

Adventure Overview

Day 1 (Thur, Dec 31, New Year's Eve)

- Just before midnight: Torrent shares plans with adventurers at Poison Apple Pub. (Scene 1-1)
- Midnight: Ragesian wyvern strike throws city into chaos; griffon riders defend. (Scene 1-2)
- ✦ Midnight: Black Horses ambush party at Poison Apple Pub. (Scene 1-2)
 - #1-9 (on bodies of ambushers): 110 cp, 29 sp, and 6 gp. Perception DC 15 notices one copper is larger than the others. History DC 10 reveals it was minted by a defunct civilization and is in especially good condition for its age, making it worth 50 gp to a collector. (Erdan Manash will buy it.)
 - 140 xp
- Party makes its way through chaotic streets to Depository. (Scene 1-3)
 - #1-6 (in muck at the end of Quest 4): A golden ring, carved to look like intertwining leaves that hold the setting for a piece of green jade, carved in the shape of a blossoming flower (180 gp).
 - 165 xp for all four encounters.
- ✦ Party unmask Larion at Depository and rescues Rivereye. (Scene 2-1)
 - #1-7 & #1-M2a (in Larion's left-behind effects): pouch containing 17 gp, 26 sp, and a black tourmaline gem (100 gp); **Catstep Boots**.
 - Bonus: Mundane cloak. Sewn into the lining are 5 Shabalesti platinum. Whoever takes it gets a DC 15 perception check to notice odd weight.
 - 135 xp
- Rivereye asks party to recover case. (Scene 2-2)
- ✦ Party encounters Ragesian wyvern rider en-route to safe house. (Scene 2-3)
 - #1-8 (in saddlebags): 509 cp, 229 sp, 74 gp, a plain gold earring (5 gp), a pewter drinking flask (5 gp), and an engraved silver comb (10 gp)
 - 145 xp
- Party arrives at safe house, meets Buron, sleeps. (Scene 2-4)
 - Quest: Make contact with Rivereye. 250 xp
 - Total: 815 xp (Lvl 2: 1,000)

Day 2 (Fri, Jan 1)

- Heavy snowfall starts near dawn, prevents further aerial incursions.
- Rivereye bedridden with pneumonia.
- Torrent scouts out Gabal's school.
- ✦ Buron asks party to take out Ragesian terror cell. (Scene 2-5)
 - #1-M2b: Prior to leaving, Buron provides **divine boon**: Erathis's Beacon daily + Melora's Storm Blessing property.
 - #1-M5: On one of the terrorists: **Gauntlets of Blood**.
 - #1-5 & #1-10: Chest containing 841 cp, 546 sp, 122 gp, a bluish-colored moonstone gem (50 gp), a white jade pendant, carved in the shape of an intertwined sun and moon (100 gp), and a **cache of notes and messages** sealed with letter 'M'.
 - 240 xp
- Buron uses ritual to cure Rivereye's pneumonia.
- Buron invites party to join resistance. (Scene 2-6)
 - Bonus: Access to **Blade of the Resistance** feat.
- Torrent returns from investigating Gabal's school and shares knowledge. (Scene 2-6-1)
- Torrent and Rivereye leave to elicit Feris's help with Shealis. Party sleeps.
 - Total: 1,055 (**ding!** Lvl 3: 2,250)

Day 3 (Sat, Jan 2)

- Heavy snowfall continues.
- Before dawn: Buron learns that Singing Chasm will be completed today, wakes party, and sends them to stall Shealis until Torrent & Rivereye return. (Scene 2-6-2)
- Party encounters Diogenes at Gabal's school. (Scene 2-6-2)
- ✦ Party encounters Shealis. (Scene 2-6-2 or 2-7)
 - 👉 **Map to spy headquarters.**
 - 👉 200 xp
- Torrent & Rivereye show up with Feris. Feris leaves. Torrent joins party.
- Party makes their way to Shahalesti headquarters. Kurychek follows in form of raven. (Scene 2-8)
- ✦ Party retrieves case from headquarters and returns to safe house. (Scene 2-9)
 - 👉 #2-6: Unlocked coffer contains **key to downstairs cabinet**, 60 gp, and three matching items of jewelry: a gold-inlaid chain belt (100 gp) and two identical bracelets (25 gp each). If sold as a set, the three items have a combined value of 200 gp.
 - 👉 #2-7, #2-8, #2-10, & 2-M2a: Cabinet downstairs contains **Knock ritual**, **Detect Secret Doors ritual**, 100 gp of ritual components, and **Essence of the Scout medallion** (repluffed).
 - 👉 Beside one of the mats lies **the case** the party seeks, a thick steel box etched with swirling patterns and warded with an Arcane Lock ritual.
 - 👉 205 xp
 - 👉 *Quest: Retrieve the case.* 580 xp
- Afternoon: Weather starts to clear.
- Sunset: Inquisitors make ultimatum. Party learns of it and plans escape. Sleeps. (Scene 3-1)
 - 👉 *Total: 1,840 (Level 3: 2,250)*

Day 4 (Sun, Jan 3)

- Party meets with Councilman Menash. (Scene 3-2)
 - 👉 *Quest: Elicit Menash's help.* 120 xp
- ✦ Black Horse follows party from Menash's home and attacks. (Scene 3-3)
 - 👉 #2-5: 70 cp, 65 sp, 55 gp, a rock crystal (5 gp), a blue quartz (10 gp), an onyx (25 gp), and a dagger scabbard inlaid with a checker pattern of turquoise and white jade squares (200 gp).
 - 👉 *A note from Renard.*
 - 👉 270 xp
- Rantle meets party and asks them to take scroll case to Lyceum. (Scene 3-3)
- Party meets Cpt. Herreman. (Scene 3-Interlude)
- ✦ Just before sunset: Party joins Harreman's patrol and encounter Feris's robbery. (Scene 3-4)
 - 👉 #2-9: *A small symbol of Corellon, carved from a single piece of clear amber (90 gp).*
 - 👉 #2-M2b: *Lvl 4 - Chime of Awakening*
 - 👉 #2-M5: *Lvl 5 - Staff of Storms*
 - 👉 220 xp
- Black Horse prepares ambush. (How do they know?)
- Sunset: Party leaves city, and camps two miles away. Inquisitors enter city. (Scene 3-Epilogue)
 - 👉 *Quest: Escape the city.* 570 xp
 - 👉 *Total: 2,820 (ding! Level 4: 3,750)*

Day 5 (Mon, Jan 4)

- ✦ Party encounters Black Horse at Gauntlet. (Scene 4-1)
 - #3-9: On the ambushers, 380 cp, 262 sp, and 80 gp.
 - #3-5, #3-6, #3-7: At camp, a large chest containing 840 cp, 896 sp, 412 gp, a golden stickpin (10 gp), a crystal vial filled with fine perfume (25 gp), a silvered longsword etched with flame patterns, bearing a deep red garnet in the pommel (200 gp), a gray-black hematite gem (5 gp), a smokey quartz gem (10 gp), a blue zircon gem set into a silver ring (25 gp), a pearl (100 gp), 10 matching silver buttons, cast to resemble oak leaves (10 gp for the set), a rock crystal gem (25 gp), and a rosewood festival mask inlaid with gold and carved amber (25 gp).
 - Bonus: Chest also contains four **notarized sheets** proclaiming they are rewards for capture of mages and can be redeemed at any Ragesian fort for 100 gp each.
 - In spare pair of pants in Renard's tent, key to locked tunnel.
 - #3-M2a: **Dream sbroud**
 - 295 xp
- Party travels out of mountains to Innenotdar valley. (✦ Optional: Scene 4-2, 4-3)
- Evening: Party encounters Crystin and Haddin. (Scene 5-1)
 - Quest: *Rescue Crystin*. 80 xp
- ✦ Boreus's strike force attacks Haddin's farmhouse. (Scene 5-2)
 - #3-8a: On Boreus, 145 gp, a blue quartz gem (5 gp), and a gold cloak clasp, carved in the shape of a bear skull with garnets set into the eyes (50 gp).
 - #3-10: On Smiley, 15 gp and a pair of fine boots, lined with black fox fur (10 gp). Trained perception check (DC 15) reveals that one of the heels is hollow, and swivels outward to reveal a small compartment containing a bloodstone gem (50 gp).
 - #3-8b: On the goblins, 250 sp.
 - #3-M2b: Lvl 5 **Inquisitor's Mask, Lesser**, on Boreus
 - #3-M3: Lvl 6 **Iron Armbands of Power**, on Smiley
 - 250 xp
- Party sleeps in preparation to enter Fire Forest.
 - Quest: *Reach the Fire Forest*. 455 xp
 - Total: 3,800 (**ding!** Level 5: 5,500)
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