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LEAGUE OF THE BLUE CLOAK  
SEASON 2: A GATHERING STORM

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# A Gathering Storm

*A Gathering Storm* is the second season of the League of the Blue Cloak online D&D campaign by Scott "The Angry GM" Rehm for his high-level patreon supporters. It is a continuation of the story established in *Hearts and Minds*. Master of the League Kathra Ironsoul has been deposed and has assumed a new rule as the League's Master of Coin and Trade. Recruiter Vander Greycastle has assumed control of the Santiem chapter of the League of the Blue Cloak with the support of many of the League's members. And the League is celebrating its first true victory, the closing of an elemental rift beneath the Governor's Ward.

But it's not all milk and honey in the hidden halls of the League of the Blue Cloak beneath the Broken Lantern tavern. Some of the more mercenary League members worry that Greycastle prizes heroism over coin and that will cost the League. And the League's holdings in the city are too meager to turn away good coin. And while Ironsoul has accepted her new position with apparent relish, having both her pride and her greed assaulted may have been too much for her to ignore.

Meanwhile, there is Greycastle's mysterious friend. The dark, olive-skinned, raven-haired swordswoman known only as Jade Dona is an apparent errant from a distant chapter of the League. She sat at Greycastle's right hand during the feast following the closing of the elemental rift and it seems she's gotten comfortable there as she's never far from him now. And she speaks to few other than Greycastle himself.

Speaking of the elemental rift, word has gotten out that the rift was no mere natural phenomena brought on by the recent quakes that have shaken the city. No, someone managed to breach an ancient shrine or lab in the Undercity and activate an ancient portal. Purposely. And a minor demon almost escaped. But who opened the portal? And what else came through?

## Season Information

Season 2 will run for three months. As per the rules for the campaign, lifestyle costs and level and

experience minimums and maximums are set by the season. The passphrase for the game has also changed.

## Passphrase

The passphrase for Season 2 is 'roasted ogre nosy monk'. Please note that the passphrase does not include the quotation marks.

## Dates

Season 2 will begin on Sunday, October 1, 2017 and end on December 31, 2017. Unless otherwise noted, each calendar month will correspond to one month of play. Lifestyle costs must be paid by October 31 for the first month, November 30 for the second month, and December 31 for the third month.

## Experience and Level Limits

All characters in Season 2 begin play at 2<sup>nd</sup> level with a minimum of 300 XP. Any character from Season 1 that has not attained 2<sup>nd</sup> level can promote their character to second level and increase their XP total to 300. Any new character generated during Season 2, either by a new player or as a replacement for an existing character, should be promoted immediately to 2<sup>nd</sup> level and have their XP total increased to 300.

The maximum level attainable in Season 2 is 5<sup>th</sup> level and the maximum XP total attainable in Season 2 is 9,000 XP. Please note however that most players should expect to reach only 4<sup>th</sup> level by the end of the season unless they take on several additional adventures.

## Training Costs

Upon attaining enough XP to gain a new level, the character must spend some time with a trainer. Training to gain a new level with a League trainer costs as follows.

To purchase training, go into the Guild Services and Lifestyle group in the Parcels library in Fantasy Grounds and drag the appropriate training 'item' to your inventory. Then deduct the appropriate cost in gold from your character. Leave the item in your inventory. It will be deleted after your character is reviewed at the end of the month.

### Training Costs

Single Class	20 gp
Add New Class	40 gp
Multiclass	25 gp

- **Single Class.** The cost to promote a single-classed character to the next level of experience.
- **Add New Class.** The cost to promote a character to the next level of experience and gain that level in a new class. Note that, in order to gain a level in a new class, the character must meet the requirements listed on PHB 163.
- **Multiclass.** The cost to promote a multi-class character to the next level of experience and gain that level in one of the character's existing classes.

- **Lavish.** Rented private room or suite. 25% chance of a windfall.
- **Free Spirited.** Making a living by your wits or skills, come what may. You must have an appropriate proficiency or background to purchase this lifestyle. See the League of the Blue Cloak Campaign Guide for details.

### Lifestyle Costs

Each month, by the last day of the game month, a character must pay their lifestyle costs. Lifestyle costs cover the cost of food, drink, room, board, equipment maintenance, repairs, and other necessary expenses.

To pay your lifestyle costs, go into the Guild Services and Lifestyle group in the Parcels library in Fantasy Grounds and drag the appropriate lifestyle 'item' to your inventory. Then deduct the appropriate cost in gold from your character. Leave the item in your inventory. It will be deleted after your character is reviewed at the end of the month. If your character does not have a lifestyle cost item at the end of the month, it will be assumed that your character lived in squalor for the month.

### Lifestyle Costs

Squalid	0 gp
Meager	10 gp
Comfortable	20 gp
Lavish	50 gp
Free Spirited	15 gp

- **Squalid.** A life on the streets. 75% chance of mishap.
- **Meager.** Flophouse, common room, or dormitory. 25% chance of mishap.
- **Comfortable.** Private inn room or boarding house.

## S2 Prelude: Rumors and Happenings

Rumors and happenings include various bits of news, scuttlebutt, and accounts of events from the Broken Lantern Tavern and the City of Santiem. Players should consider them common knowledge. The following bits of information are available before the start of Season 2.

### By Mutual Agreement

*Springsebb 27, 937 NE*

There is a pregnant air in the common room of the Broken Lantern Tavern. The landlord, Old Mash, has locked the doors. Only members of the League are eating and drinking tonight. And the room is packed. The mismatched bits of furniture and trash and rubble that serve for tables and chairs and benches and stools are all packed. And every patch of floor is occupied. No one is quite sure what's going on. But everyone available has gathered.

Last time the tavern was this packed was just three days ago when the League was celebrating the closing of the elemental rift and the raising of a new band of recruits. But tonight, there's no celebratory feeling. Just anticipation. And unease. It's clear there's a lot of tension here bubbling just beneath the ale-sodden surface of friendly conversation and revelry.

Suddenly, Vander Greycastle clambers up on the old stone sarcophagus at the tavern's far end. He's resplendent in his sapphire cloak and wearing a suit of full plate polished to gleaming. The white and blue tabard draped over his armor displays the three undulating lines that symbolize his faith in Avandra. At his insistence, two figures join him. The first is Kathra Ironsoul, her dark brown face creased and lined, her coal-black eyes and thin mouth scowling. The second is the stranger who was with Vander Greycastle at the feast the other night. A tall, razor-thin woman with the look of a serpent ready to strike. She has rich golden-olive skin and long black hair, held back in a pony-tail with a simple green cord thong. She wears light, quilted armor, acid green in color, beneath her blue cloak. Her face is impassive.

Once the room falls silent, Vander Greycastle begins to speak. It's clear that he's beaming, though he seems to be trying to hide it beneath an air of military professionalism.

"Brothers and sisters of the League – and new recruits as well – welcome. I will make this brief and then let you get back to drinking Mash's cellar dry. Again."

Old Mash bark a reprimand, but the words are indistinct and lost as Vander begins speaking again.

"May I present an old friend. She styles herself the Jade Sword. You may call her Dona. Errant of the League. She has been visiting with us for a few days and may be here for some time longer. And she has come on behalf of Masters of the League..." he breaks off and looks around. Then he shakes his head with a laugh. "Nevermind. It matters naught. I'll let her talk."

Kathra's face has been tightening noticeably throughout this speech.

The Jade Sword's green eyes sweep over the crowd impassively. When she speaks, she does so with a deep accent of one of the Circle Sea principalities, thick and earthy.

"Thank you for welcoming me into your chapter house. After several discussions with Master of the League Kathra Ironsoul and Veteran Vander Greycastle, the three of us agreed that both of their skills were being poorly used."

The Jade Sword's gaze is unwavering. Her voice even and measured. But something in her tone, suggests these words have been carefully rehearsed. They don't seem natural coming from her.

"Vander Greycastle has been named a Master of the League of the Blue Cloak and will hereafter lead this chapterhouse. Kathra Ironsoul, although no longer a Master of the League, will assume the title of Honored Veteran of the League in recognition of her efforts in establishing this chapterhouse and she

has consented to take on the post of the Master of Coin and Trade so that this house does not lose her invaluable talents. I, Errant of the League Jade Sword Dona, have witnessed the agreement between the two.”

Dona stops and looks around the room. Then at Ironsoul, then at Greycastle. It takes a moment for the news to register among the League’s members. A low murmur begins to rise. And then, someone begins a cheer. “Raise your voices, lads and lasses. Three cheers for the new leader, three for the old.”

As the room hips and huzzahs, three times and three more, it’s clear that many are cheered by the news. But some of the huzzahs are a bit muted. And a few are ignoring the cheer and muttering darkly amongst themselves. Old Mash himself slams down the jug he was pouring from and storms off toward the kitchens.

After the cheers and applause die down, everyone turns their attention back toward the three standing on the sarcophagus-turned-dais. Most expectant, a few suspicious.

Finally, Jade Sword Dona speaks up. “This business is done. I have no more to say.” And she lightly hops down from the sarcophagus. Ironsoul stands frozen for a moment before she too clammers down. Only Greycastle remains.

“We must all thank Honored Veteran Ironsoul for laying such a strong foundation for us here in this city. But now it is time for us to honor her and honor the League by building something great atop it. We have a reputation now and we have done the city a great service, but we cannot rest on our laurels. We must continue to show the city that they can trust us with their troubles. And show the governor she can trust us with her troubles.”

“Change comes to all in time, but fortune favors those with a bold spirit and a righteous heart.”

## Season 2, Month 1: Schedule

Month 1 of Season 2 begins on October 1, 2017 and ends on October 29, 2017. Characters will be reviewed sometime after midnight on October 29. Lifestyle costs must be paid before then.

There have been changes from Season 1 with regards to how Missions are presented. Note that rewards for primary and secondary goals are now explicitly listed. Mission descriptions now include less information. The rest will be provided as part of a briefing at the start of the mission.

You may register for missions as soon as they are posted on Facebook. Remember, select ONE mission that you want to attend and know you can attend and RSVP YES to reserve one of the five seats. You may also select ONE additional mission and RSVP MAYBE to register as an alternate for any unclaimed seat. Beyond that, if you wish to participate in additional missions, be available on the Discord channel at least 15 minutes prior to the start of the mission to see if there is an open slot. Please do not RSVP NO to missions. There is no reason to do so.

### Plunder the Soldier's Tomb

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*"We have an opportunity to do what we do best: explore and plunder. I know it isn't particularly glamorous, but plunder pays our taxes and keeps us fed and clothed. It seems a dwarven moneylender named Oskar Iceborn bought an old shop near the Windsong Market. His laborers, while they were cleaning it up, found an old capstone or seal in the basement and opened it up. The passage below leads to an old tomb. A soldiers' tomb by the look of it. Fortunately, they didn't go inside. They're about to seal it back up and build right over it, but the sages in the Opal Toward want us to take a look. They are most interested in any artifacts that might lie in the central tomb. But if you can learn anything about who built the tomb, they'd be interested. Bring back*

*whatever you find. You'll be allowed to keep any coin you find, but anything significant will be collected by the Tower. They'll pay you extra for whatever they keep, of course. Oh, and make sure you lay to rest anything restless you find down there."*

*-Vander Greycastle, Master of the League*

**Session Date/Time:** Saturday, October 7, 2017; 8:00 PM to Midnight EDT

**Game Date:** Summerswax 5, 937 NE

**Location:** Undercity, Windsong Market

**Primarily Goal:** Enter the central tomb and plunder it

- **XP:** 2,200 XP for the party
- **Reward:** 110 gp for the party
- **Reputation:** +1 for each participant

**Secondary Goal:** Uncover information about the tomb's origins

- **XP:** Up to 500 XP for the party

### Slay Varigus Vuul

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*"The price is for a death. Varigus Vuul is a vile man. He does evil things for evil people. Mainly, he is a hired killer. He comes from the city-state of Castayano on the Circle Sea and has recently come to Santiem. He has done no wrong here yet, but he will. The Governor's men will not take him. So we will. Do not ask who is paying the price. It is secret. They have set us on the trail but I will give you no more information until you accept this mission. Remember, the price is for his death. I do not know why he is here, but he is likely here to kill. So, his death will save others. You will have to be discrete. You can't kill him in the street or else the Watch will take you as killers. And he will not be easy to get close to. You may have to pull him into a trap. If you can find out why he was here, that is better. But take no chances. He must die. Do you understand?"*

*-Dona, The Jade Sword, Errant of the League*

**Session Date/Time:** Friday, October 13, 2017; 4:00 PM to 8:00 PM EDT

**Game Date:** Summerswax 12, 937 NE

**Location:** The Blue Dragon, Nameless Watch, Santiem

**Primarily Goal:** Kill the assassin Varigus Vuul

- **XP:** 2,800 XP for the party
- **Reward:** 200 gp for the party
- **Reputation:** None

**Secondary Goal:** Determine Varigus' target in Santiem

- **XP:** Up to 200 XP for the party

*If the party is caught, identified, or implicated in the death (or attempted death) of Varigus Vuul, the Watch may attempt to arrest them or arrest them after the mission. The League can secure their release by the party will be fined 100 gp and each member of the party will lose -1 Reputation. If any member of the party injures or kills a member of the City Watch, their character will be executed by the Watch. The League will turn them in if necessary.*

## Season 2, Month 1: Rumors and Happenings

Rumors and happenings include various bits of news, scuttlebutt, and accounts of events from the Broken Lantern Tavern and the City of Santiem. Players should consider them common knowledge. The following bits of information are available after Season 2, Month 1.

### Edgy Feelings

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*Summerswax 8, 937 NE*

*“And they’ve already sealed it up,” Greycastle asked Emiri. He set the report down on the table and took up his tankard. Strain and exhaustion were visible in the dark circles and creases around his eyes.*

*“Aye,” the swarthy-skinned mage nodded. “Iceborn was true to his word. As soon as our people were out, he had cartloads of fill ready to go. He was afraid of something coming up.” She was wearing a simple robe of rich amber today.*

*“Since the elementals, everyone’s on edge.” Greycastle went to take another pull from his tankard, but frowned when he found it empty. Emiri’s face was a mask, but her eyes flicked to the empty tankard when he set it down.*

*“It isn’t just the incident with the rift. There have been reports of raids in the night all around the Southern Ruins. Reports of humanoids. Kobolds, like as not.”*

*Greycastle sighed. “Maybe I’m crazy, but it feels like... like we’re on the lid of a boiling kettle these days. Unsettled. And getting hot.”*

*Emiri considered him a long time before he spoke. “Is that just your intuition, or...” and her eyes fell on the pendant around the*

*knight’s neck with the three sinuous waves of Avandra’s sigil.*

*Greycastle shook his head. “Just me. If the gods know something, they aren’t telling me.” He picked up his tankard, remembered it was empty, and set it aside again. “Still, ask around. Visit the House of the Fates or the Church of the Bright City. See if there’s anything more than just edgy feelings.”*

*Emiri nodded, “I’ll see to it. Meanwhile, what of the tomb?”*

*Greycastle shrugged heavily. “What’s done is done. Hobgoblins build their tombs to confound and to kill. No fault of theirs that they didn’t find the main tomb. We’re lucky our people came back at all. And they did bring back something, right?”*

*“Rubblings of a mural and what appears to be an epic recounting the exploits of a previously unknown warband. The librarians were pleased.”*

*“Good,” Vander said, “good.” He was about to say something else, but he was distracted suddenly. Emiri followed his gaze and saw that strange swordswoman from the Circle Sea entering the common room. Vander stood up suddenly, “if you’ll excuse me?”*

*Emiri offered him a faint smile. It didn’t touch her eyes. “I’ll send someone to ask around the temples.” She added “Take care of yourself, Vander.” But he was already walking away.*



## Scuttlebutt

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*Summerswax 15, 937 NE*

*Rumors swirl around the Broken Lantern Tavern and the city streets. It's hard to say what actually happened. Some people say a caravanner was attacked by thugs in his own trade house. Some say the City Watch ran off the thugs. Others say the thugs were vigilantes protecting the Caravanner from assassins. But the thugs definitely grabbed a beggar off the streets. They might have killed him. Unless the beggar actually saved the Caravanner. And the Watch did get involved. Some say it wasn't just a teamster. It was a Guildmaster named Pavan Rein. And he was definitely killed. His heart was cut out. Others say there was no fight. The Caravanner was found dead the next day. In his manor. Not in the trade house. Other rumors suggest the victim wasn't Pavan Rein or any Caravanner. It was a Guildsman named Laurith Asforendwil and she was a member of the Guild of Revels. And she was killed while viewing a performance at the Garden of Delights. But one name keeps coming up in all of the rumors. The Naga, the secret league of thieves and murders that plague Santiem. No one is sure whether the Naga is the name of the league or the name of its leader. But whatever the name refers to, it is clear that everyone thinks whoever was killed was killed by the Naga.*

*A few days later, a few details emerge. Pavan Rein is not dead. Laurith Asforendwil is most certainly dead. And she died alone in her home. By then, though, the rumormill has lost interest.*

*Meanwhile, Dona, the Jade Sword, has not been seen in the Broken Lantern for several days. Someone said that, when she heard the news about the killings, she stormed away and hasn't come back since.*

## Season 2, Month 2: Schedule

Month 2 of Season 2 begins on November 6, 2017 and ends on December 3, 2017. Characters will be reviewed sometime after midnight on December 3. Lifestyle costs must be paid before then.

You may register for missions as soon as they are posted on Facebook. Remember, select ONE mission that you want to attend and know you can attend and RSVP YES to reserve one of the five seats. You may also select ONE additional mission and RSVP MAYBE to register as an alternate for any unclaimed seat. Beyond that, if you wish to participate in additional missions, be available on the Discord channel at least 15 minutes prior to the start of the mission to see if there is an open slot. Please do not RSVP NO to missions. There is no reason to do so.

### Cleanse the Undergrotto

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*"I'm still in this League, surer than you are, and being Master of Coin and Trade don't mean I ain't allowed to speak to folks what need something done, now, stop pumpin' your bellows an' open your ears. We got a job. Good coin in it too. Up by the Beardgate there's this agah, right? A sanctuary. A bath. It's underground, right? The way a proper bath should be. Don't even ask. Governor cleared it. It ain't part of the Undercity. At least, it weren't. But the landlady, Holda, she says the thing's overrun. Something crawled up from the dark and is makin' it a home. Undercity beasts. Crawlers and slimies. You know. She's willin' to pay us to clean it out. Even with me givin' her a kindness, it's still a good price for exterminatin' a bunch of nothin' beasts. Can you lot handle that? Oh, an' this ain't no crumbling ruin. No lootin'. No smashin'. Just slay. And maybe plug up the hole if you can find it."*

*-Kathra Ironsoul, Veteran of the League  
Master of Coin and Trade*

**Session Date/Time:** Saturday, November 11, 2017;  
8:00 PM to Midnight EST  
**Game Date:** Summerswax 18, 937 NE  
**Location:** The Undergrotto, The Beardgate, Santiem

**Primary Goal:** Slay the monsters infesting the dwarven bath

- **XP:** 8,000 XP for the party
- **Reward:** Up to 220 gp for the party
- **Reputation:** +1 for each participant

*The party is not to plunder the bath. If anything is found missing, they will be held responsible and fined and each member will suffer -1 Reputation. Any damage to the location will result in a reduction of the monetary reward.*

### Protect the Eyes of Fate

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*"I hope you're feeling like a bit of fresh air. Not that the reek of the Blackwater doesn't have its charm, but we need to send you beyond the walls. I'm not sure if you know it, but Santiem isn't built on the only ruins hereabouts. This whole region is called the Land of the Dead Kings because it's dotted with ruins of old kingdoms. North of here is an old site, an oracle devoted to the three gods of Fate. And we've got a party of priests – the Eyes of Fate they're called – who need to get there. The problem is, the northern hills are pretty lawless. No one goes up that way. Except brigands, bandits, and savages. You just have to get the priests there safe and sound. Simple. Push through as hard as you have to. This is important. They aren't just rich pilgrims going to see the Great Dome of the Sun. They have important work there. And we owe these particular priests a favor in any case."*

*-Vander Greycastle, Master of the League*

**Session Date/Time:** Friday, November 17, 2017;  
8:00 PM to Midnight EST

**Game Date:** Summerswax 19, 937 NE  
**Location:** The Frontier

**Primary Goal:** Escort the Eyes of Fate priests to the Mistveil Shrine

- **XP:** 7,250 XP for the party
- **Reward:** Up to 245 gp for the party
- **Reputation:** +1 for each participant

*The party's reward will be reduced if any of the priests are seriously injured or killed during the trip.*

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## Patrol Riverside Row

*"It's no secret the City Watch is stretched a bit thin. Southbend is all but fallen into anarchy these days. And too many aren't coming back from their patrols along the Wall in Watch Hold. Folks in the Bandery Market, along Riverside Row are complaining about thefts, robberies, and general fighting in the street. But since the cloak is starting to command some respect and the Governor is starting to trust us, we've got an opportunity here to do some good. The Watch has asked some of our members to do a few patrol rotations. In the colors. Show of force. Help the common folk sleep a little easier. Yours will be a nighttime patrol of Riverside Row. It gets a little rowdy at night now that the river traffic's picking up. Sailors in their cups. You know. But it is across the water from Watch Hold and that's a short jump from the Southern Ruins. You might run into more than a drunken brawler or burglar. Remember, though, you're not the Watch. If there's trouble with the smallfolk, break it up and run them off. A little bit of strongarm is probably okay, but don't hurt anyone. Call the Watch if there's an emergency and do what they say. Hopefully, it won't come to that."*

*-Vander Greycastle, Master of the League*

**Session Date/Time:** Sunday, November 19, 2017;  
4:00 PM to 8:00 PM EST

**Game Date:** Summerswax 21, 937 NE  
**Location:** Riverside Row, Bandery Gate Market, Santiem

**Primarily Goal:** Patrol the Riverside Row

- **XP:** 8,250 XP for the party
- **Reward:** 180 gp for the party
- **Reputation:** +1 for each participant

**Secondary Goal:** Demonstrate the League's commitment to protecting the citizens fairly

- **Reward:** Up to 100 gp for the party
- **Reputation:** Up to +1 for each participant

*If the party injures or kills an innocent citizen or brutalizes or kills an underserving criminal, the mission will be considered a failure. Each member of the party will lose -1 Reputation and the party will be fined between 25 gp and 100 gp depending on the severity of the incident. Exceedingly severe incidents may result in PCs being exiled or executed. The League will turn them if necessary.*

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## Pilfer from Hevrea's Library

*"I don't like this. And we never should have accepted this contract. But we did. And we're going to do our best. If you don't like it, I'll understand. Step aside and let someone else do the job. It feels too much like making a right out of two wrongs. We need to get a book from a mage's library. Hevrea. She's a bit shady; a sellspell with unpleasant connections. The library's in the Undercity, beneath a shop she maintains in the Governor's Market. Which makes it illegal. She's been carving her own little space out down there. The book's a collection of alchemical formulae. It was stolen, then sold to her. The alchemist that owned it needs to get it back. He can't have guild secrets in the wild. Hevrea's not likely to sell the book at any price, but she's been known to sell access to her secret library. Along with anything else. It might be possible to gain access like that. Otherwise, there's probably a way to sneak in through the Undercity, but you can bet she's got some magical protection. Thing is, if you get caught, she can't do much to you because*

*she's not supposed to be claiming the Undercity. But we'd still end up looking pretty bad. Better if you don't get caught. And maybe leave your cloaks behind. And don't go bragging about this one. But if we do it well, we might have an alchemist who owes us a big favor."*

*-Vander Greycastle, Master of the League*

**Session Date/Time:** Saturday, November 25, 2017;  
12:00 PM to 4:00 PM EST

**Game Date:** Summerswax 24, 937 NE

**Location:** Undercity, Governor's Market

**Primarily Goal:** Steal the alchemist's journal from Hevrea's Library.

- **XP:** 8,000 XP for the party
- **Reward:** 250 gp for the party
- **Reputation:** None
- **Other:** Recruit an Alchemist for the League Store

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## Raid the Kobold Warren

*"'s simple. We gots an infestation of little lizards. Kobolds. You know, drakeslave scum. Watch has found one of their little dens near Iron Bells. Pro'lly a dozen o' the forktongues all in their bendy warrens. Pro'lly got pets. They raid. So, we kill. Get down there, drag them out of their holes by the tails, and cut 'em off. Kill 'em all if y'can. But make sure you get their chief – the wyrmsug or whatever they call it. The band'll break up. S'what heroes do. Kill kobolds. Go be heroes."*

*-Harul Black-Scar, Veteran of the League*

**Session Date/Time:** Saturday, December 2, 2017;  
4:00 PM to 8:00 PM EST

**Game Date:** Summerswax 27, 937 NE

**Location:** Undercity, Iron Bells, Santiem

**Primarily Goal:** Kill the kobold Wyrmsygg

- **XP:** 7,500 XP for the party
- **Reward:** 150 gp for the party
- **Reputation:** +1 for each participant

**Secondary Goal:** Kill every kobold

- **XP:** +50 XP for the party for each kobold killed

- **Reward:** +10 gp for the party for each kobold killed
- **Reputation:** +1 for each participant if there are no kobold survivors

## Season 2, Month 2: Rumors and Happenings

### In Memorium

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*Summerswax 19, 937 NE*

*As the adventurers of the League of the Blue Cloak pack themselves into the common room of the Broken Lantern – all of those currently in the city and available – there is a pregnant feeling in the air. But then, there is always is when the League is called to assemble. And such assemblies always make the common room feel so small. Oh, certainly, it is always close and cluttered with the relics of hundreds of adventures, and the ceiling hangs too low, but the clutter comes from things and the people feel small by comparison. Humbled by the trophies. Humbled by the histories. But when the League gathers, everyone is pressed close, standing shoulder to shoulder. Pressed as one.*

*Vander Greycastle, armed and armored and draped in the blue and white tabard bearing the symbol of the goddess Avandra is already standing atop the massive sarcophagus that serves as a table or a stage, depending on the needs of the crowd. From his grim appearance, tonight, it will be a pulpit. Once the last few adventurers have pressed themselves in, just inside the door, Greycastle raises his arms for silence. Not that it was particularly necessary. No one was talking above a mutter or a whisper. Everyone was on edge, waiting for the reason for the call.*

*“Yesterday, one of our Journeymen was taken from us. Belver, Sworn Knight of the Platinum Dragon, descended into the Undercity with several of our number to clear an infestation of subterranean beasts.*

*The beasts, gricks from the underground, had taken the lives of several innocents. When his party engaged with the gricks, Belver took the front line, I am told, to protect his allies. And he did so with his life. His companions returned safely. The beasts were slain. The deaths were avenged. And peace was restored.”*

*Greycastle pauses for a moment, his face stony as his gaze sweeps over the assembled host. His voice remains strong, unwavering, as if he has had ample practice at speeches like these. But his words are genuine.*

*“We are blessed to have had such a stalwart companion as Belver wear the cloak. And although I did not know him well, I am confident that he would have no regrets. He would not curse his time in the cloak nor in this world as too short. For he believed that everything he had – everything he was – must be ready for sacrifice in the service of the greater good. He upheld the highest ideals he believed in. May the Winter Queen guide his soul across the Plain of the Endless Night and may his spirit be bolstered on its journey by our memories of him. And, if he be worthy, we beseech you, Bahamut, Platinum Dragon of Celestia, welcome the soul of Belver into your host, now and forever. And should Belver instead pass beyond the gates of judgement, into the great unknown, may he find peace with his honored ancestors and the great heroes of Arkhosia. Let our prayers echo in our hearts and across the Divine Realms. Hear us, oh great gods of the cosmos. For we are your children.”*

*He pauses, and it takes a moment for the stunned silence to pass. And then the assembled takes up the call “hear us and have mercy.”*

*There are more words, then the ale begins to flow, and those who knew Belver share their memories in small groups. Too few though have anything to say. And so, song and drink and impersonal platitudes fill the night. The veterans settle easily into the routine, all too familiar with losing someone before anyone had a chance to know them. That is just another fold in the cloak, as they say.*

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## The Survivor's Guilt

*Summerswax 23, 937 NE*

*“Kildren, well met,” Aris said as he approached the young half-elf's table, and then he drew himself to a stop. When Kildren looked up, Aris could see she had been crying. Extensively. “Kildren? What is it,” the mage intoned quietly. “Can I sit? Or would you rather be alone.”*

*Kildren gestured at the seat across from her and gave a shrug. When he sat, she slid a piece of crumpled parchment across the table to him. As he read it, his heart broke for Kildren.*

*“Oh Kildren, I'm sorry. I'm so sorry.”*

*She choked and tears welled in her red eyes. “I was away... I would have taken the job myself... if I'd known. I just got back this morning... I could have...”*

*Aris shook his head. “You can't blame yourself. We can't be everywhere. We can't do everything...”*

*Suddenly, her head jerked up. “Can't we?!” She waved a hand to take in the whole common room. At this time of afternoon, a*

*half dozen Bluecloaks were sitting around drinking, dicing, and relaxing with various other guests of the tavern. “We've always got people here. There's always people to drink with. People to dice with. To sing with. But when we're needed... really needed... where are we then?! Someone should have been with them!”*

*She stumbled to her feet and Aris could see she'd drowning her tears in too much drink. Her chair clattered to the floor as she stood too fast. She nearly followed it. “One of you could have dragged yourselves out your mug long enough to help them” she admonished the room. Everyone looked over, everyone looked bewildered. Whatever reply she wanted, it didn't happen. And she staggered away toward the door. Everyone looked away politely. When she was gone, the dwarf Kodred, walked over to Aris.*

*“What was that about?”*

*“Her sister is dead. Slaughtered by orcs north of the city. She was on a pilgrimage with other priests of her order. Eyes of Fate, all.”*

*“And why's she yelling at us about it? We ain't orcs. 'cept Black-Scar,” the dwarf corrected when his drinking companion gave him a sharp look. “Well, halfway an orc. But the other half's okay,” the dwarf shot his companion a smirk.*

*“The priests came to us for an escort, apparently, but we couldn't raise enough folks to take on the mission. Greycastle advised them not to go. They went anyway.”*

*Kodred shook his head. “Ain't our fault. We can't do everything. And if they was Eyes of Fate, why didn't they see what would happen anyway? Sounds like the gods did it, not...”*

*Kodred broke off. Aris had gotten to his feet and thrown a wild punch at his chest. The dwarf didn't even move. He gave the mage a toothy grin, "ye call that a punch?" Aris was already running from the room after Kildren and didn't respond.*

*Kodred turned back to his companion. "Do ye believe..." but he didn't get to finish whatever he was going to say. Harul Black-Scar was towering over the dwarf. And that was the last thing Kodred saw for an hour. Harul Black-Scar laid him out with one punch.*

# League Roster

## Current Members

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### Journeyman of the League

- **Arnmar Chaelee.** Male High-Elf Rogue (Chris B.)
- **Elros.** Male High Elf Fighter (Kevin M.)
- **Fredric “Feng” Jarnklypper.** Male Half-Orc Fighter (Ryan S.)
- **Garvin.** Male Human Fighter (John O.)
- **Harvok Hatchet-Face.** Male Half-Orc Paladin (Morgan H.)
- **Hasan.** Male Tiefling Fey Pact Warlock (David B.)
- **Kendil.** Male Human Fighter (Mathias P.)
- **Kern Goldhammer.** Male Mountain Elf Barbarian (Michael I.)
- **Marta.** Female Human Bard (Alyssa L.)
- **Ralthias Kithkani.** Male High Elf Paladin (Jonathan D.)
- **Varis.** Male Half-Elf Fey Pact Warlock (Kai P.)
- **Warden.** Male Tiefling Ranger (Jesse S.)

### Recruits of the League

- **Alaric.** Male Human Cleric (Robert S.)
- **Daelor Dawnriver.** Male High Elf Wizard (Markus vWL.)
- **Kershaw the Plain.** Male Human Rogue (Larry H.)
- **Otilus Rathwellian.** Male Human Bard (Jessie R.)
- **Sharian Nerixidor.** Male High Elf Wizard (Mark R.)
- **Vikel.** Male Half-Orc Barbarian (Arthur R.)
- **Wardman Macgrath.** Male Hill Dwarf Cleric (Gino C.)

## Retired Members

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- **Nima.** League Recruit, Male Hill Dwarf Barbarian (Brian C.)

## Deceased Members

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- **Belver.** Male Dragonborn Paladin (Arthur R.)



# Important NPCs

## The League of the Blue Cloak

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- **Vander Greycastle.** (M Hum) Master of the League. Greycastle is a skilled knight and adventurer and a devotee of Avandra. He is well-liked, has many friends and contacts, and often serves as the Santiem chapter's moral compass. When Kathra Ironsoul stepped down as Master of the League, he assumed the title.
- **Kathra Ironsoul.** (F MDwa) Honored Veteran of the League and Master of Coin and Trade. Formerly the Master of the Santiem Chapter of the League of the Blue Cloak and instrumental in founding the League's chapterhouse in Santiem and negotiating the League's various agreements with Governor Lisella Baram. She voluntarily stepped down from her position at the end of Springstide, 937 N.E. and now oversees the League's treasury and negotiates business deals on behalf of the League.
- **Astheran Vomaldi.** (M WElf) Veteran of the League and Naturalist. Vomaldi is an accomplished explorer and hunter and his knowledge of the flora and fauna of the natural world is unmatched in the Santiem chapter of the League. He has an abiding respect for all living things. He is also an old friend of Greycastle's.
- **Harul Black-Scar.** (M HOr) Veteran of the League. Harul is a scarred half-orc warrior. Rough and coarse, as you'd expect, but surprisingly good-hearted. He was apparently raised by an orcish warband. How he ended up civilized is not a matter he openly discusses, nor a matter anyone is brave enough to ask about.
- **Dona the Jade Sword.** (F Hum) Errant of the League. Dona is a traveling member of the League, originally hailing from one of the aristocratic city-states on the Circle Sea. She arrived in Santiem shortly before Greycastle assumed the title of Master of the League and the Jade Sword has remained close to Greycastle ever since. Rumors abound about the nature of her relationship with Greycastle and the purpose of her visit to Santiem's chapterhouse.
- **Milo Bottlebrush.** (M Hal) Journeyman of the League. Milo is a young, adventurous halfling who grew up poor in Southbend, mainly under the care of his older sister, Miri. He and his sister were caught by League recruits plundering the Undercity who agreed to keep his secret and he decided to join the League to make a better life for himself. He has a good heart, but greedy fingers.

## The Opal Tower

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- **Emiri the Saffron.** (F HEI) Emiri serves as the Opal Tower's primary liaison to the League in Santiem. She is a scholarly mage with some interest in archaeology and history and a leaning toward divinatory magic. Her primary role is to examine the various relics recovered from the Undercity and determine which items warrant further study in the Tower. She also has a personal friendship with Vander Greycastle.

## Other NPCs

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- **The Naga.** (Unknown) No one is sure whether the Naga refers to an organization or a specific individual who leads the organization. Regardless, the Naga refers to a powerful league of thieves, smugglers, assassins, and other criminals who wield a great deal of power in Santiem.
- **Thorn.** (F HEI) A member of the White Gryphon Fellowship with some rank and authority. The White Gryphon claim that they protect the smallfolk of Southbend and the Warrens, the poorest neighborhoods in Santiem. At best they are vigilantes who claim they are necessary because the City Watch doesn't care to protect the poor. At worst, they drove the City Watch out of Southbend and the Warrens to free the people from the yolk of the governor's law.
- **Old Mash.** (M Hum) Portly, stoic, and sour, Old Mash is the landlord of the Broken Lantern. He is quick to insist he is not a member of the League of the Blue Cloak, but he clearly has some connection to the League considering he has allowed the League to use the cellars and vaults beneath his tavern as their chapterhouse. While he claims to have no interest in the League, he seems to know everything about it.