervenes through Selene and shields a sphere around Selene encompassing the Party.

- Plaguechanged portal in and attack.

- Goal is to steal the kiira N'Vaelahr

- Arandur is surprised to see the party unaffected and orders all minions to handle them while he secures the artifact. "Kill them, and secure our position, I will return in a moment"

- 10 turns before enemies exit

### Aftermath

Books, furniture, and bodies lay strewn about the tower some living and some not so fortunate. One body struggles underneath a book shelf pinned to the floor... (If players help she is Vajra Safahr)

### Investigation lead's back to the Plaguewrought Land

- All of the magic users in the tower when they wake up will find that they have all been reduced to level 1

- Mystra's protection through Selene protected the player character's and will persist for their adventure.

- Selene will disclose that she can cast scry to locate one of the attacker's, Eldrin, however it is far beyond her power and will require Mystra's Blessing, additionally it will consume all her strength and she will have to return to Mystra to be rehabilitated afterwards

### Party should gear up for adventure tie up loose ends in the city before Selene scrys

- Goal is to retrieve the kiira N'Vaelahr and find out what is causing the unstable magic

- And locate Mystra's lost Chosen

- Storm Silverhand was murdered and alerted Mystra to the threat

- 3 more decades until Mystra can choose another Chosen, have to make due with what we have

- Retrieve the stone (optional), track down the Chosen

### Travel

- What does the party talk about on the road

- You have several days of travel to converse, plan, prepare yourselves

- This is an opportunity to role play your characters

- What are you talking about along the way?

- Random Encounter: dice: Road Traveling Encounters#^98e63

- DM beats a 14 generates an encounter

### Ormpetarr

- Foesmasher Keep

- Statue of Vraith in front \*\*History Check\*\*

- Seat of power in Ormpetarr, located at the center Eastern Edge of the city, surrounded by tall walls

- Run by Ex-Order of Blue Flame, zealot Adrian \*\*Insight check, on his demeanor\*\*

- Entering plague requires a fee

- Or submitting to a profane ritual, Ritual of the Border

- Pass Constitution saving throw DC 10 to take 25% max HP necrotic damage

- Fail Con throw to drop to 1 health point

- Spellcaster's can expend one charge of their highest spell slot to avoid saving throw

- Jewel

- A filthy beer and urine-smelling festhall and

a brothel that existed in the century between the Spellplague and the Second Sundering. Its most famous employee was Moirah with her spellscar just below the navel

- Griswald Buttmunch, Dwarf, is drunk at the bar and tries to pick a fight

- Finara's

- Popular 15th century inn that catered to pilgrims and travelers like every other establishment in the city. Finara was the inn's elderly owner, and she offered reasonably-priced accommodations

- Finara's daughter Grace runs her late mother's place now

- Monastery of Kelemvor

- Built in 1479 DR on the southern side of town, ministered to pilgrims undertaking their Scar Pilgrimage, most of whom died during the experience.

- Now the only remaining functioning temple in town and so multiple God's are venerated here such as Tyr, Silvanus, and Helm although few worshipers of these God's remain

\*\*ad-tip\*\*

Really play up the Plaguewrought Land, it is filled with wisps of magic and it's strangely not as dark as you expect. It' almost wonderous in a way, off in the distance you see not one or two but several enormous earthmotes suspended hundreds and hundreds of feet into the air

Somehow they have their own magical rivers too so water pours from many of them

# With Format

# Introduction

In the moonlit embrace of the Dalelands, amidst the whispering of ancient trees and the gentle rustle of the wind, a mysterious woman stands alone, her staff clutched tightly in her hands, several broken abberations strewn about at her feet. Her eyes, once filled with determination, now flicker with uncertainty as she gulps for air, lungs burning.

Mutated figures keep pouring from a dark portal in front of her .... She's reachs out for the Weave one more time... but still it abandons her

A tall dark figure raises a bent finger at her. "Storm Silverhand," their voice dripping with venom. "Your time has come."

At that the stillness breaks, two creatures rush her from the sides, suddenly like lightning she cracks her staff into their jaws one after the other and says "why don't you be a gentleman and ask me to dance yourself"

With a defiant cry, Storm charges the figure but several more twisted figures close ranks in front of him as she unleashed a flurry of devestating blows upon her assailants, her strength draining with each passing moment

With a sinking feeling in the pit of her stomach, Storm disengaged from the attackers, and grits her teeth. She knows what she has to do...\*you guys finish it\*

With a whispered prayer on her lips, she draws forth a hidden dagger from her cloak, its hilt bears the well known symbol of the Goddess [[Mystra]].

As she raises it high, the blade glints in the light cast by the whirling portal.

The hooded figure, now suddenly panicked, shouts "NO, stop her, get her, stop her now!"

With one final defiant smirk she shouts "It looks like time is out for both of us", with that she plunges the dagger into her own heart! With a shrill scream and a burst of blinding light Storm Silverhand's body fades into the ether.

Her light fades and the blackness of the moonless night swallows her departure

A short hooded figure laments into the open air "Gah We're finished, what do we do?"

The tall figure replies after a moment "Until now, we've had the element of surprise, but that is not our greatest advantage... in the end this will make little difference. Back to the portal, we must expedite our plans now"

With that the figures pile back into the portal from whence they came.... And we find ourselves in the bustling Port City of [[Waterdeep]]!

\*\*Friends, Travelers, Intrepid Heroes!\*\*

\*\*Introductions are in order! roll initiative for introductions

\*\*Roleplay and explore character stories in the city before meeting at Blackstaff Towers\*\*

- Players arrive at Black staff towers to meet with woman named Selene. Selene informs them that the weave has been acting strangely, there are rumors that plague changed and spell scarred individuals have been appearing throughout Faerun

- Nearby you hear tours being given and a proud Wizard boasts "You know many years ago [[Gale Dekarios]] of Waterdeep, Hero of Baldur's Gate, attended Blackstaff Academy in this very tower! Ah yes a rich history"

- Selene explains that she means to form an expedition into the Plaguewrought lands and investigate the source of these magical disturbances and she needs the help of powerful adventurers

- For helping me complete my investigation of the [[Plaguewrought Land]] [[Mystra]] will allow each one of you to request a boon from her and she will grant your a desire within her power. (Gold, power, information, etc.)

- These lands may be a very great threat...

- \*\*An elderly wizard interjects\*\*: "oh pish posh if you don't hurt the Plaguelands, the Plagueland's won't hurt you, that's what mother always told us kids growing up and mummy was right! You children don't realize, but those lands existed my whole life, it's only been 20 years since they've up and disappeared.

- With their disappearance magic has gotten far too easy as well. Maybe things will go back to before, it would teach you kiddies discipline!

- . "Why back in my day magic took gumption, sweat of the brow and vigorous experimentation!..... trails off as the entire tower shudders

## Attack

Blackstaff Tower Wards and Runes are somehow sabotaged and incapacitate everyone in Blackstaff tower, Mystra intervenes through Selene and shields a sphere around Selene encompassing the Party.

- Plaguechanged portal in and attack.

- Goal is to steal the [[kiira N'Vaelahr]]

- [[Arandur]] is surprised to see the party unaffected and orders all minions to handle them while he secures the artifact. "Kill them, and secure our position, I will return in a moment"

- 10 turns before enemies exit

### Aftermath

Books, furniture, and bodies lay strewn about the tower some living and some not so fortunate. One body struggles underneath a book shelf pinned to the floor... (If players help she is [[Vajra Safahr]])

### Investigation lead's back to the [[Plaguewrought Land]]

- All of the magic users in the tower when they wake up will find that they have all been reduced to level 1

- Mystra's protection through Selene protected the player character's and will persist for their adventure.

- Selene will disclose that she can cast scry to locate one of the attacker's, [[Eldrin]], however it is far beyond her power and will require Mystra's Blessing, additionally it will consume all her strength and she will have to return to [[Mystra]] to be rehabilitated afterwards

### Party should gear up for adventure tie up loose ends in the city before Selene scrys

- Goal is to retrieve the kiira N'Vaelahr and find out what is causing the unstable magic

- And locate Mystra's lost Chosen

- [[Storm Silverhand]] was murdered and alerted Mystra to the threat

- 3 more decades until Mystra can choose another Chosen, have to make due with what we have

- Retrieve the stone (optional), track down the Chosen

### Travel

- What does the party talk about on the road

- You have several days of travel to converse, plan, prepare yourselves

- This is an opportunity to role play your characters

- What are you talking about along the way?

- Random Encounter: `dice: [[Road Traveling Encounters#^98e63]]`

- DM beats a 14 generates an encounter

### [[Ormpetarr]]

- [[Foesmasher Keep]]

- Statue of [[Vraith]] in front \*\*History Check\*\*

- Seat of power in Ormpetarr, located at the center Eastern Edge of the city, surrounded by tall walls

- Run by Ex-[[Order of Blue Flame]], zealot [[My Campaign/Hidden Content/Characters/Adrian]] \*\*Insight check, on his demeanor\*\*

- Entering plague requires a fee

- Or submitting to a profane ritual, [[Ritual of the Border]]

- Pass Constitution saving throw DC 10 to take 25% max HP necrotic damage

- Fail Con throw to drop to 1 health point

- <small> Spellcaster's can expend one charge of their highest spell slot to avoid saving throw <big>

- [[Jewel]]

- A filthy beer and urine-smelling festhall and a brothel that existed in the century between the [[Spellplague]] and the [[Second Sundering]]. Its most famous employee was Moirah with her spellscar just below the navel

- Griswald Buttmunch, Dwarf, is drunk at the bar and tries to pick a fight

- [[Finara's]]

- Popular 15th century inn that catered to pilgrims and travelers like every other establishment in the city. Finara was the inn's elderly owner, and she offered reasonably-priced accommodations

- Finara's daughter Grace runs her late mother's place now

- Monastery of [[Kelemvor]],

- Built in 1479 DR on the southern side of town, ministered to pilgrims undertaking their Scar Pilgrimage, most of whom died during the experience.

- Now the only remaining functioning temple in town and so multiple God's are venerated here such as [[Tyr]], [[Silvanus]], and [[Helm]] although few worshipers of these God's remain

```ad-tip

Really play up the [[Plaguewrought Land]], it is filled with wisps of magic and it's strangely not as dark as you expect. It' almost wonderous in a way, off in the distance you see not one or two but several enormous [[earthmotes]] suspended hundreds and hundreds of feet into the air

<small> Somehow they have their own magical rivers too so water pours from many of them

```

###