Dean’s Dragon Quest

**Premise** – Registrar Serapheena and a slate of proctor candidates pursue Phoenix, a blank that blank.

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 must pursue a past Dean’s Quest to find a scholar who went missing during his own efforts at the test, and become involved in what drew him astray, a hunt for the legendary PHOENIX [OF DOOM] which grants the holder [AMAZING POWERS AND KNOWLEDGE].
   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:** “Air”

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* 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:** “” --"

* 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:** “”
  2. **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:** “Earth” --\*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! “

* 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:** “Fire”
  2. **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:** “Genasi” --

* 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:** “” --.
  2. **Journey**
     1. **Quote:** "Just a journey. A couple of them, in fact, but a small one first to gain this keyword. 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:** “”
  3. **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:** “” --

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* 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:** “” --
  2. **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:** “” --
  2. **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:** “Phoenix”
  2. **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 proctors have served us well since then. Hopefully we can say the same about every batch!"\*\*

* 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:** “” --
  2. **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 charring 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:** “Silverwood” --.
  3. **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:** “Tree/Treant/Turlang” --
  4. **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:** “” --.
  5. **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:** “Water” --

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* 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:** “” --
  2. **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. By the way, there’s a reason this is last. It is a potentially deadly and therefore quite excellent test of what you have learned thus far and your native abilities. You should treat it with zest and the utmost caution. Do not go alone, or it will be the zenith and ze end of your existence."
     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 proctors 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.