

## HANDOUT 1: AN INVITATION TO DINNER

Greetings!

Noted Cormyrian War Wizard Taliss Muirwood seeks brave and skilled individuals to undertake a task of great importance to Cormyr and for the good of the Realms. Please join us in Suzail for dinner and discussion.

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## HANDOUT 2: CAPTAINS' DESIRES

### **Captain Jorrz Errowd, Company Errowd**

**Description:** Captain of the *Shield of Savras*, Jorrz Errowd is an impressively mustachioed human man. He is renowned for oracular abilities, always knowing the appropriate time to strike during a military engagement, or the best time to make a deal.

**Desire:** His former lover, a genasi woman named Taalee, was kidnapped by Seric Vargenos during his coup. Jorrz has exhausted his magic trying to find her, but has been unsuccessful. Rescue her, if she is still alive, or recover her body if necessary, to finalize the alliance.

### **Acting Captain Baern Hearthammer, Company Flurrig**

**Description:** Captain of the *Lamassu*, Baern Hearthammer received his commission when his captain, Ianjo Shton, was murdered by Seric's Windreavers. He is a young dwarf, but bears an impressive beard. He is uncomfortable in his responsibilities and defers to the other captains.

**Desire:** He will accompany the party during their efforts to recover the items for the other Captains. If you perform impressively, he will throw Company Flurrig's support behind the alliance.

### **Captain Kurkar Randred, Company Tundag**

**Description:** Captain of the *Thunder Hammer*, Kurkar Randred is a stern dwarf, his face badly scarred when Seric's Windreavers tried to capture his ship.

**Desire:** Shortly before the Windreaver ambush, his family bow was stolen. It's a hereditary item that his ancestors have wielded through the ages. Return Captain Randred's stolen greatbow, and the *Thunder Hammer* will sail against Netheril.

### **Captain Shil Yargo, Company Yargo**

**Description:** Captain of the *Buccaneer's Tear*, Shil Yargo is a bold, direct halfling woman. She discovered the abandoned fortress.

**Desire:** The items stolen from Yargo were easily replaced, and any blackmail material was quickly neutralized. However, there is supposedly a magic item in the fortress that radiates some form of anti-divination magic. This would greatly improve her company's efforts at certain tasks. Capture it and bring it to her whole, and the *Buccaneer's Tear* will slice the Netherese fleets to ribbons.

### **Captain Ianthe Bez, Company Bez**

**Description:** Captain of the *Storm of Vengeance*, Ianthe Bez inherited her role from her Captain, mentor, and instructor Mariss Bez was murdered by Seric's Windreavers while adventurers hired by Captain Errowd saved Shil Yargo. Ianthe Bez is a tall human woman with her hair pulled into tight cornrows.

**Desire:** After Mariss was slain, her workshop was looted by Seric's agents. Important research notes, and a prototype weapon, were stolen away. If those can be recovered, the *Storm of Vengeance* will fall upon Cormyr's foes.

## HANDOUT 3: THE OBELISK OF ICE

The Obelisk of Ice is one of the Pillars of Creation. These are immeasurably old pillars of various elements located deep within the Elemental Chaos. Some of the Pillars are made of storm clouds; others are composed of earth or fire. The Obelisk is formed from many-hued ice and rises straight up through the Elemental Chaos. No one has ever reported making it to the very top, or very bottom, of the Pillars of Creation.

The Obelisk of Ice is formed from Primordial Ice. Even if you have protection from cold, you risk suffering from hypothermia and dying in even a few hours in contact with this ancient structure. The following things may help ease the freezing temperatures (penalties and bonuses vary by encounter):

- **Immunity or resistance to cold:** Cold resistance provides some bonus to rolls to endure the cold, but the Obelisk is colder than any Resistance and even cold immunity is insufficient protection against the primordial elements. Although they do not provide absolute protection, cold immunity and/or resistance do help.
- **Endure Elements ritual** (and similar effects): The primordial cold is too strong for an Endure Elements ritual to provide full protection. This ritual still provides some assistance, similar to natural cold resistance.
- **Endure Primordial Elements ritual** (and similar effects): This ritual will provide the best protection against the Obelisk of Ice. However, even with the Endure Primordial Elements ritual, the cold will wear against the PCs' health.

With the Obelisk so cold, it would be quite unwise to remain for long, and certainly not to rest for more than a few minutes. Even the strongest spells and protection will wear thin and fail within the Obelisk.

### APPROACHING THE FROZEN FORTRESS

Baern suggests three approaches to the Frozen Fortress, which is protected by ships of frozen elements manned by elemental creatures. He's not taking the *Lamassu* into that mess.

- **Sneaking past the picket lines:** This will require the party to operate a boat and avoid notice. Among other things, skill in avoiding notice is quite important.
- **Capture a picket ship:** This will also require the party to operate a boat. Instead of avoiding the picket ships, you'll find one, board it and slay the current crew, and head in.
- **Scale the Obelisk:** Baern thinks this one is the craziest option, out of a set of crazy options. Members of the party will need to climb the Obelisk, and endure the cold. It's going to be the worst cold here, because more of your body will be adjacent to the pillar. There may also be hazards along the way.

**A note on using personal flight / teleportation:** The *Lamassu* will not get closer than two miles to the Obelisk. Any attempt to fly across the open sky towards the Obelisk runs the same dangers as trying to sneak past the lines.

# SPEC5~4 EVENT SUMMARY

The results of this adventure have an impact on the Battle Interactive ACDPC5-2: *Best Defense!*

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

<https://www.surveymonkey.com/s/SPEC0504LFR>

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

If played at a convention, what slot:

Table Number:

DM's Name:

**Question 1: What was the total number of Captains that agreed to help?**

- a. 0.
- b. 1
- c. 2
- d. 3
- e. 4
- f. 5.

**Question 2: Did Captain Ianthe Baz agree to help?**

- a. Yes
- b. No

**Question 3: Did Captain Jorrz Errowd agree to help?**

- a. Yes
- b. No

**Question 4: Did Acting Captain Bearn Hearthhammer agree to help?**

- a. Yes
- b. No

**Question 5: Did Captain Kurkar Randred agree to help?**

- a. Yes
- b. No

**Question 6: Did Captain Shil Yargo agree to help?**

- a. Yes
- b. No