Dean’s Dragon Quest

**Premise** - Dean Vihuel and a slate of proctor candidates pursue Occidian, an elven metropolis destroyed at the dawn of elven history. All traces of Occidian were buried and lost in the Sundering. The ultimate goal of the research is the recovery of the Elestar Patterns, an arcane manifestation of the {atomic} pattern that underlies all of nature. Grad students involved in the research are eligible for proctorship, which brings with it permanent on-campus housing, assistant teaching roles and a stipend.

1. **Research** – Proctors are given clues to follow the same line of research and progression of discoveries that Vihuel has already travelled.
   1. **Pregame** – Prospective proctors are given a small carved dragon figurine in various mysterious ways. It comes with a note signed by Dean Vihuel directing them to present themselves at the Lady’s College at an appointed place and time.
   2. **Campaign Start** – Proctors are told to determine the use of the dragon figurine and that they are embarking on a grad level course in which teams, each led by one of them, will compete against each other in a series of tasks. Their teams may have different members from task to task, but no member may participate in any given task for more than one team. There is no time limit, but the team with the fastest completion will advance to Stage II, Fieldwork.

**Prospects** – Ashton, Marcus, Laniara, Venrill, Vask, Rhothomir

* 1. **Prep Work**  -- Teams must discover that the dragon figurine activates a talking dragon construct in the Valamaradace Room of the Lady’s College library. The dragon construct is a script-driven quest-giver of 26 alphabetically organized quests. Each individual quest is triggered by possession of a book chosen from a special bookshelf.
     1. The PC chooses one of 26 books, each with a title beginning with a letter from A-Z.
     2. The PC activates the construct, which assigns the quest appropriate to the book.
     3. Each quest has an NPC handler, to whom the PC then reports for quest details.
     4. After completing the quest, the NPC gives the PC a keyword as proof of success.
     5. The PC gives the keyword to the construct, which records and rewards their success.
     6. The PC is free to choose another book and quest.
  2. **Stage I Completion** – Strung together, the 26 keywords make an instruction for Stage II:

**Academic Bridge Crossings Distinguish Educated Futures Goal Harvest Intertemporal Journey Knowledge Location Miles Neath Occidian Passage Questers Return Serves Time’s Ultimate Victory While eXtracting Youthful Zeal**

1. **Dragon Quests -- 9500gp in gold, gems, scrolls, potions, notable items, including: Bolts +3 vs. Dragons, Brooch of Second Chances, Staff of the Forked Tongue** 
   1. **Academic**
      1. **Quote: "**'A'...'A'...what begins with 'A'? 'Acrostic' and 'apple for the teacher' both begin that way. Why don't you go visit the charming Melindia, in Abjuration, and discuss with her, her hopes for a practioner of the art of Abjuration?"
      2. **NPC:**  Mistress Melindia of Abjuration
      3. **Task:** Complete all three Abjuration classes
      4. **Cost/Risk**: 350gp
      5. **Reward:** 100XP
      6. **Class/Skill Focus:** Arcanist/Uni Student
      7. **Text:** “Alustriel” -- Lady Alustriel Silverhand is the longtime ruler of Silverymoon and founder of the Silver Marches, a confederation of various states in the areas around Silverymoon (including Mithral Hall, Everlund, Citadel Adbar, and other citadels, towns, and villages).

She is a powerful mage, being one of Mystra's Chosen and has a preference for creation magic. She is known for her love and devotion to her people (which may be considered unusual for wizards who act as the rulers of nations). Due to this, she is extremely popular in Silverymoon (as well as everywhere else she goes) and most of her subjects would do anything within their power to keep her from harm. She is considered a wise and fair ruler, only showing anger in cold, pointed speeches.

Apart from being an intelligent, wise, and charismatic leader, she is also considered to be very beautiful. She shares the silver hair that is a trademark of the Seven Sisters. She sought to create a realm that would radiate glory and culture, much like the elvish kingdom of Myth Drannor.

* 1. **Bridge**
     1. **Quote:** "Belad and biscuits seem like a good place to start. Go see the former and return with the latter. And while you're there, help that excellent elven refectory proprietor with any task he needs done, Beshaba permitting."
     2. **NPC:** Belad, Refectory Manager/Myra/Katrinia/’Smith,’ Quaervarr {Inferno as human}
     3. **Task:** Collect chocolate beans from a clan of brownies
     4. **Cost/Risk**: Travel Map encounters, Moonwood spawns, brownies
     5. **Reward:** 100XP, chocolate beans
     6. **Class/Skill Focus:** Stealth
     7. **Text:** “Barbarous Ways” --"Blood flowed like spring melt water from Uthgar's wounds as he stood before his sons on the massive skull of Gurt, the lord of the pale giants. With voice unweakened, he spoke of his gift. "'Mighty Tempus declares that I may no longer walk among you. I will not go without leaving you a final gift. You know that I have fought the beast gods and taken from each a part of their strength, which I in turn give to you.’" "'Teach the children these secrets. If they devote themselves to the beast gods, then they may call upon the beasts' power'" "And so speaking, Uthgar mounted his sky pony and joined his father Beorunna in the war halls of Tempus."

The Uthgardt barbarians (named for Uthgar, their legendary founder) are a black-haired and blue- eyed people–large, hardy folk descended from a mixture of Northmen fugitives, Netherese refugees, and a few savage tribes, including the Beorunni (folk of Beorunna); who live by raiding, hunting, gathering, and farming.

The Uthgardt are divided into 10 tribes (at the present). Sometimes there are more, sometimes less. The tribes are named for the beast totems which Uthgar onquered: Black Lion, Thunderbeast, Red Tiger, Blue Bear, Great Worm, Sky Pony, Tree Ghost, Blackraven, Griffon, and Grey Wolf.

Although civilisation has come to the north in waves throughout history, much of the land is wild and untamed, the unbounded home of the Uthgardt. Their tribal lands extend north into the Spine of the World, south as far as The Stone Bridge, east to the Cold Wood, and west to Neverwinter Wood. They avoid cities, the High Forest and the lands around Hellgate Keep. Although some tribes have embraced agriculture and fixed habitations, the Uthgardt have few stable villages. Most tribes wander the wilderness in small clan or family groups and live within a few weeks' travel of their ancestor mounds, their holiest of holy grounds.

Tradition is the centerpole of Uthgardt life. Yet it is blind devotion to tradition that keeps them savages. Strength is everything and civilisation is a weakness not to be tolerated. Among the Uthgardt, men are warriors and hunters, and women tend to food gathering and family needs. They have no written language and little art beyond geometric carvings and clothing decoration. Their religions and philosophies focus on war, plunder, and survival in a harsh land.

They are superstitious, with a paranoiac dislike of magic. To reveal oneself as a magic-user to an Uthgardt warrior is to ask him to kill you. The Uthgardt barbarians have little to do with city folk, other than to treat them as prey. Lone traveller or large caravan, both are ripe fruit for plunder (still, some Uthgardt have made beneficial "civilised" alliances).Though the Uthgardt prey on civilised folk and frequently fight among themselves, they are quick to unite, even with non-Uthgardt, against their common ancestral enemy: the orcs.

Most Uthgardt show the strong Netherese bloodlines in their dark hair and fair skin, like the folk of Silverymoon and Sundabar. From Northmen ancestors come mighty physique and blue eyes. The barbarians dress in fringed leathers and furs. They love bright colours, gaudy jewellery, and ornamental decoration–everything they own is embellished with complicated designs and geometric patterns interwoven with designs representing their tribal totems and other beasts. The men of the tribe tattoo their cheeks with simple images of their totem, and the women are the showcase for their warriors' victories, wearing captured booty proudly.

In addition to the hand axe, knife, and spear, the Uthgardt favor the battle axe and javelin, and the long bow. The most common Uthgardt armour is leather and shield. Some warriors posses shield. Some warriors possess studded leather and shield. A tribal chieftain may possess chainmail and shield. In most cases, the shield is a spiked buckler (which can be used as a weapon).

Within the Uthgardt, all deities are allied to a central religion focusing on beast totems. Each tribe has its own totem. All other deities, including adopted "foreign" gods, are secondary and subservient to the beast gods. This includes Tempus (the Uthgardt war god) and Chauntea (the earth goddess, although she is worshipped exclusively by tribal women). Uthgardt legend tells that Tempus is the father of Uthgar, founder of the tribes (while other legends claim Uthgar's descendency from Beorunna). Chauntea is worshipped as the "grandmother," whose daughters (fathered by Uthgar after he ascended unto the halls of Tempus) are the wives of the beast gods. These non beast gods are represented among the tribes by shamans of lesser power (rarely above 4th level). Chauntea's clerics are always women. "Southern" gods are occasionally found in tribal strongholds, tolerated only because they or their clerics provide something valuable to the tribe. Beast Totem Cults The Uthgardt barbarian tribes each worship one of the beasts whose powers were taken by Uthgar. The totem cult encompasses the worship of the tribe's ancestors, including Uthgar, his sons, and long-dead chieftains and shamans.

Taken as a whole, the separate tribes form the Uthgardt people, yet they have individual distinctions that divide them and quash any possibility of unity as a people. This diversity is expressed as cultural variances, devotion to their unique totems, and tribal goals. Each tribe has an ancestor mound where they worship their totems (and other gods) each fall during the Runemeet. Several share mounds with other tribes, while some mounds are lost or abandoned. Each tribe is ruled by a chieftain, who may also style himself as king. Chief shamans are the most powerful in their tribe, normally accompany the chieftain. Other shamans of lesser or even equal power exist within each tribe. The ritual enemy is a foe whom young barbarians must challenge and overcome in order to become adults. It is also the focus of ritual hunts during the annual Runemeet. Orcs are the common ritual foe of all Uthgardt, but each tribe has its own personal enemy. As described previously, the beast power is a magical ability possessed only by tribal shamans.

Black Lion Tribe--Ancestor Mound: Beorunna's Well Nestled in the wide valley that separates the North from the glacier beyond is the small village of Beorunna's Well (mostly small huts, long houses and a few tents), which stands a respectful distance from the watery pit that is its name-sake. Here, the complacent Black Lions have forsaken tradition to become farmers and herders. Hunters still roam the wilds, but the tribe no longer depends upon them for survival. Agricultural success lets them trade with others for their needs. In forsaking their barbarian traditions, they have also cast aside their tribal totem. Most folk of Beorunna's Well worship the Tyr alliance of Tyr, Torm, Ilmater and Helm.

Blackraven Tribe --Ancestor Mound: Ravenrock Of all the Uthgardt, the Blackraven are the most conservative, holding tightly to the old ways and reacting violently to the new. Pureheartman and his assistant, Wulphgehar, are the only shamans tolerated by the tribe. As far as the caravans who ply the north are concerned, the Blackravens are the worst of the tribes. Blackraven warriors are renowned as bandits, gaining this reputation because they prey on those whom they despise the most– foreigners, especially merchants and missionary clerics. They seek to destroy that which may threaten their way of life. The tribe is aided in their quest by their totem, the gigantic ravens of Ravenrock. The raiders sit astride massive ravens, swooping down out of the sky to rob and terrorize caravans. The Blackravens have little respect for tribes who dwell in towns (particularly the Thunderbeast and Griffon tribes), since those tribes have adopted foreign ways. In return, they are enemies of those tribes. King Gundar Brontoskin (Thunderbeast chieftain) offers a bounty for the destruction of the Blackravens' eggs. Because their raiding spoils are tainted with foreign influence (including gold, jewelry, weapons, fabric, etc.), these items are sacrificed to the Blackraven and secreted away in Blackraven shrine, near the Ravenrock ancestor mound. The Blackravens protect their shrine closely and do not welcome foreign intrusion. Woe betide the person who is caught searching for (let alone robbing) the tribe's treasure-laden shrine.

Blue Bear Tribe--Ancestor Mound: Stone Stand This tribe is evil, a pawn of Hellgate Keep. The Uthgardt tribes stand united in their enmity towards the infamous Blue Bear tribe. No longer a mere spirit, the blue bear totem has become demonlike due to the tribe's association with the evil within Hellgate Keep. Likewise, the tribesfolk have degenerated and become brutal, possibly even more savage than orcs.

Elk Tribe --Ancestor Mound: Flintrock The Elk tribe's normal range includes the Evermoors, the plains east of the Dessarin and the Dessarin and lower Surbrin river valleys. Of all the tribes, they are the most arrogant, surly and self- indulging. Considered by many to be little more than bandits, they often raid other tribal settlements for food, women, and sport. They have loose ties with the rulers of Luskan but are unwelcome elsewhere.

Great Worm Tribe--Ancestor Mound: Great Worm Cavern Unknown, except that they seem mostly peaseful, and hate evil creatures.

Grey Wolf Tribe--Ancestor Mound: Ravenrock Though they are not the most numerous or the most powerful, this is the most feared of the Uthgardt tribes. Long ago, the tribe adopted human refugees from the lost city of Gauntlgrym. The evil that had possessed the city caused the tribe to be cursed with Iycanthropy. Any tribesman who possesses Greywolf blood becomes a wolf under the light of the moon (although those who are adopted by other tribes slowly lose the curse). On moonlit nights, the entire tribe roams the wilderness in search of prey. During Runemeet, the Blackraven tribe tolerates the Grey Wolves at their shared ancestor mound of Ravenrock– so long as the moon is not full.

Griffon Tribe--Ancestor Mound: Shining White Chieftain: Kralgar Bonesnapper Ritual Enemy: The cities of the North Chief Kralgar Bonesnapper is a populuar man of great charisma, and even greater ambition. Since assuming leadership, he has pushed his people towards greater accomplishments, making the Griffons foremost among the tribes in power, skill, and learning. His great goal is the conquest and possession of one of the northern cities. To this end, he has declared ritual war on the cities. Unallied clans seeking either plunder or the benefits offered by cities have joined the Griffons, swelling their ranks. Even so, Griffons' Nest, the primary tribal encampment, rivals some of the smaller northern cities. Without realizing it, Kralgar may accomplish his goal within his lifetime as Griffon's Nest slowly changes from camp to city. While the tribe wages incessant warfare against the cities, they welcome contact with outsiders, considering all as potential allies in their quest.

Red Tiger Tribe--Ancestor Mound: Beorunna's Well Like their totem beast (which is also called the snow cat, since its fur changes color in winter), this tribe is wild and solitary. They hunt in very small family groups and roam widely, primarily in the Cold Wood. They are wary of all strangers and would sooner avoid contact with things or folk which they do not know. The tribe has few shamans and no shrines other than Beorunna's Well. The men of the Red Tiger tribe are strictly hunters, leaving gathering and trading to the women, elderly and children. The Red Tigers believe that the true test of a hunter is the ability to bring down prey unaided. Often, their only weapons are "tiger claws,' short wooden handles embedded with three sharp stone daggers. The hunter holds these so the daggers project between the fingers like claws.

Thunderbeast Tribe--Ancestor Mound: Morgur's Mound The Town of Grunwald on the edge of the High Forcst is home to this most civilized of the tribes. The tribe takes its name from the apatosaurus (brontosaurus), which in ancient times roamed here. tribal shamans claim that thunderbeasts still dwell in the High Forcst. The clan's hearth at Morgur's Mound is surmounted by an apatosaurus skeleton. It said that in time of great need, the tribal shamans can animate the skeleton to fight in the tribe's defence. In addition to the Beast Cult shamans, the Thunderbeast tribe in Grunwald has grown civilized enough to tolerate priests of other religions, primarily the druids of Silvanus, and the clerics of the Tyr alliance.

Tree Ghost Tribe--Ancestor Mound: Grandfather Tree The tree Ghosts are wanderers who search for Grandfather tree, their lost and abandoned ancestor mound. At Runemeet, they worship at whichever ancestor mound is most convenient before resuming their wandering again. Unlike the other Uthgardt tribes, the tree Ghosts totem is not a beast. The tree Ghost is a woodland spirit, similar in some respects to an elemental, but drawing life, energy and intelligence from the forcst and giving back its energy to the forcst as a caretaker and guardian. Supposedly, each forcst has a tree Ghost whose power depends on the size of that forcst. The elves disclaim the existence of such beings, but the IYee Ghost tribe stands firm in its belief in their tribal totem and are able to draw on the spirit's power. The tree Ghosts are cordial to foreigners, but will not ask for outsiders' help in their holy quest for their ancestor mound. Although as a rule the barbarians hold the civilized folk of the north in disdain, the tree Ghost warriors owe allegiance to High Lady Alustriel of Silverymoon and would die to a man for her.

* 1. **Crossings**
     1. **Quote:** "If Conjuration is your school then by his art you're made no fool. Master Gasen has come far to teach here, but many of his animal friends come farther. Go see if you can conjure a keyword for 'C' from him."
     2. **NPC:** Master Gasen of Conjuration
     3. **Task:** Complete all three Conjuration classes
     4. **Cost/Risk**: 350gp
     5. **Reward:** 100XP, Toy Drum
     6. **Class/Skill Focus:** Arcanist/Uni Student
     7. **Text:** “Crown Wars: A Timeline” -- The Crown Wars were a series of elven wars spanning a period of 3,000 years. The great elven civilizations participated in five primary conflicts, leading to the decline of elven power in Faerûn.

THE FIRST CROWN WAR

-12,000 DR The Crown Wars Begin/Rise Of The Vyshaantar Empire. After centuries of fruitless diplomacy, the impatient, grasping rulers of Aryvandaar attack Miyeritar and begin putting political pressure on Shantel Othreier to join them or suffer the same fate.

-11,800 DR Miyeritar militarily occupied and annexed by Aryvandaar, though a number of clans and strongholds resist and continue to fight. Many elves of Illefarn, despite its officially-neutral stance, provide secret safe-havens for Miyeritaran refugees.

c.-11,700 DR Dragons set the southern expanse of Shantel Othreier aflame, separating the soon-to-be-called Wyrmwood from its greater body. Tethir, kin of Keltormir (soon to be called "the Dragonslayer"), single-handedly slays two ancient red wyrms of the Ridge and saves many elves of both his own Keltormir (allied with the northern elves) and Shantel Othreier. Tethir’s stand earned the elves the respect of the dragons, who had previously dismissed them as ignorant, two-footed cattle. Over time, humanity slowly builds in the clearings created by the dragon fires.

THE SECOND CROWN WAR

-11,700 DR Ilythiir rises up and viciously strikes out at any who support the gold elves of the north, in answer to the aggressions of Aryvandaar. Its nearest neighbour of Orishaar, as a major trade partner with Aryvandaar, falls swiftly in a brutal surprise attack.

-11,600 DR The Ilythiiri destroy Syòrpiir by fire, separating them from their allied neighbors and burning their homes to the ground.

-11,500 DR Thearnytaar and Eiellûr band together and declare war on Ilythiir, decrying their use of fire and wanton destruction far more than the power plays of the northern elves. They fight a holding action, preventing the Ilythiiri from advancing north.

-11,450 DR The Sable Wars. Thearnytaar and Eiellûr, with minimal allies from Keltormir and Shantel Othreier, invade Ilythiir, intent on destroying or reforming the dark elves before more realms fall. More than half their forces are decimated by the corrupt magics of the dark elves.

-11,400 DR Fall of Eiellûr as the Ilythiiri once again use fire to destroy their realm around them and isolate them from aid. They were also helped by traitor green elves, who thought their appeasement actions could help restore peace. The betrayers of Eiellûr are rewarded by the Ilythiiri with a tract of jungle overlooking the River Talar, which will become known as the Misty Vale. The survivors become known as the Or’Tel’Quessir.

-11,300 DR Miyeritar conquered by Aryvandaar.

-11,200 DR Thearnytaar falls to the savage and now-unrepentant dark elves, who use enslaved monsters and undead to occupy the thorn-and-bramble choked woods. Ilythiir now directly skirmishes with the major realm of Keltormir along its eastern and southern expanses.

THE THIRD CROWN WAR

-10,900 DR Accords finally fail between Shantel Othreier and Aryvandaar, now known as the Vyshaantar Empire, who immediately go to war.

-10,700 DR The Battle Of The God’s Theatre. The God’s Theatre (modern day Tunlands) on eastern Shantel Othreier is the site of one of the largest and costliest of all the Crown Wars’ battles. Nearly 70,000 elves died at the hands of elven or orcish enemies, as an orc horde 100,000 strong fell upon the already-embattled elves. Aryvandaar won the day, and occupied the northern half of Shantel Othreier.

-10,600 DR Shantel Othreier conquered by the Vyshaantar Empire of Aryvandaar after the mysterious death of Coronal Ynloeth and his supporters, House Elestar. Guerrilla fighting and rebel mages arise in parts of Miyeritar and the newly conquered territories. Only Ardeep, a vassal realm of Shantel Othreier, does not fall to the Vyshaan.

-10,500 DR The Dark Disaster. Miyeritar is engulfed in killing storms, which reduce this entire forest and realm into barren wastelands in three months. While no proof could ever be found, many believe the High Mages of Aryvandaar inflicted the Dark Disaster on Miyeritar. The elven realm of Ardeep is finally conquered by Aryvandaar. In the hundred years it takes the Vyshaan to bring this land under their hegemony, they slay two of its rulers, Ilitharath and his grandson Tarosspur. Shock over the Dark Disaster established an uneasy four decades of peace, as nearly every elf of Faerûn shrank back in awe and horror from what havoc the Crown Wars wrought.

THE FOURTH CROWN WAR

c. -10,450 DR Ilythiir’s seething counter-attack to avenge Miyeritar sees their open use of the corrupt powers of Lolth, Ghaunadaur and other dark, evil gods for the first time.

-10,300 DR The elves of Keltormir, opposed on both sides by the Vyshaan of Aryvandaar and the dark elven clan Hune of Ilythiir, strategically withdraw from eastern Keltormir, holding their lines at Highlands’ Edge.

-10,270 DR The Stone And Claw Campaigns. The withdrawal of Keltormir’s forces to close and defend its own borders pitted forces of Aryvandaar and Ilythiir against each other. They soon closed ranks and fought incessantly for two centuries. Battles raged across the giant-infested mountains and wemic-claimed plains north of Keltormir.

-10,110 DR In opposition to the corrupt dark elves of Ilythiir and their continued destruction of the forested elven homelands by fire (an elven enemy of long-standing), over 1,000 priests and High Mages of Illefarn and other free areas spend decades in fervent prayer for salvation by Corellon Larethian and the Seldarine.

-10,100 DR Through enslaved dragons and other powers, the dark elves of Ilythiir engulf all of Shantel Othreier in flames, destroying over 70% of its trees over the course of 50 years.

-10,000 DR Descent Of The Drow. Corellon's magic, as directed through his priests and High Mages, transforms the dark elves, now only found in the form of the corrupt Ilythiiri, into the drow. Whether by magic or by weakness that banishes them from the sunlit lands, all drow retreat within two months’ passing into the Underdark. Elves are summoned by the Seldarine to the site that becomes Elven Court one month after the Descent of the Drow, to settle differences and restore the peace among the elves.

-9900 DR Aryvandaar's covert persecution of High Mages and priests begins, as they attempt to destroy or control any who might somehow force their descent as they did the drow. While not destroyed utterly, Illefarn & its colony in the Llewyrrwood is annexed by Aryvandaar as its nobility of priests and High Mages died under the persecution of the increasingly-crazed Coronal Giilvas Vyshaan. Many elves of both lands flee to the remnants of Shantel Othreier.

-9800 DR The Vyshantaar Empire’s forces occupy all elven realms (save Keltormir) from the High Forest of Aryvandaar to the sweltering southern forests of Ilythiir. They begin the colonisation and settlement of Evermeet. A large force of Llewyrr elves escape the oppressive mainland and resettle in isolation and safety among the mountains of the Moonshae Islands. Their new land becomes Synnoria, after the elfqueen who led the Llewyrr to this island sanctuary. The Yuirwood is settled by small numbers of Sy’Tel’Quessir in the aftermath of the Crown Wars.

THE FIFTH CROWN WAR

-9200 DR The First Proclamation of Elven Court leads to the revolt of the nobles of Aryvandaar and the last Crown War begins. The Elven Court, the Seldarine priesthoods, and the long-hidden High Mages restore pockets of resistance and freedom across the entire Vyshantaar Empire, fragmenting the armies and nobles to limit their coordination.

-9000 DR The Vyshaan are utterly defeated and Aryvandaar is dissolved. Much of the High Forest is abandoned for an age, leaving the forest open so the gods might restore its peace.

--Coauthored by Cornelius Vihuel and Deszeldaryndun Silverwing in the Year 1325

* 1. **Distinguish**
     1. **Quote:** "My favorite, for obvious reasons. I do believe the good doctor, Doctor Augustine, will have a task for you. Complete it to gain the keyword for my Exam D. She is usually in her office on the Master's Level."
     2. **NPC:** Dr. Augustine/Mystran temple/Dezeldaryndun in human form
     3. **Task:** Collect an alchemical ingredient
     4. **Cost/Risk**: Travel map encounters
     5. **Reward:** 100XP, 150gp, Dragon Berries (raspberries from a patch Dez likes)
     6. **Class/Skill Focus:** Paladin/Cleric
     7. **Text:**”Dezeldaryndun Silverwings” -- Deszeldaryndun Silverwing is the Guardian Wyrm of Everlund and consort to the seldom-seen Valamaradace (the Dragon Queen of Silverymoon).

Silverwing is sometimes called "the Kindly Dragon" in the lore of the North, because he so often aids humanoids. Though he avoids human society and politics, Silverwing seems fascinated by individuals. He has healed and sheltered many lost, lonely, or hurt folk.

Some have heard that Deszeldaryndun has participated in the adventures of those he has befriended. He prefers to do such things entirely in disguise, so those he helps are often unaware of his draconic nature. He does not hesitate, however, to reveal his true powers if such a tactic can help one of his chosen companions in need. He's also a shrewd judge of character. (Silverwing is very rarely duped or taken unawares.)

Silverwing is a sleek, graceful silver wyrm who seems to enjoy a slow-paced, simple life in the wilds, spiced with frequent human contact that he initiates or for which he sets his own terms. (Those he wishes to avoid simply cannot find him if they come looking.) The Guardian Wyrm spends much of his time in human shape in the forests west of Everlund, posing as a woodcutter going by such names as Ergoth Falaer or Drouth Sammart. His ring of sustenance, and the fungus caverns and stocked fish pools he has established, provide him with ample food. When he takes wing to hunt, it is to deal with beasts he wants removed from his chosen domain, not to meet the demands of hunger. Though only veteran rangers active in the area may suspect that certain humans they meet with are in reality Deszeldaryndun, the Guardian Wyrm is famous in tavern-tales for tricking Zhentarim agents, members of the Arcane Brotherhood, Red Wizards, and other foes of law-abiding civilization in the North. He usually confounds such foes by approximating the shapes and mannerisms of powerful and influential persons (such as Khelben "Blackstaff" Arunsun and Elminster of Shadowdale) with uncanny precision.

Silverwing often impersonates Alustriel to allow her to slip away on covert (usually Harper or Chosen) business unnoticed, enhancing her reputation by allowing her to appear to be in two places at once or to respond to foes or crises with apparently blinding speed. On many occasions, he has deliberately taken her place in dangerous situations (including several antimagic field-laden ambushes intended to slay the High Lady of Silverymoon). Alustriel has kept such aid secret from all but her sons and certain fellow Chosen. Not even most senior Harpers know of it. The dragon renders such aid purely as a friend; although he approves of Alustriel's efforts to found a realm of relative safety and sophistication in the Moonlands of Luruar, Silverwing refuses to take any open part in the affairs of Alustriel's court, and he does not recognize that it has any authority over him (or his own Dragon Queen).

In return, Alustriel renders aid to both Silverwing and Valamaradace whenever they ask. The Lady of Silverymoon has prevented several dragon battles by appearing, ready to do battle, to surprise red dragons that have arrived to challenge Silverwing to combat. On one occasion, she posed as Silverwing's human slave in a ruse that allowed him to fool a dragon foe.

The veteran Harper Orbrind Hauthleather insists that the silent, cloaked swordsman who sometimes accompanies Alustriel in her palace and when she ventures outside the city is a shape assumed by some benevolent, powerful ally. Elminster confirms that the swordsman, who goes by the name of Talyn, is Silverwing's favorite human shape when he is with Alustriel. (His consort Valamaradace is known to favor an agile, diminutive, elven female human form and use the name of Targarda on her rare forays into civilized places.) Although Deszeldaryndun is a silver dragon and Valamaradace is a gold dragon, they're undeniably a couple, and all sources refer to Silverwing as Valamaradace's "consort." The Dragon Queen is rarely seen, but Deszeldaryndun often mingles with folk; he genuinely likes the company of intelligent, sensitive, good-aligned humans.

Silverwing is an adult wyrm of graceful build and an abundant sense of humor. He has a natural talent for mimicry, and he specializes in the voices, movements, and mannerisms of humans and half-elves of both sexes. Kindness is the defining, governing element of Deszeldaryndun's character, but he also has an impish sense of humor. This often shows itself in that he utters both sides of apparent "whispered conversations" to trick eavesdroppers into wild goose chases, precipitous actions, and spreading false rumors.

Silverwing personally enjoys gossip, learning secrets, and seeing the overall thrust and implications of all human activities in the Sword Coast North, but he enjoys a patience and self-control that no nosy human village busybody could hope to attain. Dragon Cultists and others who have tried to lure him into traps or revelations with the promise of rare or exclusive information have learned -- sometimes to their cost -- that Silverwing's interests never override his prudence and wry, wary grasp of perils around him.

An accomplished singer with a prodigious memory for old lyrics and obscure harmonies, Deszeldaryndun eagerly follows the careers and performances of both the famous and obscure bards and minstrels of Faerûn. One may often find him, in disguise, in fireside or tavern audiences, drinking in every intonation and gesture (for his own mimicry later). This habit has made him capable of perfectly aping the way certain musicians render songs.

Though he is a foe of pompous, humorless, or recklessly eager doers-of-good, Silverwing also likes and is entertained by the work of paladins, Harpers, and other positive agents in the Sword Coast North. He sometimes attaches himself to such individuals (and to less noble adventuring bands) as an uninvited, unannounced, and -- as much as he can manage -- unnoticed guardian and helper. Often when a warrior manages a "lucky escape," or a paladin prevails against impossible odds, the true cause is the watchful, unseen Guardian Wyrm of Everlund.

* 1. **Educated**
     1. **Quote:** "Eccentric Evoker? Perhaps not, as I would hate for you to experience electricity first hand. Elven Enchanter? No, exposure to elven superiority complexes might drive away otherwise promising proctors. I think it shall be Elementary Elementalism 101. Go to the elemental shrines in the Master's Hall. Someone there will tell you more."
     2. **NPC:**  Incinder, fire mephit
     3. “You must collect the gem of …”
        1. **Task:** Air – Descend from an antigravity field over the glacier
        2. **Task:** Earth – Dig for gems in underground cave
        3. **Task:** Fire – Defeat fire mephit at Everfire
        4. **Task:** Water – Swim against currents in DotR water trap
     4. **Cost/Risk**: Subdual cold dmg, subdual heat dmg, Con based shoveling requiring rest and with potential for rockslide dmg, Swim based swimming with bludgeoning and cold dmg and possible drowning death.
     5. **Reward:** 100XP, Fire Opal (1000gp), Diamond Dust (1000gp), Rock Quartz (10gp) + grab bag of gems <500 gp, Black Pearl (500gp) + grab bag of gems <500 gp
     6. **Class/Skill Focus:**  Air: Prayer; Earth – Constitution; Fire – Stealth; Water – Swim
     7. **Text:** “Elestar” --\*A series of faded, stained sheets of parchment bound together roughly with a dry leather tie woven through the edges. The first pages of parchment look and feel much older than the last few pages. Indeed, each piece of parchment seems to have been written more recently than the one before. The text is handwritten in purple ink, with a notation at the top before the actual content of the pages begins.\*

"Translated in the year 1370 from the Jotun by Loremaster Oakroot for Master of Divination Vihuel.

Cornelius, I have attempted to remain faithful to the roughness of the notes you provided over the last decades. I have retained the misspellings of words made in the original language by creatively misspelling the same words in the translated text. The grammar and syntax are atrocious. Wonderfully, authentically atrocious! They do add to the realism of the account, I do feel. You must introduce me to this sage someday, oh, my yes. Of course, that mountain can't come to me and I won't travel to it, so that does present difficulties! In any case, I dither. Here is your transcription! “

The Migration to Abeir-Toril

The history of the Elestar Clan trace back to ancient misty times. Times before the elves entered Abeir-Toril. The People came from the plane named Faerie, an outer sylvan world. Sun -and moon elves sought to find another place to live, because the desctruction of their kingdom, Tintageer. The second weave of migration to Abeir-Toril were these proud sun elves of Southern Tintageer and serene moon elves of Northern Tintageer who were both transported via High Magic to northern part of the sole continent of the planet, they named later Faerûn (the One Land), somewhat later than the dark elves arrived to the southern reaches of Fareûn. The survivors of Tintageer were led by Prince Durothil, and later when the prince gone missing the refugees were guiged by Sharlario Moonflower. These men became once engaged with silver and bronze dragons and some of their descendants as well. At that time metallic and chromatic dragons were at war; and even the subspecies were competing with eachother. Some dragons and also some elves considered the winged masters will massacre eachother if this continues. Elesta Ar’Ivae, "she who is radiant with sunlight" -as she will be referred later by her descendants, was a young mage, a faerie-elf, one of the approximately half of a hundred survivors of Tintageer. The full thruth is, that she was celadrin, daughter of a faerie sun elf and a tulani eladrin faerie lord, and a diplomatist of great charisma, driven by the ambition to prove herself to her immortal father. She arrived unconciously to Toril, due to the drawback of the High Magic the faerie elves danced to escape their collapsing homeworld. She affixed notably to the settlement of the Tel’Quessir in the new world. Not by taking territories, but by forging alliances. The most fruitful deed of her was the alliance she made with gold dragons. Others also tried to bind pacts with good aligned metallic dragons, such as Respen Ash who became the vassal of Orchtrien, the king of the Draconic realm of Dawnfire. Lady Elesta on the other hand bound a more synergistic pact with gold dragons. Her partner in this alliance was Ardeorowym, a (that time) gold dragon wyrmling who spoke on the behalf of Elesta Ar'Ivae to her elders. They forged an everlasing alliance between the clan of these mighty creatures and the followers of Elesta. The gold dragons of the kinship freely shared the knowledge of ages with the newcomer company.

The descendants of Elesta testfy tribute forevermore to this alliance.The clan took the name of the Grand Lady and decleared istelf as Elestar Clan.

Sharlarion and Occidian

Sharlarion, one of the first elven cities on Abeir-Toril was founded some centuries after the sun- and moon elven migration. Ist name derived from Sharlario Moonflower. (Atorrnash, the empire of the dark elves was founded somewhat earlier in -27,000 DR)

Sometime between -25,090 DR and -24,590, as records differ on the exact time of the event, Rhespen Ash, vassal of Orchtrien fell from grace with time and his lover, the rebel Lady Winterflower, daughter of the elven count of Duskmere become charmed by Orchtrien. Respen Ash stole a book from his former master and delivered it to Lady Windflower. The book contained theories of Dragon psychology and informations about the draconic mind. The two used this to lay the Dracorage Mythal, which Mythal was able to strip dragons from their keen minds as if the King-Slayer Star, an eerie red comet was at peak in the sky. The Age of Dragons ended, and the First Flowering of the Tel'Quessir begun here. The Elestar clan took place in the war against the evil dragons, to claim territory and carve the elven nations. Elestars also fought many times as dragonriders with their gold dragon partners.

Occidian was founded by a group of sun elves who had left Sharlarion a few centuries after the death of Prince Durothil, circa -25,000 DR. Among these Sun Elves, there was a general belief that Sharlario Moonflower had murdered their prince, so that he would be able to rule Sharlarion. These Sun Elves elected to leave their home, instead of swearing allegiance to the elf they believed killed their true monarch. Actually they were wrong, but no one ever proved that. It was merely a pretext to move and build a new community of their own.

With the course of time, Occidian became known as the center of Elven culture on Faerûn, surpassing even Atorrnash and Sharlarion. Sun Elves, always ones to honor tradition, modeled their city off of the Elven cities that once flourished on Faerie. The city became known for stressing Elven ideals -magical power and supremacy, tradition, community, the arts, and communion between civilization and nature.This era is noted as the golden age of the Elestar Clan.

Elashor Elestar discoverd the famous "Elestar-patterns"at this time by his reseaches and experiments begining with morning-glory- and sunflowers and continued with smoke and liquid dynamics and even crystal formation. The Patterns he found, could extended nearly to the wholeness of the world. He told boldly, that the ratio and proportion of the patterns is as true to the tiniest corpuscular materia as to the constellations of the omniverse.

Circa -24,400 DR, in the Year of the Singing Sirens, a large horde of Orcs guided by lower planar creatures and a giantkin demoness, marching from the north, overran Occidian. Through fell magics that, in retrospect, can probably be attributed to Lolth, the High Magi that would have been instrumental in defending the city from the Orcs had all been killed. Some kind of magical backlash had literally caused the crystalline Occidian Tower to explode, killing all of the Elven High Magi within the city. Combined with the massive number of Orcs, and the timing of the surprise attack, which coincided with the Elven holiday of Cinnaelos'Cor, Occidian had little chance. The entire realm was fully and completely destroyed. Elves were killed. The forest was torched. Crystal towers were toppled. As the Orc horde moved east, towards Sharlarion, there was literally nothing left of Occidian.

Really few Elestar survivors reamain in the Realms, the Dragonflight of the clan was completely destroyed as both Elestar dragonknigths and their gold dragon companions died in the explosion.Only a handful of the clansfolk survived and those elves were sheltered by their gold dragon allies (rumored to survive the next few centuries in some paradimensional hideaways).

In -24,000 DR, the Orc horde that had destroyed Occidian turned east, towards Sharlarion. In a cruel twist of fate, the majority of High Magi in the city had been killed by the magical backlash that killed their brothers and sisters in Occidian. The dragonriders of Sharlarion were far to the south, too far to lend any help in the coming battle. The Elven defenders of the city would have to rely on their own martial skills, as well as their own battle magic. The fighting was fierce and brutal. Texts describing the battle say that elven archers were so effective that a wall of Orc corpses began to surround the wall-less city soon after the battle began. The Elven defenders eventually went on the offensive, charging in to the ranks of their Orcish enemies. Led by the legendary Elven heroine, Kethryllia Amarillis, the defenders of Sharlarion eventually routed the Orc horde besieging them, and slew their leader, a demon known only as the Journey Giant back to the Abyss. Sharlarion was not without casualties, but it would survive another day. All but a few Elestar refugees of Occidian finally moved back to Sharlarion late the following century, leaving only a single living memorial at Occidian.

The Sundering

Hundreds of High Magi gathered in the heartland of Faerûn at the Gathering Place. Ignoring the lesson learned from the destruction of Tintageer centuries earlier, the High Magi cast a spell designed to create a glorious elven homeland. As the Day of Birthing dawned, the spell reached its apex. The spell tore the planet's surface apart, and Faerûn,the one continent,was sundered apart by the unbridled force of the spell. As a result, hundred of cities were washed away, thousands of elves laid dead, and the face of Abeir-Torilis changed forever. The name Faerûn, no longer the "One Land", was given to the largest continent. The Tree of Souls was given to the elves. It is unknown how many if any High Mage of the clan took part in the ritual, but it is almost certain that all of them is consumed by thier own magic, and probably their soul joined to the other Selu'Taar souls inhabiting the Tree of Souls.

Circa -23900 DR, The forest community of Sharlarion, survived the Sundering nearly complete. Just as their fellow fortunate elves the Elestar clan also increased in their number and spread in to the surrounding forest, hills, and lowlands.

Aryvandaar

Elestar was among the first clans who settled in Aryvandaar, the early House Elestar was acomparatively modest noble house, noted for its Gold Dragonflight, wich was vital in the dawn of elven realms, the house has had also talented spellcasters and resolute scholars. House Elestar settled first in this form in Arywandaar circa -23,900 DR. Becoming a prominent sun elf noble house of the realm according to the military might of the Elestar Dragonflight and the exponential growth of the clan's lore and knowledge in cultural worth, education, and mostly in the magical arts (especially arcane). House Elestar became noted also as a collecting place of the greatest enchanters of that time. Despite these ambitious thirst for the power of knowlege and might, House Elestar was not as active in the politics as was in many other concerns.

Hhora Elestar used the "Elestar-patterns" (those of occidiani origin she duplicated in secret while on a brief time travel) to create the Elestar Patternbook of mostly decorative forms and their methodology. Its uparalleled balance and aesthetical designs in registered copyrights were used on a large scale in the later architecture, industrial design and decoration. Accordig to her work, musicians and many other performres of the clan also adapted mindfully the proportions of the Elestar-patterns as rhythm descriptors to their, music and dance. All of these attempts led to an unseen advance of the science and culture of the realm.

The Crown Wars

The Clan were neutral all the time up to the rise of the Vyshaan clan in -15,300 DR. As the First Crown War broke out (approximately in -12,000 DR), House Elestar became a stern pacifist organisation and with it a political opponent of the Vyshaandynasty. During this time the Elestar clan abandoned all its militaristic activities such as its favored dragonflight. Unfortunately, not having any more dragonflight meant that Elestar were without protection of ancient dragon when Vyshaan Clan decided ancient Elestar mastery of Elestar Patterns was too much a threat. Vyshaan Clan eradicated all Elestar of Aryvandaar in -10,700 DR with assassin help. Elestar attempted evacuation to Occidian Ruin but soul tree of Hhora Elestar shattered and Elestar Kiira housing of Patterns destroyed with violent arcane blast consuming House Elestar and all living flesh for may league surrounding. House Elestar, literal, was no more.

* 1. **Futures**
     1. **Quote:** "Ah, 'F'. It's time for you to meet an old friend. Go to the Fochlucan and find the author of the history you hold."
     2. **NPC:** Mother May
     3. **Task:** Collect an old lady’s journal, learning server canon. Possible forgery sidequest.
     4. **Cost/Risk**: Being bored to death by a chatty old lady
     5. **Reward:** 100XP, canon server knowledge
     6. **Class/Skill Focus:**  --
     7. **Text:** “Felbarr: Citadel City” --Citadel Felbarr

At A Glance: This fortified city stands on a rocky mount in the center of the valley between the Ice Mountains and Nether Mountains and was originally part of the dwaven kingdom of Delzoun. Known to humans in recent times as the Citadel of Many Arrows the fortress was held by orcs for over two hundred years but has recently been reclaimed by dwarves. The citadel lies directly in the path of every invading army of orcs coming from the northern mountains, making it a very strategic point, and therefore important for the Silver Marches to keep in friendly hands.

History: When the dwindling number dwarves in the North began to affect their ability to maintain mining operations, this city’s poor mines were among the first to be abandoned. Little more than three hundred winters ago, dwarves turned the citadel over to a garrison of 3,000 troops from of Silverymoon. The folk from that city hoped to use it as a base for exploration of the Coldwood and the needle-sharp Ice Mountains north and east of Dead Orc Pass. They wanted to find giant trees for use in shipbuilding and new sources of gold and the increasingly scarce silver. Unfortunately, the orcs of the mountains had other ideas. The humans were under attack from their first day in the Citadel. Fifty years after the human occupation began, an orc horde of awesome proportions surrounded and besieged the citadel. Heedless of losses on both sides, the Battle of Many Arrows lasted for more than four months. The battle so named because the defenders used an arsenal of over fifty thousand arrows. The incredible barrage slew so many orcs over the course of the battle that in the end the remaining orcs were able to climb up the mountain of corpses and there by scale the citadel’s walls. The battle ended with the fall of the Citadel and the outright slaughter of the defenders. In 1367 DR, while orcs of the citadel were busy fighting their own kind, an army of dwarves led by King Emerus Warcrown was able to destroy both groups of orcs and reclaim the fortress.

People: Since retaking the fortress King Emerus has been working tirelessly to return the once-glorious city of Felbarr to dwarven standards. Dwarves from all over the North have heeded Emerus’s call to arms, arriving to rebuild the ancient dwarfhold. The main gates, which were shattered during the battle with the orcs, were restore in short order and halls have been scoured clean of the foul orcs’ occupation. In addition to the dwarves a number of humans continue to make Felbarr their home. Unlike many dwarven cities Felbarr does not discriminate much against other races, except orcs of course. All who come to Felbarr are offered a home, a job and free repair or replacement of their weapons. All citizens of Felbarr are, however, required to either take a turn on watch or patrol. In addition to the citizen’s guard King Emerus has been religious in maintaining a full contingent of dwarven guards on watch at all times. Each citizen keeps a wary eye on the horizon knowing that a horde of orcs could return at any time to threaten their new home but with establishment of the Silver Marches there is sense among the inhabitants that they will no longer fight alone.

Places: Felbarr Fields is the name given to the vast, wild valley in which the city resides. With the return of the dwarves to Felbarr the mining of this wilderness for gold and mithral has undergone somewhat of a rebirth, and miners of several races are bringing precious metals and minerals out of the nearby mountains. Lairs of many orcs and other more fearsome monsters have been found in the abandoned mines and are plaguing new operations as well. Not only foes but some puzzles of ancient years have been discovered, as in a nearby cavern of either giantish or elven origin but deemed off-limits to dwarfkin by the king, probably as part of his decree that dwarves are not endanger themselves needlessly in attempts to clean out menaces OR puzzles. Instead Felbarr maintains a list of such locations and pays bounties to adventurers who can prove that they have secured an area. The massive stone gates of Felbarr are the most impressive dwarven work in recent times. The gates are nearly as thick as the city wall and yet can be closed and sealed by a single dwarf in under a minute. No known force is capable of stopping the closing mechanism once it has started and, once sealed, the gates are magically and physically locked so that only the Gatekeeper and the King are capable of reopening then.

--May Honeywell, Bard of the Hidden Paths

* 1. **Goal**
     1. **Quote:** "Goats and glabrezu and greataxes! No, wait, that's the graduate course. For you, it's: gnomes and Gond and gears! Go get a little gizmo from the Wonderbringer in the tower north of High Hold. Take it to Imogene."
     2. **NPC:** Priest of Gond/Imogene, Divination Proctor
     3. **Task:**  Recover timing gears from rogue golden golem construct
     4. **Cost/Risk**: Falling damage, up to and including death.
     5. **Reward:** 100XP, universal climbing rope, prototype golden golem gears
     6. **Class/Skill Focus:** Climb

**Text:** “Gond: Gnome or Gnot?” -- And so it goes, the eternal question. Are Nebelun and Gond actually the same god? Conventional wisdom says yes, but let us examine some of the evidence.

Gond is the purveyor of that curious and distressingly equalizing creation known as smokepowder, as well as multiple other inventions that variously fly, swim or delve their way around Faerun. Gond is a large, burly smith who smelts stars into wonders. Nebelun, on the other hand, is a gnome. One must assume so, as gnomes worship him. I haven't really bothered to find out but I suppose one could ask a gnome if one could bear being around the small, squeaky fellows....

--Lord Witwander

* 1. **Harvest**
     1. **Quote:** "A hero's headstone awaits you. I do hope it's not your own. Hunt down our halfling loremaster to hear more."
     2. **NPC:** Librarian Oakroot/Battlepriest Cyrthol/Alustriel’s voice
     3. **Task:** Witness Sylune’s death In memorial in hidden catacomb chamber
     4. **Cost/Risk**:
     5. **Reward:** 100XP, Alustriel & Storm’s attention
     6. **Class/Skill Focus:** Ranger/Harper

**Text:** “Hornblade: Thunderspells” -- Taern "Thunderspells" Hornblade is the High Mage of the city of Silverymoon[1], having succeeded Alustriel when she took the office of High Lady, and member of the Council of Twelve Peers.[2] Before taking over the supreme office of the city he was the leader of the Spellguard.[3] He is described as a tall, graybearded mage who appears grave and thoughtful most of the time, and who prefers to avoid confrontations - reaching decisions through consensus and smoothing over all that can be smoothed over. His nickname, "Thunderspell", comes from the deadly battle-spells for which he became known in long ago magefair duels, and more recently in defense of Silverymoon. Taern works hard at building friendships with folks great and unknown, to forge alliances of people who can call on one another's aid when crises arise.

In place of Alustriel, who has the roles of Lady Protector and High Lady, Hornblade sits as a Peer on the council of the Silver Marches for Silverymoon, though he follows Alustriel's wishes whenever they are expressed.

Taern is tall and gray-bearded, a powerful evoker mage and a thoughtful and cautious man. He bears a signature weapon, a longsword by the name of Hornblade, which is reputed to be a magic item of great power, with links to the mythal and Moonbridge of Silverymoon.

* 1. **Intertemporal**
     1. **Quote:** "Allow the good Master Volebane to illuminate you on matters of Illusion, and the 'I' keyword."
     2. **NPC:** Master Volebane of Illusion
     3. **Task:**  Complete all three Illusion classes
     4. **Cost/Risk**: 350gp
     5. **Reward:** 100XP, Illusionary rod of wonder
     6. **Class/Skill Focus:** Arcanist/Uni Student
     7. **Text:** “Imvaernarho” -- Imvaernarho, or Inferno, is an ancient red dragon who has mastered fire magic. His lair rests in the Star Mounts. Legends surrouding the great wyrm have been spread all throughout the Western Heartlands and the Sword Coast North. Although he has typically kept himself isolated from other, Inferno has taken a recent interest in the Silver Marches.

Tales of a red dragon of awesome age, power, fire-magic mastery, and hoard size have long been told and retold across the Heartlands and Sword Coast North. He is also said to devour even the mightiest adventurers who come against him.

Despite their wild claims, few Inferno legends are baseless. There really is a reclusive, magic-studying great dragon named Inferno (at least to humans, who have simplified his real name, "Imvaernarhro"), and his fire spells are impressive even to archmages of long years and many achievements. Imvaernarhro has traditionally kept to himself, troubling other dragons and the wider world little (except those who seek to violate his privacy). Aside from the diversions of dealing with intruding adventurers, his time was spent chiefly in sleeping -- for decades at a time -- and experimenting with fire magics.

However, Imvaernarhro's isolationist ways are changing. He now seems to be taking an interest in the expanding Silver Marches, Thay's expanding network of enclaves, and the politics and society of "civilized" Faerûn. He spends much time scrying as well as using spells to send messages or give orders to humans. He has subjugated many members of the Cult of the Dragon. Apparently, it amuses him to toy with them, though he has expressed no desire in lichdom. It's too soon to discern the dragon's motives for such meddling. Does he seek merely to stir things up for his personal entertainment? Set lands to war with each other, to weaken them all so none can threaten him (and he can raid for food at will)? Or does he seek to steer and shape realms and their affairs to his own liking? With luck, the civilized denizens of the Silver Marches may never know.

* 1. **Journey**
     1. **Quote:** "Just a journey. A couple of them, in fact, but a small one first to gain this keyword. You will require the Jotun Dictionary. Take it with you. On the high trail to Felbarr, you will meet your guide. Trust her. She will take you to the one you must meet next. Jump to it!"
     2. **NPC:** Jaheira/Fjellferd
     3. **Task:** Meet Fjellferd, presumed Sage of Occidian
     4. **Cost/Risk**: Travel Map encounters, Felbarr Trail spawns, Fjellferd might hurl rocks
     5. **Reward:** 100XP
     6. **Class/Skill Focus:** Intelligence/Language: Giant
     7. **Text:** “Jotun Dictionary” -- A list of basic words in the language of the giantkin, Jotun.

I -- er

You -- jHJk

He--uj

She--Rtuj

Elf-- jar

Dwarf-- gjkjUghWer

Human-- UJkVUghG

Giant-- Jotun

Friend--rWeijGgj

Foe--rHj

Kill--Kjaa

Eat--jUghJK

Yes--trjRt

No--GH

Go/Journey/Leave--Ferd

Earth/Mountain--Fjell

Air/Snow--RtGHkj

Water/Ice--erkj

One--HGj

Two--JkkjH

Three--JKuWei

Four--rHJKWe

Five--rijK

Six--Rtity

* 1. **Knowledge**
     1. **Quote:** "K is for 'keys', which come in many shapes, and not all of them that of a keyhole. For instance, you are to collect a key from a friend of mine, who bears it hence as a keepsake from a friend of his by name of Kara. I've told him to meet you at Khelb. Return with the item to Imogene."
     2. **NPC:** Dezeldaryndun in human form/Karasendrieth by proxy
     3. **Task:** Solve song based puzzle near Khelb
     4. **Cost/Risk**: Kobolds
     5. **Reward:** 100XP, a rock from Occidian Tower
     6. **Class/Skill Focus:** Bard
     7. **Text:** “Kiira” -- Lore gems ("Kiira") are elven magic items that can only be worn by elves. They are semi-intelligent and act as depositories of knowledge gathered by its wearer. This knowledge is accessible by future wearers of the gem. They were mostly worn by elven nobles, with their color and clarity, acting as a status symbol among Elven Houses. They are not limited to a specific type of gem, but are never larger than an elvish pinky finger. They tend to be polished smooth with a slight mound shape, without any facets. The color of the gem becomes accented and deepens with each new mind-meld. A number of Elder Houses have gems that are nearly black in hue, depicting the vast amount of knowledge the gem contains.

In order to wear one of these gems, one must be an elf and possess a much higher than average intelligence. If these requirements are not met, the violator is subject to a Feeblemind attack which may or may not be permanent, depending on the strength of the victim’s will. This effect will continue until the kiira is removed.

Even those who meet the requirements and wear the gem of their own House do not find it easily controlled. Bearers of the gem must continually test themselves against the gem. Wearers with higher intelligence must test themselves more often, as the kiira tests their ability to gain access to greater and greater knowledge. With each failed test the subject loses some of their intelligence…permanently.

Lore accessible via the gem is not immediately available to a wearer after surviving the transfer. The elven knowledge contained within these gems can include ancestral spells, battle tactics, folklore, lost knowledge and other suitable subjects. The information usually transfers to the wearer in memory flashes.

It is known that the following elven Houses owned a kiira: Alastrarra, Aunglor, Durothil, Haevault, Iliathor, Neirdre, Nimesin, Orbryn, Raedrimn, Starym, and Ulondarr. The Alastrarra House's kiira was returned to them in Cormanthor by Elminster in 241 DR.

Selu'Kiira are "High Lore Gems", made exclusively from rainbow tourmalines, which were long, faceted, and sparkling. This difference in appearance sets them apart from a normal kiira. Instead of darkening in hue, these gems change color as they record up to 3000 years of knowledge. They transition in color from left to right as follows: blue, green, black, brown, orange, and brightens to a blistering red when it has recorded its full capacity.

These gems were used to store the knowledge of High Magic. A new bearer must endure the same tests as a kiira. The knowledge of High Magic is not available unless one also meets the minimum requirements of a High Mage student. If someone does not meet these requirements they are subject to one of two results. Non-elves are blasted to ashes, no saving throw, as their heads explode from being unable to absorb that much information that must remain hidden from N'Tel'Quess. Unworthy elves are subject to a Magic Jar spell attack, trapping them within the gem. When this occurs the gem is transported to their former homes or to other High Mage strongholds. It is customary for a High Mage that finds such a gem to wipe the mind of the victim, and return them to their last remembered location.

* 1. **Location**
     1. **Quote:** "Languages! Lots of them, but let's begin with Loross. Labelas is fitting, as well, as the last native speaker of Loross around these parts died 2000 years ago. You can speak to him about his death in the Tower of the Star. See our local loremaster, Librarian Oakroot, first, for more information."
     2. **NPC:** Magus Nemehl of DotR
     3. **Task:** Make peace between Nephos and Nemehl the Loross speaking ghost at DotR
     4. **Cost/Risk**: Travel Map Encounters, Frost Hills Trail/Settlestone spawns/Angering Nephos or Nemehl
     5. **Reward:** 100XP, First-hand account of Occidian
     6. **Class/Skill Focus:** Intelligence/Diplomacy/Bluff/Language: Loross
     7. **Text:** “Labelas Enoreth” -- The march of time is inexorable, but the blessings of the Lifegiver enable the children of Corellon to live long and fruitful lives, unmarked by the passage of years. Record and preserve the lessons of history, and draw lessons from that which has unfolded. In the end, the sun always sets ere the next day dawns anew.

Labelas Enoreth, or the Lord of the Continuum, is the chaotic good, elven deity who governs the orderly passage of time and guards against those who would alter the path of history. Together with Sehanine Moonbow he oversees the long life span of the elves and their lives after they have left the mortal realms. His symbol is the setting sun.

He is a philosopher, a patient teacher and instructor, who gives wisdom and knowledge to young and old alike. He is often praised but rarely invoked. Those who worship him are those with an interest in ideas and knowledge, and the changes wrought by the passage of time - sages, historians, philosophers, and librarians.

Labelas' priests are responsible for educating the young and promoting and acquiring knowledge. They are also record keepers and historians. They meet in groves at sunset to pray, meditate and mark the passing of another day by sharing prayers and knowledge. His clerics typically dress in light gray robes.

\*\*Jotted in a precise hand in the margin of this single page, apparently ripped from a religious chapbook:\*\*

A time gate is a permanent physical portal through time. There are only a handful on Faerûn and their locations are unknown to all except certain elven High Mages. The gates' exact age is unknown but they predate even the coming of the dwarves. The gates have the power to transport an individual to any point in the past, according to the wishes of the individual walking through. If no particular period in time is thought of, the individual is transported to a random point in the past. The effect of walking through a gate is otherwise similar to the time conduit spell. An expedition to locate the lost time gates was conducted in 404 DR. The only mention of the locations of these gates is made in ancient texts sacred to an elder incarnation of Mystra.

The first gate "...lies hidden upon the back of the mountains, where the ice and rocks touch the summer sky of Amaunator's belt." Amaunator's belt is a constellation appearing in the summer over the Spine of the World. The gate is within a deep cave and is guarded by a vain and greedy white dragon, who demands a hefty fee to allow anyone past. The second gate is "north of Novularond, shining bright upon Misken's Peak at Highsummer." The third gate is at "Andrio's Peak near the Garden of Eldath." The name of the peak is a misspelling and should have referred to Mount Andrus. The garden refers to Cedarsproke, a city in the Guthmere Forest.

Time conduit is an incredibly rare, powerful spell that allows the creation of a very short-lived portal backwards through time. It causes items that are anachronisms in the destination time to be removed, only restored into existence on the bearer's return to his or her own time. Pages from spellbooks or scrolls that refer to spells not yet in existence become blank, only being restored if the bearer travels forward in time again. It is possible for the caster to decide upon the destination time and culture, and this can potentially create the other end of the portal at any rough location the caster chooses

The spell causes those travelling through the portal to age by one year, but their stay in the alternate time cannot last more than thirty days. The portal will always take the time travellers to the first day of the destination year, and will always return them on the last day of the original year. Beings cannot exist in two places at once on the timeline, so it is impossible to travel to the same destination time twice, and an attempt to do so will cause the spell to fail catastrophically.

In order to cast the spell, the caster must possess the scales of three dragons, one of each alignment. He or she must also possess the dust from a dead time elemental, and some soil or stones from the destination time. The caster must also have researched the destination time to gain a thorough knowledge.

\*\*End of jotted notes\*\*

* 1. **Miles**
     1. **Quote:** "May Mystra guide you swiftly to Magus Miresk. A mightier mage you're unlikely to meet no matter how widely you travel. And travel you will in search of this keyword and this component. Move along now."
     2. **NPC:** Magus Miresk/Imogene, Divination Proctor
     3. **Task:** Cross-server quest to recover undead dragon’s scales from Candlekeep
     4. **Cost/Risk**: Travel Map spawns, Baldur’s Gate spawns
     5. **Reward:** 100XP, Miirym’s scales
     6. **Class/Skill Focus:** --
     7. **Text:** “Mythal: Magic Most High” -- The wards of Silverymoon are a pair of magical protections that utilise a mythal which protect Silverymoon from all sorts of threats. The first ward encompasses an area that surrounds the city as well as 1000 feet beyond the city wall, while the second works in concert with the first and provides further protections to the palace. Full details of the mythal's effects, including the effects of the second ward are known to only two people, the High Mage and the ruler of the city, but a few others are trusted enough to be allowed to attune themselves to the wards and be able to control most of their powers.

The first ward prevents any evil and death magics from being cast as well as any portals from being constructed. Demons, devils, dragons, drow, duergar, giants, goblinoids, mind flayers, orcs and trolls of evil intent are magically compelled to leave the city and never return. All creatures within the boundary of the mythal are also unable to become invisible, always know when they are being scryed upon and are protected from negative energy and evil.

Those who carry a ward token are exempt from the following additional effects:

Prohibition from casting evocation spells that create fire.

Prohibition from casting teleportation magic.

Prohibition from summoning things.

The few trusted enough to be allowed to control certain aspects of the mythal gain the ability to cast certain spells with a simple command word whenever they want to within the bounds of the mythal.

NB: For more information on the Mythal, advanced students may enquire with Master Oakroot.

* 1. **Neath**
     1. **Quote:** "Necromancy is hardly a topic for the squeamish, but if our Mistress of Necromancy has ever had an emotion at all, I've missed it. Go learn from her, both her nerveless calm and the keyword for the 'N' quest."
     2. **NPC:** Mistress Ostelle of Necromancy
     3. **Task:**  Complete all three Necromancy classes
     4. **Cost/Risk**: 350gp, carrion rat, zombie
     5. **Reward:** 100XP, prop closet skull
     6. **Class/Skill Focus:** Arcanist/Uni Student
     7. **Text:** “Null, Dragon of Death” -- Little is known of this deity of the draconic pantheon. Perhaps fitting for one who bears his name.

Null is the draconic god of death and undeath with two aspects, The Reaver and the Guardian of the Lost. As the Reaver, he is worshiped by evil dragons and takes lives, blessing those who serve him in this capacity. As the Guardian, he ferries the souls of dead dragons to Dragon Eyrie and ensures they are no longer troubled by the enemies they may have had in life. Whichever role he is in at the time, he appears as an impenetrable region of blackness in the shape of a dragon. Legend also has it that to touch him is to instantly die.

* 1. **Occidian**
     1. **Quote:** "In honor of Oghmanic esoterica, I require information on...observation. No one observes more than a diviner, so go interview Master Clarvue and receive his opinion on the 'O' keyword."
     2. **NPC:** Master Clarvue of Divination
     3. **Task:** Complete all three Divination classes
     4. **Cost/Risk**: 350gp
     5. **Reward:** 100XP
     6. **Class/Skill Focus:** Arcanist/Uni Student
     7. **Text:** “Occidian: Rise and Fall” -- In the aftermath of the weaving of the Dracorage Mythal, in –24,990 DR, a schism would occur in the city of Sharlarion. In the decades that followed the laying of the Dracorage Mythal, the King-Killer Star would appear in the skies over Faerûn, driving the various Wyrms, Drakes and Wurms that ruled the many kingdoms of the Dragon Baronies into a frenzied state of madness. Their realms collapsed, ushering in a brief time of chaos.

The ruling council of Sharlarion that governed the city-state suddenly became split, concerning the use of magic. One faction in the ruling council, composed primarily of Wood and Moon Elves, with a minority of Sun Elves, felt that, as Elves were interlopers, they had no right interfering in and altering the natural order of the world they had come to not even a few centuries before using powerful magics, including Elven High Magic. The other faction in the ruling council, composed primarily of Sun Elves, with a minority of Wood and Moon Elves, felt that, magic was a natural extension of the Elven race, and that limiting the casting of certain magics, such as Elven High Magic, was akin to not allowing them to sing or dance.

As the fury of the raging Dragons began dying down, relations between these two factions in the ruling council grew even worse. Legislation favoring magic would be vetoed and blocked automatically by the faction that opposed high magic use, without debate and compromise. Legislation rejecting would be vetoed and blocked automatically by the faction that supported high magic use, without debate and compromise. On the matter, no middle ground could be reached, and matters related to the issue stopped to a grinding halt.

In –24,950 DR, a large group of Sun Elves, along with some Moon and Wood Elves- those who supported continued magical exploration and modification of Faerûn, led by the son of Prince Durothil, Aubron- simply left Sharlarion. Though many members of the ruling council had been threatening to leave, no one actually took these threats seriously. But, within a span of a single week, 65% of Sharlarion’s Sun Elf population, and 20% and 10% of its Moon and Wood Elf populations, respectively, left the city, taking their metallic dragon allies with them. Aubron Durothil led his followers northwest some miles away from Sharlarion. In the shadows of the Proto-Nether Mountains, the Elves settled down. As construction on their city began, employing traditional carpentry, magical means, and Elven High Magic, the city was named Occidian. Metallic dragons were welcome, as were any friendly elves.

The city itself was a marvel of its time. Employing the Elaorman High Magic Ritual, structures were grown from stone and crystal. Employing Wood Elven magics, buildings and structures were coaxed from trees and other plants, which were magically enlarged. Magical causeways of force and Faerie Fire appeared between towers of glass and crystal, which rose high into the sky. Castles and keeps made of glass and crystal floated above the city, defying gravity.

At first, the residents of Sharlarion had grave misgivings about the Occidian, even though they were, more or less, friends and family. However, relations quickly bettered, as the ruling council of Sharlarion could fully pursue its agendas, and the ruling council of Occidian could fully pursue its agendas. The growth of Occidian even benefited Sharlarion, as it stimulated trade to and from the now mostly Moon Elven city.

By –25,500, Occidian reached its zenith. Powerful magics so permeated its society that it rivaled fellow Elven city of Atorrnash, and the Yuan-Ti Empire of Mhairshaulk as the most magic rich society on Abeir-Toril at the time. This power and prestige would, however, soon cause Occidian trouble.

Sharlarion and Ilythiir would come into conflict. Ilythiiri raiders would begin attacking trading convoys from Sharlarion, seemingly on orders of the Ilythiiri leader, Ka’Narlist. While, at first, this would start out only as isolated incidents, the conflict soon escalated, to the point where Sharlarion and Ilythiir seemed poised for war with each other. Diplomats from both Ilythiir and Sharlarion were dispatched to Occidian, to sway Aubric Durothil to side with their respective sides. After some debate, Occidian sided with Sharlarion. With the addition of Occidian into the dynamic, Ilythiir soon backed down, and the situation diffused itself. While it seemed the right thing to do, at the time, Occidian’s alliance with Sharlarion would soon doom the city.

A group of Ilythiiri magi, sanctioned, and perhaps ordered by the leader of the Ilythiiri Empire, summoned a Demon from the Abyss- half glabrezo, half giant, by the name of Journeying One. Journeying One was sent into the Proto-Nether Mountains, southwest of Occidian, to begin fomenting trouble in the area. The Demon worked the native Orcs into a fervor, eventually unleashing them, in the form of a massive Horde, at the nearby, but unsuspecting Occidian.

The Elves of Occidian dealt with the nearby Mountain Orcs by placing various wards, illusions and contingencies in and around the mountains, that ensured the Orcs did not leave the mountains. Led by Journeying One, who destroyed these wards, the Orc Horde quite suddenly and unexpectedly besieged Occidian.

Though the defenders of the city had little time to prepare, they put up a valiant defense. While the Magi from Occidian Tower, the premier circle of Elven Selu’Taar in the city, contacted their brothers and sisters in other Selu’Taar towers in the city, and in distant Sharlarion and Atorrnash, the defenders of the city kept the massive Orc Horde occupied, barring them entry into the city proper. For three straight days and three straight nights, the defenders of Occidian had their numbers slowly whittled down, while the numbers of the Orc Horde grew, as more and more of the creatures left the mountains to the north.

When the momentum seemed to have shifted, when Occidian Tower had readied itself, inexplicably, the crystalline tower shattered in a massive explosion, killing not only the magi in the tower itself, but the magi who had lent their energies to the Selu’Taar of Occidian Tower. It is said that an agent of the demon Journeying One who had joined in the Circle caused this explosion.

Shortly thereafter, the defenders of Occidian could not hold the Orc Horde back any longer. The Orcs gained entry into the city, and began leveling it. Those defenders that remained no longer focused on repelling the Orcs. Instead, their main focus was on allowing those residents who remained in the city to flee to Occidian’s sister city of Sharlarion. Shortly thereafter, as the last Elf prisoner was executed, and the last crystalline tower shattered, the large horde turned towards Sharlarion.

* 1. **Passage**
     1. **Quote:** "Pantheons of deities have panoplies of priests, but I won't expect you to go meet one of each deity. Indeed, one will suffice, and perhaps more than suffice after you've met the motherly Doctor Augustine, currently seeing patients in the Master's Level. She will have something for you...other than her chatty manner."
     2. **NPC:** Dr. Augustine/Temple quest giver of choice
     3. **Task:** Complete two temple quests for the temple of the PC’s choice
     4. **Cost/Risk**: Temple tasks
     5. **Reward:** 100XP
     6. **Class/Skill Focus:** Deity
     7. **Text:** “Peers of the Realm” -- Azuremantle, Jorus -- Silverymoon Spellguard

Battlehammer, Bruenor -- Mithral Hall

Dwarf-Friend, Helm -- Sundabar

"Warcrown", Emerus -- Citadel Felbar

Erlshade, Jharak -- Everlund

Gladeshimmer, Luorna -- Quaervarr

Harbromm -- Citadel Adbar

Hornblade, Taern -- Silverymoon High Mage

Gemstar, Kerrilla -- Deadsnows

Peregyn, Ychram -- Jalanthar

Silverhand, Alustriel -- High Lady and Lady Protectorate

Member at Large --

* 1. **Questers**
     1. **Quote:** "'Q' is for 'questions', of course, and also for 'quarrel'. I believe I shall send you to our quarrelsome Master Scribe, in the Scribery."
     2. **NPC:** Master Scribe Lastima/’Smith’, Quaervarr {Inferno}
     3. **Task:** Recover a phoenix quill feather
     4. **Cost/Risk**: Travel Map encounters, fire beetles, subdual heat dmg
     5. **Reward:** 100XP, phoenix feather
     6. **Class/Skill Focus:** Climb/Search/Elemental Resistance
     7. **Text:** “Quills and Quests” -- \*\*Scribbled across a yellowed collection of papers in purple ink: "Let's do keep this for posterity, Brommo. I look back fondly on this first Dean's Quest, and the proctor's have served us well since then. Hopefully we can say the same about every batch!"\*\*

"One night as I did wander,

Where Nether tower the stone,

I sat me down to ponder

the keying of the tone;

Auld pathways ran before me,

And glaciers ground the lees.

A bellbird triple monotony

Echoed on the braes"

The above stanza is all we have left of Haillech of the Hold's "Lines Composed on a Mountain Pass". It is not even clear /what/ pass hosted the dwarven cleric so many centuries ago and inspired his song. However, speculation proves interesting sport for scholars and adventurers and either may find much of interest in those seemingly innocuous few lines. What may be immediately gathered by even a cursory read of the stanza is an impression of the environment surrounding the writer. the 'Nether' pun locates the (admittedly rather large) mountain range and the mention of glaciers and their lee (a shelter directly in the path of a glacier) adds an interesting specificity to the composition. While the Nether Mountains are extensive, there are few actual glaciers on their slopes near the major passes. But it is the repeated 'tone' motif and the mention in the same breath of keying that provides the truly exciting connection.

Haillech is best known in bardic circles and by scholars of ancient dwarven lore for his liturgical compositions, and he honored Dugmaren above all, as might not be unexpected in a dwarf given to his unusual habits of singing and wandering the world.

During his later years, Haillech vanished for a time, but when he reappeared years after his last song had stilled on the lips of dwarven chanters everywhere, he emerged with a repetoire of new songs glorying Dugmaren, of which the stanza above was part. All other of those ballads are unfortunately lost to us now. Fragments and memories passed through generations of dwarven cantors refer to a frequent topic of those songs, however, namely the Halls of Artifice, a hidden temple of Dugmaren filled with wonders of arcane and divine invention...and accessed with a key of song. The Halls of Artifice were supposedly marked by a black obelisk through which one had to pass, and buried within the depths of a glacial mountain.

Lest the excitement of a quest for scholarship overwhelm the student of lore, however, take heed of the other frequent topic of Haillech's songs...the loss of the Halls of Artifice to some dark entity or power that closed in around the temple and slew the Xothors of Dugmaren to their last priestly personage. Haillech claimed to have escaped through the power of song alone but no further details survive.

The abandoned temple of Dugmaren may be but a pipedream of scholars who long for discoveries of lost and powerful lore, but if it exists the gains to scholarship are incalculable, and perhaps someday the Halls of Artifice may spread invention and contrivance in Dugmaren's name again.

* 1. **Return**
     1. **Quote:** "Ah yes. Revery and the Retreat. There are times I wish our good Enchantment master's self-regard would partake more of one or the other. Go recover the 'R' keyword from Master Silverbrook."
     2. **NPC:** Master Silverbrook of Enchantment
     3. **Task:** Complete all three Enchantment classes
     4. **Cost/Risk**: 350gp
     5. **Reward:** 100XP
     6. **Class/Skill Focus:** Complete all three Enchantment classes
     7. **Text:** “Rage of Dragons” -- \*Notes jotted by hand in a journal.

The Time of Dragons drew to an end with the dawning of the Rage of Dragons. Lady Winterflower and Rhespen Ash, High Mages of Occidian, hit upon a plan that involved the creation of a high magic effect tied to appearances of the King-Killer Star in the heavens. In an ancient citadell in the northernmost reaches of Faerun, they created the Dracorage Mythal, encompassing all Faerun and periodically driving Faerun's wyrms to madness. The King-Killer Star appeared in the heavens just often enough for the Dracorage mythal to disrupt the dominance of the dragon race over the continent, but not so often as to preven the rise of humanoid kingdoms in the inter-Rage periods.

In the twenty-five millennia that followed, the collective power of Faerun's wyrms waxed and waned, but dragonkind never reclaimed its absolute rule over Faerun. Every time individual wyrms or dragon clans sought to reestablish their dominance over large swaths of Faerun, either the lesser humanoid races united to bring them down or, failing that, the King-Killer Star returned to drive them into madness, destroy what they had wrought and turn them against their own offspring. Only once did an alliled group of dragons come close to unraveling the Dracorage Mythal, but the long forgotten wyrms of that day were turned aside by the sacrifice of nearly the entire subrace of avariels, who mustered a great crusade to fly north and defend the ancient citadel that housed the Dracorage Mythal capstone.

The last Rage of Dragons unleashed by the King-Killer Star unfolded in the Year of the Dracorage (1018 DR). The last Flight of Dragons occurred over the Dalelands and the Moonsea in the Year of the Worm (1356 DR).

--Cornelius Vihuel

* 1. **Serves**
     1. **Quote:** "Sanity is in question but sparks not so much in the Master of Evocation's spellwork. Go see if Master Arcadavera can evoke a keyword for the 'S' quest without singing you."
     2. **NPC:** Master Arcadavera of Evocation
     3. **Task:**  Complete all three Evocation classes
     4. **Cost/Risk**: 350gp
     5. **Reward:** 100XP, shadow catcher image of self
     6. **Class/Skill Focus:** Arcanist/Uni Student
     7. **Text:** “Sundered World” -- \*\*A fragment, apparently ripped from another book\*\*

In –24,400 DR, the Sundering was cast by a cabal of Moon, Wood and Sun Elves from Sharlarion and the survivors of Occidian. The world changed, as Faerûn, the One Land was shattered, creating the geography that we are more familiar with today. All across the planet, hundreds upon thousands of settlements, of all races, were destroyed.

The settlement of Sharlarion escaped the massive, worldwide destruction mostly intact With no Dragon baronies to harass them, or any Ilythiiri Dark Elves to harass them, Sharlarion enjoyed a time of prosperity. The city-state expanded and branched out, as other Elven survivors slowly flocked to the city. Eventually, the city of Sharlarion became the capital of the newly created Elven Empire of Aryvandaar.

* 1. **Time’s**
     1. **Quote:** "Terrific. It's about time, I might add. No, literally. Master of Transmutation Auroneous has some materials for a temporal device, my own...unique...instrument which was designed by mad Arcadavera and built by Auroneous. These parts must be collected by you and taken to Imogene so that she can prepare them for imminent departure. Imogene will pay you for your transport services with a keyword for 'T'."
     2. **NPC:** Master Aurroneous of Transmutation/Imogene
     3. **Task:** Witness server canon of NWN1 “ivory Tower” campaign; get temporal component
     4. **Cost/Risk**: --
     5. **Reward:** 100XP, Temporal StasiS Resonance CircuiT (TSSRCT)
     6. **Class/Skill Focus:** --
     7. **Text:** “Time’s Witness” -- \*\*Written in faded purple ink across a curling sheet of parchment\*\*

DRAFT

Legend passed down from time immemorial through elven hands speaks of sojourner or sojourners through time, who crop up in accounts of the most important events in elven history. Whether this person was elven himself or herself, whether he or she was actually a group or a lineage, and indeed whether such a sojourner or sojourners ever existed is cause for debate. There is no formal history, merely folklore and hearsay, although in one case the hearsay comes from a source many millenia closer to the truth.

After decades of fieldwork on the subject, I intend to systematically prove a link between the sojourner and the House of Elestar, and therefore to the lost Elestar Patterns. It is my belief that it is no coincidence that the folkloric isntances of involvement in elven affairs make a pattern no less lost than the Elestar Patterns themselves....

\*\*The page ends here, except for a series of question marks and exclamation points dotted across the bottom of the page\*\*

* 1. **Ultimate**
     1. **Quote:** "Up then under are for you, new dimensions of the 'U'. Identify my friendships true; most familiar has the clue. Friends you'll slumber or subdue; other creatures blast to goo. (In your pocket's something new.)"
     2. **NPC:** Flit, Dean Vihuel’s familiar
     3. **Task:**  Recover a quarrel of bolts +3vs. dragons from an undead Uthgardt
     4. **Cost/Risk**: Uthgardt mummy
     5. **Reward:** 100XP, bolts +3 vs. Dragons (@65gp), keys to roof and stacks
     6. **Class/Skill Focus:** Turn Undead
     7. **Text:** “Uthgar’s Legacy” -- Uthgar is the legendary founder and namesake of the Uthgardt barbarians of the Savage Frontier. Some of their legends claim that he is the son of Beorunna, and others that he is descended from Tempus. All the legends agree that Uthgar was a proud, strong warrior who lived three times a normal human life. He ascended to watch over the Uthgardt for all eternity after taking fatal wounds in a one-on-one battle with a frost giant named Gurt. Uthgar mastered all the primeval beast spirits in individual combat, passing down the divine gifts he gained from that mastery to his people, the Uthgardt, at his death. The Uthgardt tribes all follow a beast totem, representing one of the beasts that Uthgar bested.

Historical evidence suggests that Uthgar was probably a Ruathym Northman named Uther Gardolfsson. Uther led a long raiding career - including looting fabled Illuskan - before founding his barbarian dynasty. No one denies that Uthgar or Uther did indeed ascend to divinity on his deathbed, sponsored by the god of war, who admired his fighting spirit.

* 1. **Victory**
     1. **Quote:** "Verily, to the vault of knowledge go. For the keyword search high, search low."
     2. **NPC:** Puzzle in the Vault of Sages
     3. **Task:** Find two halves of a verbal puzzle on the shelf descriptions at the VoS
     4. **Cost/Risk**: --
     5. **Reward:** 100XP
     6. **Class/Skill Focus:** Search/Intelligence
     7. **Text:** “Valamaradace, the Dragon Queen” -- The Wyrm Regent of the North is a benign monarch, but only a fool would test her powers.

Valamaradace is a living legend of the North. The Dragon Queen of Silverymoon is seldom seen (in her own shape, at least) by humans, but many have felt the warmth and aid of her power and decrees. With her consort Deszeldaryndun Silverwing, the Guardian Worm of Everlund, Valamaradace reigns over a domain as absolutely as any human ruler. Thankfully for the future of civilization in the North, she's chosen to further Alustriel of Silverymoon's dream of the Silver Marches by allowing that realm to take in her own domain.

That's not to say the Dragon Queen has renounced her self-appointed duties of guardianship over her domain or become a lackey of the Silver Marches. Instead, Valamaradace has dedicated herself not only to maintaining her personal standards over conditions in her domain, but also to continually testing the fledgling realm of the Silver Marches, ferreting out deceit and treachery among its rulers and agents. For such work, the ancient female gold dragon takes on many guises. Her favored form when making one of her rare forays into cities is that of XXXXXXXXXXXXXXXX {Two lines are heavily X'd out to make the text illegible} only the Chosen of Mystra and a few Harpers know that this beautiful mageling is in truth the Dragon Queen.

When in disguise, Valamaradace considers herself "on holiday" so far as surface inclinations and manners are concerned. Though she clings always to her goals and views of how the world should be, she'll act out a chosen role to the hilt, straying far from her true nature in words and apparent actions if need be. When appearing as herself, however, she reverts to her own gentle, soft-spoken ways. The Dragon Queen quietly and calmly thwarts violence, stops cruelty, and rebukes pride and arrogance whenever she encounters it. Often she is forced to remind "good" beings that they cheapen themselves when they adopt the fierceness, bad graces, and attitudes of the creatures they struggle against.

Valamaradace did not confer a title on herself; rather, it was given to her sometime around 826 DR by the dying Dragon Queen Mairogra, a red dragon who'd ruled a domain centered roughly on Everlund but hunted vigorously elsewhere. Mairogra was laid low in the end by the concerted attacks of many adventurers. Valamaradace came upon the mortally wounded Queen and cast the only spell she had that could help Mairogra: a painquench magic that made the red dragon's last hours easier. Many sages suspect she agreed to act as a monarch because nurturing an area of countryside to be "the way she wanted it" is the task she most wanted to do, and the way she wanted to spend her life.

The keys to Valamaradace's character are her kindness, empathy, and desire to understand the beings she encounters and cater to their needs as long as she doesn't harm other living creatures. She finds the concepts of traps, vandalism, and wanton destruction abhorrent, and she is a foe of arsonists, orc hordes, and others who visit destruction upon a whim or for their own pleasure. Prudence for the maintenance of her own reputation (and therefore, that of her territories) leads her to engage in snooping or fighting in disguise, rather than openly as the Dragon Queen. She and her consort are working to give the impression that many other dragons besides themselves patrol their domain, attacking predators and aiding others in Valamaradace's name. They often do this by assuming other forms, and the Dragon Queen in particular has become an accomplished mimic. Valamaradace loves acting, and her subtle sense of humor comes through when she's "being someone else" more than it does when she's playing the role of the gently regal Dragon Queen.

Valamaradace knows more about the doings of humans, humanoids, and other civilized creatures (dismissed by many wyrms as no more than loud, swarming "small prey") than almost all other dragons. Her desire to understand other beings leads her to converse with them and really listen to what they say, remembering almost all of it without the distortion wrought by the egos of most dragons.

Her relationships with other wyrms have been, in the words of the human sage Velsaert of Baldur's Gate (fast becoming recognized as an authority on the history of dragons up and down the Sword Coast), "a series of avoidances while in dragon form and careful observance from disguise. Trust comes slowly to the Dragon Queen -- the sole exception is Deszeldaryndun Silverwing, now her consort. He won her heart after a courtship that followed on his thrice rescuing her from the attacks of other wyrms.

* 1. **While**
     1. **Quote:** "'Where', 'when', 'what' and 'who', all begin with 'W'. Professor Auroneous is the master of employing these to produce a 'how'. Wander up there and 'wequest' the keyword for my 'W' quest."
     2. **NPC:** Master Aurroneus of Transmutation
     3. **Task:** Complete all three Transmutation classes
     4. **Cost/Risk**: 350gp
     5. **Reward:** 100XP
     6. **Class/Skill Focus:** Arcanist/Uni Student
     7. **Text:** “Wearers of Purple” -- The Cult of the Dragon, also known as Keepers of the Secret Hoard or, more recently, Wearers of Purple, is a semi-religious evil organization venerating undead dragons, or dracoliches, founded by Sammaster, a powerful wizard. Sammaster possessed great power, in a manner similar to Elminster and Khelben "Blackstaff" Arunsun. In Sammaster's case however, the additional power brought delusions of godhood and madness, and he came to believe in time that "dead dragons shall rule the world entirely" and began to work toward that goal, fighting the several Chosen of Mystra and even the god Lathander along the way. While Sammaster has died, risen as a lich, and fallen again, his cult lives on, and continues to threaten the Western Heartlands.

As one of Mystra's Chosen, Sammaster possessed great power. In addition to his own skills he also possessed a fraction of Mystra's essence like Elminster and Khelben "Blackstaff" Arunsun. In Sammaster's case, however, the additional power brought delusions of power and madness, which consumed him and triggered a series of events that, in the end, cost him his life. With help he rose from the dead and sought out knowledge. He came to believe in time that "dead dragons shall rule the world entirely" and spent his undeath working towards the realization of his goal. Often he has crossed paths with the Chosen of Mystra and even the god Lathander in his quest.

In 1373 DR, he bound his phylactery to the Dracorage Mythal, causing it to no longer have a connection with the King-Killer Star, starting the Rage of Dragons, which effectively caused all dragons on Faerûn to go mad. His motivation was to turn all chromatic dragons into dracoliches without interference from the metallic dragons. His plan was eventually foiled by Dorn Graybrook and his group of dragon hunters, Brimstone, Karasendrieth, Tamarand, Nexus, The Talons of Justice, and a group of Thentian Mages.

Eventually, the allies discovered how to counter the Dracorage mythal and turned their efforts toward finding the Dracorage mythal's capstone. Their search led them to a lost elf city in the Novularond Mountains in the heart of the Great Glacier and from there, through a portal, to the ancient citadel in the northernmost reaches of Faerûn in which the mythal had been raised millennia ago. After a great battle with Sammaster and his summoned planar dragon allies, the heroes prevailed, destroying the lich, his phylactery, and the Dracorage mythal once and for all, thereby forever ending the magical madness that had long afflicted the dragons of Faerûn.

* 1. **eXtracting**
     1. **Quote:** "X marks the spot indeed, and so we come to the crux. Find the X in the Master's Hall and there you will have the inheritrix of an enchanter's tricks."
     2. **NPC:** Proctor Alastrarra of Enchantment/Xan/Fjellford/Xorn
     3. **Task:** Learn of the Xorn Road
     4. **Cost/Risk**: 28 pounds of metal per person
     5. **Reward:** 100XP, knowledge of the Xorn Road
     6. **Class/Skill Focus:** Elven race
     7. **Text:** “Xorn: Creatures of the Earthern Deep” -- Xorns are creatures native to the Plane of Earth but can be found in any plane while foraging for food. They eat only minerals and metals, and do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the Material Plane - with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20 feet away. A xorn can be quite aggressive when seeking food, especially on the Material Plane, where such sustenance is harder to find than it is on its native plane.

A xorn’s favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a surprise attack. Xorn speak Common and Terran.

A xorn’s symmetrically placed eyes allow it to look in any direction, Be warned that it cannot be flanked! It also possesses the curious ability to glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. One personally observed defense against a Xorn is a spell normally employed to move earth. Such a spell cast on an area containing a burrowing xorn flings the xorn back and stuns the creature for a short time...unless it is fortunate and stronger than a usual Xorn (also personally observed, to my dismay).

For identification purposes, minor xorns are about 3 feet tall and wide and weigh about 120 pounds. Average xorns are about 5 feet tall and wide, weighing about 600 pounds. Elder xorns are about 8 feet tall and wide and weigh about 9,000 pounds, more than large enough to swallow a man whole. (A fascinating experience, let me assure you.)

* 1. **Youthful**
     1. **Quote:** "Yes, 'Y'. Why you? Yearn for the answer as I do, and seek it in your yesteryears. You will find a good vantage point for review on the roof."
     2. **NPC:** Dean Vihuel/Dezeldaryndun
     3. **Task:** Consider one’s own place in history
     4. **Cost/Risk**: --
     5. **Reward:** 100XP, knowledge of Dez’s human form
     6. **Class/Skill Focus:** Wisdom
     7. **Text:** “Yestering with Yalanathil” -- \*A hand-written note, on a single piece of crisp paper embossed with the Silvyermoon University crest and a 'C' clasping an eye.\*

Cornelius, I'd say 'yes' to the first and 'no' to the second. Here is what I could divine: "Yalathanil Symbaern is a reclusive sun elf wizard. As of 1368 DR, he is the patriarch of House Symbaern and is at least 1000 years old. Yalathanil once possessed a magical staff that is rumoured to have been able to send its wielder back in time by a few minutes in order to change the outcome of unfavourable events. It is not known whether he still possesses the staff, nor whether accounts of the staff's powers are accurate."

* 1. **Zeal**
     1. **Quote:** "Zealously pursuing your studies, eh? For this one, you will need to zip up to the Master's Hall Portal. It is ready for you. Merely stepping onto it will transport your whole party to the next test, so be ready before you do so."
     2. **NPC:** Maze of doors with keywords on them
     3. **Task:** Find a way through a maze by following a trail of keywords
     4. **Cost/Risk**: Zombies, skeletons, minor air elemental, pixies, ice mephit, fire mephit, sleep trap, tangle trap, drowning
     5. **Reward:** 100XP, confirmation of all keywords as passphrase to Stage II, grab bag of: 70gp, Zircon (250gp), White Pearls (200gp), Ethereal Visage Scroll (1621gp), Speed Potion (751gp) & Haste Scroll (540gp) & Expeditious Retreat Scroll (36gp), Lore Potion (149gp) & Fox’s Cunning Potion (300gp), 3xCLW Potion (300gp) & 2xCMW Potion (1200gp)
     6. **Class/Skill Focus:** Traps/Intelligence
     7. **Text:** “Zombies, Skeletons, Ghosts and Wights” -- A bestiary of minor undead:

Ghosts: A ghost is the spirit of a deceased humanoid. This type of undead is incorporeal in nature and only vulnerable to conventional weapons on the Ethereal Plane. A Ghost Brute is a ghost of an animal, plant, or Magical beast that is stuck to the material plane. A ghost is a creature on two planes, the material and the Astral Plane. A ghost's connection to the material plane is severed. A ghost can also be under the control of wizards, sorcerers, liches, etc... In this case the ghost is finally put to rest when destroyed on material plane or the master of the ghost is dead. This is usually uncommon though, because to raise a ghost uses a lot more magic than raising a regular undead. A ghost's weapons usually consist of whatever weapons they carried in their mortal life and maybe a spell or two if they were a wizard or sorcerer, which is not the same as a lich.

Skeletons: Undead animated corpses similar to zombies, but completely devoid of flesh and do not feed on the living. They can made from virtual any solid creature, and as such their size and power varies widely. In addition to the basic humanoid skeleton, there are also skeletons created from wolves, trolls, ettins, even giants. Animated skeletons are immune to mind affecting spells; they cannot be rendered unconscious and cannot tire. Clerics often have the ability to repel or destroy undead creatures, of which animated skeletons are usually the weakest such adversaries.

Wight: A wight is an undead creature given a semblance of life through sheer violence and hatred. They can drain the life energy out of victims by touch, turning them into new wights upon death. Wights appear as a weird and twisted reflection of the form it had in life.

Zombie: A zombie is an undead creature usually created by the re-animation of a corpse. Unlike animated skeletons, zombies still retain some flesh on their bodies, and give off a horrid, rank smell. They are almost mindless, but can be given simple commands, such as "kill anyone who opens the treasure chest." Virtually any solid creature can be turned into a zombie; in addition to humanoids, troglodytes, minotaurs, and even beholders can turned into zombies.

1. **Fieldwork –** The successful proctor’s team will find their way first to Occidian Pass to descend into the cavern that houses the remains of lost Occidian.
   1. **Descent --** The city was engulfed in a volcanic flow in the Sundering, but scions of the surviving Elestar Clan left a caretaker. Over millennia, successive generations of Elestar Sages of Occidian made a pact with a clan of Xorn trapped on the material plane. The Xorn could eat away anything that wasn’t Occidian and the Elestar would help them go home when the city was excavated. Xorn also serve as the only entry and exit into the excavation. They swallow passengers whole and earthglide down through solid stone into Occidian, disgorging the passenger there. For this transportation service they demand 10 stone (140 lb) of metal to eat, per passenger.
   2. **Exploration** – The team is met by the true Sage, a living Elestar, an ancient elf who greets Vihuel as a friend. He has been living down there, leaving Fjellferd above to pretend she is the Sage. “Although, I’m not sure she understood the ‘pretend’ part,” he says fondly. He gives them a tour:
      1. **Crystal Revery** – Ossified trees that hold the flash-burned imprints of famous Elestars.
      2. **Tower Memorial –** Memorial to exploded Occidian Tower.
      3. **Dragon Corrals** – Dez in human form joins them, another equal to Sage and Dean.
      4. **Observatory** – Vihuel, Dez & Sage have set up a temporal observatory.
      5. **Unexplored** – Haunted by undead elves and orcs.
   3. **Time Portal** – The team must use items gained along the way to complete a device that augments the temporal observatory, turning it into a time portal. Vihuel intends to time port back to the Crown Wars, the last known use of the Elestar Patterns, to speak to the mage recorded to have used them, perhaps to learn where to dig to find a clue to them.
      1. **Temporal StasiS Resonance Circuit**
      2. **Golem timing gears**
      3. **Kara’s rock**
      4. **Scales of three dragons** – Miirym, Dez provides his own, Inferno shows up at that moment to provide his, and to take over.
2. **Time Travel** – Fjellferd and Inferno break in and upset the process, sending them all back and scattering them through time. Inferno pretends to be a Wearer of Purple holding Inferno’s scales. His intentions are to hijack it back to the Dracorage Mythal and stopping its creation entirely. Battle ensues. Fjellferd triggers the device.
   1. **Fall of Occidian** – The team goes through and finds themselves in Occidian during its fall. Dean Vihuel, bloodied and inexplicably ancient, greets them with the news that he was sent back a hundred years earlier, as was Fjellferd….who now marches on the city as the demon at the front of the orc horde destined to destroy Occidian. The Tower is working on sending them all back to the time they left from, but the temporal cross-currents might cause a huge— EXPLOSION**!** Vihuel is killed, sending them back in time further.
   2. **Occidian Draconis** – The team arrives in an Occidian ruled by dragons, because Inferno succeeded in going back in time to the creation of the Dracorage Mythal and eating Winterflower and Ash. They meet an Elestar in hiding, who knows where the kiira holding the patterns should be, but upon hearing of an elven flowering and millennia of civilization convinces them to go back further to delay Inferno long enough for Winterflower and Ash to erect the mythal.
   3. **Dracorage** – The team arrives in time to see Inferno transform into his dragon form and go after Winterflower and Ash. The Sage they know is there, too, with Elesta. He uses the kiira to trigger an epic sacrifice spell that delays Inferno enough that the mythal goes up. Inferno rages…and Dez does, too, going into battle with Inferno in the air. Winterflower and Ash are killed. Elesta uses the kiira to send first the dragons, then the team back home.
3. **Denoument** – Time portal destroyed. Elestar Sages of Occidian all gone. Xorn vacate to their plane after evacuating the group to the surface. Group returns to Lady’s College for rewards and campaign end.