**OOC: This is a D&D 3.5 campaign set in the Forgotten Realms in the early 1370s.** The party is running through the module, *The Forge of Fury*, with the following parameters:

* The PCs (all Oghmanytes) have been entrusted with the quest of unearthing the Codex of Creation in Khundrukar (set in the Sword Mountains in this campaign) by a fellow congregant. The Temple is sponsoring the quest, and the City of Waterdeep is aware of the efforts.
* The PCs have been pursuing a cult of diabolists worshipping Loviatar (for cleric spells) and Asmodeus (for warlock powers), who are operating a drug- and humanoid-trafficking ring across the Sword Coast.
  + These antagonists are the cult in Khundrukar seeing the Infernal Anvil.
  + Over the last year, the PCs have slain or apprehended three of the four leaders (a conjurer, a cleric of Asmodeus, and a battle sorcerer), and the now mean to end the cult’s last cell out in the wilderness.
* Thorgrim Ironheart is a dwarf in Waterdeep who commissioned the group to retrieve the relics of his ancestor—Durin Fireforge—these being the Hammer of Moradin’s Will and the Shield of Delzoun (non-canon items). These items are also reputed to be in Khundrakar.

The cult’s remaining cell—holed up in the Sword Mountains—has 5 operatives in Khundrukar searching for the Anvil, 12 faithful cultists in her lair, and 6 remaining prisoners being used to extract Liquid Pain, the active ingredient in meimer, the highly addictive drug they’ve been trafficking to lure people into capture. Their leader is **Penelope Verminswarm (see below).**

**Warlock of Asmodeus (6) / Diabolist Warlock (1) [in-house variant replaces +1 spellcasting class with +1 invocation casting class]**

**Invocations:** Summon Swarm, The Dead Walk

**Feats:** Fiendish Heritage, Fiendish Power

**Main Skills:** Knowledge (Arcana), Knowledge (The Planes), Spellcraft, Craft (Alchemy [Liquid Pain])

**Her followers in the lair are:**

* A 2nd-level duskblade
* A 2nd-level beguiler
* A 2nd-level favored soul of Loviatar
* A 2nd-level knight
* A 1st-level warrior
* Seven 1st-level commoners (under a Dazed effect from the drug)

**The operatives in Khundrukar are:**

* A hell hound
* A 3rd-level rogue
* A 2nd-level scout
* A 1st-level adept (with evil and harmful spells)
* A 1st-level commoner

**Current Status:** The PCs have arrived in Khundrukar, and Banshee has scouted.

IC: Banshee’s sharp senses allowed her to gather detailed information about the entrance and its surroundings.

1. One **cultist** stood watch at the entrance, armed with a club and wearing leather armor. He appeared bored and inattentive, occasionally glancing down the tunnel but mostly mumbling about pain.
2. A **hell hound** paced nearby, its fiery breath casting flickering shadows on the walls. It seemed alert but not actively searching for intruders.
3. **Sabotage Opportunities:**
   * **Cauldron of Meimer:** Just inside the entrance, Banshee spotted a large cauldron filled with a bubbling, foul-smelling liquid—likely the drug **meimer**. The cauldron was perched precariously on a stone ledge, and a well-placed arrow or spell could send it spilling into the cultists’ barracks below.
   * **Barrels of Alchemical Supplies:** Nearby, there were several barrels of alchemical ingredients, including volatile substances that could explode if ignited.
   * **Collapsible Tunnel:** Part of the tunnel ceiling looked unstable, with cracks running through the stone. A well-placed explosion or spell could cause a cave-in, trapping or crushing the cultists.
4. **Liquid Pain Production:** Deeper inside the entrance, Banshee glimpsed a horrifying scene—a group of prisoners and less devout cultists were being subjected to unspeakable torments, their screams muffled by the thick stone walls. The process of extracting **Liquid Pain** was underway, and the air was thick with the stench of suffering.

Banshee returned to the party and relayed her findings. Her eyes gleamed with mischief as she outlined her plan:

1. **Sabotage the Cauldron:** She suggested using a ranged attack to knock the cauldron off its ledge, spilling the meimer into the barracks and causing chaos.
2. **Ignite the Barrels:** Once the cauldron was spilled, she proposed igniting the barrels of alchemical supplies to create an explosion, further destabilizing the area.
3. **Collapse the Tunnel:** If the explosion didn’t bring down the tunnel, she recommended using **Eldrin’s** spells or **Lirael’s** magic to trigger a cave-in, trapping the cultists and fiends inside.

“If we do this right,” Banshee said with a grin, “we can take out half their forces before they even know we’re here.”

Eldrin, the Lawfulest of the Lawful, got ahold of his anxiety as he heard the plan. He asked a few clarifying questions to set his mind at ease, and summed, “I understand your part in this, Banshee: cauldron, barrels, and a hopefully comprehensive collapse of the area. What are the other four of us doing in the meantime?”

Artemis, Lirael, and Sebenzi looked at Banshee with anticipation, hoping she’d clarify everyone else’s roles.

OOC: Please distinguish OOC (out of character) with IC (in character) tags, and post IC text in past tense narrative. Please use “smart quotes” and ‘apostrophes’, not 'straight ones".

To avoid metagaming, please omit any rolls pertaining to PCs’ checks based on Int and Wis so I can remain incognizant of anything the PCs didn’t notice.

The basic party composition is as follows:

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| *Sebenzi* | *Wesibindi* | | |  |
| **Race** | Human | | **Age** | 21 |
| **Class** | Cleric of Oghma | | **Level** | 5 |
| **Region** | Chult | | **Sex** | Female |
| **Deity** | Oghma | | **Height** | 5’ 11” |
| **Alignment** | Neutral Good | | **Weight** | 190 lbs |
| **Attack Bonus** | 3 |  | **Speed** | 30’ |
| **Initiative** | +0 | | **XP** | 10,000 |
| **Strength** | 10 | +0 | **Lb. Capacity** | 33/66/100 |
| **Dexterity** | 10 | +0 | **Lb. Carried** | **39.5** |
| **Constitution** | 12 | +1 | **Hit Points** | **35** |
| **Intelligence** | 12 | +1 | **Touch AC** | 10 |
| **Wisdom** | 18 | +4 | **FF AC** | 12 |
| **Charisma** | 11 | +0 | **AC** | 12 |

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| *Lirael* | *Bowik, Cantor of Oghma* | | | |
| **Race** | Half-Elf (Moon) | | **Sex** | Female |
| **Class** | Bard | | **Level** | 6 |
| **Class** | Lyric Thaumaturge | | **Level** | 1 |
| **Region** | Tethyr | | **Age** | 76 |
| **Deity** | Oghma | | **Height** | 5’ 10” |
| **Alignment** | Neutral Good | | **Weight** | 170 lbs. |
| **Attack Bonus** | 6 |  | **Speed** | 30’ |
| **Initiative** | +1 | |  |  |
| **Strength** | 9 | -1 | **Lb. Capacity** | 30/60/90 |
| **Dexterity** | 12 | +1 | **Lb. Carried** | **28.5** |
| **Constitution** | 12 | +1 | **Hit Points** | **48** |
| **Intelligence** | 13 | +1 | **Touch AC** | 11 |
| **Wisdom** | 8 | -1 | **FF AC** | 10 |
| **Charisma** | 20 | +5 | **AC** | 11 |

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| *Eldrin* | *Thistlebrook* | | |  |
| **Race** | Whisper Gnome | | **Sex** | Male |
| **Class** | Archivist | | **Level** | 6 |
| **Region** | Secomber | | **Age** | 51 |
| **Deity** | Oghma | | **Height** | 3’ 8” |
| **Alignment** | Lawful Good | | **Weight** | 43 lbs. |
| **Attack Bonus** | 4 |  | **Base Speed** | 30’ |
| **Initiative** | +2 | | **XPs** | 15,000 |
| **Strength** | 9 | -1 | **Lb. Capacity** | 23/45/68 |
| **Dexterity** | 14 | +2 | **Lb. Carried** | **37.3** |
| **Constitution** | 11 | +0 | **Hit Points** | **27** |
| **Intelligence** | 20 | +5 | **Touch AC** | 12 |
| **Wisdom** | 15 | +2 | **FF AC** | 12 |
| **Charisma** | 12 | +1 | **AC** | 14 |

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| *Banshee* | *Mondflüstern* | | |  |
| **Race** | Whisper Gnome | | **Sex** | Female |
| **Class** | Urban Ranger | | **Level** | 5 |
| **Region** | Waterdeep | | **Age** | 53 |
| **Deity** | Oghma | | **Height** | 3’ 11” |
| **Alignment** | Chaotic Neutral | | **Weight** | 51 lbs. |
| **Attack Bonus** | 5 | | **Base Speed** | 30’ |
| **Initiative** | +3 | | **XP** | 10,000 |
| **Strength** | 11 | +0 | **Lb. Capacity** | 29/57/86 |
| **Dexterity** | 16 | +3 | **Lb. Carried** | **16.4** |
| **Constitution** | 11 | +0 | **Hit Points** | **30** |
| **Intelligence** | 8 | -1 | **Touch AC** | 13 |
| **Wisdom** | 16 | +3 | **FF AC** | 11 |
| **Charisma** | 13 | +1 | **AC** | 14 |

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| *Artemis* |  |  |  |  |
| **Race** | Human | | **Age** | 23 |
| **Class** | Favored Soul | | **Level** | 6 |
| **Region** | Cormyr | | **Sex** | Female |
| **Deity** | Oghma | | **Height** | 5’ 8” |
| **Alignment** | Neutral | | **Weight** | 167 lbs. |
| **Attack Bonus** | 4 | | **Speed** | 30’ |
| **Initiative** | +1 | | **XP** | 10,000 |
| **Strength** | 10 | +0 | **Lb. Capacity** | 26/53/80 |
| **Dexterity** | 12 | +1 | **Lb. Carried** | **37.5** |
| **Constitution** | 7 | -2 | **Hit Points** | **24** |
| **Intelligence** | 12 | +1 | **Touch AC** | 11 |
| **Wisdom** | 8 | -1 | **FF AC** | 12 |
| **Charisma** | 16 | +3 | **AC** | 13 |