

# EVENT SUMMARY: CORE6~01

If you are playing this adventure at home, you can report your results online:

<https://surveymonkey.com/s/CORE0601LFR>

If you run this adventure at a convention that is also running the Battle Interactive ADCP6-1 *The End and the Beginning*, the results of this adventure can have a significant impact on the BI. Please fill out this Event Summary and turn it into the Senior DM for your convention.

Slot Played:

Table Number:

DM's Name:

**Question 1: How many Notice Points did the PCs accumulate?**

0    1    2    3    4    5    6    7    8+

**Question 2: How many Annoyance Points did the PCs accumulate?**

0    1    2    3    4    5    6    7    8+

**Question 3: Did Yazeth Cobb survive/escape the final encounter?**

- a. Yes
- b. No

**Question 4: Did the PCs keep Gruumsh's Fury?**

- a. Yes, they kept it.
- b. No, they used it to sway one of the orc factions.
- c. No, they lost it some other way.

**Question 5: Did the PCs keep Luthic's Gaze?**

- a. Yes, they kept it.
- b. No, they used it to sway one of the orc factions.
- c. No, they lost it some other way.

**Question 5: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

**Question 6: How do you, the DM, rate this adventure, using the same 5-point scale?**

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

# HANDOUT 1: YAZETH COBB'S MISSIVE

You received this message from Yazeth Cobb:

Friends of the Light,

The orcs of Many-Arrows, through the leadership of King Obould XVII, have signed an accord with the Shadovar of Netheril against Cormyr. King Obould, though an orc, is not unreasonable. He has wisely stayed his hand in previous battles against the civilized world, so we hope that he can be made to see reason again. Direct communication with Obould has been fruitless, but perhaps if he is shown the error in his ways, he will agree to withdraw his forces from the accord with the forces of Shadow.

While the orcs represent a large and potentially devastating force, we might be able to exploit a few weak points:

- 1) The Green Moss tribe is one of the most civilized members of the nation of Many-Arrows. They frequently act as scouts for parties traveling in the northern reaches. Our spies tell us that in order for Obould's forces to move from their land to Netheril—and from there to Cormyr—the Green Moss scouts must help the forces traverse the dangerous mountain passes of the Spine of the World. If we can convince the leaders of the Green Moss tribe to defect to our side, that will greatly hamper the Netherese war effort. Their tribal home is located in a valley northeast of Dark Arrow Keep.
- 2) Orc engineers bring a convoy of siege equipment and war machines to support the effort. These machines must be destroyed. They have already made it out of the mountains and are being moved through the lowlands between the Spine of the World and Netheril. You should have no trouble reaching them with a small group traveling quickly.
- 3) The Gorehammer tribe is perhaps the fiercest group of warriors in Many-Arrows. Our spies believe that the group, who despise Obould and his rule, are still debating whether to join the attack. Their absence, either by choice or force, would be a great boon to the defense of Cormyr. Their tribal home is in a small keep due north of Dark Arrow Keep. We have already convinced the Bloodblade tribe to defect, so we are hoping the Gorehammers will join them.
- 4) A contingent of ambassadors from Netheril is traveling to Dark Arrow Keep to finalize war plans and trade gifts. If you can stop this diplomatic envoy from arriving at Dark Arrow Keep, it will hamper their accord and might even make Obould think twice about his allegiance with the forces of darkness.

While you might be tempted to go to Dark Arrow Keep directly, doing so is not advisable. We have already tried to send a diplomat to speak to Obould directly, but he was killed to a chorus of cheers. A direct assault on the keep would just be a foolish waste of life.

Do your best to carry out whatever missions you can. If your presence in Many-Arrows is detected, flee quickly back to Blind Dwarf Pass in the Spine of the World. I will await you there with a means to escape back to Cormyr. Your presence here would make a great difference in the war effort, and you can collect your rewards for your bravery.

With warmest regards and having the greatest respect for your honor and prowess, I am,

*Yazeth Cobb, Humble Servant of the Light*