# Light’s Perch

History

* (DC 20) Formally called Shadow Coast due to the extreme lack of knowledge of the land. No one who entered made it out alive. The only information about the area previous to Uther was what you could see from a boat miles off shore. Even that was a big risk.
* (DC 18) All previous maps had a large dark cloud over the area.
* (DC 15) The kingdom of Light’s Perch was founded in Shadow Coast by the legendary General Uther Emory over 500 years ago. (Commonly known as Uther the Lightbringer).
* (DC 17) His home kingdom of Shorthill Harbor to the south was being destroyed by the growing number of dragons who presided at Shadow Coast. The resulting war with the dragons resulted in the demise of Shorthill Harbor; forcing the people to move to the lush, untamed lands of now Light’s Perch.
* (DC 20) After defeating the Chromatic Ancient Blue Dragon Baal and the Chromatic Ancient Green Dragon Frirdim (f-rear-dim), the rest of the Chromatic dragons fled to their dens. Uther spared their lives.
* (DC 25) Rather than take the throne for himself and risk having Martial Law rule, he found one of his most trusted and honorable nobles Arber Addison and gave him the kingdom; creating a Monarchy.
* (DC 25) With the help of Draconian Priests, Uther and Arber allied the metallic dragons and made them one of the realm’s most valuable and feared protectors.
* (DC 25) Even with the backing of the dragons, the land was much untamed. Being untouched by humanoids for as long as history exists, many wild and fel creatures presided there.
* (DC 21) Uther ultimately died in battle with a fire giant at what is now known as Light’s Perch. (the highest mountain in the Bone Mountains)
* (DC 26) Light’s Peak is guarded closely by the most fearsome and respected dragon, the Metallic Ancient Golden Dragon Damrianth *(dam-ry-anth)*
* (DC 25) In honor of Uther, Arber changed his last name to Emory and all kings since have taken the name at coronation.
* (DC 24) A queen for a new king is chosen from the people. This avoids in-breeding and makes the people feel a part of the crown.
* (DC 5) The kingdom is under almost constant attack from neighboring kingdoms. Other kingdom’s lust after the power of the dragons and the fertile lands of Light’s Perch. Most kings will stop at nothing to take everything the kingdom has.
* (DC 6) The kingdom is most known for its dragons, but also known for it’s trade. The town of Free Harbor is one of the most prosperous trading cities in the world. Traders come from all over to port there.
* (DC 11) The people of Light’s Perch generally love it there. Historically, the Monarchy has been unbelievable fair and giving. The military knows it’s place and keeps the realm free of danger.
* (DC 8) The region is near impossible to enter through the southern forest or the eastern mountains. The best route of entrance is either through the Black Road or via boat.

Location

Compared to Neverwinter, it is directly north about 15 days walk. (360 miles)

Geography

The kingdom of Light’s Perch is well protected by naturally occurring borders. The northern and western borders are up against the coasts of the \_\_\_\_\_ channel and \_\_\_\_ ocean, respectively. To the east, the kingdom is shadowed by a steep and unforgiving mountain range called the Bone Mountains. The southern border, mistakenly known as its “weakest border,” is protected by the Green Roost Forest. The only easily accessible land entrance to the kingdom is known as Black Road Pass. This pass is a break in the Green Roost forest at the south eastern border of the kingdom. Within these borders, the kingdom is split into two sections: High and Low Light’s Perch. The separation between the two sections is, again, a naturally occurring break. High Light’s Perch sits on raised land, with a steep cliff spanning from the west coast to the Bone Mountains. The main road, named The Black Road, spans from the entrance at the south-eastern border all the way north, then turns west to reach High Perch Castle in the north-western corner. Low Light’s Perch is frequently referred to as the Heartland.

The land beyond Light’s Perch’s borders are scorched and barren for miles. Being the battle grounds of the kingdom for 500 years, and the hunting ground of the dragons for years before that, the land is desolate. This serves as even more natural protection. Armies can be seen from miles away and the terrain is unforgiving. Many dragon fires still burn. The nearest kingdom is Briarthorn Kingdom 120 miles to the south-east. The kingdom is truly isolated.

Government

Thanks to the Lightbringer, the government is a Monarchy. Although he was never king, Uther is commonly referred to as “The First King.” Arber, being the true first king, is referred to as “The Second King.” All other kings are typically referred to by their names. As monarchies do, the king passes the throne to his oldest son. If no sons are alive, the throne will pass to the next oldest brother. If no sons and brothers, the throne is not passed to the queen. Rather, the king is appointed by the Body of the Kingdom.

The Body of the Kingdom

The king’s council is referred to as the Body of the Kingdom. Since the kings of the realm picture it as a dragon, the Body of the Kingdom is made up of individual dragon parts: The Voice, The Breath, The Claw, The Blood, and The Wings. The members of the Body of the Kingdom, by law, can never be king.

The Voice is the queen. She is referred to as The Voice because she represents the voice of the people; while simultaneously being the voice of the king to the people. (An ambassador of sorts). In Light’s Perch, the queen is chosen from the people.

The Breath is the highest dragon priest in Bahamut’s Flame Following. The priests are key to the alliance with the metallic dragons of the region. The Priest is known as the Breath due to the great power that they provide to the realm. This position is appointed by the Following.

The Claw is the highest general of the army. This position is appointed within the military, giving the military some power within the realm.

The Blood is the highest ranking sea captain and oversees the trade & commerce of the realm. This position is also responsible for the king’s money. This position is appointed by the other four members of the body.

Lastly, The Wings is the King’s representation on the body. This person is appointed by the king and does much of the day-to-day for the king. This position holds a lot of power; kings only appointed their most trusted advisor to this position.

The Dragons

Metallic

Ancient Gold Dragon – Lothbrok. Guards Uther’s tomb. The most respected and feared of the dragon’s of Light’s Perch. Lothbrok was a great ally to Uther. 1350 years old.

Ancient Brass Dragon Corvir (core-viir). Lives in Green Roost Forest. Very friendly, willing to talk to whoever can make it to him alive. Rarely leaves the forest anymore. 1150 years old.

Ancient Silver Dragon Maiddrynied (maid-dry-knee-ed) “The Protector”. Lair unknown – somewhere in the southern part of the Bones. Frequents the Black Road in human form to talk to newcomers. The most active of the dragons in the realm. Actively protects the Black Road Pass when the army is not capable. Knows the government of the realm and is actively attempting to help. Maiddrynied has sent the letter to the heroes starting the campaign. 850 years old.

Chromatic

Ancient Blue Dragon Baal. Killed by Uther and company.

Ancient Green Dragon Frirdim (f-rear-dim). Killed by Uther and company.

Ancient Red Dragon Grymuelrut (Grim-mule-rut). Dormant in the northern Bones. 1450 years old.

Ancient Black Dragon Gryldrog (grile-drog). Dormant in his lair in the cliffs of High Perch. 1000 years old.

# The Campaign

Key

Tied in later

Needs Work

The Main Quest

The main quest of this campaign is to restore Light’s Perch to its former power. To do this, the party must:

1. Gain the trust of the people.
   1. Done through side quests.
      1. Defeat the Gnoll Invasion.
      2. Remove the slavers from Free Harbor.
      3. Destroy the Bounty System.
      4. Others
2. Gain the trust of Maiddrynied the Protector.
   1. Done through general acts throughout the realm?
3. Rebuild the Body of the Kingdom.
   1. Done through multiple quests.
      1. Free the Queen.
      2. Convince the High Priest.
         1. Gain the trust of Lothbrok.
      3. Convince the General.
         1. Repair the fractured army.
      4. Replace the Wings.
         1. Find a way to turn the current wings.
         2. Or remove him and replace.
      5. Find and convince the Blood.
         1. The other four on the body must be free and sided with you.
         2. The harbor must be freed.
         3. The bounty system must be destroyed.
         4. The Gnoll army must be defeated and the source dealt with.
         5. One last big item
4. Remove the Mad King.
   1. Must be removed, cannot be convinced.
   2. Battle with him and his two dragons.
5. Find a worthy new king.
   1. Possibly a final battle with Grymuelrut.

The Hook

Players in Phandelin receive a letter from a frantic young currier.

* After delivering the letter, the currier runs off in a hurry.
* Players who attempt chase lose him in the alleys and fail tracking checks.

The letter reads:

Heroes,

Light’s Perch is in peril. What was once a shining beacon of virtue and decency is quickly being tarnished by malevolence and malaise. I fear the fall of such a kingdom could mean certain doom for much of this world.

M

* Maiddrynied has sent the letter.
* Maiddrynied knows he cannot interfere with the realm’s government himself at the risk of causing tension between the humans and the dragons.
* He also knows that the people of the realm are too proud and law-abiding to rise against their own king.
* Maiddrynied hears of the recent defeat of a goblin incursion to the south and enlists the help of the conquering heroes.
* The party does not know who sent the letter, all they have to go off of is ‘M’.
* Maiddrynied will not reveal he sent the letter until he is absolutely certain the party is there to help and they are capable of succeeding.

The heroes take a cart north to Light’s Perch.

* The entire journey takes about fifteen days.
* The journey happens to be somehow trouble free. (No encounters).
* The cart comes with a driver. The driver is from Phandelin and doesn’t know anything about Light’s Perch, the letter, or the journey.
* The cart was arranged by the town master as a gift.
* The cart/driver only go as far as seeing the battle at Black Road’s Pass.
* Pass the ruins of an old city. (Shorthill Harbor).
  + With a history check of DC 15 players recognize the city of Shorthill Harbor and know it was destroyed by dragons.
  + With a survival check of DC 17 players recognize the ruins as being destroyed by dragon fire.
* After Shorthill Harbor, the road turns black.

During the Journey, the player with the highest History Modifier has the opportunity to recall the history of Light’s Perch.

* Start out with the list of items from the ‘History’ section and roll for each.
* Players can ask additional questions, come up with appropriate history checks for each question.
* Note, the history of the region is not well known. Not many people leave the area and they don’t let many travelers in through The Black Road. Free Harbor has a large amount of trade and a lot is known about that city/region.
* Try to tie in somehow the colors of the army or the banner. Will need this piece of information for the next section.

The Battle at Black Road Pass

The journey ends as the players reach the top of a hill in the road. Players can hear the familiar sounds of battle as they approach. At the peak of the hill, the players see the battle. The cart driver says he’s leaving. When the heroes exit the cart, the driver promptly starts his return trip.

What the players see

* Battle is about 100 yards ahead.
* About 100 men in deep battle on the road ahead.
* The black road continues into a pass beyond them.
* On either side of the pass the forest is tall, thick, and dark.

Checks

* (Perception DC 10) There are about 40 soldiers in red and chainmail, about 60 in blue and heavy armor with sprinkled cavalry.
* (Perception DC 15) Can see the banners on the shield.
* (History DC 15) The blue banner is recognized as Briarthorn Kingdom.
* Light’s Perch banner should have been recalled during the cart ride. If not, the players cannot recall the banner now. However, the players need some way to determine which side is which.
* (Insight DC 15) The red side seems to be winning.
* (History DC 20) The red side seems to be winning.
* (Insight DC 20) The red leader.
* (Insight DC 20) The blue leader.
* (Insight 5) The battle is well distributed and an opportune warrior could gain a significant amount of favor by helping one side or the other.

At this point, if the players do not decide to join the battle they are confronted by three Briarthorn soldiers who happened to sneak up behind them.

* The soldiers attempt to get the party to identify themselves.
* The soldiers are hesitant to answer questions.
* The thrill of battle make charisma checks against them Very Difficult (DC 20)
* If they players attempt to pry too hard or fail too many charisma checks, the soldiers will attack, assuming they are of Light’s Perch.

From here, the players have a couple options:

* Join the battle (Preferred).
  + On Light’s Perch’s side (preferred)
  + On Briarthorn’s side
  + Attempt to fight against both sides.
* Avoid the battle and attempt to go in through the forest. (Discourage)
* Avoid the battle and go north-east (Discourage)
* Wait out the battle (Discourage)

If the players help Light’s Perch.

* Light’s Perch wins the battle.
* Heroes are thanked and welcomed by the commander.
* Heroes are given a note to get through the pass.
  + The note is good only for making it passed the pass. Useless after that.
* Players are encouraged to rest at the old barracks.
  + Follow the edge of the forest west until you reach the old watch tower, then take road to barracks in the woods.
* Players are advised to be vague about their business in the realm. The guards have distinct orders to not let outsiders in.
* Players are warned about the dangers of the Green Roost Forest, the Bone Mountains, and the Black Road. Also, about general danger within the kingdom.

If the players help Briarthorn.

* Briarthorn wins the battle.
* After winning the battle, the roar of a dragon is heard from the sky.
* An ancient silver dragon swoops and lays waste to the attacking army and the party.
* Party members are knocked unconscious. Wake up surrounded by The Light’s Perch guard.
* Have to talk their way out of it. Make it clear there is no way to fight.
* Players are at 1 hp.
* After talking their way out of it, the players are encouraged to make their way to the old barracks to rest.

If the players attempt to fight both sides

* The players are the last remaining alive.
* The players are approached by a mysterious figure.
* The mysterious figure is Maiddrynied in his human form.
* The players are grilled about their intentions.
* The mysterious figure does not give up any information.
* If the conversation ends well, the party is given advice.
* If the conversation ends badly, the party is given a harsh threat.
* If they players are attacked, the mysterious figure attacks to knock unconscious.
* If the party is knocked unconscious, they are woken up by the Black Road Pass Guard.
* Players must talk their way out of this.

If the players go around the battle

* Conditions are too tough, force players to turn back.
* If more than two hours has passed the battle is over.
* Players must confront the guard at the pass.

If the players wait out the battle

* Players are continuously encouraged to join battle by attacks by Briarthorn soldiers.
* If they make it, they are surrounded by the winning Light’s Perch army.
* Must talk their way out of it.

The Black Road Pass Guard

The players must eventually make it to the Black Road Pass Guard. As the players approach the pass fortifications, read:

You notice two large watchtowers on either side of the road. Each tower is about three stories high with battlements surrounding the top. The towers have castellated walls protruding out over the ridge and into the forest. About fifteen yards separates the two towers on the road. Within this separation you can see a sizable force behind pike-walls and wooden fortifications.

* If the players have the note from Light’s Perch commander from the previous battle, players are briefly questioned then let through.
* If the players managed to avoid the battle, they have to talk their way into the kingdom.
* Players are deeply discouraged to fight here. They are heavily outnumbered and outmatched.
* If the players are struggling to succeed, have Maiddrynied help intimidate the guards.

The Old Barracks

The Old barracks is about a half days walk west of Black Road Pass, following the forest ridge. The barracks itself is about five minutes walk inside the forest. The entrance is marked by an old stone watch tower and run down walls. Behind this, there is a small dirt road.

* The immediate surrounding forest is free of danger (for about a half hour walk)
* The barracks is made of wood. Run down but livable.
* There is someone living there.

Upon entering the barracks, the players meet the hermit.

* Refer to him as the old hermit as long as you can. When asked, he insists his name is of no importance.
* If the players succeed in some sort of charisma check, he reveals his name to be Len (short for Lenard DiBastion – do not reveal).
* The Hermit, or Len, is actually The Blood of the Realm. He fled the Body fearing execution about 20 years ago.
* The Hermit is very much focused on the day-to-day and doesn’t seem to care about much.
* If presented with the letter, doesn’t care to read it.
  + If pressed, is not moved by it.
  + Does not know where the letter came from nor does he care to speculate.
* The Hermit offers to help with a meal and a warm place to sleep.
* The Hermit tells them a recent history of the Barracks.
  + He’s been living there for about 20 years.
  + Travelers frequently stop here for a rest before heading to the Heartland.
  + Hasn’t seen a traveler in the past five years. Before then, only about one a year.
    - If asked, the last traveler to come here was an older man named Mathew.
    - Takes a while to remember, but stayed the night talked a lot about fishing and sailing. Left promptly in the morning haven’t seen since.
  + The barracks was previously a military barracks for the guard. It’s one of many that were stationed to protect the southern most part of the kingdom from the Green Roost Forest.
* After talking a bit, the Hermit tells them about the fires he’s been seeing in the distance at the local farms. They’ve been happening for weeks.
* The Hermit warns them of danger in the area, could be bandits. The law has been lax the last couple of years.
* There are a bunch of farms to the north-west and a small farming village called Turrville.

The Gnolls

The fires in the local farms and villages have been the act of a roaming band of gnolls. The Gnolls came in up the Sword Coast and have been making their way east at the southern most part of the realm. They have been largely uncontested due to the army’s complete lack of will.

Traveling in the southern part of the kingdom is dangerous. Random gnoll hunting parties will attack. Especially at night.

Farms are huge targets for the gnolls. Being on a farm makes you a target

Villages that are still standing are being constantly scouted for weakness. Any village deemed weak will be attacked.

The gnolls have made camp near the coast.

The gnolls have been summoned by an undead necromancer being held at the Old Pit.