

CAMPAIGN #4 - WHEN HELL FREEZES OVER

The heroes battle a flying demoness with bat wings and a spear with glowing amber runes, who is aided by a burning figure with a snakelike tail instead of legs, wielding a glowing trident. The battle rages in a tilted, ruined hall, white marble walls cracked and elegant furniture shattered, while red lightning dances outside the windows, illuminating a blasted plain with sulfurous clouds and withered black trees. Without warning or cause, the chamber around them begins to glow with a soft white light, and suddenly all is whole, and outside of this celestial hall, green fields and flights of soaring angels can be seen. Dancing balls of light flit about the chamber, and the battle resumes...



An otherworldly fiend with burning eyes appears in a gout of fire. He sweeps his sword, gesturing in your direction. In the blue actinic light of electrical charge that leaps and arcs along his sword blade, he demands that you hand over the soul which is rightfully his...



The sky is burning. Gouts of flame shoot down from the heavens, alighting the city, with fire white hot that even causes stone to burn. Townsfolk run screaming in the street, and overhead, a dragon covered in heavy scales soars down from the sky. It heavily lands on the rooftop of a temple, partially crushing it. It spreads its wings and roars a challenge to the small townsfolk scurrying about in the burning streets below. The heroes look up from the crowd, and the dragon stares directly at them, knowing they harbor something he wants.



Mulan nobles, priests of the various temples in Taskaunt, and some half-elven men with blades on their belts have gathered in the Hierarch's Hall – there is much shouting and gesturing, and a young woman with gray streaks in her hair and fear in her eyes turns imploringly to you. Not all the nobles are pleased with the presence of the heroes, and some scowl menacingly.



A huge half-dragon stands in the street, bellowing your name. He demands an answer to his challenge, and the townsfolk look to you for an answer.

Much like a television or movie trailer, the listed items above are some selected scenes of the action I have hope to use – partially to build anticipation, and partially to give some insight to the flavor of campaign I am hoping to achieve.

I recommend players take characters that can work cooperatively, investigate mysterious happenings, operate in urban environments unobtrusively (or at least be able to frequent a Tea Shop in Escalant), make friends and allies, fight against mysterious cults and organizations, and take up arms against dragons, fiends, undead, and all manner of creatures as yet undiscovered.

Set on the western fringes of Thay, in a small town that is a coastal port surrounded by hills, forest, and swamps, horses are not likely to be useful. There will be sufficient wilderness activity to warrant a druid or ranger, all characters will need to explain why they begin the campaign in Taskaunt. The local language is Untheric, with many people speaking Chessentan, Damaran, Rashemi, and Mulhorandi in a mixing pot of cultures.

Everyone needs a 1st level character, and needs to decide the following;

1. Why are you on a ship named *The Wings of Tanalee* headed to Taskaunt from Bezantur?
2. Are your characters native to Taskaunt? If not, where are they from?
3. Name three things that will motivate your character.
4. Name one epic or heroic deed you would like your character to accomplish.

CAMPAIGN HOUSE RULES

Books

- ❖ Anything in Races of the Dragon is subject to approval

Races

- ❖ You can play any race, class, or region in Northeast Faerun. Please try to warn me well in advance of any prestige classes (or wacky feats) that you plan on taking, so I can give plenty of warning about any hoops you may have to jump through in order to have access to them.

Classes

- ❖ Sorcerers start with Eschew Materials as a bonus feat
- ❖ The Warlock class is allowed.

Skills

1. A couple of rule options have come up in recent rule books that make sense, that you may freely use:
 - a. If you aid a person, for every 10 above DC 10 you succeed by, you add an additional +1
 - b. If you take -4 to your skill roll, you can increase everyone else by +2 (such as move silently, diplomacy, etc).
 - c. Diplomacy can be used to Haggle, if you can change a merchant's attitude to helpful. This will usually be a DC of 30 + the merchant's ranks in Diplomacy. If you succeed, you get a 10% discount. If you fail badly, you may alienate the merchant.
 - d. There are new tricks for animals, (Assist Track, Hunt, etc)
 - e. If you have 5 ranks of Hide, you can try to jump from cover to cover at a penalty.
 - f. Survival can be used to negate slower travel through difficult terrain or weather
 - g. If you want to cast a spell unobtrusively by minimizing verbal and somatic components, make a Sleight of Hand check vs. an observer's Spot check. Sleight of Hand is a trained-only skill.

Feats

- ❖ Leadership has been changed significantly – see the appendix rules.

Equipment

- ❖ I'm going back to the standard method of masterwork items - +300gp for masterwork weapons, etc. It'll end up costing you less in the long run. I'm also going to allow additional masterwork traits or increased bonuses if you want to pay through the nose for them.
- ❖ Rather than say items aren't available, a successful Gather Information check will find (or sell) these items. Knowledge skills (arcana for magic items, local for a group of settlements, etc) give a synergy bonus, and there are other modifiers (you befriend a fence of the local thieves' guild; you get a +4 to find black market items, etc). Yes, you can take 10:

Rarity	Item	DC	Time & Money
Very Common	Swords, cows, bread	5	n/a
Common	One Use Magic items (scrolls of 0-2 nd level, potions, etc), alchemical items, masterwork items	10	30 min
Uncommon	Magic Items (swords, armor, scrolls of 3-4 th level, wands, staves, etc), Exotic Weapons (nunchaku, khopeshes), odd alchemical items (faerunian), foreign currency	15	1d4 + 1 hours
Specialty	pistols, smokepowder, cursed magic items, black market items, scrolls of 5 th level spells, enhanced alchemical items	25	1d3 days
Rare	Zakharan Items, scrolls of 7 th level spells, Very Rare Spells (BVD, etc), custom one use magic items made to order	35	2d4 days
Exotic	Potions of 4 th or 5 th level spells, Scrolls of 9 th level spells, custom magic items made to order	45	3d6 days
Uncommon	Non-core rulebooks	+10	
Faerunian	Spells, scrolls, shadow weave items, etc.	+15	
Shou	Wu Jen scrolls, Oriental Adventures Equipment, etc	+20	
Underdark	Svirfneblin dart thrusters, drow house tokens, etc	+20	
Rare	Extradimensional (flamecraft, githcraft), non FR books	+25	

Magic Items

- ❖ Spells and magic items that are non-standard (i.e. Forgotten Realms books, supplement books, etc) will be standard prices, but may be hard to find – a very good reason to have Gather Information.
- ❖ Recharging magic items is possible. An initial cost of 10% of the full price magic item must be paid, and then a cost of gp and xp per charge.

Other Stuff

BED (32) True Names can be researched to overcome or bind creatures