**Fist of Light**

**Chapter 7 Plot Outline**

Chapter 7

Programmed Amnesia (Level 9)

Or

Modify Memory (Level 4)

Neither spell is just right. A 6th- or 7th-level average is in order.

Son/daughter of an evil baron is entrusted with a task that s/he doesn’t know has evil intentions.

Test the party’s existing skill **strengths**.

**Barkley** [this may change before Chapter 6 begins]

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill/Save** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** |
| **Climb** | 3 | Str (+2) | 0 | 5 |
| **Jump** | 3 | Str (+2) | 0 | 5 |
| **Profession: Brewer** | 5 | Wis (+1) | 0 | 6 |
| **Survival** | 5 | Wis (+1) | 0 | 6 |
| **Swim** | 3 | Str (+2) | 0 | 5 |

**Elsabet**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill/Save** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** |
| **Bluff** | 5 | **Cha (+2)** | 0 | 7 |
| **Diplomacy** | 8 | **Cha (+2)** | 4 | 14 |
| **Intimidate** | 2 | **Cha (+2)** | 2 | 6 |

**Laryssa**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill/Save** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** |
| **Concentration** | 8 | **Con (+1)** | 0 | 9 |
| **Diplomacy** | 9 | **Cha (+1)** | 0 | 10 |
| **Sense Motive** | 5 | **Wis (+2)** | 0 | 7 |

**Saradette**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill/Save** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** |
| **Balance** | 4 | **Dex (+3)** | 0 | 7 |
| **Climb** | 6 | **Str (+0)** | 0 | 6 |
| **Craft: Metalworking** | 8 | **Int (+2)** | 0 | 10 |
| **Disable Device** | 4 | **Int (+2)** | 0 | 6 |
| **Hide** | 4 | **Dex (+3)** | 4 | 11 |
| **Knowledge: Arch. & Eng.** | 4 | **Int (+2)** | 0 | 6 |
| **Move Silently** | 4 | **Dex (+3)** | 4 | 11 |
| **Open Lock** | 4 | **Dex (+3)** | 0 | 7 |
| **Profession: Engineer** | 7 | **Wis (+0)** | 0 | 7 |
| **Use Magic Device** | 4 | **Cha (+0)** | 0 | 4 |
| **Use Rope** | 4 | **Dex (+3)** | 0 | 7 |

Party is commissioned to:

Establish a hamlet, which by definition has no temple, but may have informal clergy.

Establish a temple in an existing hamlet.

1371

Mirtul Trevis Uhl and several other former Zhents found the settlement of Newfort in Sundabar Vale.

Mulhorand invades Unther.

Nalavarauthatoryl leads an army of goblins and other monsters, despoiling much of Cormyr. The elf-dragon and King Azoun IV slay each other in battle. This conflict is often referred to as the Goblin War.

Azoun V = newborn king of Cormyr.

Waterdeep is invaded by a host of sahuagin, streaming forth from the Sea of Swords.

Nightal 26 Khelben "Blackstaff" Arunsun along with several other Chosen of Mystra muster a relief army in Waterdeep and set out to lift the phaerimm siege on Evereska.

The Northlander kings swear fealty to High Queen Alicia Kendrick, giving birth to a new nation titled the United Moonshae Isles.

Sfena—the founder/leader of the Iron Throne, and daughter of Glasya—was abducted by minions of Asmodeus, and her lieutenants in the Iron Throne squabbled for control (outcome unknown).

1372

City of Thultanthar (Shade) is reputed to have phased out of the Material Plane. The last time this happened, the city phased into the Shadow Plane and back into the Material over a cluster of towns, which it subsequently destroyed.

On Midwinter night, the god Bane returns to Faerûn, bursting forth from the skin of his son, Iyachtu Xvim. With his divinity restored, Bane quickly gains the portfolio of fear, restoring him to a Greater Power. One of the activities Banites participated in to mark the event was the rebuilding of Castle Kilgrave.

Orcs are reputed to be emigrating from the High Forest en masse, heading east towards the Graypeak Mountains.

Hammer 11 Kern Desanea, son of Tarl and Shal Desanea, the "Heroes of Phlan", recovers the Warhammer of Tyr. In reward for helping with Kern’s quest, the famed undead paladin Miltiades is returned to life by Tyr.

The church of Tyr is building the Abbey of the Blinding Truth in Westgate (along the Dragonmere) as a deliberate snub to the Church of Mask.

The Treaty of Garumn’s Gorge is signed, officially recognizing the Kingdom of Many-Arrows. It is the first ever Orc kingdom.

**CRIER’S REPORT:** The Order of the Jade Blade is founded in Loudwater. Two adventuring parties who had earned the respect of the Gauntlets of Loudwater were brought before High Lord Kalahar Twohands whose son, Velvred, had been kidnapped and was being held in one of the Rensha tombs beneath the High Lord’s Hall. Kalahar himself had been warned by divinations that if he were to enter the tombs he would surely be killed so he sent the two groups into the tombs in his stead. When the adventurers returned with Velvred, Kalahar inducted them all into the order, which was named after the green bastard sword originally wielded by Nanathlor Greysword that had become Loudwater’s symbol of office.

**CRIER’S REPORT:** The Guardians of the Weave are founded by the Waterdhavian wizard Aluvauna Thornym to combat the uptake of the Shadow Weave by magic-users.

**CRIER’S REPORT:** Elminster Aumar clashes with the Shadovar, opening a rift to Avernus in the process. By expending his considerable magical repertoire Elminster closes the rift, only to be taken captive by the ex-Archdevil Nergal.

**CRIER’S REPORT:** Shieldmeet Otar, a young orc chieftain from the High Forest becomes the new Green Regent, much to the outrage of many influential citizens of Loudwater.

**HASN’T HAPPENED YET**

Duneth Wharreil, the drow Archmage of Maerimydra and the former archmage of Maerimydra until his coup during Lolth’s Silence and his subsequent death at the hands of Irae T’sarran. As of 1372 DR he persisted as a silveraith under Irae T’sarran’s control.

Irae T’sarran was a female drow high priestess of Kiaransalee who attempted to exact her goddess’s vengeance upon the surface lands by raising an army of undead beneath the Dalelands.

Irae destroyed Duneth and turned him into a silveraith on Marpenoth 2.