

The Great Prophecy

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Adventure Outline

This adventure revolves around a great prophecy dating back to before the cataclysm. The prophecy foretells the creation of a magical bridge of time which can be used to alter the past. The main antagonist is Mistress Silalia a Thorn Knight of Neraka. She is hoping to use the bridge of time to prevent the invasion of Silvanesti by going back in time to try and convince Mina to leave more troops in Silvanesti when Mina leaves. As Takhisis really wants to dominate the elves Silalia hopes that if she gives Takhisis information about the future she can get Takhisis to agree to this. She uses several subordinates and contacts to try and recover the pieces she needs for the Bridge of Time. A rogue is used for three thefts of what would appear to be minor objects, a platinum dragon statuette, a piece of rock from the fifth age moon, and a volume of the iconochrons that contains the prophecy. After that she plans on recovering the foundation stones for the towers of high sorcery from the towers at the ruins in Balifor and submerged Istar.

Adventure Timeline

The adventure begins one month before the Night of the Eye, when a piece of moon-rock is stolen from a collector in Palanthas. Two days later a platinum dragon statuette is stolen from a different collector in Palanthas. Four days later there is a break-in at the great library where a volume of the Iconochronos is stolen (they have a second copy of less quality). After that Silalia will attempt recovering the foundation stones beginning with the stone found in the ruins in Balifor. She will find the stone five days after the theft of the volume of the Iconochronos and will have moved the stone two days later. Next she will recover the stone in the blood sea using the same timeline (5 days to find the stone, and 2 days to move it). If she achieves this with no problem she will move to her headquarters and wait until the day before the night of the eye and then move to skullcap. If she cannot recover these two stones (which she will unless the PCs stop her), she will then try to recover the stone in Daltigoth through negotiating with the ogres, the stone in the tower at Nightlund by destroying the tower, and lastly the stone in the forest of wayreth (which she will not find).

Story hooks

- The collectors are looking for recoverers of lost relics and are willing to pay,
- The aesthetics are looking for adventurers to return their book,
- Bards and Wizards have heard of the ancient prophecy,
- The constable seeks help in solving the case of stolen items,
- The moon-rock and platinum dragon are rumored to have magical powers (up to the DM),

The Prophecy

During the great conjunction,
when the eye of the dragon queen is placed in the skull of the dark one,
and the words of gilean are heard from the mouth of the platinum dragon,
the stones of foundation will grow to form the bridge of time,
and all Krynn will shake with the footsteps of those who cross it.

Silalia believes the following:

The eye of the dark queen – any piece of the fifth age moon

Skull of the dark one – skull cap

Words of Gilean – a page from the iconochronos

Mouth of the Platinum Dragon – a platinum dragon statuette

Stones of foundation – any two foundation stones from the towers of high sorcery

When the moon shards are placed in the mouth of skullcap, and the platinum dragon reads the page from the iconochronos during a conjunction of the great eye, the foundation stones will form a bridge, with one stone set in skullcap and the other set at the place and time that the traveler (the person that crosses the bridge) wishes to go to.

Knowledge of the prophecy:

Bardic Lore DC: 30, Gather Information DC: 30, the Aesthetics will reveal the prophecy if the PCs are hired by them or with a successful Diplomacy check DC 20.

Mistress Silalia, Female Silvanesti Ftr 2/Evoker 4/Thorn 8/War Mage 4: CR 18; Medium humanoid (elf); HD 2d10+2 (Ftr), 4d4+4 (Wiz-Evoker), 8d4+8 (Thorn), 4d4+4 (War Mage); hp 78; init +7 (+3 Dex, +4 Imp Init); Spd 30 ft; AC 26 (touch 15, flat-footed 23); Atk +16/+11/+6 melee (1d8+5/19-20 Star Metal Longsword +2); elvensight, diviner, read omens, read portents, aura of fear, weapon touch, arcane aegis, battle magic +2, armored spellcasting 30% (thorn knight 20%, war mage 10%), silvanesti traits; AL LE; SV Fort +12, Ref +8, Will +15; Str 14 (16), Dex 16, Con 13, Int 20, Wis 11, Cha 12; Height .

Skills and Feats: Climb +4, Concentration +22, Decipher Script +20, Gather Info +8, Handle Animal +6, Heal +10, Intimidate +16, Knowledge Arcana +27, Ride +10, Spellcraft +27, Spot +5, Survival +3; Improved Initiative, *Dodge, *Weapon Focus (Longsword), Combat Casting, Eschew Materials, Endurance, Silent Spell, Still Spell, Improved Counterspell, *Maximize Spell, *Empower Spell

*Bonus Feats granted from Classes.

Diviner (Ex): One additional Divination spell at each level per day, +2 bonus on Spellcraft checks to learn Divination spells. This in addition to any other benefits from specialization.

Read Omens: Can cast *augury* as a 2nd level spell. It must still be prepared just as an arcane spell.

Aura of Fear (Su): Creatures within 10 feet of the knight must make successful Will saves DC 19 (10 + knight's class level + cha modifier) or become shaken. A creature that saves is immune for one day.

Weapon Touch (Su): The knight may deliver touch spells by means of a melee attack. The knight must make a successful melee attack, which deals normal damage in addition to the effects of the spell. If the attack is unsuccessful the spell is discharged and wasted (unless the spell allows multiple touches).

Read Portents: Can cast *divination* as a 4th level spell. It must still be prepared just as an arcane spell.

Arcane Aegis (Su): May designate 2 allies within 30 ft and add her Charisma modifier (+1) as a morale bonus to her Allies AC.

Battle Magic: Any spell cast by the War Mage that causes damage gains a +2 bonus hit point per die of damage.

Armored Spellcasting (Ex): The Knight is better able to cast arcane spells while wearing armor. Silalia gains 20% for an 8th level thorn knight, and an additional 10% as a 4th level War Mage for a total of 30% of arcane spell failure reduction.

Silvanesti Traits (Ex): Immune to *sleep* spells and effects, +2 saves against enchantment effects, +1 bonus on Knowledge (arcana) and spellcraft, +2 bonus on Listen, Search, and Spot checks.

Equipment: Long Sword +2 (Star Metal), Mithral Full Plate of Speed, Ring of Protection +3, Amulet of Natural Armor +1, Gauntlets of Ogre Power, Cloak of Resistance +1, Dagger. As well as an assortment of scrolls and potions (DM's choice), but no more than 10 potions and 15 scrolls. 100,000 GP (Steel) in accumulated coins and gems.