
Quick notes for DMs for the adaptation:

Delete this page before handing out this guide to your player characters. Also, feel free to cut mine or Jeremy's name out of the corner, it is included so you can contact either of us with any questions regarding our campaigns. Please note that Jeremy's campaign is set in the core setting of 4th Edition where as Mark's is set in Forgotten Realms.

This player's guide is an adaptation of the excellent [player's guide](#) created by Jeremy Sager, credits to him for crafting and fleshing out of Brindol giving me an excellent framework to build the Forgotten realms version on.

The guide designed to be used as an introduction to the Scales of War adventure path set in the Forgotten Realms around 1479 DR (4th Edition timeline). I have purposely left a 'current date' out of the descriptions but it is presumed you are starting your campaign around the month of Eleasis after the midsummer's day festivals.

After scouring all of Faerûn I found that Loudwater along with the Gray vale fitted nicely with Scales of War and it became the basis of my adaptation. I have tried to apply as much Realmslore as possible drawing on the 4e Campaign/Player's guides as well as the Grand History of the realms. There are specific things I have fleshed out in the descriptions which you may want to review.

I have made some changes from Jeremy's version who in turn modified the original:

Scales of War takes place almost sixty years after the events in Red Hand of Doom which in turn occurs after the Spellplague had already hit. With it being Sixty years this allows the original adventuring group, the Diamond League (see below), to have fully retired and allows a hook for the new PCs to be children or grand-children (or another relation) of that original party.

Secondly, I kept Jeremy's invented group of PCs that saved Gray Vale in RHoD - the Diamond League. If your players ever played RHoD, you should find/replace and check carefully. Some places have been renamed such as the museum in Loudwater.

I dropped the references to Planar magic in the region as Faerûn has plenty of planar gates and the Spellplague still overshadows the world. Therefore any stories of Planar magic would not seem particularly out of the ordinary.

Loudwater's location is a melting pot of Humans, Halflings, Dwarfs, Tieflings, Half-Elves, Elves (wood/wild) and even to the east in Everska is Eladrin (moon/sun elves). This gives your PCs a good coverage of races, even the Drow metropolis of Menzoberranzan is in the region.

I have not attempted to alter Jeremy's original descriptions. This means that events could occur in the adventure path that have not yet been published will render information in this guide factually incorrect. The original version of this guide was created in December of 2008 with the adaptation created in March 2009. The last adventure published when written in December was The Temple Between. If you find something bogus in this guide, by all means contact me and I will try to fix it up.

In terms of how to link this adaptation to the adventure path further, Rivenroar can be a hidden retreat built during Pasuuk Rensha's reign over Loudwater. Sinruth's hand is made up of Goblins already based in Southwood. Bordin's watch is actually holding the pass in the Graypeak mountains. The tunnels beneath Bordin watch were actually dug by the Demons of Hellgate. The Lost Mines of Karak can easily take place in the desolate lands of Najara (A Spellplague storm can easily replace the sandstorms)

Finally if you have any comments, suggestions or ideas where to put stuff in the Adventure Path itself please post:

<http://forums.gleemax.com/showthread.php?p=18026352>

To retain Jeremy's original credits:

A large amount of the information in this guide was adapted from, inspired by, or lifted and rewritten from a great Scales of War campaign site: <http://elsirvale.blogspot.com/>

The sweet improved Map of Brindol I stole from here: <http://forums.gleemax.com/showthread.php?t=1108752> (I changed the statues around to match the Diamond League, and altered the key to more closely resemble the locations in the AP)

In addition, I am using both text and images directly lifted from the Scales of War adventure path books, and artwork from the Red Hand of Doom art gallery on the WotC home page at <http://www.wizards.com/default.asp?x=dnd/ag/20060208a>

In addition including the original disclaimer from Jeremy's work:

I hold no copyrights over any of this material and only include it based on the premise that it is impossible to run the SoW adventure path solely from material included here, and that you will still need your D&D Insider subscription to run the campaign.



Player's Guide



“We are mercenaries, all of us, but only a precious few have honesty enough to admit it. Whether we sell ourselves for coin, for honor, or ideals, we all have a price whose continued payment leads us inevitably to our end. But when that end comes, will you admit to your balance sheet? Or will you lie when you claim that the blood on your hands was spilled for just cause, not simply your hunger for glory?”

Sheltering the people of Gray Vale from the distant doom of Netheril is a range of old, rugged mountains known as the Graypeaks. Barren and capped in ice and snow, these mountains are said to be home to giants and vicious wild and unnatural creatures.

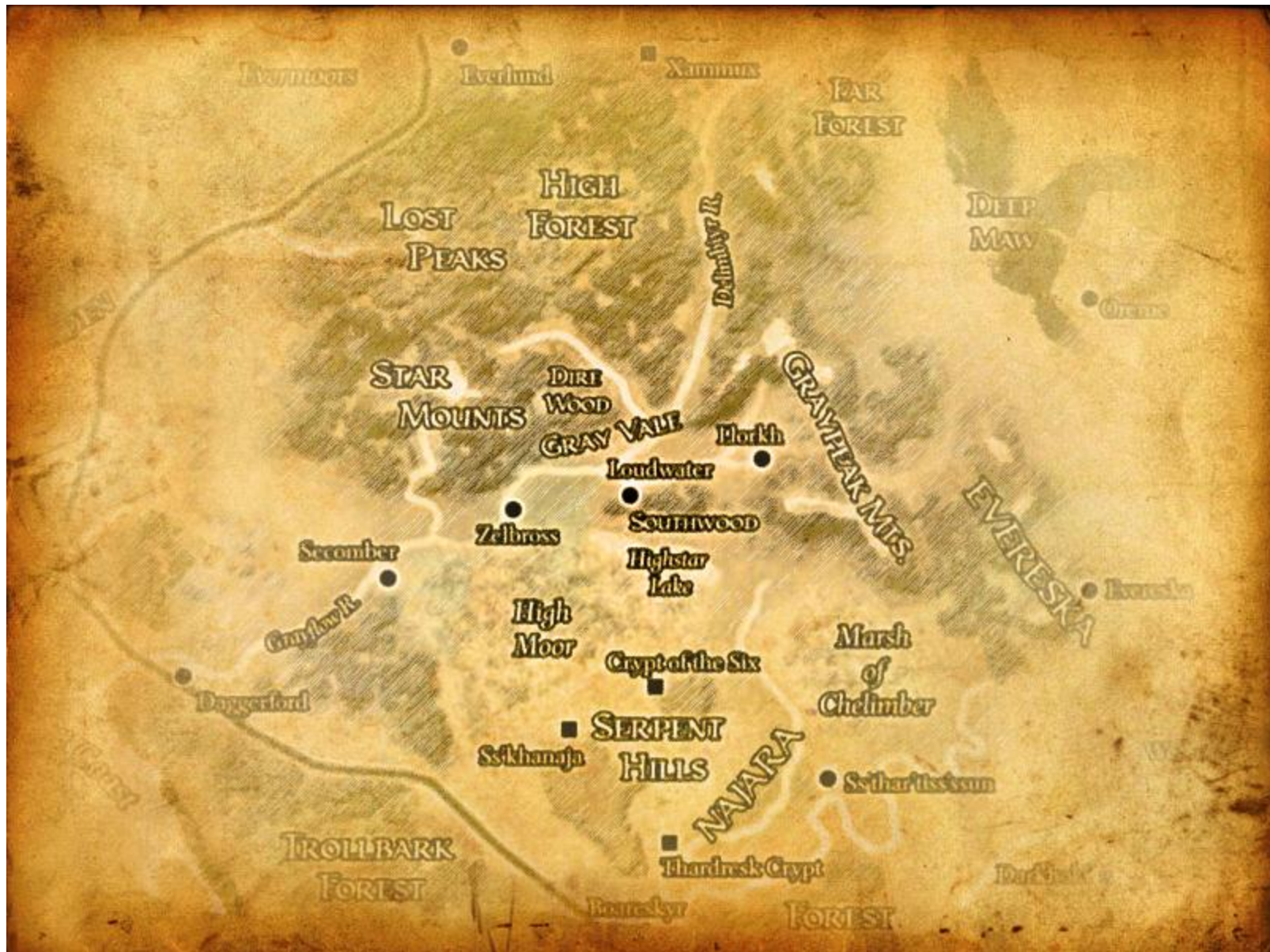
At the eastern edge of the Gray Vale, in the shadow of the Graypeaks and the end of the Delimbiyr Route is the city of Llorck. Llorck in conjunction with its fortress of Bordrin's Watch command the only pass across the Graypeak Mountains and keep the Vale safe from the occasional Orc incursion from the wild, lawless lands on the border with Netheril.

Llorck declined sharply in the years following the Spellplague. A string of incompetent human rulers drove off most of the honest residents, until the ruined city served as a haven for a self-styled bandit king and his lackeys. After the invasion of the Red Hand swept through Llorck on its way to Loudwater the Dwarves of the Graypeak Mountains rebuilt the razed settlement. Governed by a council of Dwarves, Llorck is now a base for trade and supply for the mining activities in the Graypeak Mountains.

Connecting Llorck at the eastern edge of the Gray vale to Waterdeep on the Sword coast is the Delimbiyr Route. This trail which runs alongside the River Delimbiyr passes through Loudwater, the ruined hamlet of Zelbross, the small town of Secomber finally arriving at Waterdeep.

To the northwest of Loudwater lies the Star Mounts. This ancient range of mountains marks the southern boundary of the High Forest and takes its name from the strange lights that shine from its heights.

From the northern slopes of the Star Mounts and stretching for miles to the north is the High Forest, an ancient wood notoriously haunted by fey creatures, gnolls, and drow. Infrequently, wood elves of the forest trade with the people of Loudwater, but they are tight-lipped about what goes on in their sylvan homeland.



Ancient History of the Vale

The scattered human towns and villages of the land now known as the Gray Vale grew up along the Delimbiyr Route. In ancient times an important east-west trade route linking the exotic lands of the magic wielding humans of Netheril, through the shield dwarf realm of Ammarindar beneath the Graypeak Mountains, with the Elven nation of Illefarn.

In 149 DR (Year of the Dwarf) the Dwarves of Ammarindar led by Irikos Stoneshoulder build a stone bridge across the River Shining near the site of present-day Loudwater.

Approximately 365 years later in 514 DR (Year of the Elk) The aged Bellabar Huntinghorn leads many halflings of Meiritin to escape persecution at the hands of the Duke of Cortryn, ruler of the lands east of Amn. The refugees join others of their race on the banks of the Delimbiyr River near present-day Secomber

Only 2 years later during 516 DR (Year of the Haunting Hawk) Halflings from Delimbiyr Vale and humans from Delimbiyran establish Secomber on the ruins of Hastarl, the fallen capital of Athalantar.

In 523 DR (Year of Trials Arcane) the Realm of Three Crowns was formed: The rising power of orc hordes in the North leads to the calling of the Council of Axe and Arrow. There, the humans of Delimbiyran, the dwarves of Dardath, the elves of Ardeep Forest, the gnomes of Dolblunde, and displaced halflings from Meiritin collectively found the Tri-Crowned Kingdom of Phalorm. The aging Ulbaerag rejects an invitation to join the Realm of Three Crowns.

Nejizar, the new dark naga king, establishes rule over the serpentfolk in Najara thanks in large part to its alliance with a dozen spirit naga. By this time, however, the Tricrowned Kingdom of Phalorm has claimed the High Moor and begun constructing a chain of fortresses along the western border of the Serpent Hills.

The Tri-Crowned Kingdom is besieged for many years in battles against Orcs, Trolls and Serpentfolk. The cost of victory is high for Phalorm, in 604 DR (Year of the Immured Imp) The armies of Phalorm drive off an orc horde that besieges Secomber. Ellatharion, Phalorm's elf king, leads an army of elves and halflings into the High Forest in pursuit of the orcs, and neither king nor army returns.

By 616 DR (Year of the Ensorceled Kings) constant war has worn down the kingdom of Phalorm. Its armies drowned at the hands of the lich Iniarv in 614 DR (Year of the Shattered Scepter) in a battle that cost the lives of most of the Orc horde as well as the army of Phalorm. Delimbiyran, the human kingdom of Phalorm, claims all the lands of that realm and establishes a new alliance with gnome and halflings of the area after the Elf kingdom of Ardeep is abandoned by the Elves for the Green Isle of Evermeet. The new realm is called the Kingdom of Man.

The Kingdom of Man had only existed for 83 years when in 697 DR (Year of the Triton's Horn) Worshipers of Shar riot throughout the Sword Coast as the machinations of Lalondra, the Dark Mother, sweep away the power of the Sharran clergy overnight. King Davyd of Delimbiyran was assassinated and dies without a legitimate heir. This causes the fall of the Kingdom of Man and its dissolution into petty kingdoms such as Calandor, Scathril, and Loravatha.

To make matters worse the Orc menace returned 5 years later in 702 DR (Year of the Clutching Death) when Orc raiders from the High Forest inflict heavy losses on the splinter kingdoms of Delimbiyran that were formerly part of the Kingdom of Man. Many of these lesser realms are destroyed before the armies of the Duke of Calandor finally defeat the orcs.

The final end to Kingdom of Man comes in 714 DR (Year of Doom) during the Battle of Two Gates' Fall in the Weeping War, the city of Delimbiyran and much of the southern Delimbiyr are devastated by a magical explosion resulting from the destruction of the Warrior's Gate, a portal in Myth Drannor. Many of Delimbiyran's remaining splinter kingdoms sink into decline.

In 882 DR (Year of the Curse) Demons and devils battle in the elf citadel of Ascalhorn, triumphant demons stream forth, bringing about the fall of the ancient Eladrin kingdom of Eaerlann. Dwarves allow human refugees to settle in the surface strongholds of Citadel Sundbarr. Eladrin refugees from Eaerlann resettle Ardeep and rebuild the realm. A brief alliance with the humans dwelling along the Delimbiyr and the dwarves of the Forlorn Hills founders because of lingering suspicions about the role of humans in the fall of Ascalhorn, later to be known as Hellgate Keep. The dwarf realm of Ammarindar is overrun by lingering horrors unleashed by the Netherese of Ascalhorn

By 1100 DR (Year of the Bloodrose) Delimbiyran's splinter kingdoms are all but ruins. The Eladrin of Loudwater and the surrounding environs withdraw to the city of Evereska to escape the increasing human presence.

50 years later in 1150 DR (Year of the Scourge) Ibun Rensha of Calimshan and a group of family members lead a force of mercenary warriors and take control of Loudwater, laying claim to much of Delimbiyr Vale (Presently known as the Gray Vale).

Delimbiyr Vale remains in control of the Rensha's for almost another 200 years until 1315 DR (Year of Spilled Blood) when Nanathlor Greysword, a native of Nimbral, becomes the Green Regent. He attempts to overthrow the rule of Pasuuk Rensha and free Loudwater, thus beginning the War of the Returned Regent. Two years later in 1317 DR (Year of the Wandering Wyrms) Nanathlor Greysword defeats Pasuuk Rensha and his followers at the battle of Tanglefork and becomes ruler of Loudwater, re-continuing the line of the Green Regent.

The Legacy of the Green Regent

Those of you new to Loudwater and the Delimbiyr Vale may be asking yourself, "What is the Green Regent?" Well, my friends, the answer is delightfully easy and yet tricky. For the answer is, "It depends."

Teseryne Truesilver
Daughter of Talanthe Truesilver
1372 DR Year of Wild Magic

The Green Regent is a Dream

A dream made manifest. The Delimbiyr Vale is dear to the goddess Mielikki, who watches over the land, and protects it from those who would despoil its verdant beauty. Mielikki dreams of a harmony between civilization and nature, and seeks to make the lands around the River Shining a haven for her ideals and her worshippers. This dream is the rule of the Green Regent.

Rule may be a misnomer. The Green Regent holds no real temporal power, but rather rules over the hearts and minds of the good people of Loudwater. Holding no castles, owning no land, and lacking the allegiance of any real army, the Green Regent's rule is symbolic, but with some very real effects.

Under the Green Regent, hunters are careful to maintain the animal population. Timbering is almost unknown, with most firewood coming from deadfall. When timber is needed, loggers selectively harvest the forest and replant saplings when it thins too much. The rangers and druids provide guidance as needed, and the clerics of Mielikki keep a watchful eye on the Delimbiyr Vale.

The Green Regent traditionally guards the valley from incursions, invasions, and other threats to the Forest Maiden's harmony. This protector is served by scions: an oathsworn few who share the dream. Bards liken the lands around the River Shining to a lush garden—where natural beauty is carefully pruned to produce an almost supernatural paradise. Much of this is due to the tireless efforts of the Green Regents and their scions.

If the Green Regent's rule is this dream's manifestation, Loudwater is its reflection. The City of Grottos's gardens bloom with flowers amid lush grass. Ivy climbs over the buildings pulling the town deep into nature's embrace. Beyond the city's wards and earthen ramparts, fields are exceptionally fertile and farmers raise outstanding vegetables. The meadows are bedecked with wild flowers throughout most of the year.

The Green Regent is a Chosen

The Green Regent is a Chosen of Mielikki, the Green Regent works to put forward Mielikki's will in Faerûn. Its mantle has passed from person to person through the centuries as the needs of the Lady of the Forest dictate. Only those who embrace Mielikki's dream and are willing to dedicate themselves to her ascend as the Green Regent.

The mantle of the Green Regent passes in a peaceful ceremony each Shieldmeet. The title carries no life sentence; no person has ever carried the mantle for more than four years.

The ceremony to choose the Green Regent starts simply. During the Shieldmeet celebration, all interested young men and women gather at the Risen Moon Market. There, in a mysterious ceremony under the supervision of the Circle of the Stag—a reclusive group of druid in the service Mielikki—the candidates drink a concoction called the greendraught from the *Lady's Chalice*. The exact nature of the greendraught is a closely guarded secret, but it doesn't radiate magic, though the *Lady's Chalice* does. If Mielikki accepts the drinker as a Scion of the Green Regent, her symbol, glowing with an emerald illumination appears on the person's forehead. If Mielikki rejects the drinker, the scion hopeful is nauseated, unable to keep the greendraught down.

After the ceremony, all the scions fast for a day, drinking nothing but water from a flowing stream. That night, each keeps a separate vigil in a different part of the High Forest, north of Loudwater. Tradition allows the scion to keep a small fire for warmth and light, as long as it does not endanger the forest. During the night, a magnificent unicorn appears to one of the scions. The scion follows the creature deep into the forest. Where the unicorn leads the scion, or what happens in that place is only known by Mielikki and the Green Regent, but it must be extraordinary for when the former scion returns, the individual carries the mantle of the Green Regent and the marks of the Chosen of Mielikki—intricate emerald symbols that entwine like ivy along the person's entire body. When a Green Regent's reign is over (though time passed, or by death) the markings remain, but turn black, resembling normal tattoos.



The Green Regent is a Hero

Several times cults have attempted to bring carnage and violence to the idyllic lands around the Delimbiyr River. The most notable attempt before the Spellplague was in 1347 DR (Year of the Bright Blade) when Kalathar Twohands, the High Lord of Loudwater, served as the Green Regent. Talos (an storm aspect of the god Gruumsh) worshippers summoned a tempest—a terrible storm elemental blight—deep in the Greypeaks south and east of the Delimbiyr Vale. The creature was let loose on Llorck and Orlbar. Rain pummeled the countryside and the Tempest ripped at cottages with its fierce winds. Rivers flooded their banks and large portions of Llorck were washed away. Under the domination of the cult to Talos, the Tempest seemed intent to devastate the entire Gray vale.

Kalathar led a coterie of scions against the cult, and after a fierce fight in a raging thunderstorm on a mountaintop reversed the summoning spell that bound the tempest to Faerûn. With their leaders slain and their plot undone, the cult scattered.

The depredations of the bestial followers of Malar were never as grand as those of Talos. Instead, they sought to disrupt the harmony that is the dream of Mielikki through terrorizing small villages or isolated farmsteads. Malarites scorn what they see as the soft weakness of those under the Green Regent and thoroughly enjoy bringing fear to the Delimbiyr Vale. The Malarites, many of them lycanthropes, lurk deep in the High Forest in a place they call The Thicket.

The Green Regent is a Legacy

The identity of the first Green Regent is lost to the passage of time, but it suspected that Mielikki did not first designate her champions until humans spread across the Savage Frontier from Illuskan. As Melikki's faith grew, she selected several Green Regents from the Kingdom of Athalantar before its fall. When the Tethyrians began to settle about the Delimbiyr River, the Lady of the Forest drew them into her vision, and the Green Regent was alive and well throughout the Tethyrian Kingdoms of Phalorm and Delimbiyrian. After the collapse of Delimbiyrian, civilization in the vale fragmented into small city-states, but the Green Regent continued to guard the forests, the people of the river valley, and Mielikki's dream.

The reign of the Green Regent has been broken only a few times. Though the death of the Green Regent in 1369 DR broke the rule for three years, by far the worse disruptions came when the Calishite Rensha family took over the vale in 1150 DR (Year of the Scourge). Mielikki's attention must have been elsewhere, as the Rensha banned the practice of selecting new scions at Shieldmeet and hunted the Green Regent down as a threat to their power. After several years of this persecution, the Green Regent disappeared for well over a century.

The Rensha Rule brought with it the golden touch of wealth and regular contact to the world outside the vale. But with prosperity came a disregard for the harmony between civilization and nature. Woodcutters pushed the forests back from the river, and farmers planted new fields. Miners pulled ore from the mountains at a prodigious rate. The wealth of the land poured down the River Shining.

With the passage of years, the Rensha lords fell into deeper and deeper decadence, and while doing so spiraled closer to their doom. Pasuuk, the last of their line, sealed his fate when he commanded a group of skilled mercenary hunters to bring him a horn of the unicorn. Why he needed this horn is unknown, but speculators whispered that he needed the horn for a foul magic rite that would bridge a gap between his hall and some infernal pit. It was believed that Pasuuk Rensha dabbled in diabolism.



After weeks of searching, the hunters tracked a unicorn and tricked it into using its *teleport* ability. The hunters cornered the creature at a treacherous bend of the Unicorn Run. The captain of the company ordered its newest member—the son of a displaced Nimbral noble—to strike the killing blow. The young man raised and blade and stepped forward to do his captain's bidding, but as he looked into the eyes the beautiful beast his heart broke. His sword still raised, he turned to the others and told them he would not kill such a magnificent beast and would defend it against all that would despoil it. In that instance of courage, Nanathlar Greysword became the first Green Regent since beginning of the Rensha Rule.

Nanathlar and twelve of his fellow hunters overthrew their captain. Upon doing so, the glowing symbol of the Green Regent appeared on each of their foreheads, and the telltale marking the Green Regent slithered up Nanathlar's body. The unicorn revealed itself as an avatar of Mielikki, and tasked the thirteen hunters to rid the vale of the horrible Rensha blight.

Two winters of fierce battles raged between the ragtag forces of the Green Regent and Pasuuk's diabolical regime. The War of the Returned Regent ended in the Battle of Tanglefork, in the woods south of Loudwater, where Nanathlar called upon the power of his goddess to turn the very trees against Pasuuk. Pasuuk unleashed a coven of devils upon the servants of Mielikki, but the awakened trees utterly destroyed Pasuuk and his fiendish allies, and scattered their remains like ordure. And that is why the soil of those woods is now as black as midnight.

Nanathlar Greysword assumed rulership of Loudwater and brought a new era of prosperous rule to the Delimbiyr Vale. The heavy loggings and strip mines were abandoned, but the Delimbiyr maintained its contacts with the lands outside the Vale. Nanathlar brought health and growth back to the land that had soured under the rule of the Rensha.

Since Nanathlar became the Green Regent Returned, more than forty have taken the mantle of the Green Regent, including the current High Lord of Loudwater, Ley Gekoaf. Past Green Regents have been a varied group of people. Mielikki does not always choose the most obvious candidate as her regent. In the past she has picked simple farmers over great rangers of renown, and even seemly heartless mercenaries over devout priests of her ethos. There is a saying among the folk of the vale that, "It is our fate to be bemused by her winding way, until we reach the destination." All of her choices, to this point, have ended up being exactly the right person for the task ahead. That said, her current choice for Green Regent has even the staunchest worshiper questioning her wisdom.

The Green Regent is a Mystery

When the City of Shade appeared over the Dire Woods in 1372 DR (Year of Wild Magic), orcs migrated out of the High Forest beyond the Graypeak Mountains. These "Gray Migrations," as the folks of the vale dubbed them, were disruptive and sometimes frightening, but thus far not nearly as deadly as they could have been. The orcs tended to stay away from settlements while traveling east.



There have been exceptions. One exception, even more shocking than the Fendrell Massacre, was the Shieldmeet celebration of 1372 DR. The Circle of the Stag was not the only group to come out of the High Forest for the ritual, with them came a band of High Forest orcs, lead by a young chieftain called Otar. Orcs entering the High Moon Market was shocking to the people of Loudwater, but not nearly as shocking as when Otar drank the greendraught and keep it down without a wince. Their shock turned to horror when the next day Otar came out of the High Forest with the marks of the Green Regent glowing upon his gray skin.

The old elven noble families openly rejected the choice, accusing the Circle of the Stag of trickery and blasphemy. Halitan Phelaniityr, the patriarch of the city's only sun elf (Eladrin) house promised to personally rectify the situation before the vale became a "cesspool of bestial orcish scum." Before violence broke out, the druid, along with Otar and his orcs retreated back to the High Forest, leaving some angry, some frightened for the future, and the new scions without a leader. Stedd Rein, the hero of the Night of the Blood Moon and the favored wager to take the Green Regent mantle, defiant of Mielikki's choice tacked his manifesto upon the message pillar of the Red Boar Inn.

The Manifesto

The common room of the Red Boar Tavern is supported by a large plain pillar, the remains of an ancient oak that stood on the site before the Rein family moved to Loudwater from Waterdeep almost a hundred and sixty winters ago. That pillar is covered with decades of parchment and paper postings and bills. Almost since the tavern's raising, the pillar has been the place where many humans post news and events. The elves and many half-elves of the community tend to avoid its use, since the felling of the great oak by the Reins is still considered a great tragedy. Almost a tenday after the Shieldmeet of 1372 DR, Stedd Rein, the youngest and almost the best known of Deldron Rein's children, nailed a parchment on the pillar. It detailed what he saw as the problems of Loudwater and what he was going to do to solve them. In that action he created the Red Fellowship as an organization devoted to the betterment of the City of Grottos, and communicated the group's manifesto. The following are the manifesto's main points:

- The Zhentarim forces in Llorck are a plague to the region. The Oath of Orllbar will not contain them, as they have no desire to live in peace with the folk of Loudwater. The Red Fellowship is sworn to actively thwart the Zhentarim whenever possible, toward the end of their eventual retreat from Gray vale.
- The prosperity of Loudwater is dependent on its ability to trade with the larger cities of the Sword Coast. The Red Fellowship stands against those who would stop the flow of trade between the vale and the western cities.
- Evil powers ought not be tolerated. A concerted effort should be made to hunt down the savage enemies of Loudwater whenever possible. This includes the savage tribes of orcs that have recently attacked the homesteads up the vale.
- The whims of esoteric religious practice should be cast aside, or at the very least reduced to mere symbolism. The only true stability comes from a strong foundation, and governed by a sturdy architecture of law.

- After the retreat of the Zhentarim, the creation of strong trade routes, and the cleansing of savagery from the region, Loudwater should annex the lands of Orllbar and Llorkh and join the Lord's Alliance as the Free Lands of the Vales. That state would be under the leadership of an elected High Lord, not from the best offerings of a secretive religious ceremony.

Many like-minded individuals flocked to the energetic and charismatic Rein. While there are few people in and around Loudwater who would openly malign the High Lord or the Green Regent, there were many among the traders and merchants of the city who thought the old elven, Harper, and Mielikkian philosophies of living a peaceful coexistence with natural world translates into an insidious apathy that at the very least stifles the progress of the City of Grottos, and that may even put it in grave danger of future raids, like that of the Night of the Blood Moon, or outright Zhent control. Many of these folks joined the burgeoning fellowship. Steed's own devotion to the Red Knight, and his use of her trappings, earned him support from the soldiers of Loudwater.

Stedd's father was his greatest supporter, and has supplied his son with the financial backing of his Red Boar Trading Coster and while the elven families worried that Deldron's money would only bring a murder of human mercenaries to the region, Steed's accomplishments, integrity, and sincerity made him an idol to many young humans and even half-elves in Loudwater.

Strange Brew

Mielikki's choice of Otar as her chosen was not the only shocking event surrounding the Shieldmeet celebration. Stedd, the popular favorite for the title of Green Regent was denied even the title of Scion during the drinking of the Green Draught. It is said that gasps of surprise were the only thing that could be heard after Stedd regurgitated the concoction onto the floor of High Moon Market.

Few expected the goddess to reject the young man. While it was true that he revered the Red Knight, Mielikki has had no problem anointing the faithful of other powers (even neutral powers) as scions or even Green Regents. Even the nine chief elven families, who, in recent decades, have habitually acted contrary to anything involving the Rein family, were stunned at the denial of such a worthy candidate. The moon elf Beutaleen'dal family has even used it as an example of an indication that this year's ceremony was tainted by some mysterious skullduggery.

Not all the elven families have been so charitable. The Phelaniityr, while agreeing that the coronation of Otar was not Mielikki's actual will (and some of the more outspoken members even questioned the validity of existing scions—a proposition most in Loudwater found absurd), also believe that Stedd's denial was just further proof that the family is intrinsically villainous, drudging up Deldron's various questionable woodcutting ventures in the region and the family's history of treachery supporting this strange theory. The paradox of this argument seems to be lost on stubborn sun elves, as is the fact that Stedd's actions showed him to be no villain.

Blood Moon on the Delimbiyr

On a warn autumn night in the Year of the Gauntlet (1369 DR), savagery struck the City of Grottos. Malar-worshipping werebeasts took the appearance of a blood moon as their call to ravage hated Loudwater. The timing could not be worse. The beloved High Lord Nanathlar Greysword was on his deathbed, the brave warrior finally giving in to old age. Both gauntlets were away from the city, and even Deldron Rein was away to Daggerford on business and to greet the return of his dear son from Amn.

The Green Regent at the time was Galaer Grasswave, a kind, gentle, and studious elf wizard, kin to the Bentillail family. Galaer was no warrior-mage, but rather was a philosopher from Loudwater's famous Velti'Enorethal, and more importantly a student (and some would say prodigy) of the powerful elven high magic wards and mythal. His short reign was spent pursuing repairs on the wards that nourish the cities flora, and protect the city from the ravages of disease and infection, as well as invasion. Scions of magical talent (especially those elves who studied at the Velti'Enorethal, of which there were many during Galaer's reign) aided Galaer in the arcane repairs, while the others searched out rare components and lore to aid in the wards' mending. Galaer and his scions were in the midst of important rituals at Standing Stone Hill when the lycanthropes attacked.

Not able to pause the ritual, Galaer was forced to split the scions between defending the hill and protecting the people of Loudwater. The scions were decimated in the ensuing battle. After two night of fighting, fewer than a quarter of those defenders still drew breath. But they found death bravely. The ritual had not been interrupted, and many citizens had been defended against the Malarite ravages. Help came in the return of Gauntlets Kalahar Twohands and Harazos Thelbrimm, as well as half of the Red Boar Trading Coster's guard lead by Stedd Rein. Stedd was returning home from Athkatla where he had spent the last eight years being educated at that city's famous College of War. When his father received a magical message telling of the attack, he sent his son ahead his guard to Loudwater.

The gauntlets regrouped the scions, charging them to defend Standing Stone Hill, while their men, Rein's private army, and the elven houses split the city into quadrants of defense in preparations for more assaults by the children of the Thicket. Opening his father's stores, Stedd supplied almost two score of his warriors with alchemical silver weapons.

That night the lycanthropes attacked again in a more organized, but intensely savage, strike against the ritual on Standing Stone Hill. The hill stands in the elven quadrant of the city. While some of the elven house guards fought valiantly, others delayed, leaving their main forces to defend their own estates. When Stedd heard that the hill was in danger, he gathered his men. Stedd lead the warriors toward Standing Stone Hill rippling through the Malarite lycanthropes with silver and spell, in a mad rush to Galaer Grasswave and his scion's aid. But in the long, valiant assault toward the edge of the city, the initiative was lost. Stedd's group found only a handful of scion survivors, and poor brave Galaer's head displayed on the earthen ramparts of the cities northeast edge. Still, Stedd's valor and leadership saved the lives of many that night, including Ovendal, the new matriarch of the Beutaleen'dal family. Most of the ritual had been completed before the Green Regent's fall. When Deldron returned to the City of Grottos he was greeted by the pungent smell of the fallen defender's funeral pyres, and words of praise for the Rein name on the lips of survivors.

The Red Hand of Doom

For centuries following the collapse of Delimbiyran and Ammarindar, the Graypeak Mountains were home to dozens of goblinoid tribes. Although travelers were forced to skirt the goblin-infested hills by a generous margin, in general the goblin and orc tribes, depleted by the battles surrounding the collapse of Delimbiyran, posed no significant threat to the nearby human towns and settlements other than the occasional bloody raid.

Yet deep within the mountains lay hidden something that would spell doom - an ancient temple dedicated to Tiamat, the Queen of Evil Dragons.

Built hundreds of years ago to serve as the hidden redoubt of a despicable cult of dragon worshippers, the temple was eventually cleansed by a band of heroes from the free town of Secomber. For several centuries the complex lay buried and empty. Believed to be unearthed once again by the Spellplague, eighty years ago, a young half-dragon hobgoblin warrior named Azarr Kul discovered the abandoned temple and was awed by the teachings of Tiamat he read on the walls therein. He abandoned Maglubiyet, the traditional deity of his people, and dedicated himself to leading the rest of his nation to Tiamat's worship.

Over the next twenty years, Azarr Kul grew into a powerful warlord and a mighty priest of Tiamat. Early in his rise to power he struck up an alliance with his sire, the blue dragon Tyrgarun. Aided by this powerful ally, Azarr Kul converted his entire tribe into fanatical worshipers of Tiamat. He renamed the tribes that had fallen under his wing the Kulkor Zhul and began to lay his plans for conquest of the Gray Vale.

Dedicating themselves to the Queen of Evil Dragons with the fanaticism of the recently converted, the members of the Kulkor Zhul grew strong, stronger than any Graypeak tribe before them. Adopting the standard of the Red Hand, an ancient symbol of Tiamat's cult, Azarr Kul created an elite caste of warpriests, monks, and dragon-favored champions to lead the Kulkor Zhul.



Eventually, Azarr Kul and his dragon-worshipping zealots destroyed the last opposition to his supremacy over the Graypeak tribes, slaughtering the Black Knife Goblins and the tribes allied to them in a ferocious onslaught. The survivors accepted his sovereignty and were absorbed into his realm.

Azarr Kul named his new kingdom Harg Kulkor, or "Land of the Dragon."

After a long season of rebuilding his strength, offering bribes to many of the intelligent monsters in the region, and cementing the power of his Red Hand warpriests over the disparate tribes he ruled, Azarr Kul finally turned his attention to the lands beyond the Graypeak Mountains. What he saw



whetted his ambition for power; no city or state within hundreds of miles could field an army as strong as his. The High Wyrmlord dreamed of carving out a hobgoblin empire stretching from the Sword Coast to the Deep Maw and the first step was to crush the human towns in the Gray Vale.

The civilized folk of the Gray Vale, long used to avoiding the Graypeak mountains because of the Gray migrations, were completely unaware of the host marching upon them. Kul's generals sent well trained scouts ahead to silence any that might alert the Vale to their approach.

As it had been for almost the past hundred years the Green Regent and the scions were always watching, protecting the Vale from danger such as the Red Hand.

Banner of the Red Hand of Doom

Realizing they could not simply fight an army by themselves, the Green Regent and the Scions set about delaying the army in any way possible. To that end, they destroyed the ancient dwarven bridge near Loudwater. Upon succeeding, they immediately headed for the nearby town of Llorck, raising the alarm and giving the people what time they could to prepare.

While the warnings of the Green Regent saved countless lives, and the destruction of the bridge slowed the advance of Azzar Kul's host, no force in the Vale could stop it.

While a few brave souls and bands of scattered soldiers managed to slow the army at a river or mountain pass, the host moved forward, bringing with it an inevitable doom.

During this time, the Scions proved themselves valiant defenders of the people. They led raids on the Red Hand supply lines, garnered allies from neighboring elven and dwarven settlements, and ruined more than a few of Azarr Kul's war plans.

As time went on though, it was evident that not even the Green Regent could stop the advancing army. It spread through the eastern plains of the vale, crushing Llorck and right to the gates of Loudwater. Members of the farm communities surrounding Loudwater fled inside its walls for protection.



The siege of Loudwater led to great loss of life.

The walled city was the first real obstacle the army had faced. They laid siege to the town and wore down its defences relentlessly. Large amounts of the population of Loudwater fell defending the walls, and countless more died of starvation and plague from the crowded conditions. It seemed that the folk of Loudwater, and by extension, the Vale, were without hope.

Then, as if by a miracle, the army of Azzar Kul tore itself apart. For no reason the people of Loudwater could immediately divine, the leaders of the army suddenly began fighting amongst themselves, vying for control of the host.

The great army splintered, with large parts of its forces simply heading back to the Graypeak Mountains. In response, the forces that had rallied to the defense of the Vale quickly shifted to the offensive. Disjointed and surrounded, the goblinoid tribes were pursued, isolated, and crushed. While the surviving goblinoids fled into the Southwood, the immediate threat of the Red Hand was no more.

Shortly thereafter, the Scions reappeared, prominently displaying the body of Azarr Kul. They had skirted around the main army and ventured all the way to the Fane of Tiamat in the heart of the Graypeak Mountains, and struck directly at Azzar Kul himself. With the charismatic leader of the Red Hand dead, the various factions and tribes that made up the Kulkor Zhul fought amongst themselves for supremacy and proved their own undoing.

Stories of these brave heroes and their unlikely deeds spread like wildfire, spurring the good people of the Vale to further action. The military forces, as meager as they were, went on the hunt and killed many of the remaining goblinoids, crippling their numbers for a generation. Hunting down the more powerful members of Azzar Kul's host themselves, the Green Regent and the Scions defeated Tyrgarun the blue dragon.

The threat was over, but the damage wreaked by the armies of the Red Hand was significant, and it would take a generation before life returned to normal. Even now, there are places in the Vale where the scars of war have not fully healed... outlying communities remain abandoned, dwarven outposts which once were manned by a few brave soldiers now lie in ruins, and the dangerous creatures that inhabit the Marshes and the Moors are bolder than they once were. Some whisper that while the Red Hand was defeated, the scales have tipped in favour of darkness.



Eighty years have passed since the fall of Azzar Kul, and in that time the Vale has enjoyed peace. Gradually, the people spread back out into the shattered farmsteads. The dwarves of Dardath vowed to protect the Vale and the Graypeak Mountains. They set out to achieve this by rebuilding Llorckh as a defensive above ground city as well as securing the only pass through the Graypeak Mountains by re-garrisoning the ancient dwarf outpost of Bordrin's Watch.

Today, the war of the Red Hand is little more than a story told by old timers to frighten schoolchildren, a fading museum with an elderly caretaker, and a local holiday occasioned by picnics and revelry.

All is at peace. At least for now...

The Town of Loudwater

Loudwater is a small town in the heart of Gray Vale. One of the largest settlements in the Vale, Loudwater is a prosperous farming community and caravan stopover located along the Delimbiyr Route on the south bank of the Delimbiyr River. Orchards of apple and pear trees follow the river's winding shores, while broad grain fields and farmlands surround the town for miles in all directions. Loudwater is the home of Lord Aaron Jarmaath. His small keep and the city walls are the only fortifications of note this side of Denovar (city 100 miles to east).

Population: 2,000; another 1,000 live within a five-mile radius of the town itself. The people of Loudwater are mostly humans (69% Human, 10% Half-Elf, 6% Dwarf, 5% Halfling, 5% Tiefling, 4% Elf, 1% Dragonborn). The town's population swells by several hundred whenever some connected halfling clans known as "the river people" are in town. With the refounding of Llorckh and the hundreds wiped out in the Red Hand attack the population hasn't fully recovered to its previous numbers.

Government: The town has a council of 13, two-thirds of whom are hereditary lords from the town's noble families and the remainder of whom are guild masters from the town's important guilds. High Lord Rein is the public face of the council and its figurehead.

Defense: Lord Warden Harrik Orenna is the political head of the Greysword Guard, though many view Captain Kerden Paln as the actual leader. The Greysword Guards have about 40 soldiers under arms at all times, with about one-quarter on duty at any given time. In times of crisis, the Lord Warden has access to another 200 well-equipped but poorly trained soldiers by calling up the militia. Additionally, many of the local lords and merchant houses have their own security guards. The city is surrounded on three sides by a stone wall 20 feet tall & 10 feet thick, and the river guards the north side. There's one gate each in the east, west and south walls, and gates at each of the twin bridges in the north.

Inns: Chatrenn and Sons; The Red Boar; Avandrian Hostel; The Silk and Spoon; Pantashi Inn.

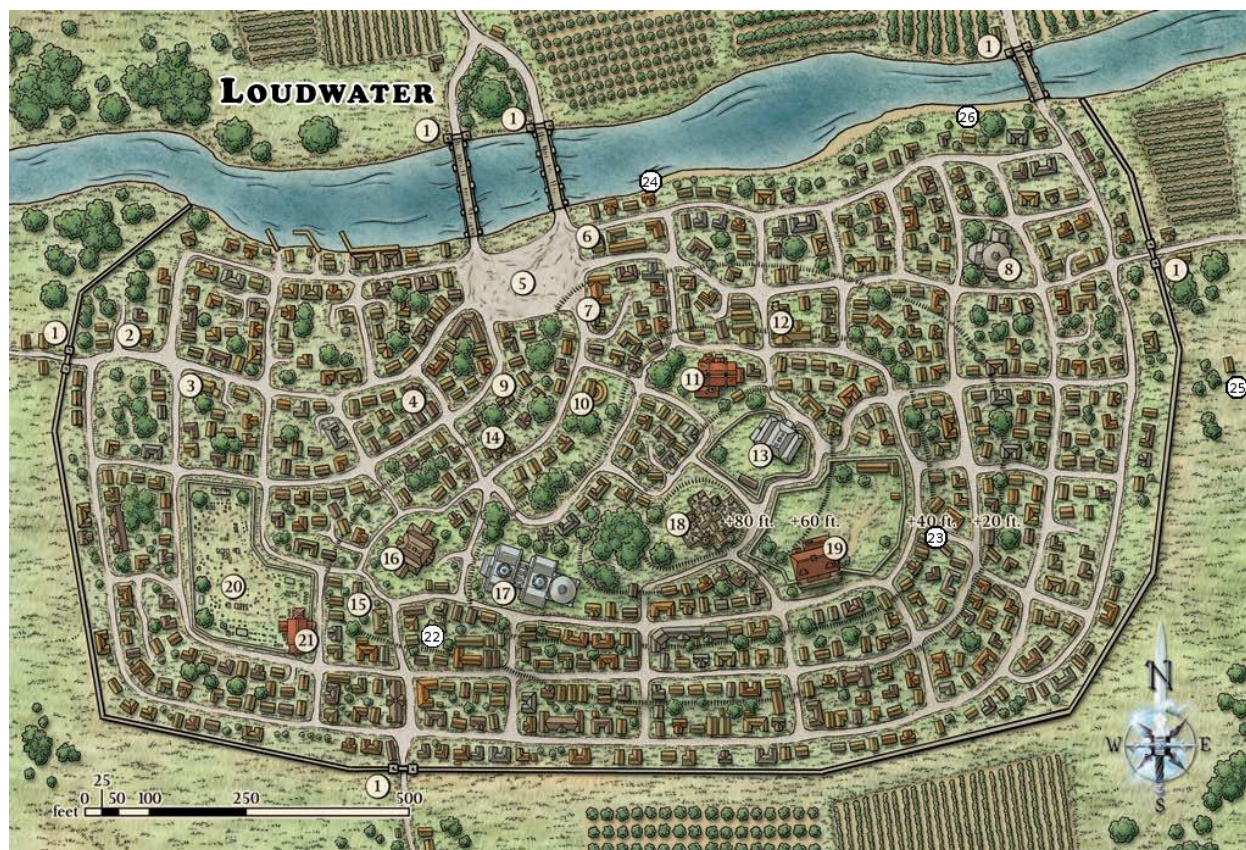
Taverns: The Marooned Schooner; Cleftie's; Loudwater Gentleman's Club; The Antler and Thistle.

Major Guilds: Prospectors; Blacksmiths and Smelters; Teamsters and Farriers; Weavers; River Bargemen (halfling controlled).

Supplies: Alchemy by Adronsius; Gavriel Arms and Smithy; Staghunter Outfitters; Alpenglow Trading House.

Temples: Temple of Mielikki; College of Oghma; Shrine of the Sun (Amaunator); Moondust Temple (Selune); Shrine of Bahamut (no permanent clergy); Shrine of the Open Door (Chauntea).

Map of Loudwater



- | | |
|---|---|
| 1. City Gates | 14. Shrine of Bahamut |
| 2. Chatrenn and Sons (Inn) | 15. Loudwater Gentleman's Club |
| 3. Axenhaft Security (Guard Service) | 16. The Hall of Great Valour |
| 4. Alpenglow Trading House | 17. Shrine of the Sun |
| 5. High Moon Market | 18. Keep of the Red Fellowship (Red Keep) |
| 6. The Red Boar (Inn) | 19. Beutaleen'dal Mansion (Estate) |
| 7. High Lord's Hall (Government Building) | 20. Loudwater Cemetery |
| 8. College of Oghma | 21. Temple of Mielikki |
| 9. Guildmaster's Street (various) | 22. Moondust Temple |
| 10. Shrine of the Open Door | 23. Red Magic and Sundries (Magic Shop) |
| 11. Loudwater Academy | 24. Gavriel Arms and Smithy |
| 12. Antler and Thistle (Tavern/Gambler's Den) | 25. Avandrian Hostel (Inn) |
| 13. Sanja House (Estate) | 26. Alchemy by Adronsius |

News and Rumors

Weather

After two goods seasons and exceptional crops, the summer heat has arrived. It's been 100F/37C every day, and there's been no rain for three weeks. There have been several grass fires lately. The largest one was near Zelbross. It left several square miles of scorched earth. The Oswald Orchard is installing some sort of irrigation system stemming from the river. It looks good on paper, but we'll see if the results justify the costs.

Economics

The mild winter and spring seasons resulted in some good exports this year. Even hunting in the Southwood is up. Sales of food and fur have put extra coins in a lot of pockets. Though the Marooned Schooner (tavern) and College of Oghma are trying to garner their share via "cold" drinks and higher tuition.

For Sale

- High Lord Rein may be putting one of his rental properties up for sale. Lady Mesha has moved to Secomber. Some say the loss of one of his mistresses has caused the maintenance of the other one (Lady Trelend) to go up.
- Thorfin Ironhammer (local smith) is boasting a new technique for tempering steel. He says his blades are now stronger, more durable and hold a better edge. No doubt they cost more too.

Work Available

- Oswald's Orchard needs strong backs to dig ditches and haul gravel.
- The numerous mines in the Graypeak mountains need hard workers. Benefits include shade.
- Drellin's Ferry has started construction of a stone bridge in honour of the Ancient dwarf bridge destroyed during the war with the Red Hand. So much for the ferry.
- The Greysword Guards are offering a free two-week training camp to members of the militia, both to better the current members and boost their numbers. Scion Edgar Sommerfield was due to teach combat tactics during the training camp but unfortunately pulled out only a few days before the training camps were due to begin.
- Word is on the streets that even the shady 'Lost Ones' gang of Llorck are looking for new members. Rumours describe the group as a clandestine organization; they have agreements with nearly all the major enterprises in Llorck, offering protection (or rather exemption) from thievery and the promise to leave their customers alone.

Entertainment

- The Midsummer Day festival was a bust this year. The clergy of Amaunator tried to promote the celebration of the sun, but apparently it was too damn hot.
- The Halfling bard, Vericho Nindleton, is playing at the Loudwater Gentleman's Club. There's a small door fee, but it's worth it.

Local Area

- Piercing the canopy of the High Forest north of the Star Mounts are the Lost Peaks, twin mountains as old as the world. Legend tells that these peaks hold the Fountains of Memory, whose waters reflect events of the ancient past.
- A band of adventurers from the Sword Coast came through Loudwater a few days ago headed for Llorkh. They had heard rumors of attacks coming over the Graypeak mountains and had planned to get work early 'cleaning up' before word got out.

Crime & Danger

- Bandit activity in the area is higher than normal, especially south of town. Several Blacksmiths' shipments from Hammerfist have completely disappeared.
- There are reports of undead activity in the Southwood again. Travel there after dark at your own risk.
- Kip Fargrim was arrested for larcenous activities. Fargrim's whole gang is suspected of having connections to the 'Lost Ones'.
- Constant rumours and talk about a threat of invasion from the east, across the Graypeak Mountains. It is supposed that the Orcs of the gray migration are returning back to the vale as an army! As these rumours trickle along the Delimbiyr Route, sellswords from all across the Sword Coast are moving towards Llorkh. As with the original migrations locals are putting the blame on the Shadovar as the reason for the Orcs' return.

This rumour has been exasperated with talk that the Green Regent has dispatched all of the scions to Llorkh to discuss the situation with the Dwarf ruling council there.

Places of Interest

The Star Mounts

This ancient range of mountains marks the southern boundary of the High Forest and takes its name from the strange lights that shine from its heights. Legends claim that these mysterious mountains are home to dragons, elves, strange birdfolk, and more. Perhaps the most unusual story is that in the upper reaches, great crystal towers grow out of the rock. It is uncertain just who or what lives inside these towers (if they even exist), because clouds blanket the peaks year round and few have the courage to ascend the heights.

Southwood

This young forest separates a portion of Gray Vale from the Highstar Lake and the serpent people of the High Moor. Local woodcutters/hunters occasionally take timber/hunt in the forest but do so at great risk, for a large tribe of goblins has staked its claim here.

The High Forest

From the northern slopes of the Star Mounts and stretching for miles to the north is the High Forest, an ancient wood notoriously haunted by fey creatures, gnolls, and drow. Infrequently, elves of the forest trade with the people of Loudwater, but they are tight-lipped about what goes on in their sylvan homeland.

Drellin's Ferry

This small hamlet is THE river crossing for the Delimbiyr Route (main east-west highway in the region). There was a stone, dwarven bridge here decades ago, but it was destroyed in the war with the Red Hand. The stone pillars are still visible in the river, but little remains of the bridge. A hundred feet downstream is the ferry crossing. A large barge floats here, attached to ropes and pulleys on both sides of the river. The river is 30 feet deep here, and the ferry is the only way to get wagons, livestock and such across.

Secomber

Secomber is a small town of nearly 1,500 that acts as a de facto border town between the relatively peaceful Western Heartlands and the more savage North along the Sword Coast. It sits on the banks of the southern-running Unicorn Run river and the western-running River Delimbiyr. Directly south of the town is the dangerous High Moor. To the north, along Secomber Trail is Uluvin.

The town, which sits atop three stone hills, is populated primarily by humans, but almost as many halflings call the place home. A small clan of dwarves lives in the area as well. Farming, fishing, and stonecutting are the primary occupations, but as the town has a large transient adventuring population, stores catering to such types are beginning to take hold. Some locals hire themselves out as guards or sellswords for expeditions heading into the High Moor or High Forest to the north. A couple of inns and taverns provide entertainment and lodging to the growing town

Zelbross

Zelbross was a Hamlet of about 120 people. Its ruins still lie on the Delimbiyr Route, halfway between Loudwater and Secomber, a testament to the devastating destruction of the Spellplague. Zelbross was famous for its clay smoking pipes. Even today these iron-hard, mottled, tortoise-shell finish pipes can be found all over Faerûn

The surrounding lands were well tended fields with levies, irrigation systems, and were clear for miles. Centuries of erosion and lack of attention have turned the farmlands into swamp. Rice and soybean fields are now overgrown with twisted trees, poisonous vines, and are crawling with snakes, crocodiles, and worse. Civilized people abandoned the place long ago. The only intelligent beings there now are the occasional lizard folk that strike north from Najara.

Keep of the Red Fellowship (in Loudwater)

Keep of the Red Fellowship predates the Tri-Crowned Kingdom of Phalorm. During the reign of Phalorm, Loudwater started as a single keep outpost, eventually a village formed around the keep, which then grew into a town.

The keep (and town) was abandoned by the Eladrin in 1100 DR (Year of the Bloodrose) it remained un-garrisoned until 1150 DR (Year of the Scourge) when Ibun Rensha of Calimshan and a group of family members lead a force of mercenary warriors taking control of Loudwater as well as much of the surrounding area.

The keep was damaged during the release of the Spellplague. It was purchased by the Rein family, renamed and restored as the home of the Rein family. It has been in the Rein family ever since and at least one member of the Rein family has sat on the council of Loudwater, typically in a leadership position, without fail.

Hall of Great Valor

The hall was built after the Red Hand invasion. It is a museum and houses an impressive collection of relics from the war itself (as well as older conflicts). Its current caretaker, Sertanian, is the oldest living veteran still in the Gray vale and he has dedicated his entire life to honour the memory of those who fought in defence of the vale.

People of Interest

The Green Regent and her Scions



Inradine Menoviss

The Shieldmeet of 1476 DR (The Year of the Fifth Circle) was an interesting one, twelve stood forward for Mielikki's blessing but only six were chosen.

Inradine Menoviss (Human female Cleric) is the current Green Regent, living in Loudwater all of her life. She is a single parent to her only son Thurann. She sees herself more as a sage and scholar than a warrior. The perfect diplomat she generally dresses to mingle with the high society of the Vale. Typically leaving all military matters to her scions (particularly Edgar) she tends to deal with social and political matters. With her four year tenure almost at an end she hopes to finally bring the reluctant dwarf communities of the Graypeak Mountains and Llorckh itself under the protectorate of the Green Regent

Edgar Sommerfield (Human male Warlord) is a retired Captain of the Greysword Guards. Deeply popular still amongst the guards, Edgar has been the tactical mastermind in securing the trade routes through the region and is generally looked for strategic advice in times of crisis.

Uulatha and Renia Sungrass (Elf female Rangers) are identical twin sisters. Always having an affinity with the High Forest and Mielikki's dream these young (by elf standards) rangers seemed like a natural choice to become scions.

Jen Eden (Half-elf female Druid) is only a girl, at 16 she is only getting to grips with her burgeoning powers. She was a total surprise for the onlookers at the last shieldmeet as she was accepted by Mielikki. With no parents and her older sister Reniss regularly making caravan escort trips down river to earn money for the pair. Jen spends a great deal of her time when her sister is away with the other scions, particularly Edgar who treats her like a grand-daughter.



Edgar Sommerfield

Corben Draven (Human male Fighter) is a talented but brash fighter. Formerly a sellsword from Waterdeep, Corben's exhibitionism compelled him to take part in the ceremony at the last shieldmeet and to his surprise he was selected by Mielikki. Never one to 'back out of a contract' Corben has served as a scion with his usual bravado and can be normally found somewhere trying to impress ladies with tales of his exploits.

Government of Loudwater



Lord Arron Rein, Leader of the Loudwater Council

High Lord Aaron Rein (male human noble) High Lord Aaron is a widowed man, 50 years old. His wife fell down stairs in the keep years ago and broke her neck. He has two sons and a daughter, all full grown and married now.

Though he never remarried, he's always been fond of the ladies (some whisper that this was the case even before his wife's accident). He's known to spend time with at least two women in Loudwater, though he keeps his personal life as private as possible. Each of the ladies "rents" a small house from him.

The Rein family owns a lot of property both within & outside of the city. Most of this is rental property. The one active business Lord Rein has is a restaurant in Loudwater, the Succulent Salmon. This is one of the finest restaurants in town, frequented by all of the city's upper class. Whatever else Aaron might be, he's an excellent cook.

The populace of Loudwater generally regards Lord Rein as a capable if somewhat aloof administrator, and the town and its surrounding environs have grown strong under his leadership in the years since the Red Hand invaded.

Lord Warden Harrik Orenna (male human noble) Harrik Orenna is the political leader of the Greysword Guards, the city guard. However, the allegiance of the men is much stronger toward Kerden Paln, the Captain of the Town Guard.

Lord Eoffram Troyas (male half-elf merchant)

Lord Troyas is the newest councilmember. He's well mannered and has a reputation for being cunning in his dealings. The most liberal of the council, Troyas is swift to act and seems to have a knack for being the first in town to know about events. Fresh information is probably a valued commodity for this man. Troyas is the type to exchange favors, but keeps the scales tipped in his favor.

Lord Noel Prasad (male halfling merchant)

Lord Prasad is the head of the River Bargemen guild. He is a shrewd business man and a jocular fellow who is known to joke that rank in the Loudwater Council should be reorganized by height – starting with the smallest first.

Lord Eshan Rein (male human noble)

Eshan Rein is Lord Rein's eldest son and likely heir. He has been on the council for three years and has no hesitation reminding others of his position. He is a known gambler and can often be found in Antler and Thistle playing various games of chance, especially three dragon ante. While he is a bit haughty, he is acknowledged to be an honest and fair player, and is quite popular as he often buys drinks for his fellow players when he's on a winning streak.

Lord Damon Gunter (male dwarf noble)

The gruff and blunt Lord Gunter is the head of the Prospectors guild. A reasonably powerful Cleric of Tempus, he was elected unanimously as leader of the Prospectors guild due to his valor during the siege of Loudwater. While not as charismatic as any of the other merchant lords in town, he nevertheless commands a significant amount of respect due to the level of control the Prospectors guild has over the movement of metal goods throughout the Vale.

Lady Ariane Sanja (female tiefling merchant)

Believed to be originally from Sembia, Lady Sanja is perhaps the least well liked member of the Loudwater Council. She is concerned first and foremost with the acquisition of coin, both for herself and for the city. She constantly bickers with Lords Orenna and Gunter over the cost of the militia, but for reasons not fully known seems to have the ear of both Lords Rein.

Lady Isiorri Beutaleen'dal (female eladrin noble)

Lady Beutaleen'dal is the matron of a family that dates back even further than the Reins. She is elderly and generally ineffective. Her son Andrei (a former scion of the Green Regent) has been waiting for her seat on the Council for upwards of fifty years now, but she shows no signs of retiring.

Lady Maribel Kabiri (female human noble)

Maribel Kabiri is the head of the Weavers guild, and fiercely proud of her position. She began life as a commoner and worked her way up through shrewd bargaining and good leadership, rising through the ranks to become a manager at the young age of seventeen, head of a mill at twenty, and leader of the Weavers guild at thirty (when the prior leader passed away). The Weavers guild has grown strong under her guidance, and textile goods manufactured in Loudwater (and powered by the waters of the Delimbiyr River) have begun to be carried by merchants to places as far away as Sembia. Her young beautiful daughter Jalissa is an acolyte of Oghma and training to become a spellcaster.