

CORM2-3

SECRET OF THE QUEEN OF THORNS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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The Queen of Thorns is coming to take the throne of Cormyr, but there is still time to bolster the kingdom's defenses. The race against the Queen's gathering forces is on! A *Living Forgotten Realms* adventure set in Cormyr for characters levels 14-17. This is the second part of the *Queen of Thorns* trilogy, a sequel to CORM1-6 *Curse of the Queen of Thorns*. The trilogy concludes in CORM2-4 *Fury of the Queen of Thorns* (P3).

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session

often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 14 - 17. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

Adventuring can be a dangerous business. Your character might succumb to those dangers. However, death is usually a temporary situation for powerful adventurers (and even for less-powerful adventurers who have powerful friends). If your character dies during the course of an adventure, you always have at least one option (accepting Death Charity) and you might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if your group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost. The total cost for Raise Dead when using an outside source is 600 gp for Heroic tier, 6,000 gp for Paragon tier, and 60,000 gp for Epic tier.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; otherwise, a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. Some heroes seem to have been marked by fate to fulfill a special purpose; their destinies do not include an ignoble demise. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. (To be clear, invoking Death Charity is completely optional; some players prefer to let their dead characters stay dead if the circumstances seem dramatically appropriate. A character that does not return from the dead is

retired from play.) There is no cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains less XP from that adventure. At the end of the game session, when the DM announces the XP each character earns, your character suffers a 20% penalty (so you get 80% of the amount earned by those characters that did not die during the adventure). If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if the DM believes that the group as a whole might not have succeeded without the dead character's sacrifice. The penalty also does not apply in the event of a TPK (Total Party Kill), because the DM reduces the entire group's XP award to reflect the fact that the party as a whole failed to complete the adventure.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. A **death penalty** almost always applies to any character brought back from the dead (see the next section).

Mounts are not characters, and do not use these rules if they are killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most

common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their own individual Adventure Logs. As each individual character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures. It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

ADVENTURE BACKGROUND

Ages ago, in the days before man and elf, a flight of dragons fought and subdued the entity known as the Queen of Thorns. She retreated deep into the forest and concealed her location with powerful magics, slumbering and recuperating until she could gather the might to again challenge those who occupied her home. The dragons bowed to elvenkind, and they in turn gave the Forest Kingdom to the Obarskyr family from whom the current king, Foril, is descended.

An old Cormyrian tavern song foretells the rousing of the sleeping Queen of Thorns, the one who will bring about the end of King Foril's family's reign. Several months ago, six Harbingers arrived all across Cormyr, beginning the fulfillment of this ancient prophecy. Heroic efforts were made by a small group of adventurers (see CORM1-6 *Curse of the Queen of Thorns*) to quash the influence of these Harbingers.

The kingdom of Cormyr is at an uneasy rest following the passage of the Queen of Thorns' Harbingers, but her threat has not passed. King Foril's subjects have begun to question their safety after feeling the effects of the blight left in the Harbingers wake. Use **Appendix 1** to determine which Harbingers' curses are extant and what effects they are having on the realm of Cormyr.

Note that a great deal of the background for this adventure is established in CORM1-6 *Curse of the Queen of Thorns*. It would be helpful (but is not required) for the players and DM to be familiar with the events of that adventure. These events are briefly recapped in the Player's Introduction, as even those who did play the previous adventure might have forgotten some of the details.

DM'S INTRODUCTION

After answering a summons from Lord Erzoured, the PCs learn of one final Harbinger, called Conquest. The PCs begin by researching artifacts and rituals that can be used to oppose the Queen of Thorns. A loyal knight who has been turned by Conquest attacks them. Afterward an agent of the king asks the PCs to seek out allies and prepare them for the coming threat. The PCs seek some of these resources before Conquest makes a direct attack on Crown Prince Irel.

Erzoured's vizier, Krimnos, has become the manifestation of Conquest and has been so for some time. He has been using his power to turn the minds of Cormyr's citizens to his will. The PCs should not learn this information until the end of the adventure, and the DM should downplay Krimnos's presence in the first

scene. Any information the PCs share with him or Lord Erzoured is known to Conquest and its allies.

This adventure makes use of story awards from previous adventures in Cormyr. The DM should refer to **Appendix 2** to streamline play during this adventure. The DCs are set according to the *Rules Compendium*. A version of this Appendix that is suitable for the players to fill out (which might save time collecting story award information) is provided as **Player Handout 3**.

PLAYER'S INTRODUCTION

The PCs are of sufficient level that word of their exploits has easily reached the ears of Lord Erzoured. PCs might be in the service of Cormyr, following the purple dragon knight or war wizard of Cormyr paragon paths or having earned story award **CORM11 Knighted**. PCs should introduce themselves at this point.

Having answered a summons to the royal palace in Suzail, you are comfortably seated in the chambers of Lord Erzoured, the king's nephew. Through an enormous east-facing window, the colors of sunrise sparkle off the surface of Lake Azoun. Lord Erzoured and his vizier, Krimnos, have joined you for a hearty breakfast. After catching up on your recent exploits, Erzoured tells you why he has summoned you.

Erzoured engages the PCs with the following talking points:

- Six Harbingers recently appeared throughout Cormyr. They were (mostly) defeated, but news of their appearance has leaked. Rumors are spreading that they left curses in their wake, and it is becoming common knowledge that they presage the rousing of the Queen of Thorns who sleeps in the King's Forest.
- Sages report that the Harbingers of the Queen are not done with Cormyr. A seventh Harbinger, Conquest, may even now be turning the minds of loyal subjects away from the service of King Foril. When the Queen herself comes with her armies, the entire Obarskyr family will lose its rightful place on the throne if Cormyr's subjects do not answer the call to battle.
- The Queen is said to be an apocalyptic force who will lay waste to any part of the humanoid "infestation" when she comes. No one knows her true nature or what form she will take when she enters the world.
- The prophecy tells of ancient artifacts and rituals which can weaken the armies of the Queen of Thorns, though the sages have just begun to

research where and what they are. These tools might also be turned against Cormyr itself, so they were hidden away to protect them from falling into the wrong hands.

- Erzoured requests that the PCs discover the nature of these tools and their hiding places, retrieving them and returning them to him, purportedly to bolster Cormyr's defenses before Conquest's agents can find and use them to further sow chaos among the King's subjects.
- Some of the tools might be physical artifacts, while others could be rituals. The PCs will need to deploy all their information-gathering skills and resources in order to learn whatever they can. There are many libraries and sages within the city of Suzail who might be able to help the PCs get started. Erzoured promises to share any information that he gains by other means with the PCs, but right now, he has no good leads.
- **Insight DC 32:** Erzoured seems to be sincere in what he is asking the PCs to do, and is genuinely working to preserve the nation, but he doesn't seem as worried about the King's personal survival as one might expect. (In truth, Erzoured hopes that the Queen of Thorns will overthrow his uncle, at which point Erzoured can use any resources gathered by the PCs to defeat the Queen and take the throne himself, but of course he will never admit this to the PCs. Even if the PC are suspicious of Erzoured's motives, gathering the tools needed to defeat the Queen of Thorns is the right course of action to take, and Erzoured is a legitimate authority figure in this situation, certainly enough for the players to agree to do the research. Don't let this derail the adventure, but it's OK if the PCs suspect Erzoured.)

Lord Erzoured obviously expects any PCs who are dedicated to the service of Cormyr to immediately accept. If any PCs require further convincing, he promises them 1500/3000 gp each as payment for their services. He also gives the PCs a writ of access to the palace's royal quarters so they can seek him when they have news to report or resources to turn over.

ENCOUNTER 1: AN EMPTY TOOLBOX

SKILL CHALLENGE LEVEL 13/15, COMPLEXITY 2 (1600/2400 XP)

SETUP

The PCs scour the length and breadth of Suzail for legends and myths that tell them about rituals and artifacts mentioned in the prophecy of the Queen of Thorns. There is a lot of interest in the prophecy at all levels of society since the appearance of the first six Harbingers, so there are lots of leads, some of them false.

As the day begins in Suzail, you leave the palace and head into the city to track down any information about the rituals and artifacts mentioned in the prophecy of the Queen of Thorns. The populace is abuzz with rumors and songs, but houses of knowledge will no doubt also have tomes that record pieces of legend and myth.

During the skill challenge, each success reveals either the type and ability of one of the resources or the location and challenge in obtaining a resource which they have already discovered. Roll a d4 to randomly determine the order in which the resources are discovered, but make sure that PCs gain two successes on a single resource before they begin research on another.

1 - Type: Ritual

Ability: Breaks an army's morale.

Location: Locked in stasis in a remote cavern in the Underdark beneath Suzail.

Challenge: Protected by both a guardian creature and a complex puzzle in the cavern.

2 - Type: Ritual

Ability: Creates a vast zone of earth binding.

Location: Pieces scattered throughout the library of Vangerdahast, Mage Royal of Cormyr under King Foril's grandfather, Azoun IV.

Challenge: Recorded in non-catalogued notes and books, sealed away by arcane wards.

3 - Type: Artifact, the Dragon Rose

Ability: Rosebush whose flowers bind the loyalty of the bearer to the royal family of Cormyr.

Location: Planted in Suzail's Royal Gardens.

Challenge: Lost amongst the numerous rosebushes in the palace's Floral Gardens.

DM Note: Have the PCs make a DC 10 Intelligence check. A successful check makes known the ability of the rose blooms to resist Conquest's mental influence on the bearer.

4 - Type: Artifact, the Royal Wand of Wonder

Ability: Wand that creates random effects when wielded by a member of the Obarskyr family.

Location: Placed in a sealed room in the Elemental Chaos.

Challenge: Guarded by denizens of the Elemental Chaos on the other side of a flickering portal in the Citadel of the Purple Dragons.

The PCs are aware that the rituals of legend require massive amounts of residuum to perform, well beyond the resources at the PCs' disposal, but certainly within the capabilities of Cormyr as a whole.

Agents of Conquest are about in town, spying on the PCs' progress. They wear the colors of Lord Erzoured and are relatively innocuous in appearance since royal servants are found throughout Suzail. A passive Insight score of 30 or better informs a PC that these servants are taking special notice of his or her actions.

SKILL CHALLENGE: SIFTING RUMORS

Goal: The PCs gather information about the tools mentioned in the prophecy. They must discern each tool's location and means of retrieval.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Diplomacy, Heal, History, Religion, Perception, Streetwise, Thievery.

Other Skills: Insight, Intimidate, Stealth.

Victory: The PCs have discovered the true tools and avoided mere rumors.

Defeat: Although the PCs may have discovered some truth, they also believed a number of false leads that make each attempt to locate a tool take longer. Add one hour to the time required to pursue any path they uncovered in this encounter.

In this and subsequent skill challenges in this adventure, suggestions are made about what happens when a PC attempts a skill check. Feel free to embellish or change the descriptive text to match the players' imagination. Also, encourage the creative use of feats, powers, rituals, etc. to accomplish the goals laid out in these skill challenges.

Diplomacy DC 20/22 (1 success; 2 maximum)

The PC gains entry to a meeting at the royal palace and learns some of what initially led Lord Erzoured to seek the party in the first place.

Heal DC 20/22 (1 successes, 1 maximum)

Requires a successful Streetwise check to unlock. The PC revives the unconscious human adventurer, Vita Quelan, who was following a lead pertaining to the prophecy. She is a benevolent and loyal subject of Cormyr and happily shares the quest that she will not be able to complete.

History DC 20/22 (1 success; 2 maximum)

The PC engages in research at the palace libraries, piecing together disparate fragments of the prophecy into a usable name or location.

Insight or Intimidate DC 20/22 (special)

One time only, when a PC fails a Streetwise check during this skill challenge, a PC can immediately attempt an Insight or Intimidate check without any other PCs' aid. If the check is successful, the PC has read the informant's body language or frightened the informant and learned that the rumor is false; do not count the triggering failure against the total of 3 needed to fail the skill challenge. Only 1 failure can be avoided in total through the use of Insight and/or Intimidate.

Perception DC 20/22 (0 successes, special)

Unlocks the use of Thievery. The PC hears about an exchange of documents relating to the prophecy. The PCs can now attempt to steal the document from the courier carrying it.

Religion DC 22/22 (1 success, 2 maximum)

The PC engages in scholarly discussion with priests of Tymora at the Towers of Good Fortune; they jointly determine a piece of relevant information.

Streetwise DC 14/15 (0 successes, special)

Unlocks the use of Heal. The PC hears news about an adventurer who was injured while pursuing a lead pertaining to the prophecy. The PC also learns where the adventurer is convalescing.

Streetwise DC 20/22 (1 success, 2 maximum)

The PC talks with locals in Suzail, listening to stories about the prophecy and sorting out the difference between rumor and truth.

Thievery DC 20/22 (1 success, 2 maximum)

Requires a successful Perception check to unlock. The PC manages to pickpocket a document containing a piece of information about the prophecy.

Using Rituals (special)

Various rituals may serve to gain successes in this skill challenge. The DM is the final arbiter of how they may be of use, but these three examples provide guidelines:

- **Consult Mystic Sages** (1 success, no maximum): The PC is granted a single piece of information for each performance.
- **Consult Oracle** (up to 5 successes, no maximum): The PC may ask up to five questions per performance.
- **Detect Object** (0 successes): The PCs do not know what items they are looking for or how far away they are.

ENDING THE ENCOUNTER

The PCs only need to determine the type and location of three of the resources to succeed at the skill challenge. However, if they reach six successes before three failures, they may press on to earn two additional successes (thereby gaining all four true leads).

Once they have either succeeded or failed at the skill challenge, the PCs wrap up their investigation at midday and proceed to Encounter 2a. If they choose to continue researching after the encounter with Sir Severin and Navish, they spend an hour for every 2 skill checks.

Success: The PCs have discovered enough information to keep them busy recovering artifacts and/or rituals for the rest of the day.

Failure: The PCs have discovered some information about the rituals and artifacts in the prophecy, but they have been misled by some of the rumors. Each of the encounters to recover one of the resources (3a - 3d) takes an extra hour.

EXPERIENCE POINTS

The PCs earn 320/480 XP each for completing the skill challenge.

TREASURE

As the PCs share their quest with the people of Suzail, they are surprised at the love of Cormyr's citizens for King Foril. The PCs are offered surprising amounts of coin to aid them in their efforts, totaling 100/500 gp each.

ENCOUNTER 2A: DÉJÀ VU

ENCOUNTER LEVEL 10/11
(2500/2750 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Sir Severin (level 15) (S)
- 3 sand knives bandits (B)
- 4 thugs of Conquest (T)

This encounter includes the following creatures at the high tier:

- 1 Sir Severin (S)
- 2 sand knives bandits (level 15) (B)
- 3 thugs of Conquest (level 14) (T)

A loyal knight of the king's court, Sir Severin has unfortunately succumbed to the influence of the Harbinger of Conquest. He has been ordered to attack the PCs, and he has set up an ambush with a few citizens of Suzail who are also under the sway of the Harbinger.

As you are walking the streets of Suzail, you see a knight heading your direction. As he approaches your party, he greets you warmly. Suddenly, he draws his sword and moves to attack you without warning or provocation.

If any of the PCs have played either CORM1-1 *The Black Knight of Arabel* or CORM1-5 *In the Bleak Midwinter*, they have had interactions with Sir Severin and likely know him as an honorable and loyal servant of Cormyr.

Sir Severin gains a surprise round because of his reputation as a loyal servant of Cormyr. Any PC with a passive Insight of 26 can detect the outside influence of Conquest over Sir Severin and act in the surprise round. If all of the PCs are surprised, start Sir Severin next to the party, instead of far away as shown on the map.

The sand knives bandits and thugs of Conquest do not begin the combat in the encounter area. The bandits move into the displayed positions on their initiative during round one, and the thugs do likewise on round two. The minions have only a standard action to use on their first round in combat.

FEATURES OF THE AREA

Buildings: The buildings are two stories (20 feet) tall. Climbing their walls requires a DC 15 Athletics check.

The roofs are heavily sloped; standing or moving on them requires a DC 15 Acrobatics check. Creatures on the back half of buildings have superior cover from creatures on the ground and other roofs and cover from creatures on the front half of their roof.

Market Stalls: The wooden stands of the market stalls are 3 feet high and provide cover to creatures standing behind them. The canopies provide concealment to creatures standing under them.

Sewer Grate: The sewer grate is difficult terrain.

Wooden Stage: The stage is 5 feet high and provides superior cover to creatures behind it. The stairs are difficult terrain.

Water Trough and Fountain: These features are difficult terrain and provide cover to creatures standing behind them.

TACTICS

Sir Severin begins by moving close to the PCs and charging into melee.

The sand knives bandits *fey step* to nearby roofs and rain arrows down on the PCs, focusing fire on one PC. They attempt to use the roof peaks as cover. If a PC moves to melee range, the bandits use *mark of knives*, attack with their *scimitars*, and move across the roof. If the curse of the Harbinger of Entropy is in effect, *fey step* becomes a power with recharge 6, and the bandits use it to move to nearby roofs when engaged in melee.

The thugs of Conquest use *telekinetic grasp* to immobilize ranged attackers, and then close to attack those PCs with *demoralizing short sword*. If possible, they focus their attacks on the same PC the bandits are attacking.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one sand knives bandit and one thug of Conquest.

Six PCs: Add one bandit and one thug.

ENDING THE ENCOUNTER

Proceed to Encounter 2b.

EXPERIENCE POINTS

The PCs earn 500 / 550 XP each for defeating the creatures in this encounter, but it does not count toward a milestone (it is not a difficult challenge).

TREASURE

The PCs do not gain any treasure in this encounter.

ENCOUNTER 2A: DÉJÀ VU STATISTICS (LOW LEVEL)

Sir Severin (level 15)		Level 15 Soldier
Medium natural humanoid, human		XP 1400
Initiative +12	Senses Perception +12	
HP 146; Bloodied 73		
AC 31; Fortitude 28, Reflex 25, Will 27		
Speed 6		
m Greatsword (standard; at-will) ♦ Weapon		
+22 vs. AC; 2d10 + 6 damage and push the target 1 square. Sir Severin can then shift into the vacated square.		
M Death Mark (standard; recharge 5-6) ♦ Weapon		
+22 vs. AC; 3d6 + 13 damage, and the target is marked (save ends). While marked, the target grants combat advantage.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +22 vs. AC; 2d8 + 6 damage.		
Alignment Good		Languages Common, Chondathan
Skills Athletics +18, Diplomacy +15, Religion +13		
Str 23 (+13)	Dex 16 (+10)	Wis 20 (+12)
Con 18 (+11)	Int 12 (+8)	Cha 16 (+10)
Equipment plate armor, greatsword, crossbow, 10 bolts		

Note: ebon rider - skill, language, alignment changes; added equipment and greatsword power from Dark Skull; added crossbow.

Sand Knives Bandit		Level 13 Minion
Medium fey humanoid, eladrin		XP 200
Initiative +15	Senses Perception +8; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 29; Fortitude 24, Reflex 27, Will 23		
Saving Throws +5 against charm effects		
Speed 6		
m Scimitar (standard; at-will) ♦ Weapon		
+20 vs. AC; 6 damage (crit 9).		
r Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +20 vs. AC; 6 damage.		
Mark of Knives (minor; at-will)		
Melee 1; the target is marked until the end of its next turn.		
Fey Step (move; encounter) ♦ Teleportation		
The bandit teleports 5 squares.		
Alignment Unaligned		Languages Common, Elven
Str 18 (+10)	Dex 25 (+13)	Wis 14 (+8)
Con 16 (+9)	Int 15 (+8)	Cha 17 (+9)
Equipment arrow ×20, leather armor, longbow, scimitar		

If the curse of the Harbinger of Entropy is in effect, *fey step* becomes a power with recharge 6.

Thug of Conquest		Level 12 Minion
Medium natural humanoid, human		XP 175
Initiative +12	Senses Perception +9	
HP 1; a missed attack never damages a minion.		
AC 28; Fortitude 24, Reflex 23, Will 24		
Speed 5		
m Demoralizing Short Sword (standard; at-will) ♦ Psychic, Weapon		
+19 vs. AC; 7 damage, plus an extra 5 psychic damage if the target is immobilized.		
R Telekinetic Grasp (standard; encounter)		
Ranged 5; medium or smaller target; +15 vs. Fortitude; the target is immobilized (save ends).		
Alignment Unaligned		Languages Common, Chondathan
Str 16 (+9)	Dex 14 (+8)	Wis 16 (+9)
Con 12 (+7)	Int 12 (+7)	Cha 10 (+6)
Equipment short sword, chainmail.		

Note: githyanki myrmidon - added human type; changed alignment, language, removed silver descriptor from short sword and basic melee attack.

ENCOUNTER 2A: DÉJÀ VU STATISTICS (HIGH LEVEL)

Sir Severin		Level 16 Soldier
Medium natural humanoid, human		
Initiative +13		Senses Perception +13
HP 154; Bloodied 77		
AC 32; Fortitude 29, Reflex 26, Will 28		
Speed 6		
m Greatsword (standard; at-will) ♦ Weapon		
+23 vs. AC; 2d10 + 6 damage and push the target 1 square. Sir Severin can then shift into the vacated square.		
M Death Mark (standard; recharge 5-6) ♦ Weapon		
+23 vs. AC; 3d6 + 13 damage, and the target is marked (save ends). While marked, the target grants combat advantage.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +23 vs. AC; 2d8 + 6 damage.		
Alignment Good		Languages Common, Chondathan
Skills Athletics +19, Diplomacy +16, Religion +14		
Str 23 (+14)	Dex 16 (+11)	Wis 20 (+13)
Con 18 (+12)	Int 12 (+9)	Cha 16 (+11)
Equipment plate armor, greatsword, crossbow, 10 bolts		

Note: ebon rider - skill, language, alignment changes; added equipment and greatsword power from Dark Skull; added crossbow & bolts.

Sand Knives Bandit (level 15)		Level 15 Minion
Medium fey humanoid, eladrin		
Initiative +16		Senses Perception +9; low-light vision
HP 1; a missed attack never damages a minion.		
AC 31; Fortitude 26, Reflex 29, Will 25		
Saving Throws +5 against charm effects		
Speed 6		
M Scimitar (standard; at-will) ♦ Weapon		
+22 vs. AC; 7 damage (crit 10).		
R Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +22 vs. AC; 7 damage.		
Mark of Knives (minor; at-will)		
Melee 1; the target is marked until the end of its next turn.		
Fey Step (move; encounter) ♦ Teleportation		
The bandit teleports 5 squares.		
Alignment Unaligned		Languages Common, Elven
Str 18 (+11)	Dex 25 (+14)	Wis 14 (+9)
Con 16 (+10)	Int 15 (+9)	Cha 17 (+10)
Equipment arrow ×20, leather armor, longbow, scimitar		

If the curse of the Harbinger of Entropy is in effect, *fey step* becomes a power with recharge 6.

Thug of Conquest (level 14)		Level 14 Minion
Medium natural humanoid, human		
Initiative +13		Senses Perception +10
HP 1; a missed attack never damages a minion.		
AC 30; Fortitude 26, Reflex 25, Will 26		
Speed 5		
M Demoralizing Short Sword (standard; at-will) ♦ Psychic, Weapon		
+21 vs. AC; 8 damage, plus an extra 5 psychic damage if the target is immobilized.		
R Telekinetic Grasp (standard; encounter)		
Ranged 5; medium or smaller target; +17 vs. Fortitude; the target is immobilized (save ends).		
Alignment Unaligned		Languages Common, Chondathan
Str 16 (+10)	Dex 14 (+9)	Wis 16 (+10)
Con 12 (+8)	Int 12 (+8)	Cha 10 (+7)
Equipment short sword, chainmail.		

Note: githyanki myrmidon - added human type; changed alignment, language, removed silver descriptor from short sword and basic melee attack.

ENCOUNTER 2A: DÉJÀ VU MAP

TILE SETS NEEDED

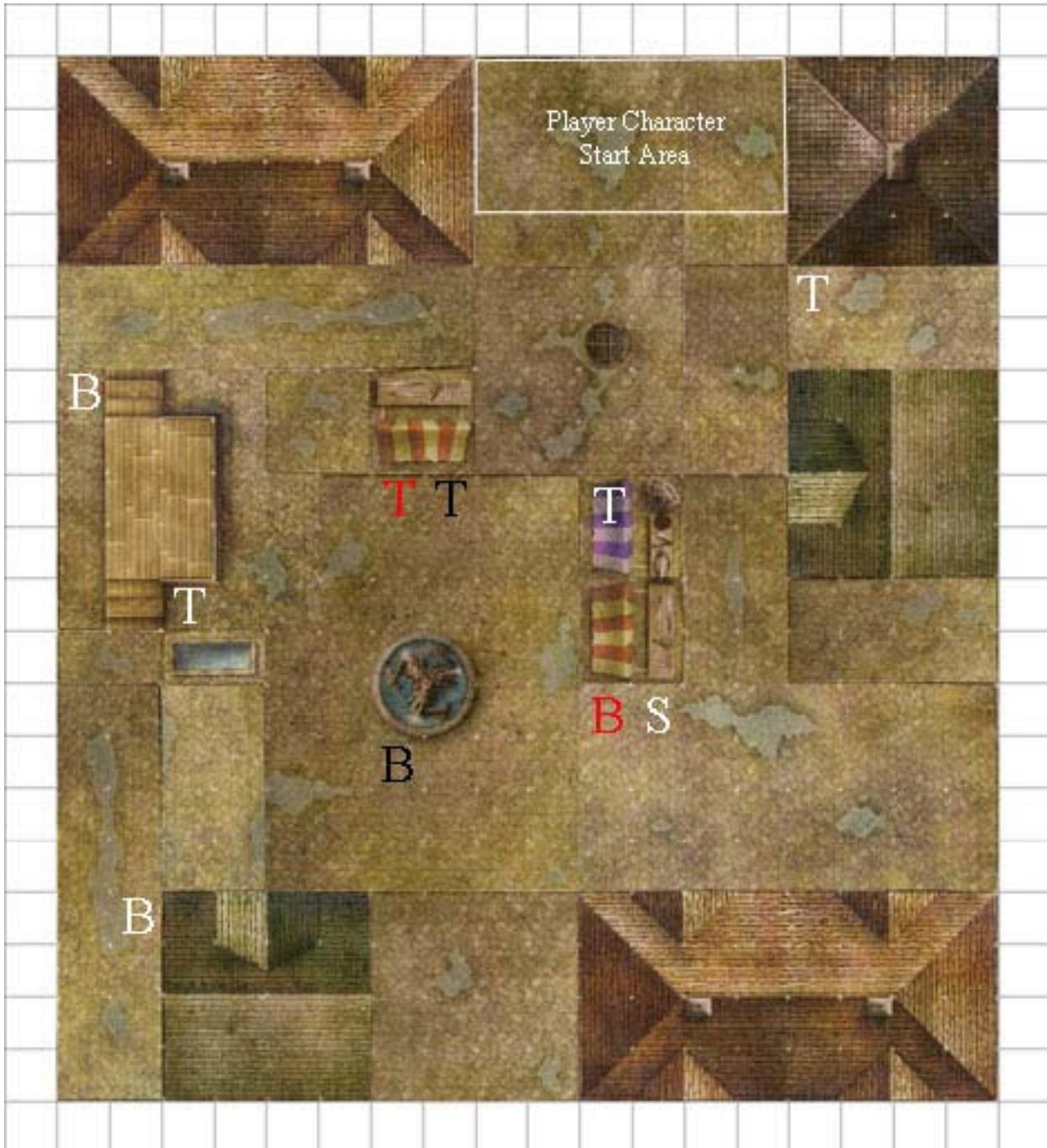
Streets of Shadow x2

Low-level: White and black; High-level: White only; 6 PCs: add red

S = Sir Severin

B = Sand Knives Bandits (begin off the map, appear on round 1)

T = Thugs of Conquest (begin off the map, appear on round 2)



ENCOUNTER 2B: LONG TIME, NO SEE

SETUP

Important NPCs:

Navish Brightfoot, a halfling spy in the service of Cormyr's crown

Sir Severin, a lesser knight of King Foril's court

Sir Severin was recently exonerated of charges of treason for assaulting a royal (Lord Erzoured) with intent to kill. If any of the PCs have story award **CORM11 Knighted** and are in the service of Lord Erzoured, the DM should remind the PC of these events and suggest that their lord might connect the PC's service to him and Sir Severin's attack.

As the scuffle in the streets settles down, the sound of jingling armor and heavy footfalls can be heard nearby. A small contingent of Suzail guards rounds a corner and demands that all combatants drop their weapons and submit to an immediate investigation.

The patrol immediately recognizes Sir Severin, any purple dragon knight or war wizard of Cormyr PCs, and any PCs with story award **CORM11 Knighted**. They are treated with respect but still questioned.

The patrol's lieutenant asks for details of the combat. The lieutenant spends a few minutes talking to the PCs while the other guards revive and talk with any members of Sir Severin's group who were knocked unconscious.

If the PCs attempt to use the Intimidate skill against the guards, the guards respond in kind and the PCs cannot end the investigation until Navish arrives.

If the PCs decided not to kill Sir Severin, he is completely freed from Conquest's control. He knows the following:

- He first had the idea to attack the PCs this morning but has no idea why or who gave him the idea.
- He realizes he was being controlled by an outside force and is deeply ashamed at his inability to resist the mind control.
- He hired the bandits and thugs but told them nothing about why they were attacking the PCs.
- Sir Severin is honest with the guards and begs the PCs' forgiveness.

The PCs likely pursue one of these paths:

- The guards believe without question the word of any PC with **CORM11** who is a Knight Exalted. They will follow that character's orders.
- If any PC has story award **CORM13 Suzail Deputy** and wishes to make it known, the patrol recognizes his or her authority in this matter and offers their assistance before departing.
- If Sir Severin is dead, the PCs must make two successful skill checks (DC 20 Bluff or Diplomacy) to convince the guards of their innocence. If either check fails, Navish arrives to prevent their arrest.
- If the PCs believe Sir Severin's story and plead his innocence, the guards quickly decide not to investigate further and depart before Navish arrives.

This cannot be a combat encounter (the PCs could easily destroy a guard patrol in any case, but to do so would completely undermine their legitimacy as agents of Cormyr). If story awards and roleplaying have not dispersed the guard patrol after a few minutes, Navish arrives to expedite the process. If the PCs have convinced the guards to leave quickly, Navish appears moments after they leave.

A rotund goblin rappels down a nearby building and jogs over to you. "Sorry I didn't get here sooner. Too many places to direct my attention these days."

No matter which way Navish appears, he shows his credentials before proceeding.

He snaps his fingers in a quick rhythm, and a translucent purple dragon appears over his head and roars twice. It then winks out as quickly as it appeared. The goblin introduces himself with a tip of his well-worn hat: "Navish Brightfoot, Eye of the Crown."

PCs with a passive Insight score of 30 or higher recognize that Navish is disguised partially by illusion and partially by mundane means. Any guards still at the scene recognize this sign and immediately gather themselves into marching order and depart. Navish acknowledges those PCs whom he has encountered before (any who've played **CORM1-4** or have story award **CORM02 In Service of the Crown**). He knows about what happened to Sir Severin and quickly discounts any explanation except the truth. If Sir Severin is still alive and present, Navish asks him to rally what forces he can for the coming of the Queen of Thorns and dismisses him with the authority of King Foril.

Navish asks the PCs about their plans for what to do next. He praises their efforts so far but adds that loyal allies may be hard to come by. He suspects that someone in Lord Erzoured's entourage is a mole for the Harbinger of Conquest and insists that the PCs not reveal any more information than necessary about their search to Erzoured.

Navish asks the PCs to consider seeking out those who might have reason to hear the PCs plans and who command resources which might be marshaled to Cormyr's cause. Navish offers them a *planesplitter weapon* +4 and the teleport sigil sequences for the market in the southwest corner of Suzail and the old shipyards in Marsember to hasten their travel around the realm. He suggests the following people, including only those for which the PCs have the appropriate story awards:

- **No story award necessary; Navish automatically makes this suggestion:** Find the plaguechanged wizard Taliss Muirwood. As a powerful former member of the War Wizards, he is being recalled to service. Since his mind is fragile, Cormyr needs formidable adventurers to approach him and perhaps subdue him before reminding him of his duty to the crown. He suggests that the PCs begin their search at the standing stones several hours outside Marsember which Taliss once thought held the key to his cure. Navish gives them a royal writ entitling them to the use of magically hastened steeds from the royal stables in Marsember, making travel to the stones possible in a single day.
- **CORM02 In Service of the Crown:** Go to Wheloon and re-establish leadership of the Lady's Marauders. Gain the trust of Mother Night's enemies and negotiate for their aid in the coming war. Navish knows of a Sembian merchant who recently stocked a stable in Suzail with flying steeds. He also hands the PCs a faceted sapphire like the ones they used to escape Wheloon with him.
- **See story awards below:** Announce a banquet, inviting any dignitaries with whom the PCs have had contact. The dignitaries can gather considerable forces to defend Cormyr and support the king's position if they stand with him in solidarity, but they need to be convinced of the gravity of the situation and time to prepare their resources. They are used to formal events to request their aid and are more likely to pay attention if they have lavish attention paid to them. If Sir Severin is still alive and on good terms with the PCs, Navish suggests that the PCs ask him to host the banquet at his Suzail estate.

- If the PCs have at least one of the following story awards, they know of nobles in Suzail whom they may wish to invite:
 - **CORE01 Tymora's Token:** Luckbringer Daran of Tymora, representative of the temple of Tymora in Suzail.
 - **CORM04 Noblesse Oblige:** Lady Mersha Valwater.
 - **CORM12 Karah Family Favor:** Madam Mirasol Karah.
 - **CORM14 Favor of Oris Grenfell:** Oris Grenfell.
 - **CORM15 Favor of Cora Inyn:** Cora Inyn.
 - **CORM16 War Wizards' Gratitude:** influential representative of the War Wizards of Cormyr.
 - **CORM17 Haldoneir Unmasked:** Lord Prio, Regent of Special Affairs.
- **CORM05 Eladrin's Blessing:** Seek audience with the Suzail emissary of the eladrin lords of the Feywild border in the Vast Swamp. Ask them to aid in the defense of Cormyr, cementing their new but untested alliance. Navish directs the PCs to the apartments where the diplomat is currently staying.

Navish adjures the PCs not to kill any (more) natural humanoids. Since the Harbinger of Conquest can turn the mind of pretty much anyone, it's impossible to tell who might be loyal to King Foril absent its influence. This begins a minor quest: *Subdue, Not Slaughter*.

ENDING THE ENCOUNTER

If Sir Severin is alive and was not taken into custody by the guards, be sure to include him in the story award **CORM19 Standing Together**.

Once Navish has told the characters all he has to tell, he leaves. Proceed with Encounter 3.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count toward a milestone.

TREASURE

The PCs gain a *planesplitter weapon* +4 and learn the sigil sequences for teleportation circles in the market in Suzail and the old shipyards in Marsember.

ENCOUNTER 3: TEMPTATION

SETUP

Encounter 3 can take many forms, based on the PCs' successes in Encounter 1 and their story awards from previous adventures in Cormyr. They cannot follow all the paths; the PCs have seven hours until Conquest makes a direct assault on the king's son, and enemy agents are trying to thwart the PCs' efforts in each path.

As the PCs depart Navish's company in Encounter 2b and are deciding which course to pursue, they are stricken with a vision from Conquest.

As you head back into Suzail, you feel a crushing weight in your mind. You see a vast hall decorated with the purple dragon of Cormyr. Surrounded by nightmare mists, Crown Prince Irvell stands in the center of the room, attacking in all directions with both blade and spell. The mists seep into his nostrils, his ears, and his eyes. As he opens his mouth to scream, a tentacle darts out of the mists and reaches down his throat, suffocating him as he falls to the floor and becomes still. In the enormous window at the far end of the room, you see the sun set behind the royal throne of Cormyr.

A booming voice speaks in your minds: "The Obarskyr line is failing. Serve the Queen of Thorns, and your reward will be unmatched. Oppose her, and your body will lie still beside the last of Cormyr's princes."

As the vision fades and your mind clears, you realize that the sun is still high in the sky over Suzail.

It is about seven hours before sunset. Between their research and Navish's advice, they know that they can accomplish at least one of the longer tasks and may have time for others later. Tell the players how many hours each encounter is expected to take. The more time an encounter takes, the more powerful the associated resource is against the Queen of Thorns. The PCs obviously cannot complete all of these encounters in the time allotted; they must choose what they think is most important. The intent is for them to choose one encounter from the first list, and if they have time remaining, a second encounter from the second list.

To be clear, the PCs can only choose encounters that they have "discovered" via research in Encounter 1 or story awards in Encounter 2b. The list of longer encounters is as follows:

- Ritual to break morale: Encounter 3a (key; 6 hours, unlocked in Encounter 1)
- Royal Wand of Wonder: Encounter 3d (key; 5 hours, unlocked in Encounter 1)

- Taliss Muirwood, plaguechanged wizard: Encounter 3e (7 hours)
- Wheloon prison gangs: Encounter 3f (7 hours, unlocked in Encounter 2b)
- Cormyrian VIPs: Encounter 3g (4 hours)

After their first effort is complete, if the PCs have any time left, they can pursue one or more of the following encounters which they have unlocked and for which they have enough time. Make sure to account for the additional time required if they failed the skill challenge in Encounter 1.

- Ritual of earth binding: Encounter 3b (key; 2 hours)
- Rosebush: Encounter 3c (key; 1 hour)
- Eladrin nobles: Encounter 3h (3 hours)
- Prepare for Conquest's attack (since the vision tells them where the battle will occur): each PC gains a +2 bonus to initiative and to his or her first attack roll during Encounter 4. (1 hour)

If the PCs failed the skill challenge in Encounter 1, the four "key" Encounters each take one additional hour as the PCs discover the false rumors upon which they are relying and are forced to retrace their steps.

ENDING THE ENCOUNTER

This encounter ends when the PCs have decided how to spend all seven hours between highsun and sunset. After running the chosen encounters, proceed to Encounter 4.

If the PCs are still engaged in an encounter when the seventh hour ends, Conquest teleports them into its presence in Encounter 4 and is disgruntled at their having refused its invitation.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 3A: SHAKE, RATTLE, AND ROLL

ENCOUNTER LEVEL 14/15 (5600/6400 XP)

SETUP

This encounter includes the following creatures and traps at both the low and high tier:

1 stentorian mammoth (level 15) (M)

1 purplespawn nightmare (level 15) (P)

1 cave-in

The PCs walk a route through the Underdark revealed by their research in Encounter 1. The purplespawn nightmare has been sent by Conquest to retrieve the ritual book and is hiding 3 squares up the wall (DC 28 Perception to spot) in expectation of the party's arrival.

After descending through the Underdark for almost six hours, you have finally come to your destination. According to your research, the enormous cavern ahead of you is an ancient puzzle designed to protect a ritual book of incredible power. A woolly mammoth, the puzzle's mystically sustained guardian, treads heavily through the cavern, searching for intruders.

The skill challenge and combat begin simultaneously.

SKILL CHALLENGE: CAVERN PUZZLE

Goal: The PCs attempt to solve the puzzle before the cavern's collapse destroys the puzzle.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Arcana, Athletics, Thievery

Other Skills: Dungeoneering, Endurance, History, Perception

Victory: The PCs discover the ritual book.

Defeat: The puzzle is buried and destroyed; the ritual book cannot be located.

LOCATION SKILLS

The PCs use these skills to locate a random square in the cavern at which they can make a check to achieve a success. Each of the location skills requires a **minor action** to attempt, and an unsuccessful check using one of these skills does not count as a failure on the skill challenge.

Dungeoneering DC 21/22 (0 successes, special)

The PC points out an unusual section of the cavern (in a random location), unlocking the use of Acrobatics, Athletics, or Thievery for one attempt by the party.

History DC 29/30 (0 successes, special)

The PC remembers a detail about the construction of the puzzle (in a random location), unlocking the use of Acrobatics, Athletics, or Thievery for one attempt by the party. Also, the PCs learn that Arcana and Intimidate do not require unlocking to use.

Perception DC 21/22 (0 successes, special)

The PC points out a spot in the cavern (in a random location) where the moss does not grow, unlocking the use of Acrobatics or Athletics for one attempt by the party.

PRIMARY SKILLS

Each of these skills requires a **standard action** to attempt. To attempt an Acrobatics, Athletics, or Thievery check, the PC must be in a square identified by one of the Location Skills above. In any round in which the PCs fail to gain a success, they gain an automatic failure.

Acrobatics DC 20/22 (1 success, 3 maximum)

The PC shimmies into a narrow crevice that leads to one of the puzzle's triggers and activates it.

Arcana DC 20/22 (1 success, 3 maximum)

The PC manipulates the arcane energies in the cavern and activates a trigger for the puzzle.

Athletics DC 20/22 (1 success, 3 maximum)

The PC climbs up a stalagmite or the cavern wall to one of the puzzle's triggers and activates it.

Endurance DC 20/22 (0 successes, special)

The PC holds up part of the cave-in or digs through some rubble. This does not create a success, but it prevents the party from suffering an automatic failure for lack of progress during the round.

Thievery DC 20/22 (trained only; 1 success, 3 maximum)

Cannot be attempted at a location identified by the use of Perception. The PC finds a particularly challenging trigger for the puzzle and activates it.

FEATURES OF THE AREA

Illumination: The ceiling, walls, and floor of the cavern are covered in phosphorescent moss, providing dim light throughout the encounter area.

Ceiling: The cavern ceiling is 30 feet high throughout the area.

Large Skulls: These remains of former puzzle guardians are 3 feet high and provide cover to medium or smaller creatures standing on the cavern floor.

Cave Slime: These blue patches on the floor of the cavern are extremely slick. A creature that enters a square of cave slime must succeed at a DC 20/22 Acrobatics check or fall prone.

Loadstone: These rock formations (marked on the map by an L) dramatically increase the weight of objects in their square. They are difficult terrain; the stentorian mammoth's earth walk ability makes it immune to this aspect of the terrain. Ranged attacks that trace line of sight through a square of loadstone take a -2 penalty to the attack roll.

Thunder Shards: These crystals of solidified thunder energy (marked on the map by a T) have grown in the floor of the cavern. They are difficult terrain; the stentorian mammoth's earth walk ability makes it immune to this aspect of the terrain. If a creature makes a melee attack against a target in a thunder shard square, roll a d20; on a 10 or higher, both the attacker and the target take 10 thunder damage and are pushed 1d4 squares from each other.

Random Locations: Both the cave-in hazard and the skill challenge require the generation of random locations in the map. Each time, roll two d20s, one for the horizontal coordinate and one for the vertical coordinate. For the cave-in, it determines the center of the burst; for the skill challenge, it determines the revealed location of the next possible primary skill check.

TACTICS

The cavern begins to collapse immediately after the stentorian mammoth acts. The cave-in hazard rolls initiative at this time. Begin tracking rounds for the skill challenge at the mammoth's initiative count. If the curse of the Harbinger of Destruction is in effect, the cave-in hazard attack becomes a burst 2.

The stentorian mammoth moves toward the party and uses *deafening trample*, attacking as many of the PCs (and perhaps the purplespawn nightmare) as possible. It is sure footed and is not concerned with the terrain features. The mammoth fights to the death.

The purplespawn nightmare drops off the wall (reducing damage with an Acrobatics check) and moves adjacent to the first PC within 8 squares, running if necessary; it then uses *nightmare form* on that PC. Each round, it moves adjacent to that PC and attacks with *tail*; if the copied PC is dazed, it moves to a better adjacent

position and attacks another PC in reach of its *tail*. If the copied PC falls unconscious, the purplespawn nightmare repeats this method on the nearest PC. When reduced to 28 hit points, the purplespawn nightmare attempts to flee through the nearest entrance to the cavern.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce the complexity of the skill challenge by 1 (requiring only 4 successes).

Six PCs: Increase the complexity of the skill challenge by 1 (requiring 8 successes).

ENDING THE ENCOUNTER

If the PCs completed the skill challenge and defeated the creatures, read or paraphrase the following:

Having solved the puzzle and survived the attacks of both the puzzle's massive guardian and Conquest's servant, you have retrieved the last remaining copy of a ritual that will diminish the morale of an opposing army.

Also, the PCs discover a letter stored with the ritual book. Distribute **Player Handout 2**.

If the PCs failed to complete the skill challenge (whether by gaining 3 failures or by fleeing the combat), read or paraphrase the following:

Although you failed to retrieve the ritual, you can rest assured that the cave-in has destroyed the puzzle and that the Queen of Thorns will not be able to use the ritual against Cormyr in the coming war.

PCs can use a teleportation ritual to return to Suzail, or they are teleported to Conquest after seven hours if they decide to try to walk back to the surface.

EXPERIENCE POINTS

The PCs earn 640/640 XP each for defeating the enemies and 480/640 XP each for completing the skill challenge.

TREASURE

If the PCs succeeded at the skill challenge, they discover that the ritual book contains the legendary ritual (which they cannot perform on their own).

In addition, the PCs can bring back the tusks of the stentorian mammoth to Suzail and sell them for 600/2500 gp per PC.

ENCOUNTER 3A: SHAKE, RATTLE, AND ROLL STATISTICS (BOTH TIERS)

Stentorian Mammoth (level 15) Huge elemental beast (mount)	Level 15 Brute XP 1200
Initiative +5 Senses Perception +9	
HP 182; Bloodied 91	
AC 27; Fortitude 31, Reflex 22, Will 26	
Resist 10 thunder	
Speed 8 (earth walk)	
m Gore (standard; at-will)	
Reach 2; +20 vs. AC; 3d10 + 9 damage.	
M Stamp (standard; at-will) ♦ Thunder	
+18 vs. Fortitude; 2d8 + 9 damage plus 1d6 thunder damage, and the target is knocked prone.	
M Deafening Trample (standard; recharges when the stentorian mammoth is first bloodied or when it takes thunder damage)	
The stentorian mammoth moves 8 squares and can move through enemy-occupied spaces, making one stamp attack against each of those enemies.	
M Tusk Toss (standard; recharge 4-6)	
Reach 2; +18 vs. Fortitude; 2d10 + 4 damage, and the mammoth slides the target 5 squares. The target falls from a height of up to 30 feet (6 squares) into the space where it ends the slide and takes falling damage, if applicable.	
Resonant Charge (while mounted by a friendly rider of 17th level or higher; at will)	
When charging, the stentorian mammoth can use <i>deafening trample</i> or <i>tusk toss</i> instead of a melee basic attack. After the mammoth's attack, its rider makes a melee basic attack as a free action.	
Earthbound Footing	
When an effect pulls, pushes, or slides the stentorian mammoth, the mammoth moves 2 squares less than the effect specifies. The mammoth can make a saving throw to avoid being knocked prone.	
Alignment Unaligned Language -	
Str 30 (+17) Dex 10 (+7) Wis 18 (+11)	
Con 22 (+13) Int 2 (+3) Cha 9 (+6)	

Note: Nyfellar mammoth - changed to fit an Underdark setting (energy types & terrain walk). Updated damage.

Cave-In Hazard	Level 13 Lurker XP 800
A disruption of some sort sets off a chain reaction that doesn't end until all the room is covered in rubble.	
Hazard: When triggered, rocks and debris fall from above to fill the area with attacks. It attacks a different part of the area each turn, on its initiative.	
Perception	
♦ DC 31: The character sees that the ceiling appears unstable.	
Additional Skill: Dungeoneering	
♦ DC 26: Same as for Perception, above.	
Initiative +6	
Trigger	
The trigger for a cave-in can be random, caused by the actions of others, or timed. When triggered, the cave-in rolls initiative. Between the trigger and the cave-in's attack, characters in the area know that a cave-in is beginning. On its turn, the cave-in attacks a random square within the encounter area.	
Attack	
Standard Action	Close burst 1
Targets: All creatures in burst	
Attack: +16 vs. Reflex	
Hit: 2d12 + 8 damage	

Miss: Half damage.
Effect: The burst area becomes difficult terrain.
Sustain Standard: The cave-in attacks each round, targeting a different square.
Countermeasure
♦ A character who makes a DC 31 Dungeoneering check as a minor action can determine the square the trap will attack on its next turn.

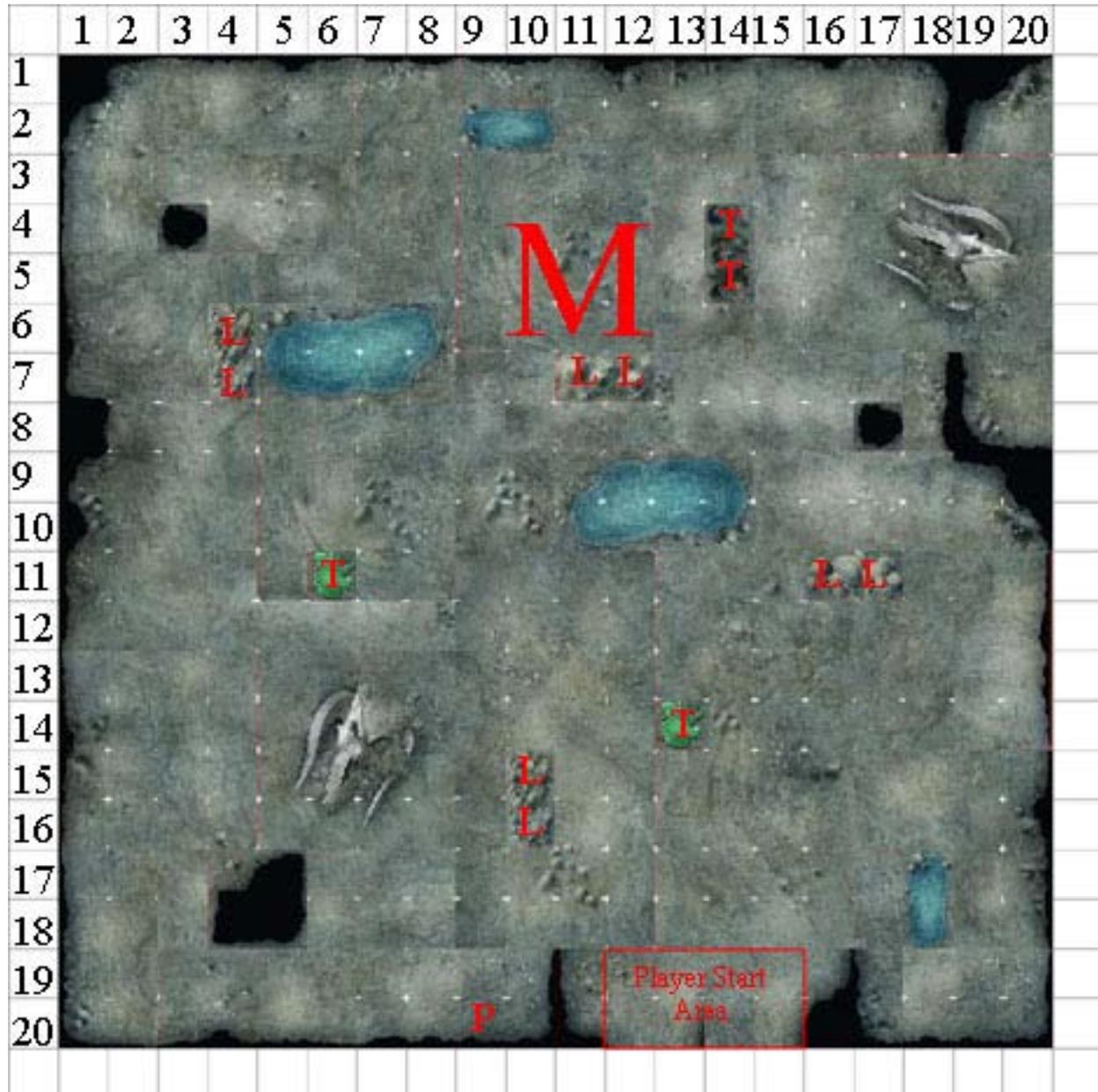
Purplespawn Nightmare (level 15) Medium natural humanoid (reptile)	Level 15 Lurker XP 1200
Initiative +16 Senses Perception +7; darkvision	
HP 116; Bloodied 58	
Regeneration 10 (if the purplespawn nightmare takes radiant damage, regeneration does not function until the end of its next turn)	
AC 28; Fortitude 27, Reflex 28, Will 26; see also <i>psychic edge</i>	
Resist 10 psychic	
Speed 6, climb 6 (spider climb)	
m Longsword (standard; at-will) ♦ Weapon	
+20 vs. AC; 3d6 + 13 damage.	
M Tail (standard; at-will) ♦ Sleep	
Reach 2; +20 vs. AC; 4d6 + 13 damage, and the target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is dazed and slowed (save ends both). <i>Second Failed Saving Throw:</i> The target falls unconscious (save ends).	
Nightmare Form (standard; at-will) ♦ Polymorph	
The purplespawn nightmare can alter its physical form to appear as an enemy of its choice. While the nightmare is adjacent to that enemy, roll 1d20 whenever a melee or ranged attack targets the nightmare. On a roll of 10 or higher, the attack instead targets the copied enemy. The copied enemy's attacks are not subject to this effect.	
Nightmarish Torment ♦ Psychic	
If the purplespawn nightmare's melee attack hits an enemy it is copying with <i>nightmare form</i> or a sleeping target, that target takes ongoing 10 psychic damage (save ends) in addition to the attack's other effects.	
Psychic Edge	
A purplespawn nightmare gains a +4 bonus to all defenses against attacks from enemies that are taking ongoing psychic damage.	
Alignment Evil Languages Common, Deep Speech, Draconic	
Skills Acrobatics +18, Bluff +18, Stealth +18, Thievery +18	
Str 19 (+12) Dex 20 (+13) Wis 11 (+8)	
Con 20 (+13) Int 13 (+9) Cha 20 (+13)	
Equipment longsword	

If the curse of the Harbinger of Destruction is extant, the cave-in's attack is burst 2 instead of burst 1.

ENCOUNTER 3A: SHAKE, RATTLE, AND ROLL MAP

TILE SETS NEEDED

Lost Caverns of the Underdark x2



ENCOUNTER 3B: NO CARD CATALOGUE

**SKILL CHALLENGE LEVEL 14/16,
COMPLEXITY 2 (2000/2800 XP)**

SETUP

The PCs intend to enter the sealed archives of Vangerdahast, the Mage Royal of Cormyr until just before the Spellplague, in order to seek the scattered pieces of a ritual to create a large zone of earthbinding. Vangerdahast's libraries have been sealed to prevent the release of unpredictable forces following the Spellplague's upheaval of magic in the Realms.

At the east end of the Royal Court buildings, you locate the Mage Royal's tower. Your research tells you that to access Vangerdahast's notes on the earthbinding ritual, you need to locate and bypass the arcane seals on his libraries. You'll recognize the doors by his arcane sigil: three upright triangles floating in a blue flame, all alight in the palm of an open human hand.

Before the PCs begin the skill challenge, they may want to purchase a scroll of the Knock ritual. Suggest this to any PC with the Ritual Caster feat who is trained in Arcana. They can easily find one in Suzail for the market price of 175 gp.

SKILL CHALLENGE: BREAK AND ENTER

Goal: The PCs attempt to gain access to the sealed libraries, locate the legendary Mage Royal's notes on the ritual, and assemble them into a complete whole.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Arcana, Athletics, Bluff, Diplomacy, History, Perception, Religion, Stealth, Thievery

Other Skills: Nature

Victory: The PCs gain access to the sealed archives and assemble all the pieces of the ritual, making it available to the crown in the coming conflict.

Defeat: The PCs are thwarted in their attempts and are not able to recover the ritual before Conquest's agents make it impossible.

SCENE 1: CITIZENS ON PATROL

The PCs must bypass the guards who patrol this section of the Mage Royal's tower. Currently on patrol are Tarl Silverflow, a monk, and Arterich Stonehew, a paladin of

Selûne, both male humans. The PCs can gain a maximum of 1 success in this scene; the scene takes one hour.

Athletics DC 21/22 (1 success, 1 maximum)

Group check. The PCs climb to a hard-to-see spot and wait for the patrolling guards to pass them by. If at least half of the PCs succeed, they earn a success and proceed to Scene 2; if not, they are spotted in the attempt and suffer a -2 penalty to further checks in this scene.

Bluff, Diplomacy or Intimidate DC 21/22 (1 success, 1 maximum)

The PC manages to convince the guards that they have been granted access to Vangerdahast's libraries.

Stealth DC 21/22 (1 success, 1 maximum)

Group check. If at least half of the PCs succeed on this check, they sneak past the guards to gain access to the tower; if not, they arouse suspicions and suffer a -2 penalty to further checks in this scene.

Stealth DC 29/31 (1 success, 1 maximum)

The PC sneaks past the guards and temporarily incapacitates them. This grants the whole party access to the tower, but gives them a -2 penalty to skill checks in Scene 3 as Conquest's agent can interfere without fear of being caught by the guards from behind.

Holy Speech (special)

If a PC uses the benefit of this feat in this scene, it is an exception to the maximum of 1 success for this scene. The guards not only grant them access to the tower, but also point out some details of the archive's defenses, reducing the number of successes required in Scene 2 by 1.

Permission (special)

The PCs can seek out Krimnos, Lord Erzoured's vizier, to gain permission to enter Vangerdahast's libraries. This earns them 3 automatic successes for the skill challenge and bypasses Scene 2, but the PCs suffer a -4 penalty to all skill checks in Scene 3 as Conquest's agent knows exactly what the party is doing and how to complicate their efforts.

SCENE 2: GET A FOOT IN THE DOOR

The PCs must activate two hidden switches to unseal the door. When the door is touched, beams of arcane energy rain down on the party and a repulsor field pushes them away; while the defenses are active, the switches are highlighted by arcane light. Any PC may choose not to participate in this scene (hiding down the

hall) in order to not risk losing healing surges. The PCs can gain a maximum of 2 successes in this scene; the scene takes no time.

Arcana DC 21/22 (trained only; 1 success, 2 maximum)

The PC manipulates the arcane seal to partially release the lock and dissipate the defenses. A failed check requires a group Acrobatics check.

Acrobatics DC 21/22 (group; 1 success, 2 maximum)

Requires a failed Arcana or Thievery check to unlock. The PC acts quickly to dodge around the arcane defenses of the seal and trigger a failsafe switch revealed when the defenses activate. If at least one PC's Acrobatics check succeeds, the Arcana or Thievery check does not count as a failure toward the skill challenge and the PCs earn a success. A failed Acrobatics check does not count as a failure toward the skill challenge, but each PC who fails this check loses a healing surge as the arcane rays strike the intruder.

Endurance DC 21/22 (1 success, 2 maximum)

The PC approaches the door, undaunted by the arcane defenses, and pushes through the repulsor field to activate one of the switches. All PCs participating in this scene lose one healing surge.

Perception DC 21/22 (0 successes, special)

The PC spots one of the switches and points it out. Unlocks the use of Thievery for one success.

Thievery DC 21/22 (1 success, 2 maximum)

Requires a successful Perception check. The PC manipulates the switch using deft hands and delicate tools. A failed check requires a group Acrobatics check (see above).

Thievery DC 29/31 (2 successes, 2 maximum)

The PC treats the arcane ward like a trap, either disabling it entirely or delaying it for long enough to enter the archives. If the PC delays the trap, they must repeat the check after Scene 3 or all PCs lose 1 healing surge as the ward triggers on the way out, but they also gain a +2 bonus to all checks in Scene 3 since Conquest's agent is deterred from interfering by the ward. If the PC does not succeed on this check, treat it as a single failure, requiring a group Acrobatics check (see above).

Knock (1 or 2 successes, 2 maximum)

The PCs perform the Knock ritual to open the seals, allowing two Arcana checks, each DC 21/22. The lead

PC gains a +5 bonus to the check as per the Knock ritual's description.

SCENE 3: JIGSAW

The PCs must scour the vast quantity of tomes in the archives to find the pieces of the ritual. Conquest's agent is interfering with their search through magical means, but because the archives are covered in a permanent Forbiddance ritual, scrying on the PCs is impossible. Proceed to Scene 4a unless the PCs use a Religion check to finish this scene, in which case proceed to Scene 4b. The PCs can gain a maximum of 2 successes in this scene; the scene takes one hour.

Arcana DC 21/22 (1 success, 2 maximum)

The PC works through the arcanists' notes, thinking like they did, to find a piece of the ritual.

History DC 21/22 (1 success, 2 maximum)

The PC discovers a description of the actions involved during previous uses of the ritual; the PCs discern part of the ritual's components and actions.

Perception DC 21/22 (0 successes, special)

Not available if the PCs delayed the ward's activation in Scene 2. On guard against meddlers, the PC hears muttering at the door of the archive and investigates, disrupting Conquest's agent's attempts to interfere. The PCs gain a +2 bonus to skill checks in this scene.

Religion DC 29/31 (2 successes, 2 maximum)

The PC recalls a cipher used by devotees of Mystra and discovers in some religious tracts the location of a complete copy of the ritual in the archives. Unlocks Scene 4b.

SCENE 4A: PUTTING IT ALL TOGETHER

After the PCs have gained enough pieces of the ritual, they must work to assemble a complete copy of the ritual. The PCs can gain a maximum of 1 success in this scene; the scene takes no time.

Arcana DC 29/31 (trained only; 1 success, 1 maximum)

All PCs may assist, trained or untrained. The PC examines the discovered pieces and uses their mastery of arcane knowledge to fill in the gaps.

Pay a Sage (1 success, 1 maximum)

The PCs seem baffled by the pieces of the ritual, so they decide to pay an expert in the field to put it together. Blayne Coppervine is a gnomish sage near the Mage Royal's tower who is known for her expertise in law,

religion, and the arcane. Her services can be purchased for a total fee equal to 200 gp per PC.

SCENE 4B: THE HIDDEN CACHE

The PCs have used their master knowledge of religion in Scene 3 and discovered a hidden copy of the complete ritual; now they must access it. The PCs may gain a maximum of 1 success in this scene; the scene takes no time.

Thievery DC 21/22 (1 success, 1 maximum)

The PC works the complicated mechanisms hidden in the archive to open the secret compartment in which the ritual is hidden.

Mage Hand or similar (1 success, 1 maximum)

The PC reaches far above the party to bring down the completed copy of the ritual.

SCENE 5: A SPARK OF INTERFERENCE

Conquest's agent, unable to prevent the PCs' acquisition of the earthbinding ritual, would rather destroy it than allow it to be used against the Queen of Thorns. Tailing the PCs, the agent attempts to destroy the ritual by setting it aflame with a minor spell. If the curse of the Harbinger of Destruction is extant, increase the DC of the Nature and Arcana checks in this scene by 5. The PCs cannot gain a success in this scene; the scene takes no time.

Note that if the ritual is hidden in an extra-dimensional space (such as a *bag of holding*) the agent cannot destroy the ritual and the PCs automatically succeed at this scene.

Acrobatics DC 21/22 (0 successes, special)

The PC is able to act quickly to put out the fire before it consumes the ritual and without destroying the pages and ink with which it was recorded. The PCs can gain failures for the skill challenge with this skill.

Arcana DC 21/22 (trained only; 0 successes, special)

The PC is able to speak a few arcane words to counteract the agent's spell as it is being cast, protecting the ritual from any damage. The PCs can gain failures for the skill challenge with this skill.

Passive Perception DC 21/22 (0 successes, special)

The PC is able to detect the agent's spellcasting before the spell is completed. Unlocks the use of Arcana above for any PC to attempt.

ENDING THE ENCOUNTER

Conquest's agent uses magic to attempt to elude the PCs. If they manage to track her down, she is aware of what she's done, but has no idea who the PCs are or what gave her the idea to thwart their efforts.

If the PCs manage to obtain a complete copy of the ritual and avoid Conquest's agent attempts to destroy it, make sure to include the earthbinding ritual in story award **CORM19 Standing Together**.

The PCs may decide to abandon this path before completing the skill challenge, or they may fail the skill challenge; if so, only count the time used in the scenes they reached against the seven hours available in Encounter 3.

EXPERIENCE POINTS

The PCs gain 400/560 XP each for completing the skill challenge.

TREASURE

PCs do not gain any treasure in this encounter.

ENCOUNTER 3c: A ROSE AMONG THORNS

SKILL CHALLENGE LEVEL 13/15, COMPLEXITY 1 (800/1200 XP)

SETUP

The PCs are seeking out an artifact that has been under the Obarskyr's noses for centuries, a rosebush which secures the bearer's loyalty to the Cormyrian royal family.

Heading into the vast Floral Gardens outside the Royal Palace, you wonder how you'll ever find the Dragon Rose amongst the countless shrubs maintained here in Suzail. Perhaps the gardener could help you to find this magical shrubbery.

If the curse of the Harbinger of Pestilence is extant, the PCs, upon completing the skill challenge, discover that the Dragon Rose is covered in a swarm of aphids and beetles. The Dragon Rose is in danger and must receive immediate attention from the royal gardeners. In this case, do not include the Dragon Rose in story award **CORM19 Standing Together** unless the PCs display mastery of the natural world (see Scene 2, DC 29/30 Nature check).

SKILL CHALLENGE: A SHRUBBERY!

Goal: The PCs are attempting to locate a magical rosebush, the Dragon Rose, in the Royal Gardens.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Arcana, Athletics, Diplomacy, Endurance, History, Intimidate, Streetwise

Other Skills: Insight, Nature

Victory: The PCs have located the Dragon Rose in question.

Defeat: The PCs have not been able to track down enough information to distinguish the Dragon Rose from ordinary floral shrubs.

SCENE 1: X MARKS THE SPOT

The PCs must locate the Dragon Rose. The PCs can gain a maximum of 2 successes in this scene; the scene takes one hour.

Arcana DC 20/22 (trained only; 1 success, 2 maximum)

The PC detects the source of a powerful magic, despite the vast area covered by the Floral Gardens.

Diplomacy DC 20/22 (1 success, 2 maximum)

The PC speaks with Roger, the gardener and keeper of the shrubbery, to discover that he can point them in the direction of an oddly ageless and slow-growing rosebush. Roger accompanies the PCs upon achieving a second success.

History DC 20/22 (1 success, 2 maximum)

The PC calls to mind a map of the royal gardens, narrowing down the possible locations of the Dragon Rose.

Insight DC 20/22 (0 successes, special, passive)

The PC realizes that Roger is not a strong-willed fellow and easily submits to Intimidate, but Diplomacy garners far superior aid.

Intimidate DC 14/15 (1 success, 1 maximum)

Removes the option of using Diplomacy. The PC can easily frighten Roger into pointing the party in the right direction, but he is too shaky to be specific or to accompany them.

Streetwise DC 29/31 (1 success, 2 maximum)

The PC seeks the word on the street about a rare rosebush in the Royal Gardens, but it's an uncommon citizen who has frequented there often enough to comment.

SCENE 2: A STICKY SITUATION

Having located the Dragon Rose, the PCs must gain access to obtain a bloom; the bush is surrounded by a labyrinthine hedge of thorny roses. The PCs can gain a maximum of 2 successes in this scene; the scene takes no time.

Acrobatics DC 20/22 (1 success, 2 maximum)

The PC makes a narrow ramp over a portion of the hedge with a wooden beam, walking and balancing closer to the center of the maze.

Athletics DC 20/22 (1 success, 2 maximum)

The PC leaps safely over a section of the maze.

Endurance DC 20/22 (1 success, 2 maximum)

The PC simply pushes through the maze hedge, withstanding the pokes and scratches of the thorns. A failed check causes the PC to lose a healing surge (barring a successful Heal check).

Nature DC 20/22 (0 successes, special)

The PC deduces that the Dragon Rose blooms incredibly slowly. Taking roses now means there will likely be a shortage of blossoms when the Queen of Thorns arises.

Nature DC 29/31 (0 successes, special)

In the case that the curse of Pestilence is in effect, the PC realizes the danger to the Dragon Rose and can inform Roger and others about how to care for the bush to ensure its survival. Despite the lack of blooms now, the gardener is able to remove the pests and encourage some blooms in the coming weeks before the Queen of Thorns arrives; include the Dragon Rose in story award **CORM19 Standing Together**.

Intelligence check DC 14/15 (2 successes, 2 maximum)

The PC simply walks the labyrinth and arrives at the center to find the Dragon Rose.

Flight, Phasing, etc. (2 success, 2 maximum)

The PC flies over the hedge or passes through it to reach the center of the maze and find the Dragon Rose.

ENDING THE ENCOUNTER

If the Dragon Rose is not affected by the curse of Pestilence, the PCs have two choices for how to use its blooms:

- The PCs may take roses from the bush to give to NPCs or to wear. Any PC or NPC who possesses a Dragon Rose bloom is immune to Conquest's influence and resistant to any domination powers used in Encounter 4. In this case, do not include the Dragon Rose in story award **CORM19 Standing Together**. There are a total of three blooms available for the PCs' use.
- The PCs may allow the bush to continue blooming, making sure there are blossoms available to aid in the final fight against the Queen of Thorns. (In other words, the PCs get no benefit in this adventure, but can expect a larger benefit in the next adventure.)

EXPERIENCE POINTS

The PCs gain 160/240 XP each for completing the skill challenge.

TREASURE

The PCs do not gain any treasure in this encounter.

ENCOUNTER 3D: CONTAGION CONTAINED

ENCOUNTER LEVEL 15/16 (5200/6000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 white slaad (W)
- 2 chaos phage swarms (level 13) (S)
- 1 gray slaad havoc (level 13) (G)

This encounter includes the following creatures at the high tier:

- 1 white slaad (W)
- 2 chaos phage swarms (level 14) (S)
- 1 gray slaad havoc (G)

The *royal wand of wonder* was locked away in a sealed chamber in the Elemental Chaos after the Spellplague for fear of an item of chaos being used after the old magics ceased functioning properly. A permanent portal was created between the chamber and the Citadel of the Purple Dragon and keyed to recipients of a particular ritual. Captured slaad were sealed in the chamber to deter idle investigation. The current keeper of the ritual is a bard named Cane Teller who gladly performs the ritual in the service of the crown.

Behind the walls of the Citadel of the Purple Dragon lies a portal that leads to a chamber in the Elemental Chaos. In this chamber lies a wand of wonder guarded by denizens of that plane. Cane Teller, a lorekeeper of the Purple Dragons, invites you into a circle of mystic sigils. He suggests you get comfortable for the duration of the five-hour ritual that allows you to pass through the portal.

Once the ritual is concluded, the PCs may enter the chamber and begin the combat. An agent of Conquest has been researching the portal and the access ritual in order to meddle with the PCs' progress. Each time a PC attempts to exit the map (by entering the square marked with a white X) before the slaad are defeated, roll a d6; on a roll of 6, the portal is open and remains so for one round. Otherwise, the portal is closed for that round.

FEATURES OF THE AREA

Loose Gravel: Squares on the map with small stones are difficult terrain.

Choke Frost: Squares on the map that contain "water" are filled with clouds of choke frost. This light, white mist congeals into thick ice as creatures or other sources of heat move through it. Each time a creature enters a square of choke frost, it takes a -1 cumulative penalty to speed (minimum speed 1). As a move action, a creature can negate the entire penalty. Creatures that have the cold keyword are immune to this effect.

Jade Flame: The square with a green splotch contains a tongue of jade flame. A creature that enters a square of jade flame or starts its turn adjacent to such a square takes ongoing 10 radiant damage (save ends). However, until the creature saves against the ongoing damage, it has resist fire 20.

Lava Crevasse: The opening in the cavern floor reveals a river of elemental fire that is covered in a translucent floor of magical force. The *royal wand of wonder* is floating beneath a small opening in the center of this magical floor, protected and anchored by an arcane bubble and a cloud of coins and gems (see Treasure). Anyone on the edge of the crevasse can reach into the fire river to retrieve the wand but suffers 30 fire damage in the process.

TACTICS

If the curse of the Harbinger of Entropy is in effect, increase the teleport distance by 2 squares of any teleport in this encounter.

Except for the gray slaad havoc closest to the PCs, the other creatures remain at their starting positions and ready actions until they are triggered by the PCs' proximity. The slaads work to provide each other advantages in combat when possible although the individual's survival is its first priority.

The gray slaad havocs attack with *havoc bolt*, teleporting and using *reality shift* to keep themselves out of melee range.

The chaos phage swarms ready *swarm swell* to use against the first enemy to come within range, and then attack relentlessly with *a thousand tiny bites* without regard for their own safety.

The white slaad readies *temporal split* to use when any enemy is adjacent to it. It uses five of its temporal replicas to surround the triggering PC, sending one replica away from melee to lead the PCs further into the cavern. When the last temporal replica is destroyed, it appears adjacent to a ranged attacker if possible, attacking with *probability claw* then spending its action point to use *temporal split*. It uses *temporal split* one final

time during its first turn after becoming bloodied. The white slaad teleports into a flank whenever it does not have combat advantage against a target and can gain it by doing so.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one chaos phage swarm.

Six PCs: Add another gray slaad havoc.

ENDING THE ENCOUNTER

It is possible for the PCs to obtain the *royal wand of wonder* and flee the combat before defeating the slaads. If they choose this avenue, award experience as though they had defeated the creatures; the PCs have accomplished their goal of retrieving the artifact.

If the curse of the Harbinger of Madness is in effect, treat the initial stage of chaos phage as identical to the first worse stage. The PC still can be cured with one Endurance check and needs two failed Endurance checks to reach the final state, but any PC who contracts chaos phage takes the Will penalty immediately and succumbs to madness while bloodied.

EXPERIENCE POINTS

The PCs earn 1040/1200 XP each for defeating the creatures in this encounter.

TREASURE

The *royal wand of wonder* draws to it all the scattered wealth of those who previously attempted to retrieve the wand; these coins and gems follow the PC while in the Elemental Chaos in an odd sort of parade. The portal dumps these riches, totaling 600/2500 gp per PC at the PC's feet when they return to the Citadel of the Purple Dragon.

ENCOUNTER 3D: CONTAGION CONTAINED (LOW LEVEL)

White Slaad	Level 16 Elite Lurker
Medium elemental humanoid	XP 2800
Initiative +16 Senses Perception +14; low-light vision	
HP 248; Bloodied 124	
AC 29; Fortitude 29, Reflex 27, Will 26	
Immune chaos phage	
Saving Throws +2	
Speed 6, teleport 4	
Action Points 1	
m Probability Claw (standard; at-will) ♦ Disease	
+21 vs. AC; 3d6 + 13 damage, and the target is dazed until the end of the white slaad's next turn and is exposed to the chaos phage.	
Temporal Split (standard; recharges when first bloodied or when the white slaad spends an action point)	
The white slaad splinters into six white slaad temporal replicas, each appearing in an unoccupied space within 5 squares of the white slaad's previous space. The white slaad disappears, and it cannot attack or be attacked until it reappears. The temporal replicas thereafter act on the white slaad's initiative count. When the last temporal replica has been reduced to 0 hit points, the white slaad reappears within 5 squares of the space occupied by that replica and can act normally on its next initiative count. See also <i>advantage of time</i> .	
Advantage of Time	
Whenever a white slaad reappears after its temporal replicas have been reduced to 0 hit points, all enemies it can see grant it combat advantage until the end of its next turn.	
Combat Advantage	
A white slaad deals 2d6 extra damage against any creature granting combat advantage to it. In addition, that creature is dazed (save ends) instead of dazed until the end of the white slaad's next turn.	
Alignment Chaotic Evil Languages Common, Primordial	
Skills Athletics +18, Stealth +17	
Str 20 (+13)	Dex 19 (+12) Wis 13 (+9)
Con 22 (+14)	Int 7 (+6) Cha 14 (+10)

White Slaad Temporal Replica	Level 16 Minion
Medium elemental humanoid	XP 0
Initiative +16 Senses Perception +14; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 29, Reflex 27, Will 26	
Speed 6, teleport 4	
m Probability Claw (standard; at-will)	
+21 vs. AC; 8 damage, and the target is dazed until the beginning of the white slaad temporal replica's next turn.	
Combat Advantage	
A white slaad temporal replica deals 2 extra damage against any creature granting combat advantage to it.	
Alignment Chaotic Evil Languages Common, Primordial	
Str 20 (+13)	Dex 19 (+12) Wis 13 (+9)
Con 22 (+14)	Int 7 (+6) Cha 14 (+10)

Chaos Phage Swarm (level 13)	Level 13 Brute
Medium elemental beast (swarm)	XP 800
Initiative +10 Senses Perception +9; blindsight 10	
Swarm Attack (Disease) aura 1; each enemy that starts its turn within the aura takes 7 damage and is exposed to chaos phage.	
HP 161; Bloodied 80; see also death burst	
AC 25; Fortitude 27, Reflex 25, Will 24	
Immune chaos phage; Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks	
Speed fly 6 (hover)	
m A Thousand Tiny Bites (standard; at-will) ♦ Disease	
+14 vs. Fortitude; 2d10 + 5 damage, and the target is exposed to chaos phage.	
M Swarm Swell (standard; recharge 5-6) ♦ Disease	
Reach 2; +14 vs. Fortitude; 2d10 + 5 damage, ongoing 10 damage (save ends), and the target is exposed to chaos phage.	
C Death Burst (when reduced to 0 hit points) ♦ Disease	
The chaos phage swarm explodes in a burst of diseased matter: Close burst 2; +14 vs. Reflex; ongoing 10 damage (save ends), and the target is exposed to chaos phage.	
Alignment Chaotic Evil Languages -	
Str 20 (+11)	Dex 18 (+10) Wis 16 (+9)
Con 21 (+11)	Int 1 (+1) Cha 3 (+2)

Gray Slaad Havoc (level 13)	Level 13 Artillery (Leader)
Medium elemental humanoid	XP 800
Initiative +9 Senses Perception +10; low-light vision	
HP 104; Bloodied 52	
AC 25; Fortitude 25, Reflex 26, Will 24	
Immune chaos phage	
Speed 6, teleport 6	
m Havoc Claw (standard; at-will) ♦ Disease	
+20 vs. AC; 2d8 + 5 damage, the gray slaad havoc slides the target 2 squares, and the target is exposed to the chaos phage.	
R Havoc Bolt (standard; at-will)	
Ranged 20; +18 vs. Reflex; 3d6 + 11 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.	
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; Recharge 4-6)	
Close burst 20; targets the triggering attacker; +18 vs. Will; the triggering attack instead targets one of the target's allies of its choice.	
C Reality Shift (move; at-will) ♦ Teleportation	
Close burst 10; targets one creature in burst; +18 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.	
Alignment Chaotic Evil Languages Common, Primordial	
Skills Athletics +13, Stealth +14	
Str 14 (+8)	Dex 17 (+9) Wis 19 (+10)
Con 20 (+11)	Int 23 (+12) Cha 16 (+9)

Chaos Phage	Level 16 Disease	Endurance improve DC 25, maintain DC 20, worsen DC 19
The target is cured.	< Initial Effect: A slaad embryo is implanted in the target.	> Final State: The target dies, and a slaad tadpole burrows out of its skull.
	< >	>
		The target takes a -2 penalty to Will. While bloodied, the target succumbs to madness and attacks the nearest creature.

ENCOUNTER 3D: CONTAGION CONTAINED (HIGH LEVEL)

White Slaad	Level 16 Elite Lurker
Medium elemental humanoid	XP 2800
Initiative +16 Senses Perception +14; low-light vision	
HP 248; Bloodied 124	
AC 29; Fortitude 29, Reflex 27, Will 26	
Immune chaos phage	
Saving Throws +2	
Speed 6, teleport 4	
Action Points 1	
m Probability Claw (standard; at-will) ♦ Disease	
+21 vs. AC; 3d6 + 13 damage, and the target is dazed until the end of the white slaad's next turn and is exposed to the chaos phage.	
Temporal Split (standard; recharges when first bloodied or when the white slaad spends an action point)	
The white slaad splinters into six white slaad temporal replicas, each appearing in an unoccupied space within 5 squares of the white slaad's previous space. The white slaad disappears, and it cannot attack or be attacked until it reappears. The temporal replicas thereafter act on the white slaad's initiative count. When the last temporal replica has been reduced to 0 hit points, the white slaad reappears within 5 squares of the space occupied by that replica and can act normally on its next initiative count. See also <i>advantage of time</i> .	
Advantage of Time	
Whenever a white slaad reappears after its temporal replicas have been reduced to 0 hit points, all enemies it can see grant it combat advantage until the end of its next turn.	
Combat Advantage	
A white slaad deals 2d6 extra damage against any creature granting combat advantage to it. In addition, that creature is dazed (save ends) instead of dazed until the end of the white slaad's next turn.	
Alignment Chaotic Evil Languages Common, Primordial	
Skills Athletics +18, Stealth +17	
Str 20 (+13)	Dex 19 (+12) Wis 13 (+9)
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White Slaad Temporal Replica	Level 16 Minion
Medium elemental humanoid	XP 0
Initiative +16 Senses Perception +14; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 29, Reflex 27, Will 26	
Speed 6, teleport 4	
m Probability Claw (standard; at-will)	
+21 vs. AC; 8 damage, and the target is dazed until the beginning of the white slaad temporal replica's next turn.	
Combat Advantage	
A white slaad temporal replica deals 2 extra damage against any creature granting combat advantage to it.	
Alignment Chaotic Evil Languages Common, Primordial	
Str 20 (+13)	Dex 19 (+12) Wis 13 (+9)
Con 22 (+14)	Int 7 (+6) Cha 14 (+10)

Chaos Phage Swarm (level 14)	Level 14 Brute
Medium elemental beast (swarm)	XP 1000
Initiative +11 Senses Perception +10; blindsight 10	
Swarm Attack (Disease) aura 1; each enemy that starts its turn within the aura takes 8 damage and is exposed to chaos phage.	
HP 161; Bloodied 85; see also death burst	
AC 26; Fortitude 28, Reflex 26, Will 25	
Immune chaos phage; Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks	
Speed fly 6 (hover)	
m A Thousand Tiny Bites (standard; at-will) ♦ Disease	
+15 vs. Fortitude; 2d10 + 6 damage, and the target is exposed to chaos phage.	
M Swarm Swell (standard; recharge 5-6) ♦ Disease	
Reach 2; +15 vs. Fortitude; 2d10 + 6 damage, ongoing 10 damage (save ends), and the target is exposed to chaos phage.	
C Death Burst (when reduced to 0 hit points) ♦ Disease	
The chaos phage swarm explodes in a burst of diseased matter: Close burst 2; +15 vs. Reflex; ongoing 10 damage (save ends), and the target is exposed to chaos phage.	
Alignment Chaotic Evil Languages -	
Str 20 (+12)	Dex 18 (+11) Wis 16 (+10)
Con 21 (+12)	Int 1 (+2) Cha 3 (+3)

Gray Slaad Havoc	Level 15 Artillery (Leader)
Medium elemental humanoid	XP 1200
Initiative +10 Senses Perception +11; low-light vision	
HP 116; Bloodied 58	
AC 27; Fortitude 27, Reflex 28, Will 26	
Immune chaos phage	
Speed 6, teleport 6	
m Havoc Claw (standard; at-will) ♦ Disease	
+22 vs. AC; 2d8 + 6 damage, the gray slaad havoc slides the target 2 squares, and the target is exposed to the chaos phage.	
R Havoc Bolt (standard; at-will)	
Ranged 20; +20 vs. Reflex; 3d6 + 13 damage, and the gray slaad havoc slides the target 3 squares. If the attack scores a critical hit, the gray slaad havoc can repeat it once as a free action.	
C Fog of Chaos (immediate interrupt, when hit by a ranged attack; Recharge 4-6)	
Close burst 20; targets the triggering attacker; +20 vs. Will; the triggering attack instead targets one of the target's allies of its choice.	
C Reality Shift (move; at-will) ♦ Teleportation	
Close burst 10; targets one creature in burst; +20 vs. Will (no attack roll required against an ally); the gray slaad havoc teleports the target to any space within the burst.	
Alignment Chaotic Evil Languages Common, Primordial	
Skills Athletics +14, Stealth +15	
Str 14 (+9)	Dex 17 (+10) Wis 19 (+11)
Con 20 (+12)	Int 23 (+13) Cha 16 (+10)

Chaos Phage	Level 16 Disease	Endurance improve DC 25, maintain DC 20, worsen DC 19
The target is cured.	< Initial Effect: A slaad embryo is implanted in the target.	> Final State: The target dies, and a slaad tadpole burrows out of its skull.
	< >	>
		The target takes a -2 penalty to Will. While bloodied, the target succumbs to madness and attacks the nearest creature.

ENCOUNTER 3D: CONTAGION CONTAINED

TILE SETS NEEDED

Lost Caverns of the Underdark x1

High- and Low-level: Red

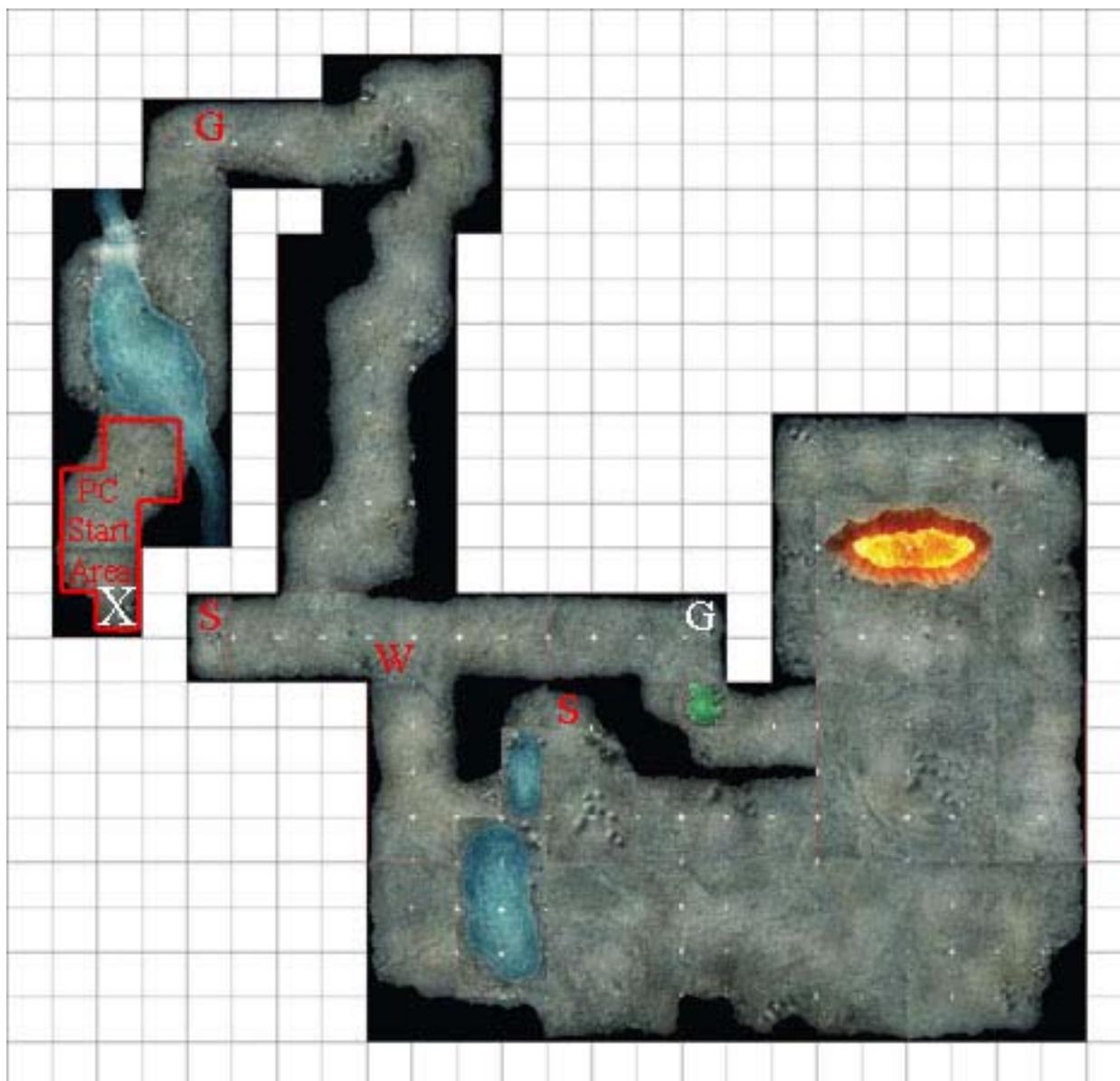
4 PCs: Remove either chaos phage swarm (S)

6 PCs: Red and White

G = Gray Slaad Havoc

W = White Slaad

S = Chaos Phage Swarm



ENCOUNTER 3E: BLUE BLOOD

ENCOUNTER LEVEL 16/17 (7200/8400 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Taliss the Dandy, lich (L)
- 1 couatl star serpent (S)
- 1 Taliss, archmage (A)

This encounter includes the following creatures at the high tier:

- 1 Taliss the Dandy, lich (level 15) (L)
- 1 couatl star serpent (level 16) (S)
- 1 Taliss, archmage (level 17) (A)

Taliss Muirwood is a plaguechanged wizard with a split personality: Taliss the Dandy is his youth, Taliss the War Wizard is his time in service to Cormyr, and Taliss the Archmage is his current self. In CORM1-4, Taliss was escorted to one of three sites to help deal with his plaguechanged status and split personality. He was dissatisfied with having to choose, so he discovered a plaguechanged ability to copy his body, one for each personality, in order to pursue all three solutions.

Teleporting to Marsember is just the first step in your journey to find Taliss Muirwood. Navish suggested you start at the standing stones where Taliss was once headed, so it's probably best to get started on the long walk up the Starwater and into the Hermit's Woods.

The PCs may have faster means of traveling than walking, but they must travel for seven hours. The "standing" stones migrate magically to protect their powers. Even PCs who have been there before must search for them.

When they arrive at the standing stones, they discover three versions of Taliss. The Dandy has become a lich to prevent his elders from pulling his personality back into their minds, and the War Wizard has pursued transmutation as a way to escape the depressing confines of this world and become an immortal in the Astral Sea. The Archmage is trying to convince the others that they belong together and this temporary separation of selves is an unsafe solution in the long term. They have come together because an agent of Conquest told the Archmage that a powerful

group who hunt the plaguechanged intended to pick each of the Talisses off, one by one.

When you arrive, you find three copies of the wizard you seek. A young Taliss with a youthful look and a deathly pallor to his skin; a middle-aged Taliss with slightly feral features; and an elderly Taliss who is addressing the other two.

"The man had an honest face and an undeniable truth to his words: they planned to hunt us down, one by one. They hate us because we are plaguechanged, but the surprise is on them: we are thrice the man each of them is. But it is unsafe to stay apart; we do not know how long the gift should last and what will happen if we are apart when time runs out. Become one with me, at least until this threat has passed. Together we are stronger and can defeat these bigoted fools."

The middle-aged Taliss seems about to retort against their reunification when the young one cocks his head at an unnatural angle looks straight at you, and hisses: "They have come for us."

The Talisses are surprised when their argument is interrupted and immediately attack the intruders, assuming that the PCs intend to kill them. The War Wizards transmutes himself into a couatl star serpent before combat begins.

FEATURES OF THE AREA

Assorted Difficult Terrain: The marshy ground next to the willow tree, the gravel by the PC Start Area, and the fallen tree trunk are all difficult terrain.

Boulders, Fallen Pillar, & Unfinished Obelisk: These large stones are blocking terrain (5 feet high), but can be climbed by using 2 squares of movement.

Grass Mound: The Archmage begins combat on top of a 15 feet high mound. Any creature standing on the mound can see over the standing stones to the PC start area clearly, but creatures in the stone circle have superior cover from anyone on the mound (and vice versa). It costs 3 squares of movement to move onto or off the mound.

Pond: The pond is challenging terrain, requiring a DC 22/23 Athletics check to slog through the silt on the bottom. A failed check means the character must immediately stop moving.

Standing Stones: The dark gray squares in the stone circle are blocking terrain. The light gray sections of the circle are horizontal stone beams; a Medium or small creature can pass under these unhindered, but larger creatures must squeeze to pass

through. Creatures can also stand on these light gray squares if they climb the blocking terrain (DC 25 Athletics) or find some other way to the top of the 10 feet high structures.

Trees: All trees on the map except the willow next to the pond are difficult terrain that grants total concealment to anyone standing in their square.

Willow Tree: The willow tree next to the pond grants concealment to characters in its square. The trunk at the center of the tree is blocking terrain.

TACTICS

Normally, all three Talisses choose to knock PCs unconscious if they reduce them to 0 hit points or fewer; PCs do not need to make death saving throws during this fight. However, if the curse of the Harbinger of Fury is extant, the Talisses are instead overcome with anger at being hunted and attack without regard for the safety of the PCs or the other Talisses; they attack to kill, and do not attempt to exclude their allies from their area and burst attacks.

Taliss the Dandy uses *frostburn* first, centering the burst on the closest PC, trying to avoid any allies nearby. He then uses *lich step* to move on top of the standing stones, recharging *frostburn* in the process. He uses *frostburn* whenever it is available to hamper as many melee PCs as possible; he uses *shadow ray* when *frostburn* has not yet recharged. He uses *lich step* when available to stay out of melee and recharge *frostburn*.

The couatl star serpent moves into combat as quickly as possible. When the couatl has two targets taking ongoing damage, it uses its action point to use *purifying scream* to hit as many PCs as possible. The couatl uses *couatl's radiance* to heal both allies when either one of them is bloodied and they are within 8 squares of each other.

Taliss activates *true seeing* as his first action and uses *maze of mirrors* to hit as many PCs as possible. He uses *bend perception* each round, using *dispel magic* to eliminate the first zone or conjuration a PC creates. He remains on the grass mound as long as tactically sound, using *blast of cold* and an action point to use *awestrike* the first time a PC moves adjacent.

As each one of the Talisses is defeated, a mote of blue flame burns across the air into one of the remaining Talisses. They fight until two of them are defeated and the remaining one is at one quarter of his original hit points, at which point the remaining Taliss begs forgiveness for their outburst of rage and begs for mercy. However, if the curse of the Harbinger of Fury is in effect, they fight until all are defeated.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce the level of all the enemies by one. (Subtract 1 from each defense, remove 16 hit points from each, and subtract 1 from each bonus to attack rolls).

Six PCs: Increase the level of all the enemies by one. (Add 1 to each defense, add 16 hit points to each, and add 1 to each bonus to attack rolls).

ENDING THE ENCOUNTER

If the PCs accept Taliss's surrender or knock at least one of the enemies unconscious, Taliss listens to the PCs request of service to the crown. As a former War Wizard and in gratitude for the assistance of the king with his plaguechanged curse, Taliss offers his services to Cormyr when the Queen of Thorns arises; include him in story award **CORM19 Standing Together**. Unfortunately, he has exhausted his resources for the day and is not able to assist in the confrontation with Conquest at sunset.

The lich's phylactery is stashed away with the Order of the Blue Flame in Marsember, but if all three Talisses are killed, his attitude toward the PCs and their cause is certainly not friendly. Do not include him in story award **CORM19 Standing Together**.

The PCs finish this encounter with about a half hour left before sunset. Taliss offers them sufficient arcane components (or they find them on the fallen body) to perform a teleportation ritual back to Suzail. If they choose not to teleport themselves, Conquest will do it for them when time expires.

EXPERIENCE POINTS

The PCs earn 1440/1680 XP each for defeating the enemies in this encounter.

TREASURE

The expensive, embroidered clothing of the fallen copies of Taliss is worth 600/2500 gp each.

ENCOUNTER 3E: BLUE BLOOD STATISTICS (LOW LEVEL)

Taliss the Dandy, Lich		Level 14 Elite Controller	
Medium natural humanoid (undead)		XP 2000	
Initiative +8 Senses Perception +8; darkvision			
Dandy's Will (Fear) aura 5; any enemy within the aura takes a -2 penalty to Will and to saving throws against psychic effects.			
HP 218; Bloodied 109			
Regeneration 10 (if the lich takes radiant damage, regeneration doesn't function on its next turn)			
AC 28; Fortitude 24, Reflex 28, Will 26			
Immune disease, poison Resist 10 necrotic			
Saving Throws +2			
Speed 6			
Action Points 1			
m Grasp of Enfeeblement (standard; at-will) ♦ Necrotic			
+18 vs. Fortitude; 2d10 + 7 necrotic damage, and the target is weakened until the end of the lich's next turn.			
r Shadow Ray (standard; at-will) ♦ Necrotic			
Ranged 20; +18 vs. Reflex; 3d8 + 6 necrotic damage.			
A Frostburn (standard; sustain minor, recharge 5-6) ♦ Cold, Necrotic, Zone			
Area burst 2 within 20; +18 vs. Fortitude; 4d8 + 6 cold and necrotic damage. The burst creates a zone that lasts until the end of the lich's next turn. The zone is considered difficult terrain. Any creature that starts its turn within the zone takes 10 cold and necrotic damage. The lich can sustain or dismiss the zone as a minor action.			
Indestructible			
When a lich is reduced to 0 hit points, its body and possessions crumble to dust, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is also found and destroyed.			
Lich Step (move; recharge 5-6) ♦ Teleportation			
The lich teleports up to 8 squares and recharges one encounter or recharge power (including lich step).			
Alignment Unaligned		Languages Common, Supernal	
Skills Arcana +18, History +18, Insight +13			
Str 11 (+7)		Dex 12 (+8)	
		Wis 13 (+8)	
Con 14 (+9)		Int 22 (+13)	
		Cha 18 (+11)	

Note: lich (Thayan) - swapped aura for baelnorn lich's aura and added its *grasp of enfeeblement* power; changed alignment, languages, skills, updated damage.

Couatl Star Serpent		Level 15 Elite Controller (Leader)	
Large immortal magical beast (reptile)		XP 2400	
Initiative +11 Senses Perception +18; low-light vision			
HP 286; Bloodied 143			
AC 29; Fortitude 27, Reflex 27, Will 28			
Saving Throws +2			
Speed 6, fly 8 (hover)			
Action Points 1			
m Bite (standard; at-will) ♦ Poison, Radiant			
Reach 2; +20 vs. AC; 3d6 + 5 poison and radiant damage, and the target takes ongoing 10 poison and radiant damage and is slowed (save ends both).			
M Couatl Radiance (standard; encounter) ♦ Fire, Healing, Radiant			
The couatl star serpent gains insubstantial and phasing until the end of its turn and moves 8 squares. The star serpent can move through enemies' spaces. If the star serpent moves through an ally's space, that ally regains 15 hit points and can spend a healing surge. If it passes through an enemy's space, the couatl makes an attack against that enemy: +19 vs. Will; 2d6 + 5 fire and radiant damage, and ongoing 10 fire and radiant damage (save ends). The star serpent can attack a target only once with each use of this power.			
M Righteous Coils (minor 1/round; at-will)			
Reach 2; +19 vs. Fortitude; 2d6 + 5 damage, and the target is grabbed. A creature grabbed by the couatl star serpent grants combat advantage to the star serpent, and the star serpent can move the creature without making a Strength attack.			
M Constrict (minor 1/round; at-will)			
Reach 2; targets a creature grabbed by the couatl star serpent; +19 vs. Fortitude; 3d6 + 5 damage, and the target is dazed until the end of the couatl's next turn.			
C Purifying Scream (standard; encounter) ♦ Psychic			
Close burst 5; targets enemies; +18 vs. Will; 2d10 + 6 psychic damage, and the target is dazed (save ends). If the target is taking ongoing fire, poison, or radiant damage, it is also stunned until the end of the couatl star serpent's next turn.			
Radiant Absorption ♦ Radiant			
If a couatl star serpent takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn.			
Twist Free			
A couatl star serpent makes saving throws against immobilized and restrained conditions at the start of its turn as well as at the end of its turn. In addition, a star serpent can make saving throws against immobilized and restrained conditions that do not allow a saving throw and would normally end of its turn or at the end of an enemy's turn.			
Alignment Unaligned		Languages Supernal	
Skills Arcana +17, Diplomacy +17, Insight +17			
Str 20 (+12)		Dex 18 (+11)	
		Wis 22 (+13)	
Con 15 (+9)		Int 20 (+12)	
		Cha 20 (+12)	

Note: updated damage.

ENCOUNTER 3E: BLUE BLOOD STATISTICS (LOW LEVEL, CONTINUED)

Taliss, Archmage	Level 16 Elite Controller (Leader)	
Medium natural humanoid, human	XP 2800	
Initiative +9	Senses Perception +20	
Shared Clarity aura 10; each ally within the aura gains a +2 bonus to saving throws		
HP 272; Bloodied 136		
AC 29; Fortitude 27, Reflex 27, Will 30		
Saving Throws +2		
Speed 6		
Action Points 1		
m Mystery's Touch (standard; at-will) ◆ Implement, Psychic		
+20 vs. Reflex; 2d8 + 5 psychic damage, and the target takes a -2 penalty to attack rolls against the archmage until the end of the archmage's next turn.		
R Bend Perception (standard; at-will) ◆ Illusion, Implement, Psychic		
Ranged 20; +18 vs. Will; 3d6 + 5 psychic damage, and until the end of the archmage's next turn, the target is slowed and takes a -2 penalty to attack rolls and saving throws.		
R Dispel Magic (standard; encounter) ◆ Implement		
Ranged 10; targets one conjuration or zone; +20 vs. Will defense of the target's creator; the conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.		
C Awesstrike (standard; recharge 5-6) ◆ Healing, Implement, Psychic		
Close burst 5; targets enemies; +18 vs. Will; 3d6 + 5 psychic damage, the archmage slides the target 6 squares, and the target is dazed (save ends). Effect: The archmage slides one ally in the burst 6 squares, and that ally regains 10 hit points.		
C Blast of Cold (standard; daily) ◆ Cold, Implement		
Close blast 5; targets enemies; +18 vs. Reflex; 6d6 + 7 cold damage, and the target is immobilized (save ends). Miss: Half damage, and the target is slowed (save ends).		
A Maze of Mirrors (standard; encounter) ◆ Illusion, Implement		
Area burst 1 within 10 squares; +18 vs. Will; the target is immobilized and takes a -7 penalty to attack rolls until the end of the archmage's next turn..		
Veil of Inscrutability (immediate reaction, when the archmage is missed by a melee or ranged attack; at-will)		
The archmage shifts 2 squares and gains a +2 bonus to AC and Reflex until the end of his next turn.		
True Seeing (minor; daily)		
Until the end of the encounter, the archmage gains darkvision and can see invisible creatures and objects within 10 squares that are in his line of sight. He also gains a +5 power bonus to Insight and Perception checks.		
Alignment Unaligned	Languages Common, Supernal	
Skills Arcana +20, Insight +19, Religion +20		
Str 12 (+9)	Dex 12 (+9)	Wis 22 (+14)
Con 20 (+13)	Int 24 (+15)	Cha 15 (+10)

Note: human mystagogue -added wizard template, swapped Wis & Int scores.

ENCOUNTER 3E: BLUE BLOOD STATISTICS (HIGH LEVEL)

Taliss the Dandy, Lich (level 15)		Level 15 Elite Controller	
Medium natural humanoid (undead) XP 2400			
Initiative +8		Senses Perception +8; darkvision	
Dandy's Will (Fear) aura 5; any enemy within the aura takes a -2 penalty to Will and to saving throws against psychic effects.			
HP 234; Bloodied 117			
Regeneration 10 (if the lich takes radiant damage, regeneration doesn't function on its next turn)			
AC 29; Fortitude 25, Reflex 29, Will 27			
Immune disease, poison Resist 10 necrotic			
Saving Throws +2			
Speed 6			
Action Points 1			
m Grasp of Enfeeblement (standard; at-will) ♦ Necrotic			
+19 vs. Fortitude; 2d10 + 8 necrotic damage, and the target is weakened until the end of the lich's next turn.			
r Shadow Ray (standard; at-will) ♦ Necrotic			
Ranged 20; +19 vs. Reflex; 3d8 + 7 necrotic damage.			
A Frostburn (standard; sustain minor, recharge 5-6) ♦ Cold, Necrotic, Zone			
Area burst 2 within 20; +19 vs. Fortitude; 4d8 + 7 cold and necrotic damage. The burst creates a zone that lasts until the end of the lich's next turn. The zone is considered difficult terrain. Any creature that starts its turn within the zone takes 10 cold and necrotic damage. The lich can sustain or dismiss the zone as a minor action.			
Indestructible			
When a lich is reduced to 0 hit points, its body and possessions crumble to dust, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is also found and destroyed.			
Lich Step (move; recharge 5-6) ♦ Teleportation			
The lich teleports up to 8 squares and recharges one encounter or recharge power (including lich step).			
Alignment Unaligned		Languages Common, Supernal	
Skills Arcana +18, History +18, Insight +13			
Str 11 (+7)		Dex 12 (+8)	
		Wis 13 (+8)	
Con 14 (+9)		Int 22 (+13)	
		Cha 18 (+11)	

Note: lich (Thayan) - swapped aura for baelnorn lich's aura and added its *grasp of enfeeblement* power; changed alignment, languages, skills, updated damage.

Couatl Star Serpent (level 16)		Level 16 Elite Controller	
(Leader) XP 2800			
Large immortal magical beast (reptile)			
Initiative +12		Senses Perception +19; low-light vision	
HP 302; Bloodied 151			
AC 30; Fortitude 28, Reflex 28, Will 29			
Saving Throws +2			
Speed 6, fly 8 (hover)			
Action Points 1			
m Bite (standard; at-will) ♦ Poison, Radiant			
Reach 2; +21 vs. AC; 3d6 + 6 poison and radiant damage, and the target takes ongoing 5 poison and radiant damage and is slowed (save ends both).			
M Couatl Radiance (standard; encounter) ♦ Fire, Healing, Radiant			
The couatl star serpent gains insubstantial and phasing until the end of its turn and moves 8 squares. The star serpent can move through enemies' spaces. If the star serpent moves through an ally's space, that ally regains 15 hit points and can spend a healing surge. If it passes through an enemy's space, the couatl makes an attack against that enemy: +20 vs. Will; 2d6 + 6 fire and radiant damage, and ongoing 10 fire and radiant damage (save ends). The star serpent can attack a target only once with each use of this power.			
M Righteous Coils (minor 1/round; at-will)			
Reach 2; +20 vs. Fortitude; 2d6 + 6 damage, and the target is grabbed. A creature grabbed by the couatl star serpent grants combat advantage to the star serpent, and the star serpent can move the creature without making a Strength attack.			
M Constrict (minor 1/round; at-will)			
Reach 2; targets a creature grabbed by the couatl star serpent; +20 vs. Fortitude; 3d6 + 6 damage, and the target is dazed until the end of the couatl's next turn.			
C Purifying Scream (standard; encounter) ♦ Psychic			
Close burst 5; targets enemies; +19 vs. Will; 2d10 + 7 psychic damage, and the target is dazed (save ends). If the target is taking ongoing fire, poison, or radiant damage, it is also stunned until the end of the couatl star serpent's next turn.			
Radiant Absorption ♦ Radiant			
If a couatl star serpent takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn.			
Twist Free			
A couatl star serpent makes saving throws against immobilized and restrained conditions at the start of its turn as well as at the end of its turn. In addition, a star serpent can make saving throws against immobilized and restrained conditions that do not allow a saving throw and would normally end of its turn or at the end of an enemy's turn.			
Alignment Unaligned		Languages Supernal	
Skills Arcana +18, Diplomacy +18, Insight +18			
Str 20 (+13)		Dex 18 (+12)	
		Wis 22 (+14)	
Con 15 (+10)		Int 20 (+13)	
		Cha 20 (+13)	

Note: updated damage.

ENCOUNTER 3E: BLUE BLOOD STATISTICS (HIGH LEVEL, CONTINUED)

Taliss, Archmage (level 17) Level 17 Elite Controller (Leader)
 Medium natural humanoid, human XP 3200

Initiative +10 **Senses Perception** +21
Shared Clarity aura 10; each ally within the aura gains a +2 bonus to saving throws
HP 288; **Bloodied** 144
AC 30; **Fortitude** 28, **Reflex** 28, **Will** 31
Saving Throws +2
Speed 6
Action Points 1

m Mystery's Touch (standard; at-will) ♦ **Implement, Psychic**
 +21 vs. Reflex; 2d8 + 5 psychic damage, and the target takes a -2 penalty to attack rolls against the archmage until the end of the archmage's next turn.

R Bend Perception (standard; at-will) ♦ **Illusion, Implement, Psychic**
 Ranged 20; +19 vs. Will; 3d6 + 5 psychic damage, and until the end of the archmage's next turn, the target is slowed and takes a -2 penalty to attack rolls and saving throws.

R Dispel Magic (standard; encounter) ♦ **Implement**
 Ranged 10; targets one conjuration or zone; +21 vs. Will defense of the target's creator; the conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.

C Awestrike (standard; recharge 5-6) ♦ **Healing, Implement, Psychic**
 Close burst 5; targets enemies; +19 vs. Will; 3d6 + 5 psychic damage, the archmage slides the target 6 squares, and the target is dazed (save ends). Effect: The archmage slides one ally in the burst 6 squares, and that ally regains 10 hit points.

C Blast of Cold (standard; daily) ♦ **Cold, Implement**
 Close blast 5; targets enemies; +19 vs. Reflex; 6d6 + 7 cold damage, and the target is immobilized (save ends). **Miss:** Half damage, and the target is slowed (save ends).

A Maze of Mirrors (standard; encounter) ♦ **Illusion, Implement**
 Area burst 1 within 10 squares; +19 vs. Will; the target is immobilized and takes a -7 penalty to attack rolls until the end of the archmage's next turn..

Veil of Inscrutability (immediate reaction, when the archmage is missed by a melee or ranged attack; at-will)
 The archmage shifts 2 squares and gains a +2 bonus to AC and Reflex until the end of his next turn.

True Seeing (minor; daily)
 Until the end of the encounter, the archmage gains darkvision and can see invisible creatures and objects within 10 squares that are in his line of sight. He also gains a +5 power bonus to Insight and Perception checks.

Alignment Unaligned **Languages** Common, Supernal
Skills Arcana +20, Insight +19, Religion +20
Str 12 (+9) **Dex** 12 (+9) **Wis** 22 (+14)
Con 20 (+13) **Int** 24 (+15) **Cha** 15 (+10)

Note: human mystagogue -added wizard template, swapped Wis and Int scores.

ENCOUNTER 3E: BLUE BLOOD MAP

TILE SETS NEEDED

Ruins of the Wild x1

Sinister Woods x1

S = Couatl Star Serpent

A = Taliss, Archmage

L = Taliss the Dandy, Lich



ENCOUNTER 3F: BACK IN THE SADDLE

SKILL CHALLENGE LEVEL 15/17, COMPLEXITY 3 (3600/4800 XP)

SETUP

Important NPCs:

Jerrick Valwater, Cormyrian noble and pardoned prisoner of Wheloon (for attempted regicide)

Lazlo Gern, Sembian merchant

The PCs have decided to reconnect with their old prison buddies in Wheloon. They once defeated the leadership of the Lady's Marauders and became the leaders themselves in order to rescue Navish Brightfoot from Mother Night, the cult of Shar in that prison city.

A decision to enter Wheloon is not taken lightly. The city is nearly a hundred miles away, and "escaping from Wheloon" is a euphemism for an impossible task. However, you've escaped before, and an army of hardened criminals would be a force to be reckoned with, should you be able to convince them to fight on the side of the crown.

The PCs need to obtain transportation to Wheloon, almost 100 miles away, as the crow flies. Navish has recommended a Sembian merchant who recently stocked a stable with flying mounts; this man is Lazlo Gern, who stocked a stall with honey at Sir Severin's estate in CORM1-5 *In the Bleak Midwinter*. If the PCs provide a little assistance, Lazlo's fee for the use of his mounts is 500 gp. The drakkensteeds wear collars that teleport the mount and rider to the stable in Suzail six hours after they depart.

SKILL CHALLENGE: THE WARRIORS

Goal: The PCs are attempting to travel to Wheloon and gain the prisoners' service to the crown for the coming conflict.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Heal, History, Intimidate, Nature, Perception, Stealth, Streetwise, Thievery

Other Skills: Insight

Victory: The PCs have secured promises of service to the crown from the prisoners in Wheloon.

Defeat: The PCs have fallen short in some stage of the process and failed to secure allies in Wheloon.

SCENE 1: I BEG YOUR PARDON

The PCs need a bargaining chip to gain the service of the prisoners in Wheloon. After all, they have been locked away for life; why shouldn't they just flee if given the chance? The PCs can gain a maximum of 2 successes in this scene; the scene takes no time.

Story Award CORM03 Valwater's Gratitude (2 successes, 2 maximum)

The PC pays a call to the Suzail residence of the Valwater family to find that Jerrick Valwater, pardoned prisoner of Wheloon, has ceased his wanderings and returned home to learn politics at court. He gladly takes up the cause of gaining pardon for any prisoners who aid the crown against the Queen of Thorns. The PCs gain a +2 bonus to checks in Scene 4.

Story Award CORM11 Knighted (2 successes, 2 maximum)

If a PC is a Knight Exalted, he or she may send word to King Foril directly, requesting leniency for any prisoner in Wheloon who assists in the conflict and receiving a quick written reply that the request is granted. The PCs gain a +4 bonus to checks in scene 4.

Bluff DC 22/23 (1 success, 2 maximum)

The PC creates a forgery of pardon for any prisoner in Wheloon who serves the crown against the Queen of Thorns. A second success creates a convincing seal on the document.

History DC 22/23 (1 success, 2 maximum)

The PC recalls a snippet of a story about a case in Cormyrian history where prisoners were conscripted and pardoned in a time of great need.

Stealth DC 22/23 (1 success, 1 maximum)

The PC sneaks into a royal scribe's office to steal a magically authenticated writ of pardon. It grants a +5 bonus to Bluff in this scene or removes one failure.

SCENE 2: HITCH A RIDE

Lazlo does not usually deal in livestock and his free-spirited drakkensteeds have agitated and injured other creatures in the stable. The PCs can gain a maximum of 2 successes in this scene. Unless otherwise noted, this scene takes one hour.

Story Award CORM07 Sweet as Honey (2 successes, 2 maximum)

The PC recovered Lazlo Gern's stolen honey at Sir Severin's festival and tournament; because of this favor,

Lazlo is willing to loan the drakkensteeds to the PCs with no collateral or fee.

Heal DC 22/23 (1 success, 2 maximum)

The PC uses the medical arts to treat some of the injured animals in the stable, saving Lazlo a great deal of money.

Nature DC 22/23 (1 success, 2 maximum)

The PC calms the drakkensteeds or soothes the agitated animals, helping Lazlo to negotiate with the owners of the other livestock.

Cold Hard Cash (2 successes, 2 maximum)

The PCs can simply put up more cash to secure the test ride: 1000 gp each.

Rituals: Phantom Steed, Eagle's Flight, etc. (2 successes, 2 maximum)

Wheloon is 100 miles away from Suzail (and about 50 miles from Marsember through a dense forest), and as such the PCs must travel at a speed of 15 to reach Wheloon in time to speak with the prisoners and return before sunset. If the PCs already have a way to travel at that speed, they spend no time in this scene. Also, see the chart below to see how long they spend in scene 3 as an exception to the standard five hours.

PCs' speed	Scene 3
15 squares	5 hours
20 squares	4 hours
30 squares	3 hours

The PCs have to devise a way to transport themselves back to Suzail, likely through the use of the *planesplitter weapon* and sigil sequence for Suzail's market given to them by Navish in Encounter 2b. The faceted sapphire given to the PCs by Navish allows them to teleport out of Wheloon.

SCENE 3: HOT PURSUIT

The PCs take to the air on their borrowed drakkensteeds (or other means of travel) and hightail it toward Wheloon. Give the PCs Player Handout 1 if they are using borrowed drakkensteeds. Shortly after half their journey has passed, agents of Conquest overtake them. If the PCs are on land-based mounts or have an altitude limit, grant the PCs an automatic success for the skill challenge and proceed to Scene 4. The PCs can gain a maximum of 1 success in this scene; the scene takes five hours total (accounting for travel time both before and after Scene 4).

Nature DC 22/23 (1 success, 1 maximum)

The PC is able to create a short-term bond between drakkensteeds and riders. The first time each PC falls from their mount, it buffets them into its side; the PC must then spend a standard action to climb back into the saddle.

Perception DC 22/23 (1 success, 1 maximum)

The PC watches the harrier(s) approach and is able to direct the party into advantageous positions. The PCs may place themselves anywhere on the map when combat begins.

Stealth DC 22/23 (1 success, 1 maximum)

The PC leads the party into a large cloud and can hide the party enough to grant each PC a +4 bonus to initiative in Scene 3.

Mounted Combat feat (1 success, 1 maximum)

The PC is a trained rider and is able to lead the party in some complicated maneuvers to mislead the harrier(s) and come up behind their enemies. The PCs gain a surprise round in Scene 3.

SCENE 4: SKIRMISH IN THE SKIES

In this scene, the PCs engage Conquest's agents in aerial combat; run Encounter 3f. The PCs cannot gain any successes; the scene takes no time.

If the PCs are on land-based mounts or are flying with an altitude limit, the pact dragons do not fly under the forest canopy and risk injury to their wings. Instead, each PC risks losing two healing surges as the breath weapons and arrows of their pursuers rain down on them before they give up the chase. Each PC can make two skill checks (DC 22/23 Acrobatics, Nature, Perception, and/or Stealth) and avoid losing one healing surge for each success; a PC with the Mounted Combat feat loses no healing surges. The PCs gain full experience for defeating the combat encounter. The PCs cannot gain any successes; this scene takes no time.

SCENE 5: CAN YOU DIG IT?

New arrivals attract attention in Wheloon, and members of the now-strongest gang in Wheloon, the Lady's Marauders, arrive to challenge the newcomers. Seeing their old leader(s), the Marauders set about gathering the other gangs to hear what the PCs have to say. If the curse of the Harbinger of Fury is extant, Charisma-based skill DCs are raised by 5 (listed in square braces after the normal DCs). The PCs can gain a maximum of 3 successes in this scene, and they must gain at least 1 success with a Charisma-based skill to complete the skill challenge. The scene takes 1 hour.

Story Award CORM03 Valwater's Gratitude (1 success, 1 maximum)

Whether or not the PCs talked with Jerrick Valwater in Scene 1, the Lady's Marauders recognize the ones who freed a prisoner of Wheloon and all the gangs are inclined to believe they can do it again. This success counts as a Charisma-based skill for the purpose of this scene.

Athletics DC 22/23 (1 success, 2 maximum)

The PC is able to assert the PCs' dominance in Wheloon by wrestling a dissenting prisoner to the ground in a public display of power.

Bluff DC 22/23 [27/28] (1 success, 2 maximum)

The PC either uses the forged documents from Scene 1 or embellishes the details of the legitimate efforts to gain the prisoners' pardon in order to obtain their promise of aid to Cormyr.

Diplomacy DC 22/23 [27/28] (1 success, 2 maximum)

Requires that Scene 1 was solved by the use of History or a story award. The PC speaks movingly on behalf of the crown and convincingly of the strong likelihood of the prisoners' pardon if they assist King Foril.

Insight DC 15/16 (1 success, 1 maximum)

The PC is able to read the mood of the gathered prisoners and target their efforts to be convincing to the "citizens" of Wheloon. The PCs gain a +5 bonus to their next check in this scene or can remove 1 failure.

Intimidate DC 22/23 [27/28] (1 success, 2 maximum)

The PC indicates their escape from and subsequent return to Wheloon as a demonstration of their power, forcing the alliance of even these hardened gang members.

Streetwise DC 22/23 [27/28] (1 success, 2 maximum)

The PC walks through the gathered crowd, gathering general sentiment and seeding the crowd with supportive plants.

ENDING THE ENCOUNTER

When six hours have passed after Scene 1, Lazlo's drakkensteeds' collars teleport them and anyone riding them back to the stable in Suzail. The faceted sapphire given to the PCs by Navish allows the teleportation to function as an escape from Wheloon.

If the PCs failed the skill challenge before reaching Scene 4 and decided to return via means other than Lazlo Gern's recall collars, only count the time used in the scenes they reached against their limit of seven hours.

Success: The PCs have managed to reach Wheloon and convince the prisoners that their service will be rewarded by Cormyr's crown.

Failure: The PCs have failed to reach the prisoners of Wheloon (either physically or philosophically) and will have to hope that others can aid the crown when the Queen of Thorns arrives.

EXPERIENCE POINTS

The PCs earn 720/960 XP each for completing the skill challenge.

TREASURE

Lazlo Gern is happy to reduce the crowding in his stalls by giving a drakkensteed to the PCs after the test ride steeds are safely returned. The PCs also gain a satchel of gems worth 600/2500 gp each from their encounter with Conquest's harrier(s) (either by retrieving it from their fallen bodies or because it was dropped during the attacks through the forest canopy).

ENCOUNTER 3f (INTERLUDE): SKIRMISH IN THE SKIES

ENCOUNTER LEVEL 11/12 (3200/3600
XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 adult pact dragons (P)
- 2 Conquest's harriers (H)

This encounter includes the following creatures at the high tier:

- 1 adult pact dragon (level 15) (P)
- 1 Conquest's elite harrier (H)

On their way to Wheloon on their borrowed drakkensteeds, the PCs encounter the pursuing servants of the Harbinger of Conquest.

Conquest's hunters are approaching fast. You have some of the fastest mounts available, but they have cut you off on your way to Wheloon. Your only choice is to fight to keep them off your tails.

FEATURES OF THE AREA

Clouds: The four patches of "trees" are clouds, as tall as they are wide. They are heavily obscured.

Elemental Windchurn: The other sections of terrain (the blue-white cloud and the black/red marbled block) are elemental windchurn. These areas are difficult terrain for flying creatures, and a creature that ends its turn aloft in the area slides 1d6 squares in a random direction.

Wind Gusts: Anytime a creature rolls a natural 1 on a d20 in this encounter, that creature (and its mount) are blown around by a natural wind gust. There is no risk of falling caused by this movement. They slide 1d4 squares in a random direction.

TACTICS

The adult pact dragons start with *breath weapon*. They enter melee by charging whenever possible, confident that their reach keeps their riders from provoking opportunity attacks. They use *astral jaunt* if they are surrounded or unable to charge. They use *pledged rider* to keep both themselves and their riders from becoming bloodied, and to stay aloft themselves if they must

choose between themselves and their riders. If a pact dragon is knocked prone and succeeds on its Athletics check to halt the fall, it uses its next turn to move and then charge into melee combat with the PC who knocked it prone. Otherwise, it is too far separated from the PCs to catch up and that dragon and harrier are removed from the combat.

Conquest's harriers use *infernal summons* immediately and maintain it each round, moving it around freely since their move actions are freed up by the pact dragons' moving. They fire *longbow volleys* whenever possible.

Conquest's elite harrier uses *infernal summons* and *thousand arrow awareness* immediately, maintaining the first and moving either each round; it also designates a *hunter's quarry* in this first round. The first time the elite harrier has combat advantage against its quarry, it uses *hawk's talon*. When its pact dragon is close to bloodied, the elite harrier uses *healing herbs*.

If a harrier is separated from its pact dragon, the dragon uses its first action on its turn to activate *astral jaunt* and collect the harrier back into the saddle. On such a turn, if *astral jaunt* is not available, the harrier falls to its death and the pact dragon fights on alone.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce the level of each creature by 1 (Subtract 1 from each defense, attack rolls, and remove 8 hit points).

Six PCs: Increase the level of each creature by 1 (Add 1 to each defense, attack rolls, and add 8 hit points).

ENDING THE ENCOUNTER

Any PC who falls from his or her mount is removed from combat, but the PC's drakkensteed dashes down to catch him or her before they reach the ground. That PC takes no fall damage.

Return to scene 5 of Encounter 3f.

EXPERIENCE POINTS

The PCs earn 640/720 XP each for defeating the enemies here.

TREASURE

The PCs do not gain any treasure in this encounter.

ENCOUNTER 3F (INTERLUDE): SKIRMISH IN THE SKIES (LOW LEVEL)

Adult Pact Dragon	Level 13 Skirmisher
Large immortal magical beast (dragon, mount) XP 800	
Initiative +13 Senses Perception +15; darkvision	
HP 134; Bloodied 67; see also <i>bloodied breath</i>	
AC 27; Fortitude 26, Reflex 25, Will 25	
Resist 10 fire, 10 psychic	
Speed 7, fly 10 (hover), overland flight 14	
m Bite (standard; at-will)	
Reach 2; +18 vs. AC; 2d6 + 7 damage; see also <i>skirmish</i> .	
M Aggressive Charger (while mounted by a friendly rider of 13th level or higher; at-will) ♦ Mount	
When it charges, the pact dragon makes a bite attack in addition to its rider's charge attack.	
C Breath Weapon (standard; recharge 5-6)	
Close blast 5; +15 vs. Reflex; 2d12 + 12 fire damage, and the target takes ongoing 5 fire damage (save ends).	
C Bloodied Breath (free, when first bloodied; encounter)	
The dragon's <i>breath weapon</i> recharges, and the dragon uses it immediately.	
Astral Jaunt (minor; recharge 6) ♦ Mount, Teleportation	
The pact dragon disappears into the Astral Sea, teleporting 10 squares. Its rider teleports with it.	
Pledged Rider (while mounted by a friendly rider of 13th level or higher; at-will) ♦ Mount	
Any damage dealt to the pact dragon can be redirected to the rider, and vice versa.	
Skirmish +2d6	
If, on its turn, the pact dragon ends its move at least 4 squares away from its starting point, it deals 2d6 extra damage with its melee attacks until the start of its next turn.	
Alignment Evil	Languages Deep Speech, Draconic, telepathy 20
Skills Endurance +17, Insight + 15	
Str 24 (+13)	Dex 20 (+11) Wis 18 (+10)
Con 22 (+12)	Int 15 (+8) Cha 16 (+9)

Conquest's Harrier	Level 13 Artillery
Medium natural humanoid, tiefling XP 800	
Initiative +12 Senses Perception +15; low-light vision	
HP 96; Bloodied 48	
AC 25; Fortitude 24, Reflex 26, Will 24	
Resist 11 fire	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+20 vs. AC; 2d8 + 3 damage.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +20 vs. AC; 2d10 + 3 damage.	
R Infernal Summons (minor; encounter) ♦ Conjuration	
Ranged 10; the harrier conjures a Medium beast of smoke and flame in a space adjacent to an enemy in range. Any enemies adjacent to the conjured beast grant combat advantage to the harrier. As a move action, the harrier can move the fiendish beast 5 squares. The fiendish beast cannot be attacked, but it is vulnerable to <i>dispel magic</i> and similar effects. <i>Sustain Minor</i> : The fiendish beast persists.	
R Longbow Volley (standard; requires longbow; recharge 4-6) ♦ Weapon	
Ranged 20/40; targets one or two creatures; +20 vs. AC; 2d10 + 3 damage.	
Combat Advantage	
The harrier's melee and ranged attacks deal 1d6 extra damage against any creature granting combat advantage to it.	
Infernal Wrath (free, when an enemy within 10 squares hits the harrier; encounter)	
Close burst 10; the triggering enemy takes 2d6 + 9 fire damage.	
Alignment Evil	Languages Common
Skills Heal +15	
Str 19 (+10)	Dex 22 (+13) Wis 19 (+10)
Con 12 (+7)	Int 15 (+8) Cha 16 (+9)
Equipment leather armor, spear, longbow with 20 arrows	
Note: carrion tribe sakah hunter - changed skill.	

ENCOUNTER 3F (INTERLUDE): SKIRMISH IN THE SKIES (HIGH LEVEL)

Adult Pact Dragon		Level 15 Skirmisher
Large immortal magical beast (dragon, mount)		XP 1200
Initiative +14 Senses Perception +16; darkvision		
HP 150; Bloodied 75; see also <i>bloodied breath</i>		
AC 29; Fortitude 28, Reflex 27, Will 27		
Resist 10 fire, 10 psychic		
Speed 7, fly 10 (hover), overland flight 14		
m Bite (standard; at-will)		
Reach 2; +20 vs. AC; 2d6 + 8 damage; see also <i>skirmish</i> .		
M Aggressive Charger (while mounted by a friendly rider of 13th level or higher; at-will) ♦ Mount		
When it charges, the pact dragon makes a bite attack in addition to its rider's charge attack.		
C Breath Weapon (standard; recharge 5-6)		
Close blast 5; +17 vs. Reflex; 2d12 + 13 fire damage, and the target takes ongoing 5 fire damage (save ends).		
C Bloodied Breath (free, when first bloodied; encounter)		
The dragon's <i>breath weapon</i> recharges, and the dragon uses it immediately.		
Astral Jaunt (minor; recharge 6) ♦ Mount, Teleportation		
The pact dragon disappears into the Astral Sea, teleporting 10 squares. Its rider teleports with it.		
Pledged Rider (while mounted by a friendly rider of 13th level or higher; at-will) ♦ Mount		
Any damage dealt to the pact dragon can be redirected to the rider, and vice versa.		
Skirmish +2d6		
If, on its turn, the pact dragon ends its move at least 4 squares away from its starting point, it deals 2d6 extra damage with its melee attacks until the start of its next turn.		
Alignment Evil	Languages Deep Speech, Draconic, telepathy 20	
Skills Endurance +18, Insight + 16		
Str 24 (+14)	Dex 20 (+12)	Wis 18 (+11)
Con 22 (+13)	Int 15 (+9)	Cha 16 (+10)

Conquest's Elite Harrier		Level 15 Elite Artillery
Medium natural humanoid, tiefling		XP 2400
Initiative +13 Senses Perception +16; low-light vision		
HP 240; Bloodied 120		
AC 27; Fortitude 27, Reflex 29, Will 26; see also <i>hunter fighting style</i>		
Resist 11 fire		
Saving Throws +2		
Speed 6		
Action Points 1		
m Spear (standard; at-will) ♦ Weapon		
+22 vs. AC; 2d8 + 4 damage.		
r Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +22 vs. AC; 2d10 + 4 damage.		
R Twin Strike (standard; at-will) ♦ Weapon		
Ranged 20/40; targets one or two creatures; +22 vs. AC, two attacks; 1d10 + 4 damage.		
R Hawk's Talon (standard; encounter) ♦ Weapon		
Ranged 20/40; +26 vs. AC, ignore penalties from cover or concealment (but not superior cover or total concealment); 4d10 + 4 damage.		
R Infernal Summons (minor; encounter) ♦ Conjuration		
Ranged 10; the elite harrier conjures a Medium beast of smoke and flame in a space adjacent to an enemy in range. Any enemies adjacent to the conjured beast grant combat advantage to the elite		

harrier. As a move action, the elite harrier can move the fiendish beast 5 squares. The fiendish beast cannot be attacked, but it is vulnerable to *dispel magic* and similar effects. *Sustain Minor*: The fiendish beast persists.

A Thousand Arrow Awareness (standard; daily) ♦ **Weapon**

Area burst 1 within 20; +22 vs. AC; 2d10 + 4 damage. *Effect*: Until the end of the encounter, when a creature moves into the area, you can make a ranged basic attack with a weapon against that creature as an opportunity action. You can move the affected area up to 3 squares with a move action.

Shed the Mark (move; the elite harrier must be marked; at-will)

The marked condition ends, and the elite hunter can shift 1 square.

Healing Herbs (minor; daily) ♦ **Healing**

Targets one ally; the elite hunter makes a Heal check. The target regains hit points equal to half the result of the check. The target can make a saving throw against one poison effect on it that a save can end.

Hunter's Quarry (minor 1/round; at-will)

The elite harrier designates the nearest enemy it can see as its quarry. Once per round, when it hits its quarry with an attack, the attack deals 2d6 extra damage.

Combat Advantage

The elite harrier's melee and ranged attacks deal 1d6 extra damage against any creature granting combat advantage to it.

Hunter Fighting Style

The elite harrier can sheathe a weapon as a free action, draw a weapon as part of an attack action, and gains a +4 bonus to AC against opportunity attacks provoked by making a ranged attack.

Infernal Wrath (free, when an enemy within 10 squares hits the harrier; encounter)

Close burst 10; the triggering enemy takes 2d6 + 10 fire damage.

Alignment

Evil

Languages

Common

Skills

Heal +16

Str 19 (+11)

Dex 22 (+13)

Wis 19 (+11)

Con 12 (+8)

Int 15 (+9)

Cha 16 (+10)

Equipment

leather armor, spear, longbow with 20 arrows

Note: carrion tribe sakah hunter -changed skill; added ranger template (replaced *longbow volley* with *twin strike*),

ENCOUNTER 3F (INTERLUDE): SKIRMISH IN THE SKIES

TILE SETS NEEDED

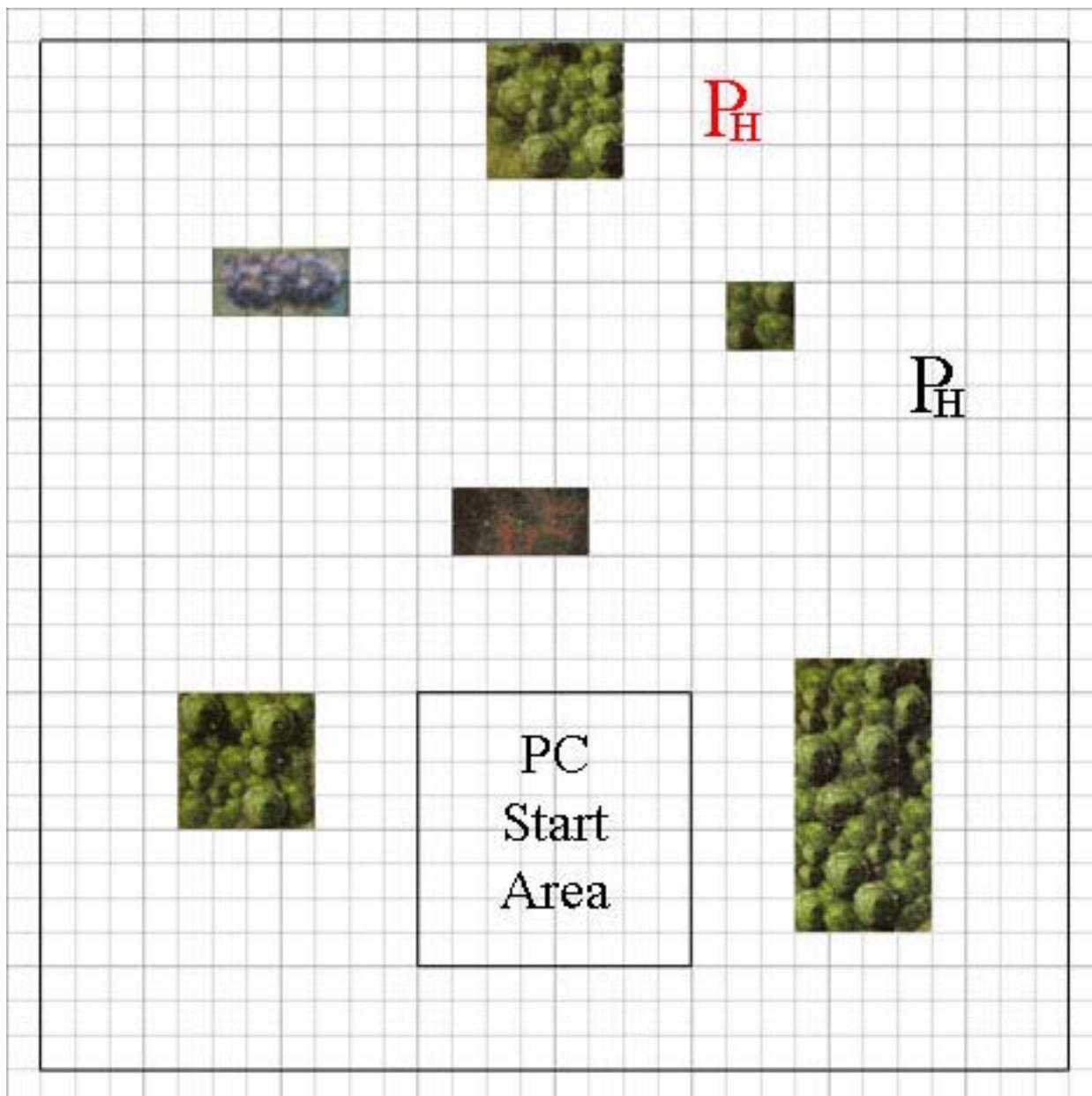
Fane of the Forgotten Gods x1

Sinister Woods x1

Low-level: Black and Red; High-level: Black only

P = Adult Pact Dragon

H = Conquest's (Elite) Harrier



ENCOUNTER 3G: AN EVENING WITH FRIENDS

**SKILL CHALLENGE LEVEL 15/16,
COMPLEXITY 3 (3600/4200 XP)**

SETUP

Important NPCs: Lady Mersha Valwater, Madam Mirasol Karah, Oris Grenfell, Cora Inyn, Alain Sangrasi, Lord Exalted Magranet Prio. Luckbringer Daran of Tymora

The PCs have decided to solicit the aid of a number of Cormyrian dignitaries by inviting them to a banquet. In successive scenes, the PCs must obtain a location and kitchen staff, receive an affirmative RSVP from at least one dignitary, communicate the danger of Conquest and the Queen of Thorns, and either prevent the dignitaries from consuming the meal which has been poisoned by Conquest's agent or satisfy their suspicions afterward.

Offering a banquet for dignitaries in Suzail means you have a lot to live up to. If you are to successfully solicit their aid, you have quite some work ahead of you.

The VIPs whom the PCs may invite are those with whom they've previously had favorable encounters. If the PCs have the following story awards, they may invite the corresponding VIP in Scene 2:

- **CORE01 Tymora's Coin:** Luckbringer Daran of Tymora is the right hand of the high priest of Tymora from Arabel and his influence on the faithful of Tymora of Cormyr is great.
- **CORM04 Noblesse Oblige:** Lady Mersha Valwater, recently returned to court after the PC helped her to regain influence following her son, Jerrick, made an attempt on King Foril's life.
- **CORM12 Karah Family Favor:** Madam Mirasol Karah, a woman of influence among Suzail's guilds; the PC provided medical attention which saved her son, Garman.
- **CORM14 Favor of Oris Grenfell:** Oris Grenfell, a quick-witted, cunning, and friendly male knight whom the PC aided on an errantry.
- **CORM15 Favor of Cora Inyn:** Cora Inyn, an impetuous firebrand of a knight whom the PC aided on an errantry, though she is intensely loyal to her subordinates and friends.
- **CORM16 War Wizards' Gratitude:** Alain Sangrasi, a representative of the War Wizards of

Cormyr, a lively, light-hearted, and chatty fellow. Alain is sent by the War Wizards to hear the PCs out.

- **CORM17 Haldoneir Unmasked:** Lord Exalted Magranet Prio, Regent of Special Affairs; Magranet is a trusted associate of King Foril, and she is personally grateful to the PC for uncovering the Haldoneir family's involvement in a drug cartel.

SKILL CHALLENGE: A GRAND BANQUET

Goal: The PCs must secure the aid of the VIPs and to warn them of the threat of the Queen of Thorns.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Special

Other Skills: Special

Victory: The PCs have gained the promise of aid from the VIPs and warned them of Conquest's threat.

Defeat: The PCs have made a poor showing and may not be able to count on the VIPs' help when the Queen of Thorns arrives.

SCENE 1: BOOKING A FEST HALL

The PCs are pointed to Taneth's Fest Hall; its owner is a lively dwarven man, Nurik Taneth. The PCs can earn a maximum of 2 successes in this scene; unless otherwise noted, this scene takes one hour.

Sir Severin's Aid (2 successes, 2 maximum)

If the PCs did not kill Sir Severin in Encounter 2a and did not ask that he be taken into custody by the guard, he gladly makes his estate in Suzail available. This scene takes no time instead of one hour.

Bluff DC 22 (1 success, 2 maximum)

The PC makes up a reason to explain why the PCs need a fest hall on such short notice or creates believable false identities to convince Nurik to allow them the use of his space. If the check was made at 30/31 the lie reduces the efficacy of Conquest's agent, giving the PCs a +5 bonus to skill checks in Scene 5.

Diplomacy DC 22 (1 success, 2 maximum)

The PC makes a good impression on Nurik who gladly makes the space available for the banquet.

Religion DC 22 (1 success, 2 maximum)

Nurik had a stint as an adventuring cleric before becoming the proprietor of his family's fest hall. Given the chance, he talks theology for endless hours, and anyone who engages him gains immediate favor.

Streetwise DC 15/16 (1 success, 1 maximum)

The PC asks around town about a high quality establishment and is directed to Taneth's.

Payment in Gold (2 successes, 2 maximum)

Nurik is a shrewd businessdwarf and gladly makes his establishment and staff available for 150 gp.

SCENE 2: RÉPONDEZ S'IL VOUS PLAÎT (R.S.V.P.)

The PCs can earn a maximum of 1 success in this scene, but they should make attempts for each VIP they intend to invite. Once the PCs have earned 1 success, do not count subsequent failed skill checks in this scene as failures. Instead, they simply were not convincing enough to have that VIP attend the banquet. This is a good opportunity to roleplay the various VIPs if you are familiar with them. Unless otherwise noted, this scene takes one hour.

Bluff DC 22 (1 success, 1 maximum)

The PC makes up a false pretense for the banquet and gains the promise of the VIP's attendance. When the VIP learns the real reason for the banquet, they are upset; the PCs gain a cumulative -2 penalty to skill checks in Scene 5 for each successful Bluff check in this scene.

Diplomacy DC 22 (1 success, 1 maximum)

The PC shows proper respect to the VIP and convinces him or her to attend. Since the PCs have had a previous favorable encounter, they are inclined to hear what they have to say.

Insight DC 22 (0 successes, special)

The PCs gain a +5 bonus to the Diplomacy check for this VIP. The PCs cannot use both Insight and the "Paid Messenger" option. A failed Insight check does not count as a failure for the skill challenge.

Holy Speech (special)

If a PC has the Holy Speech feat, they can receive an exception to the 1 success maximum for this scene. If a PC uses the benefit of this feat in this scene, they earn 2 successes toward the skill challenge and reduce the number of successes required in Scene 5 by one as the VIP assures the other attendees that the PC has honorable intentions and could not have been the poisoner.

Paid Messengers (0 successes, special)

The PCs decide to save time and hire messengers to deliver the invitations. This is common among the dignitaries in Suzail, so the VIPs are just as likely to

attend via this invitation as one in person. The messengers cost 10 gp for each VIP the PCs invite to their banquet. The PCs must still make Diplomacy or Bluff checks for each VIP, but this scene takes no time instead of one hour. However, this is only an approximation; if the PCs also enlisted Sir Severin's Aid in Scene 1, they can only save one hour total for this encounter.

SCENE 3: PRÉ-DINNER CONVERSATION

This scene is another opportunity to role-play the VIPs. The PCs should try to communicate the need for the VIPs' help in the coming conflict with the Queen of Thorns. They might also share what they know of Conquest and the threat of turning loyalties, asking the VIPs to take precautions. The PCs can earn a maximum of 2 successes in this scene; the scene takes one hour.

Arcana or History DC 22 (1 success, 2 maximum)

The PC speaks intelligently about the prophecy of the Queen of Thorns and what scholars have learned from the songs and writings about her.

Bluff DC 30/31 (1 success, 2 maximum)

The PC embellishes or invents details about the Queen of Thorns and her Harbinger. Everyone in Cormyr is learning about her, so it is difficult to convince these educated individuals of something outlandish.

Diplomacy DC 22 (1 success, 2 maximum)

The PC makes a convincing speech about the importance of the VIPs' aid, appealing to national duty or personal honor.

Insight DC 15/16 (0 successes, no maximum)

The PC reads the emotional atmosphere in the room, granting a +2 bonus to the next skill check attempted in this scene. A failed Insight check does not count as a failure for the skill challenge, but imposes a -2 penalty to the next skill check in this scene.

Intimidate DC 22 (1 success, 2 maximum)

The PC speaks strongly to create a fearful description of the Queen of Thorns. The VIPs are powerful and experienced individuals, but they are still subject to convincing propaganda.

SCENE 4: DINNER IS SERVED

Conquest has turned the mind of one of the kitchen staff; the food being served at the banquet is poisoned with black lotus. Only PCs with sufficient passive Perception avoid consuming the poison; the VIPs and other PCs consume the poison and are subject to its

effects. The PCs cannot earn any successes in this scene; the scene takes no time.

Passive Perception DC 22 (0 successes)

The PC notices an odd color, flavor, or odor in the meal and does not consume the poison.

If the curse of the Harbinger of Famine is in place, increase the DC for this passive Perception check to DC 30/31. Everyone in Cormyr is affected by a supernatural hunger and loses a bit of him- or herself in the face of a meal.

Purple Dragon Commander's Ring, etc. (1 success, 1 maximum)

If the PC checks the food for poison through the use of this item (or some other item or power), they are able to warn the other diners and prevent anyone from eating the poison. The PCs earn 1 success toward the skill challenge. Reduce the number of successes required in scene 5 by one.

Black Lotus	Level 15 Poison
<i>When prepared as a poison, black lotus is ground into a fine, black powder that causes terrifying hallucinations.</i>	
Poison	6,250 gp
Attack: +20 vs. Fortitude; while bloodied, the target uses its standard action each round to make a basic attack against the nearest creature, whether enemy or ally (save ends). The effect applies each time the target is bloodied until it completes an extended rest.	
Special: The target takes a -5 penalty to Perception checks until it completes an extended rest. Black lotus can be delivered only by way of food or drink. It makes its first attack 1d6 rounds after its victim consumes it.	

SCENE 5: A SOUR TASTE IN YOUR MOUTH

The VIPs are angry and begin to doubt the PCs' intentions in calling them to the banquet. This scene requires the PCs to earn 3 successes; the scene takes one hour.

Diplomacy DC 22 (1 success; 3 maximum)

The PC pleads the party's case and helps to convince the VIPs that they are not to blame. A PC that succeeds at a DC 30/31 Diplomacy check instead earns 2 successes.

Heal or Nature DC 15/16 (1 success; 1 maximum)

This skill is not available if no one consumed the food. The PC examines anyone who consumed the poison to determine that the poison is non-fatal.

Insight DC 30/31 (1 success; 1 maximum)

The PC examines the serving and kitchen staff and determines who it was that added the poison to the food.

Intimidate DC 22 (1 success; 3 maximum)

The PC frightens the kitchen staff into revealing anything they know about the poison and whomever is responsible.

ENDING THE ENCOUNTER

The PCs have spent 3 or 4 hours seeking the aid of the VIPs. If this is the first path they have followed, return to Encounter 3 and tell the PCs about the vision from Conquest. If the PCs have not used all seven hours before sunset, they may attempt to follow a path for which they have enough time or begin preparations for Conquest's attack. If the PCs are out of time, proceed to Encounter 4.

Success: The PCs have convinced the VIPs of the danger and of their innocence in the poisoning. The dignitaries are taking precautions against Conquest and will answer the call for aid when the Queen of Thorns awakens.

Failure: The PCs have failed to gain a reliable promise of aid from the VIPs. If the PCs accumulate 3 failures before reaching Scene 4, only count the time spent in the scenes they reached against their seven hours.

EXPERIENCE POINTS

The PCs earn 720/840 XP each for successfully gaining the assistance of the VIPs.

TREASURE

The PCs receive 600/2500 gp each from Nurik for the publicity this event provides.

ENCOUNTER 3H: IT WOULD BE FAERIE HELPFUL

SKILL CHALLENGE LEVEL 14/16, COMPLEXITY 1 (1000/1400 XP) AND TRAP ENCOUNTER LEVEL 12 (3500 XP)

SETUP

Important NPCs: Nailo Quelani, female eladrin ambassador.

The PCs plan to gain a pledge of assistance from the eladrin lords of the Feywild where it borders the Vast Swamp. Their emissary, Nailo Quelani, is normally a stately woman. However, her official invitation to the royal court at Suzail and her lords' messages of friendship and alliance were stolen by a local thieves' guild whose leader now serves Conquest. The guild, known as the Dragon's Shadow, has sealed the documents in their trapped vault. She is distraught and desperate to regain the documents.

Following up on the eladrin lords' hopes for friendship between their court and Cormyr, you head to the apartments where Navish indicated you could find their emissary in Suzail with the intent to follow up on that very pursuit.

Before the PCs meet with Nailo they know only that the eladrin lords have an emissary in Suzail. The identity of the diplomat and the progress of the diplomatic proceedings are closely guarded secrets. The PCs have never met Nailo, so Scene 1 is an opportunity for role-playing the PCs' pursuit of the eladrins' aid.

SKILL CHALLENGE: SUZAIL'S SHADOW

Goal: The PCs attempt to further the alliance between the eladrin lords and Cormyr.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Bluff, Diplomacy, Dungeoneering, History, Insight, Intimidate, Stealth, Streetwise, Thievery

Other Skills: Perception

Victory: The PCs have gained access to the trapped vault, though they still must bypass the traps.

Defeat: The PCs have failed to gain access to the vault altogether.

SCENE 1: CALLING CARD

The PCs meet up with Nailo and learn what she needs to move the alliance forward. The PCs can earn a maximum of 2 successes in this scene; the scene takes one hour.

Story Award CORM09 Draconic Diplomat (2 successes, 2 maximum)

Nailo seeks out the PCs, having heard from the faerie dragons Raboäst and Alcién, whom the PC met at Sir Severin's festival, that they are friends to the fey. Nailo tells the PCs about her trouble and where they should head next.

Diplomacy DC 21/22 (1 success, 2 maximum)

The PC gains a bit of trust from Nailo, though she is hesitant at first to share the full nature of her plight for fear it makes the eladrin lords appear weak.

Insight DC 21/22 (1 success, 2 maximum)

The PC can tell that Nailo is both fearful and desperate. The PCs gain a +2 bonus to checks in this scene as they use knowledge of the nature of Nailo's distractedness to direct the conversation.

Intimidate DC 21/22 (1 success, 2 maximum)

The PC takes advantage of Nailo's fear to convince her that without their help, her mission in Suzail is an absolute failure.

Streetwise DC 21/22 (1 success, 2 maximum)

Word on the street is that the eladrin lords' emissary has not yet appeared at court. It's also said that the Dragon's Shadow has performed some out-of-character heists in recent weeks.

SCENE 2: THIEVES' DEN

The PCs must find a way into the thieves' guild to gain access to the vault where Nailo's documents are being held. The PCs can earn a maximum of 2 successes in this scene; the scene takes two hours.

Acrobatics DC 15/16 (1 success, 1 maximum)

Requires a successful History check; group check. If at least half the party succeeds on this check, they are able to squeeze into an unprotected access point and make their way to the vault.

Bluff DC 21/22 (1 success, 2 maximum)

The PC convinces a member of the Dragon's Shadow that the party are members of the guild, albeit new ones who have not yet met the patrolling thief.

Dungeoneering DC 21/22 (1 success, 1 maximum)

The PC examines the structure of the buildings and surrounding streets controlled by the Dragon's Shadow to determine a likely place to tunnel and gain access to the protected vault. Unlocks the use of a Strength check.

History DC 21/22 (1 success, 1 maximum)

The PC remembers seeing a blueprint of the buildings now held by the Dragon's Shadow and knows a way to access the vault without running across any members of the guild. Unlocks the use of Acrobatics.

Perception DC 21/22 (0 successes; special)

The PC sees some subtle signs or overhears a password between two members of the Dragon's Shadow. The party receives a +5 bonus to Bluff and Thievery checks in this scene.

Stealth 15/16 (2 successes, 2 maximum)

Group check; if half the party succeeds on this check, they are able to sneak past any members of the Dragon's Shadow between the street and the vault.

Thievery DC 21/22 (1 success, 2 maximum)

Taking a head-on approach, the PC actually attempts to join the Dragon's Shadow by displaying his or her prowess in the art of the guild. Any PC who succeeds on this check gains story award **CORM21 Infiltrated the Dragon's Shadow**. A failed Thievery check costs the PC two healing surges as the guild beats and expels the PC as a warning.

Strength check DC 15/16 (1 success, 1 maximum)

Requires a successful Dungeoneering check. The PC breaks a wall in the sewer system or tunnels down from a secluded alley to reach the vault, bypassing the existing accesses entirely.

SCENE 3: HOP, SKIP, AND JUMP

The PCs enter the vault to regain the stolen documents, which are secured in plain sight at the base of the death strangler statue.

This scene includes the following traps at the low and high tiers:

1 death strangler statue (S)

1 electrified floor (level 13) (E)

2 giant rolling boulders (B)

Walls and Ceiling: The ceiling is ten feet high. The walls are DC 20 to climb. A PC who takes a standard action to anchor himself to the wall with a climber's kit or similar equipment can remain on the wall to attempt

the Athletics check countermeasure described in the giant rolling boulder trap's description. Such a PC who is knocked prone is not lying on the ground but hanging flat against the wall and must spend the normal action to "stand up"; an anchored "prone" character cannot crawl.

"X" Squares: The four squares covered by the blue X and outlined in blue are the trigger spaces for the giant rolling boulders. When any creature steps in any of these squares, the boulders release, smashing through the false walls and beginning their runs back and forth through the halls.

False Walls: The "doorways" on either end of the horizontal hall are false walls. The ceiling under the boulder at the bottom of the map is also a false wall. False walls are described in the giant rolling boulder trap description.

Curved Squares: The curved squares (including the ones around the death strangler statue) are ramps designed to reverse the direction of the giant rolling boulders; these three-foot wide ramps make the space between them just a single square, but any Medium or smaller creature standing in that square is immune to the boulders' trample attack. When any square of the Large boulder's space enters these ramp squares, the boulder immediately begins moving in the reverse direction, using any remaining squares of movement to progress in the new direction.

ENDING THE ENCOUNTER

If the PCs abort their pursuit of this path before reaching Scene 2, only count the time for Scene 1 against their seven hours before sunset.

Success: The PCs return to Nailo with the documents, enabling her to pursue an alliance and gaining her promise of aid from the eladrin lords.

Failure: The PCs are unable to regain the diplomatic documents, drastically delaying the efforts at an alliance and preventing the eladrin lords from aiding in the coming conflict.

EXPERIENCE POINTS

The PCs earn 200/280 XP each for completing the skill challenge and 700 XP each for defeating the traps in this encounter.

TREASURE

The PCs find incriminating evidence against the Dragon's Shadow that can be turned into the city guard for a reward of 600/2500 gp each. Nailo also gifts the PCs with a +4 *guardian staff of ruin*.

ENCOUNTER 3H: IT WOULD BE FAERIE HELPFUL (BOTH TIERS)

Giant Rolling Boulder Trap	Level 14 Minion Blaster XP 250
Trap: A trigger you define releases a distant boulder that begins rolling toward the trigger area, and it rolls until stopped.	
Perception	
<ul style="list-style-type: none"> ◆ DC 23: A character near the distant false wall can determine that it is thin and that a large space is behind it. ◆ DC 28: A character realizes that the trigger is in tension and that setting it off releases something. 	
Initiative +2	Speed 8
Trigger	
The trigger might be an enemy pulling on a lever, a character pressing the wrong button, or someone taking the gem from a statue's eye. When the trap is triggered, roll initiative. On its initiative count, the boulder moves.	
Attack	
Standard Action	Area trample attack in squares entered by the boulder
Trample: Each turn, the boulder moves its speed and enters creatures' spaces. This movement does not provoke opportunity attacks. The boulder can end its move in an occupied space. Creatures in the boulder's space at the start of their turns have cover and can act normally. When the boulder enters a creature's space, the boulder makes a trample attack. If a creature enters a square of the boulder's space, the boulder makes a trample attack as a free action.	
Trample Attack: +17 vs. Reflex	
Hit: 3d10 + 6 damage, and the target is knocked prone.	
Miss: Half damage.	
Countermeasures	
<ul style="list-style-type: none"> ◆ A character adjacent to the rolling boulder can stop it with a DC 28 Athletics check. Making this attempt provokes a trample attack as an immediate interrupt, and the character's Athletics check fails if the boulder's trample attack hits. ◆ A character adjacent to the trigger can delay the trigger with a DC 23 Thievery check. ◆ A character adjacent to the boulder before it begins to roll can disable the trap with a DC 23 Thievery check. The character must have broken through the false wall first (AC 4, Fortitude 12, Reflex 4; hp 30). 	

Electrified Floor (lvl 13) Trap	Level 13 Elite Obstacle XP 1,600
Trap: This trap consists of 10 randomly positioned squares that contain electrified tiles. When the trap is triggered, it attacks.	
Perception	
<ul style="list-style-type: none"> ◆ DC 29: The character can discern if any adjacent squares contain electrified tiles. 	
Additional Skill: Arcana	
<ul style="list-style-type: none"> ◆ DC 23: The character's knowledge provides a +2 bonus to Thievery checks to disable a tile. 	
Trigger	
When a creature enters or begins its turn in an electrified square, the trap attacks that creature.	
Attack	
Opportunity Action	Melee 1
Target: Creature in a trapped square	
Attack: +16 vs. Fortitude	
Hit: 3d10 + 7 lightning damage, and the target is stunned (save ends)	
Miss: Half damage.	
Countermeasures	
<ul style="list-style-type: none"> ◆ A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single trapped square. ◆ An adjacent character can disable a tile with a DC 29 Thievery check. 	

Death Strangler Statue	Level 16 Blaster
Trap	
<p>Trap: When the trap is triggered, this Medium statue lashes its chains at nearby enemies, holding them in place and slowly squeezing the life out of them.</p>	
Perception	
<ul style="list-style-type: none"> ◆ DC 20: Just before a character enters the statue's attack area, the character notices that the statue moves slightly, as if it were ready to pounce. ◆ DC 25: The character notices a group of spidery runes carved lightly on the statue's base. 	
Additional Skill: Arcana	
<ul style="list-style-type: none"> ◆ DC 25: The character realizes that the statue is made with the help of magic, and it might be dangerous or even animate in nature. ◆ DC 28: An Arcana check to detect magic sees an arcane aura that surrounds the trap (5 squares in every direction) and recognizes that this might be a trigger area for an effect. 	
Trigger	
<p>When an enemy enters the magical aura radiating 5 squares around the statue, the statue animates and attacks that creature with the following attack, but as an immediate reaction instead of a standard action. Then roll for the statue's initiative. It acts each round on that turn, until no creature is within its trigger area.</p>	
Initiative +2	
Attack ◆ Necrotic	
<p>Immediate Reaction Melee 5 or Standard Action or Opportunity Action or Free Action Target: One creature Attack: +19 vs. Reflex Hit: 2d10 + 7 damage, and the target is restrained and takes ongoing 10 necrotic damage. Special: The statue can have only two creatures restrained at one time, and if two are restrained, it cannot make another attack until it releases a creature or a creature escapes. The statue can release a creature from being restrained at any time with a free action.</p>	
Countermeasures	
<ul style="list-style-type: none"> ◆ A restrained character can use an escape action (DC 25 check) to free himself and end the necrotic damage. ◆ As a standard action, a creature adjacent to the statue can disrupt the controlling enchantment with a DC 20 Thievery or Arcana check. Doing so renders the statue inert until the start of that creature's next turn and causes the statue to release any creatures it currently has restrained. If this check fails by 5 or more, the statue can instead make the above attack against the creature, but as an opportunity action instead of an opportunity action. ◆ Succeeding on a complexity 1 skill challenge (4 successes before 3 failures) using either Thievery or Arcana successfully disables the statue. The characters disabling the statue must be adjacent to it. Each attempt takes a standard action, and with each failure, the statue can make an attack as a free action against the failing creature (if it already has two creatures restrained, it releases one before making this attack). ◆ The statue has AC 10, Reflex 10, Fortitude 28, and hp 200. When it is reduced to 0 hit points, the trap is destroyed. 	

ENCOUNTER 3H: IT WOULD BE FAERIE HELPFUL

TILE SETS NEEDED

Fane of the Forgotten Gods x1

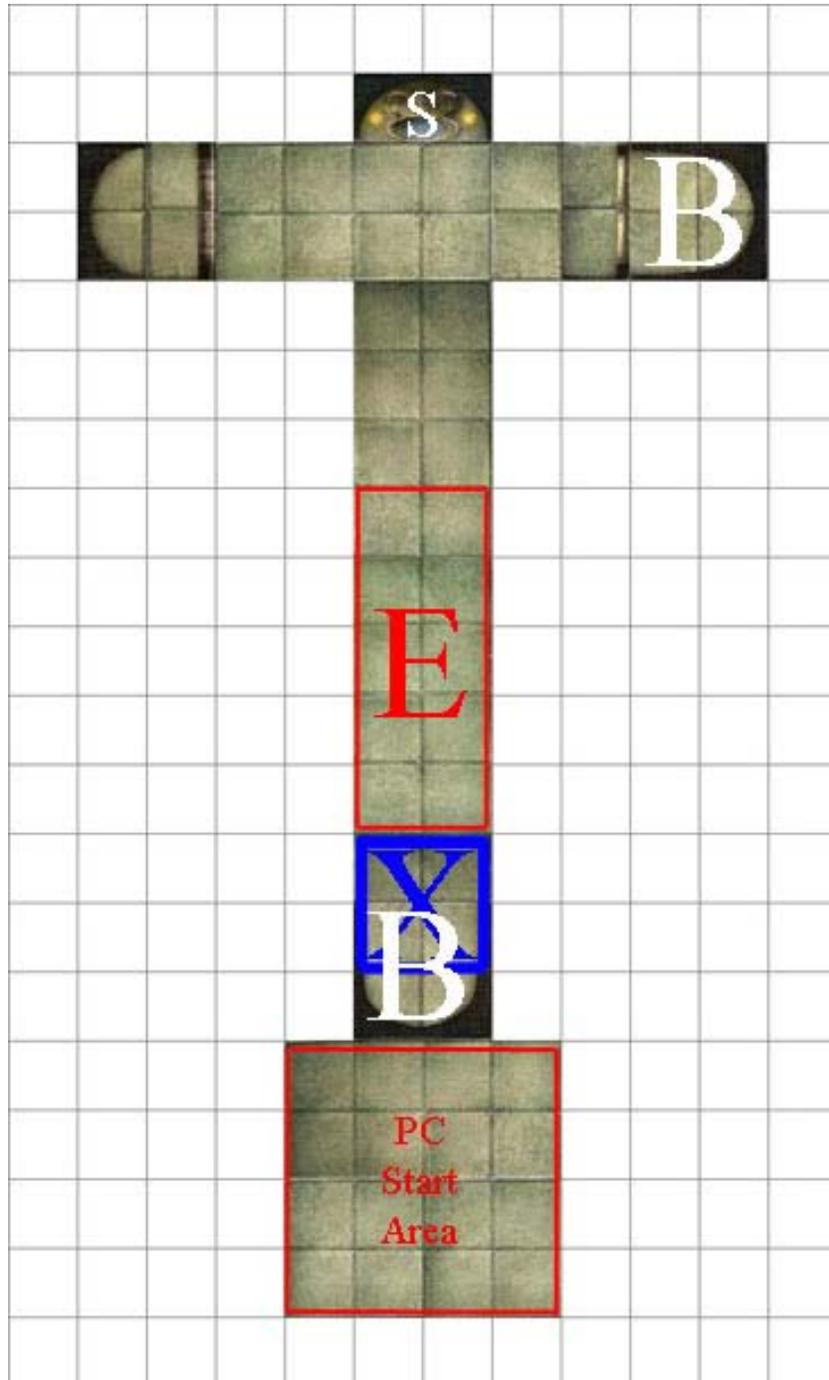
S = Death Strangler Statue, holding the stolen documents

B = Giant Rolling Boulder starting squares; boulders roll to opposite end of hall and reverse direction

Red-Outlined "E" Area: Electrified Floor squares

Blue-Outlined "X" Area: Trigger squares for Giant Rolling Boulders

Curved "Alcove" spaces: ramps to reverse boulder direction; open walkway between, 1 square wide



ENCOUNTER 4: THE VEIL, LIFTED

COMBAT ENCOUNTER LEVEL 17/19 (8000/12000 XP)

SETUP

Important NPCs: King Foril, Lord Erzoured, Krimnos / the Harbinger of Conquest

This encounter includes the following creatures at the low tier:

- 4 harbinger spirits (level 15) (S)
- 2 purple dragon knight thralls (P)
- 1 Conquest (level 16) (C)

This encounter includes the following creatures at the high tier:

- 4 harbinger spirits (S)
- 2 purple dragon knight thralls (level 17) (P)
- 1 Conquest (C)

The PCs have arrived at the palace throne room just in time. Crown Prince Irvel is wounded and lying unconscious, precariously draped over a parapet on the balcony behind the thrones. Conquest is obviously expecting the PCs and has set his defenses in case they choose not to ally with the Queen of Thorns.

Krimnos, Lord Erzoured's vizier, stands before the throne of Cormyr, the sun setting through the enormous window behind him. You see an unconscious Crown Prince Irvel draped over the parapet of the balcony and two creatures of black smoke standing guard over his body. Two purple dragon knights guard the way between you and Krimnos.

If the PCs arrived of their own accord, read the following:

"Welcome, my friends. I see you received my invitation. Thank you for responding so promptly. So, what is your answer? Will you serve my Queen?"

If the PCs were teleported here by Conquest because they were engaged in an encounter or they chose not to appear:

"It is rude to refuse the invitation of your superior. As you can see, I have the means to command anyone's will, even yours. Still, the Queen of Thorns would prefer that you serve willingly. So, will you serve my Queen freely, or must I force your submission?"

Krimnos is willing to engage the PCs in conversation as long as they take no actions but speaking. Krimnos/Conquest has the following talking points:

- The Queen of Thorns has been waiting for the most opportune time to arise since the first Obarskyr was given control of the King's Forest by the elven empire of Cormanthyr.
- The Queen's form is unknown and everchanging, but her presence is undeniable to those who have witnessed it.
- She will control Cormyr by force, by mind control, and by rewarding her willing servants. Few will be given a choice as to their lot in her new realm.
- The PCs will be given the roles of overseers and slave masters if they choose to serve willingly. They cannot be permitted to live otherwise; their will to maintain independence have proven too strong.

This should be enough to convince the PCs to fight; if a PC decides to accept Conquest's offer, remember the following:

- A PC may not attack another PC without the target's permission. This effectively requires the DM to scale the encounter down for fewer PCs.
- Owning and trafficking in slaves is an evil act; a PC who agrees to Conquest's offer effectively becomes evil in alignment, making the PC invalid for play in *Living Forgotten Realms*.

As combat begins, four smoky tentacles slither out of Krimnos's mouth and his eyes turn an opaque, glossy black; this is the physical manifestation of Conquest, an aberration in the body of a natural humanoid.

FEATURES OF THE AREA

Balcony: The balcony has a parapet 4 feet high, giving a +5 bonus to saving throws to prevent falling off the edge. The fall is 60 feet.

Blue and Red Bowls: Any creature that starts its turn or enters a square within 2 squares of a blue or red bowl is slowed until the end of its next turn. Any attack against a bowl automatically hits (they are immune to Will attacks), and they have 100 hit points.

Golden Sphere: The golden object behind the thrones is enchanted to protect the sovereign. A creature within 3 squares of the sphere benefits from cover against all attacks.

Pillars: The black dots are supporting columns and blocking terrain.

Red “X”: Crown Prince Irvel is unconscious, badly beaten, and draped over the parapet here.

Stairs: The stairs are only accessible from the balcony; there is a solid wall between the throne room and the stairs. They go up to a roof area exactly the size of the throne room with no special features and no parapet.

Thrones: The thrones are blocking terrain.

Window: The blue and white line behind the thrones is a glass window 8 squares long (ignore the black dot in the middle of the window). It is blocking terrain unless it is broken. Any attack against it automatically hits and shatters all eight squares of the window until the start of the attacker’s next turn. At that time, the window is magically restored to wholeness.

Yellow Arcane Circle: The large area in the center of the floor is an animated, illusory purple dragon. It is difficult terrain, and any line of attack into or through it is lightly obscured.

TACTICS

The harbinger spirits and purple dragon knights count as thralls for the purpose of Conquest’s abilities. If any PC is adjacent to a purple dragon knight, possesses a bloom from the Dragon Rose, and makes a successful DC 25 Thievery check, the PC can slip the Dragon Rose bloom onto the knight’s person, immediately causing the purple dragon knight to begin fighting Conquest’s influence; that purple dragon knight thrall is dazed for the rest of the encounter. Likewise, if Conquest uses a dominate effect on a PC who possesses a Dragon Rose bloom, that character is not dominated but is instead dazed for the duration of the original effect.

If the curse of the Harbinger of Entropy is in effect, Conquest’s *cradle of the elder brain* ability becomes recharge 4-6.

The purple dragon knight thralls open with *beckoning gaze* against any obvious strikers (activating *soul siphon* if they hit) followed by *sweeping strike*, attempting to prevent them from moving and spending action points (with their *soul void* aura), following with *blood pursuit* if necessary. They use *beckoning gaze* every round, preferring targets who are moving toward Conquest or who are attacking using ranged attacks. If all the harbinger spirits are destroyed, one purple dragon knight thrall moves adjacent to Conquest so it can continue to use *interpose thrall*.

Harbinger spirits try to keep two of their number adjacent to Conquest at all times so it can use *interpose thrall*, the others passing freely through walls or the window to the balcony and re-entering combat via the wall next to the stairs. They attempt to provide flanking

for the purple dragon knight thralls, Conquest, or each other.

Conquest opens with *enslave* on a PC who uses ranged attacks and is not engaged by one of the purple dragon knights, directing a dominated target to move adjacent to another PC. The next round, it uses *illusion of pain* on those PCs. It closes some of the distance to the PCs, using *mind blast* and *illusion of pain* when it has multiple targets and *enslave* when it is available and it has no target dominated). If it has no other attacks available, Conquest closes to melee to use *tentacles* and immediately spend its action point to *bore into brain* and stun the target. It continues to *bore into brain* on that target, attempting to create a thrall, devouring the PC’s brain only if Conquest has fewer than one quarter of its hit points. Conquest uses *interpose thrall* whenever able, and uses *cradle of the elder brain* to teleport adjacent to another thrall if it is targeted by another type of attack.

Any enemies who are conscious after 10 rounds of combat attempt to move toward Crown Prince Irvel and push him over the parapet. This requires two standard actions. Conquest also attempts this if it is reduced to 50 or fewer hit points. If Conquest is successful, it then attempts to flee, using *cradle of the elder brain* to teleport to the ground if available and fleeing to the roof to wait for the power to recharge if it is not immediately available.

The harbinger spirits fight until they are reduced to 0 or fewer hit points. If Conquest is reduced to 0 or fewer hit points, the purple dragon knights fall unconscious for the duration of the encounter and its spirit leaves Krimnos as a wisp of black smoke that quickly dissipates.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Replace one purple dragon knight thrall with a harbinger spirit. Conquest’s *enslave* power only recharges on 6.

Six PCs: Replace one harbinger spirit with a purple dragon knight thrall.

ENDING THE ENCOUNTER

The PCs have defeated the enemies. If Conquest was able to flee, it means that Crown Prince Irvel has fallen from the balcony and is likely dead without intervention from the PCs.

EXPERIENCE POINTS

The PCs earn 1600/2400 XP each for defeating the enemies here.

CONCLUDING THE ADVENTURE

King Foril arrives at the throne room with a contingent of war wizards and purple dragon knights mere moments after the combat with Conquest ends. If the PCs have saved Crown Prince Irvel, read the following to the PCs:

King Foril rushes into the throne room, followed by his personal guard, and is immediately relieved to see his son regaining consciousness. "I have no way to properly thank you for the gift you've given me today. As both a father and a king, I offer you my most sincere gratitude. The Obarskyr family, indeed, Cormyr itself is in your debt."

The PCs earn story award **CORM20 A King's Remembrance**.

If Crown Prince Irvel was killed, read the following to the PCs instead:

King Foril rounds the corner into the throne room and searches around frantically. He shatters the window to the balcony and peers over the edge of the balcony. He crumples to the ground and weeps, screaming in his agony and grief. You are ushered out of the throne room quickly by his personal guard.

In either case, King Foril spends a few days in council with his advisors and plans a ceremony to thank the PCs for their services. The ceremony is filled with all the appropriate pomp and circumstance, and the king's mood is elated or somber, as appropriate to his son's fate. He awards the PCs with equipment to aid them in their future endeavors defending his realm.

If the PCs avoided killing any natural humanoids in Encounters 3 and 4 (including Krimnos), they have completed the minor quest *Subdue, Not Slaughter* and earn 240/320 XP each.

The PCs may be interested in pursuing some of the remaining allies or rituals/artifacts. Unfortunately, Conquest commanded enough agents to destroy or prevent access to the rituals and artifacts. It also sent agents to the potential allies and caused them to commit their resources to other tasks and prevent their preparation in time to aid Cormyr when the Queen of Thorns arises.

TREASURE

The PCs are given 1500/3000 gp each as a reward by Lord Erzoured for gaining resources to aid in the defense of Cormyr against the Queen of Thorns. Additionally, King Foril gives the PCs equipment, either

in thanks for saving his son or to prepare them in case Conquest seeks vengeance. He gives each PC the following equipment:

- *medallion of the mind* +4
- *boots of withdrawal*
- *bloodcut armor* +4

ENCOUNTER 4: THE VEIL, LIFTED STATISTICS (LOW LEVEL)

Purple Dragon Knight Thrall	Level 14 Elite Soldier
Medium natural humanoid, human XP 2000	
Initiative +12 Senses Perception +15	
Soul Void aura 1; each enemy that starts its turn within the aura can't spend action points until the end of its next turn.	
HP 242; Bloodied 121	
Regeneration 10 (if the purple dragon knight takes psychic or necrotic damage, regeneration does not function until the end of its next turn)	
AC 30; Fortitude 29, Reflex 25, Will 25	
Saving Throws +2; +4 against fear and charm effects	
Speed 7	
Action Points 1	
m Longspear (standard; at-will) ♦ Weapon	
Reach 2; +20 vs. AC; 2d10 + 7 damage, and the target is marked until the end of the purple dragon knight's next turn.	
m Spiked Gauntlet (standard; at-will) ♦ Weapon	
+20 vs. AC; 2d6 + 7 damage.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +20 vs. AC; 2d6 + 7.	
R Beckoning Gaze (minor 1/round; at-will) ♦ Gaze	
Ranged 3; +19 vs. Will; the target is pulled 3 squares and marked (save ends).	
C Sweeping Strike (standard; at-will) ♦ Weapon	
Requires longspear; close blast 2; +20 vs. AC; 2d10 + 7 damage, and the target is knocked prone.	
Blood Pursuit (immediate reaction, when a bloodied enemy within 2 squares of the purple dragon knight moves or shifts; at-will)	
The purple dragon knight shifts 1 square closer to the enemy.	
Threatening Reach	
The purple dragon knight can make opportunity attacks against all enemies within its reach (2 squares).	
Soul Siphon (free, when the purple dragon knight hits an enemy with a ranged attack; recharge 5-6) ♦ Psychic	
The enemy hit by the ranged attack also takes ongoing 10 psychic damage and is dazed (save ends both).	
Caged Mind	
A purple dragon knight that is dominated is instead dazed for the same duration that the dominated effect would have lasted.	
Purple Dragon Knight Healing ♦ Healing	
If the purple dragon knight is reduced to 0 hit points by an attack that does not deal psychic or necrotic damage, it rises on its next turn (as a move action) with 15 hit points.	
Alignment Good Languages Common, Chondathan	
Skills Athletics +17, Endurance + 15	
Str 24 (+14)	Dex 16 (+10) Wis 16 (+10)
Con 20 (+12)	Int 10 (+7) Cha 12 (+8)
Equipment plate armor, longspear, 8 javelins in sheaf	

Note: war troll -size reduced, equipment & energy types changed; added cursed guardian template from DMG2. Modified damage.

Harbinger Spirit (level 15)	Level 15 Minion
Large shadow magical beast (undead) XP 300	
Initiative +13 Senses Perception +9; darkvision	
Death Mist aura 1; enemies that enter or start their turn in the aura take 10 necrotic damage.	
HP 1; a missed attack never damages a minion.	
AC 27; Fortitude 28, Reflex 27, Will 26	
Immune disease, poison; Resist insubstantial	
Speed 8, fly 6 (hover); phasing	

m Ghost Bite (standard; at-will) ♦ Necrotic		
+18 vs. AC; 11 necrotic damage.		
Insubstantial Defense (free action, when hit by an attack; at-will)		
The harbinger spirit makes a saving throw. If the save succeeds, the attack passes harmlessly through the harbinger spirit's form.		
Alignment Evil		Languages Abyssal
Str 24 (+14)	Dex 22 (+13)	Wis 14 (+9)
Con 20 (+12)	Int 11 (+7)	Cha 20 (+12)
Note: ghost worg packmate - changed alignment.		

Conquest (level 16)	Level 16 Elite Controller
Medium aberrant humanoid XP 2800	
Initiative +10 Senses Perception +12; darkvision	
HP 292; Bloodied 146	
AC 30; Fortitude 25, Reflex 29, Will 28; see also <i>interpose thrall</i>	
Saving Throws +2	
Speed 7	
Action Points 1	
m Tentacles (standard; at-will)	
+19 vs. Reflex This attack automatically hits a dazed or stunned target; 3d6 + 7 damage, and the target is grabbed (escape DC 21)	
m Bore into Brain (standard; at-will) ♦ see text	
Grabbed or stunned target only; +19 vs. Fortitude; 4d6 + 12 damage, and the target is stunned until it is no longer grabbed by Conquest. If this power reduces the target to 0 hit points or fewer, Conquest can do one of the following: <i>Eat Brain (Healing):</i> The target dies, and Conquest regains 25 hit points. <i>Thrall Surgery (Charm):</i> Instead of dropping to 0 hit points or fewer, the target remains at 1 hit point. It is dominated until Conquest dies.	
C Mind Blast (standard; recharge 5-6) ♦ Psychic	
Close blast 5 (enemies only); +19 vs. Will; 3d8 + 12 psychic damage, and the target is dazed (save ends). <i>Miss:</i> Half damage.	
R Enslave (standard; recharge 5-6) ♦ Charm	
Ranged 10; +19 vs. Will; the target is dominated (save ends). Conquest can use <i>enslave</i> on only one creature at a time.	
A Illusion of Pain (standard; recharge 5-6) ♦ Illusion, Psychic	
Area burst 1 within 10; enemies within the burst imagine that the area is filled with writhing, barbed tentacles; +25 vs. Will; 2d10 + 4 psychic damage, and the target takes ongoing 10 psychic damage and is immobilized (save ends both).	
Cradle of the Elder Brain (immediate interrupt, when attacked; Recharge 5-6) ♦ Teleportation	
Conquest teleports 20 squares.	
Interpose Thrall (immediate interrupt, when targeted by a melee attack; at-will)	
Conquest redirects the attack to an adjacent thrall.	
Alignment Evil Languages Common, telepathy 10	
Skills Arcana +17, Bluff +20, Insight +17, Intimidate +20	
Str 11 (+8)	Dex 16 (+11) Wis 18 (+12)
Con 18 (+12)	Int 18 (+12) Cha 24 (+15)

Note: mind flayer mastermind - changed language. Modified for *Monster Vault* variant (defenses, hit points, and the way a couple of powers work).

If the curse of the Harbinger of Entropy is extant, Conquest's *cradle of the elder brain* is a recharge 4-6 power.

ENCOUNTER 4: THE VEIL, LIFTED STATISTICS (HIGH LEVEL)

Purple Dragon Knight Thrall (lvl 17) Level 17 Elite Soldier	
Medium natural humanoid, human XP 3200	
Initiative +13	Senses Perception +16
Soul Void aura 1; each enemy that starts its turn within the aura can't spend action points until the end of its next turn.	
HP 266; Bloodied 133	
Regeneration 10 (if the purple dragon knight takes psychic or necrotic damage, regeneration does not function until the end of its next turn)	
AC 33; Fortitude 32, Reflex 28, Will 28	
Saving Throws +2; +4 against fear and charm effects	
Speed 7	
Action Points 1	
m Longspear (standard; at-will) ♦ Weapon	
Reach 2; +23 vs. AC; 2d10 + 10 damage, and the target is marked until the end of the purple dragon knight's next turn.	
m Spiked Gauntlet (standard; at-will) ♦ Weapon	
+23 vs. AC; 2d6 + 10 damage.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +23 vs. AC; 2d6 + 10.	
R Beckoning Gaze (minor 1/round; at-will) ♦ Gaze	
Ranged 3; +22 vs. Will; the target is pulled 3 squares and marked (save ends).	
C Sweeping Strike (standard; at-will) ♦ Weapon	
Requires longspear; close blast 2; +23 vs. AC; 2d10 + 10 damage, and the target is knocked prone.	
Blood Pursuit (immediate reaction, when a bloodied enemy within 2 squares of the purple dragon knight moves or shifts; at-will)	
The purple dragon knight shifts 1 square closer to the enemy.	
Threatening Reach	
The purple dragon knight can make opportunity attacks against all enemies within its reach (2 squares).	
Soul Siphon (free, when the purple dragon knight hits an enemy with a ranged attack; recharge 5-6) ♦ Psychic	
The enemy hit by the ranged attack also takes ongoing 10 psychic damage and is dazed (save ends both).	
Caged Mind	
A purple dragon knight that is dominated is instead dazed for the same duration that the dominated effect would have lasted.	
Purple Dragon Knight Healing ♦ Healing	
If the purple dragon knight is reduced to 0 hit points by an attack that does not deal psychic or necrotic damage, it rises on its next turn (as a move action) with 15 hit points.	
Alignment Good	
Languages Common, Chondathan	
Skills Athletics +18, Endurance + 16	
Str 24 (+15)	Dex 16 (+11) Wis 16 (+11)
Con 20 (+13)	Int 10 (+8) Cha 12 (+9)
Equipment plate armor, longspear, 8 javelins in sheaf	

Note: war troll -size reduced, equipment & energy types changed; added cursed guardian template from DMG2.

Harbinger Spirit	
Level 17 Minion	
Large shadow magical beast (undead) XP 400	
Initiative +14	Senses Perception +10; darkvision
Death Mist aura 1; enemies that enter or start their turn in the aura take 10 necrotic damage.	
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 30, Reflex 29, Will 28	
Immune disease, poison; Resist insubstantial	
Speed 8, fly 6 (hover); phasing	

m Ghost Bite (standard; at-will) ♦ Necrotic		
+20 vs. AC; 12 necrotic damage.		
Insubstantial Defense (free action, when hit by an attack; at-will)		
The harbinger spirit makes a saving throw. If the save succeeds, the attack passes harmlessly through the harbinger spirit's form.		
Alignment Evil		Languages Abyssal
Str 24 (+15)	Dex 22 (+14)	Wis 14 (+10)
Con 20 (+13)	Int 11 (+8)	Cha 20 (+13)

Note: ghost worg packmate - changed alignment.

Conquest	
Level 18 Elite Controller	
Medium aberrant humanoid XP 4000	
Initiative +11	Senses Perception +13; darkvision
HP 324; Bloodied 162	
AC 32; Fortitude 27, Reflex 31, Will 30; see also <i>interpose thrall</i>	
Saving Throws +2	
Speed 7	
Action Points 1	
m Tentacles (standard; at-will)	
+21 vs. Reflex This attack automatically hits a dazed or stunned target; 3d6 + 9 damage, and the target is grabbed (escape DC 21)	
m Bore into Brain (standard; at-will) ♦ see text	
Grabbed or stunned target only; +21 vs. Fortitude; 4d6 + 14 damage, and the target is stunned until it is no longer grabbed by Conquest. If this power reduces the target to 0 hit points or fewer, Conquest can do one of the following:	
<i>Eat Brain (Healing):</i> The target dies, and Conquest regains 25 hit points.	
<i>Thrall Surgery (Charm):</i> Instead of dropping to 0 hit points or fewer, the target remains at 1 hit point. It is dominated until Conquest dies.	
C Mind Blast (standard; recharge 5-6) ♦ Psychic	
Close blast 5 (enemies only); +21 vs. Will; 3d8 + 14 psychic damage, and the target is dazed (save ends). <i>Miss:</i> Half damage.	
R Enslave (standard; recharge 5-6) ♦ Charm	
Ranged 10; +21 vs. Will; the target is dominated (save ends). Conquest can use <i>enslave</i> on only one creature at a time.	
A Illusion of Pain (standard; recharge 5-6) ♦ Illusion, Psychic	
Area burst 1 within 10; enemies within the burst imagine that the area is filled with writhing, barbed tentacles; +27 vs. Will; 2d10 + 5 psychic damage, and the target takes ongoing 10 psychic damage and is immobilized (save ends both).	
Cradle of the Elder Brain (immediate interrupt, when attacked; Recharge 5-6) ♦ Teleportation	
Conquest teleports 20 squares.	
Interpose Thrall (immediate interrupt, when targeted by a melee attack; at-will)	
Conquest redirects the attack to an adjacent thrall.	
Alignment Evil	
Languages Common, telepathy 10	
Skills Arcana +18, Bluff +21, Insight +18, Intimidate +21	
Str 11 (+9)	Dex 16 (+12) Wis 18 (+13)
Con 18 (+13)	Int 18 (+13) Cha 24 (+16)

Note: mind flayer mastermind - changed language. Modified for *Monster Vault* variant (defenses, hit points, and the way a couple of powers work).

If the curse of the Harbinger of Entropy is extant, Conquest's *cradle of the elder brain* is a recharge 4-6 power.

ENCOUNTER 4: THE VEIL, LIFTED MAP

TILE SETS NEEDED

Fane of the Forgotten Gods x1

Arcane Towers x1

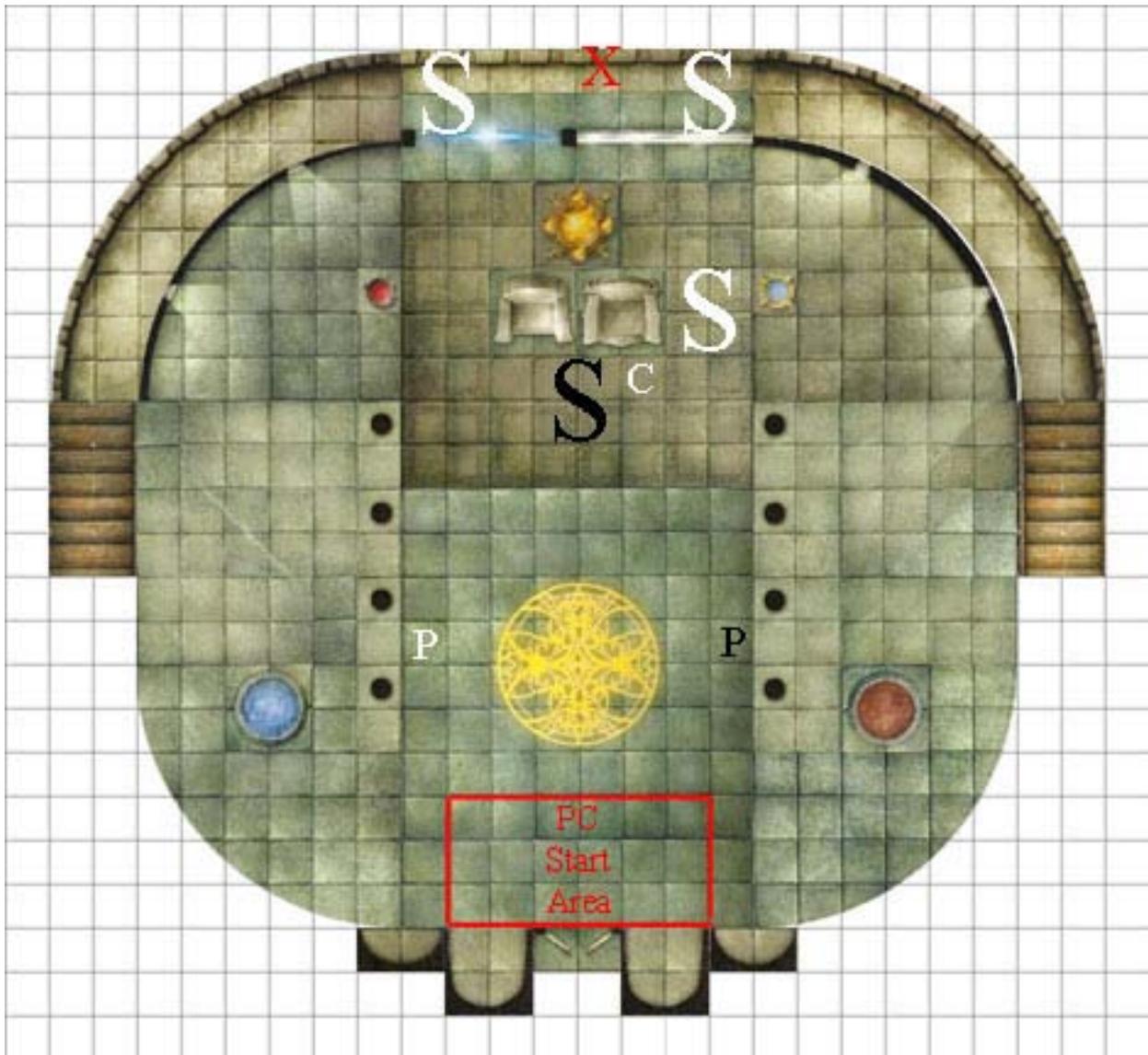
4 PCs: Replace Black P with S

6 PCs: Replace Black S with P (remaining adjacent to throne and C)

P = Purple Dragon Knight Thrall

C = Conquest

S = Harbinger Spirit



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 1: An Empty Toolbox

320 / 480 XP

Encounter 2a: Déjà Vu

500 / 550 XP

Encounter 3a: Shake, Rattle, and Roll

1120/1280 XP

Encounter 3b: No Card Catalogue

400 / 560 XP

Encounter 3c: A Rose Among Thorns

160 / 240 XP

Encounter 3d: Contagion Contained

1040 / 1200 XP

Encounter 3e: Blue Blood

1440 / 1680 XP

Encounter 3f: Back in the Saddle/Skirmish in the Skies

1360 / 1680 XP

Encounter 3g: An Evening with Friends

720 / 840 XP

Encounter 3h: It Would Be Faerie Helpful

900 / 980 XP

Encounter 4: The Veil, Lifted

1600 / 2400 XP

Minor Quest: Subdue, Not Slaughter

240 / 320 XP

Total Possible Experience

3840 / 5120 XP

(The PCs may earn slightly more XP than this total, depending on which parts of Encounter 3 they choose to pursue; this is the maximum available award for this adventure.)

Base Gold per PC

2,200 / 6,000 gp

(Encounter 1: 100 / 500 gp, Encounter 3a, d-h: 600 / 2,500 gp, Encounter 4: 1,500 / 3,000 gp)

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist’s weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist’s dagger*, the player writes that information down on the PC’s adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: *boots of withdrawal** (level 16; *Adventurer’s Vault*)

Found in Encounter 4

Treasure B: *planesplitter weapon +4** (level 19; *Manual of the Planes*)

Found in Encounter 2

Treasure C: *drakkensteed** (level 16 creature, mount; *Draconomicon 2*); Note: this mount counts as a found magic item, and is considered to have a rarity of Uncommon. It carries no upkeep cost. If sold, the PC receives gold equal to 20% of the market price of a level 16 magic item.

Found in Encounter 3f

Treasure D: +4 guardian staff of ruin (level 18; *Adventurer's Vault* and *Player's Handbook* 3)

Found in Encounter 3h

Treasure E: medallion of the mind +4* (level 19; *Adventurer's Vault* 2)

Found in Encounter 4

Treasure F: bloodcut armor +4 (level 19; *Player's Handbook*)

Found in Encounter 4

Treasure G: Any Common magic item of your level + 2 or less, or any Uncommon magic item of your level or less, from any player resource.

Found in Conclusion

Consumable plus Gold: If a player doesn't want to select one of the Treasures listed above for their character, they can choose to add a *sliver of salvation** plus 700 / 3,900 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other Treasure. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the Treasures listed above for their character, they can choose to add 3,300 / 6,500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other Treasure.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. It is permissible for the PCs to earn all three story awards in this adventure, if they meet the criteria.

CORM19 Standing Together

You have worked to gain resources that aid Cormyr to fight the armies of the Queen of Thorns. Cross out resources that were not obtained:

- Sir Severin
- Legendary Ritual of Broken Morale
- Legendary Ritual of Earthbinding
- Dragon Rose
- Royal Wand of Wonder
- Taliss Muirwood
- Wheloon's prison gangs

- VIPs: Lady Valwater, Madam Karah, Sir Grenfell, Lady Inyn, War Wizards, Lord Prio, temple of Tymora.
- Eladrin lords

Note the status of the Harbinger of Conquest here:
Escaped / Defeated

Additionally, you have been taught the sigil sequences for permanent teleportation circles in the market in Suzail and the old docks in Marsember.

CORM20 A King's Remembrance

You saved the life of Crown Prince Irvel when he was under direct assault by the Harbinger of Conquest. King Foril has given you an expression of kingly gratitude, and he owes you a great debt. You may call on him in a case of dire need to aid your cause.

CORM21 Infiltrated the Dragon's Shadow

You have proven your skills as a thief and been welcomed into the ranks of the Dragon's Shadow thieves' guild as a novitiate.

NEW RULES

All magic items have a rarity of Uncommon unless stated otherwise.

Boots of Withdrawal	Level 16 (low-level only)
<i>This footwear allows you to live to fight another day.</i>	
Lvl 16	45,000 gp
Item Slot: Feet	
Property: If you are bloodied and make no attacks on your turn, gain a +4 item bonus to speed, AC, and Reflex defense until the end of your next turn.	

Guardian Staff of Ruin	Level 18
<i>This gnarled, jagged staff fits the hand of any wizard seeking to devastate her opponent. It is formed from an uncut branch of a watcher tree, a variety of oak that grows only in the Feywild.</i>	
Lvl 18	85,000 gp
Implement (Staff)	
Enhancement: +4 attack rolls and damage rolls	
Critical: +4d10	
Property: Whenever you make an attack using this staff, you gain an item bonus to the attack's damage rolls equal to the staff's enhancement bonus.	
Property: If you have the Superior Implement Training feat for this item, you gain the following benefits:	
<ul style="list-style-type: none"> • Energized (force): When you use an attack power through this staff, you gain a +3 bonus to damage rolls if the power has the force keyword. The bonus increases to +4 at 21st level. • Shielding: Whenever you hit at least one target with an attack power using this staff, you gain a +1 shield bonus to AC and Reflex until the start of your next turn. 	

Medallion of the Mind	Level 19
<i>The amethyst pupil on this medallion glows softly when your thoughts take root in the minds of those around you.</i>	
Lvl 19 +4	105,000 gp
Item Slot: Neck	
Enhancement: +4 Fortitude, Reflex, and Will	
Property: You gain an item bonus to insight checks equal to the medallion's enhancement bonus.	
Property: You can communicate telepathically with any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two way communication. This telepathic communication fulfills the requirement of a class feature or power that a target be able to hear you.	
Power (Daily): Free. Trigger: An enemy you grant combat advantage to hits or misses you. Effect: The triggering enemy grants combat advantage to your allies until the start of your next turn.	

Planesplitter Weapon	Level 19
<i>The edge of this weapon is so sharp that it seems to cut through the unseen forces separating the planes.</i>	
Lvl 19 +4	105,000 gp
Weapon: Axe, Heavy Blade	
Enhancement: Attack rolls and damage rolls	
Critical: +4d12	
Property: While wielding this weapon, you can perform the Planar Portal ritual (<i>Player's Handbook</i> , page 311).	
Power (Encounter): Free Action. Use this power when you make a melee attack using this weapon. The weapon's reach increases by 2 squares.	
Power (Daily ♦ Teleportation): Minor Action. You create a dimensional rift connecting two squares within 10 squares of each other that lasts until the end of your next turn. A creature that enters one of the squares can move to the other square as if it were adjacent to that square. A creature cannot pass through the rift if either square is occupied by another creature.	

Sliver of Salvation	Level 17
<i>You throw off the lingering effects of enemy spells and ill effects with greater ease.</i>	
Level: 17	2,600 gp
Other Consumable	
Power (Consumable): Minor Action. You gain a +4 power bonus to the next saving throw you make before the end of the encounter.	
Special: Using this item counts as a use of a magic item daily power.	

APPENDIX 1: THE HARBINGERS' CURSES

It is likely that not all six of the Harbingers were defeated during the events of *CORM1-6 Curse of the Queen of Thorns*. If they were not stopped, their physical manifestations disintegrated and seeped into the kingdom itself. The DM should determine at the beginning of this adventure what Harbingers' curses are in place in Cormyr:

- If any PCs have story award **CORM10 The Harbingers**, the DM should use it to determine what curses are in place. If at least half of those PCs who have the award defeated a particular Harbinger, count its curse as inactive. Do not count any PCs who do not have this story award.
- If none of the PCs have story award **CORM10**, then determine randomly three Harbingers which were defeated. Roll a d6 three times; if the same number comes up more than once, simply move down the list until you reach a Harbinger which has not yet been marked as defeated: 1 - Pestilence, 2 - Famine, 3 - Madness, 4 - Fury, 5 - Entropy, 6 - Destruction

The following is a list of the curses and their effects on Cormyr. Also noted are the encounters in this adventure in which the curses' effects have a tangible effect.

Pestilence: Shrubs and flowers throughout Cormyr are being destroyed by a blight of pests. In Encounter 3c, the curse of Pestilence has all but destroyed the Dragon Rose.

Famine: While crops in the countryside of Cormyr are suffering from the worst growth season in memory, the king's subjects are noticing an unnatural hunger. The nation's food reserves are quickly becoming depleted, but people can't help but tear into meals with reckless abandon. In Encounter 3g, the guests are affected by the curse and it's more difficult for even the PCs to avoid consuming Conquest's poison.

Madness: Anyone who is inclined to act impulsively or irrationally seems to give in. In Encounter 3d anyone who contracts chaos phage immediately begins to suffer negative effects from the maddening disease.

Fury: Levelheaded citizens of Cormyr are reacting to slight irritations with enormous outbursts, leading to fist fights, false charges of crimes, and general disease wherever crowds are gathered. In Encounter 3e, Taliss Muirwood, who would normally fight with restraint and mercy, lashes out for being interrupted and attacks with lethal force. In Encounter 3f, the prisoners of Wheloon are angry at the PCs for daring to suggest that they assist the very government that gave them their life sentences and are difficult to persuade otherwise.

Entropy: An odd sense of disorder has begun to pervade Cormyr: people seem to misplace their belongings, no one seems to arrive for appointments on time, and mistakes are being made in people's everyday tasks. In Encounters 2a, 3d, and 4, creatures can teleport farther and/or more often than usual.

Destruction: Cormyr itself seems to be falling apart: sinkholes are opening up in all sorts of places, buildings' foundations need renovation, and crafted objects are falling apart well before their lifespan has run out. In Encounter 3a, the cave-in hazard drops more rock on the cavern floor below than would normally result in an ages-old section of the Underdark. In Encounter 3b, Conquest's agent's fire spell is more difficult to quench.

APPENDIX 2: STORY AWARDS

This adventure makes use of story awards from previous adventures in Cormyr. In order to make gameplay smoother, it is recommended that the DM ask the players to retrieve the list of their PCs' story awards in Cormyr and the adventures in which their PCs have taken part (in case they did not earn story awards for a particular adventure); players should have easy access to this information throughout the adventure.

CORE1~1 INHERITANCE

- **CORE01 Tymora's Token:** Encounter 2b, 3 (unlocks Encounter 3f)

CORM1~2 GANGS OF WHELOON

- **CORM02 In Service of the Crown:** Encounter 2b, 3 (unlocks Encounter 3f)
- **CORM03 Valwater's Gratitude:** Encounter 3f

CORM1~3 HEAD ABOVE WATER

- **CORM04 Noblesse Oblige:** Encounter 2b, 3 (unlocks Encounter 3g)
- **CORM05 Eladrin's Blessing:** Encounter 2b, 3 (unlocks Encounter 3h)

CORM1~5 IN THE BLEAK MIDWINTER

- **CORM07 Sweet as Honey:** Encounter 3f
- **CORM09 Draconic Diplomat:** Encounter 3h

CORM1~6 CURSE OF THE QUEEN OF THORNS

- **CORM10 The Harbingers:** See Appendix 1
- **CORM11 Knighted:** Introduction; Encounter 2b, 3f

CORM1~7 PATRONAGE AND PESTILENCE

- **CORM12 Karah Family Favor:** Encounter 2b, 3 (unlocks Encounter 3g)
- **CORM13 Suzail Deputy:** Encounter 2b

CORM2~1 FOR CROWN AND KINGDOM

- **CORM14 Favor of Oris Grenfell:** Encounter 2b, 3 (unlocks Encounter 3g)
- **CORM15 Favor of Cora Inyn:** Encounter 2b, 3 (unlocks Encounter 3g)
- **CORM16 War Wizards' Gratitude:** Encounter 2b, 3 (unlocks Encounter 3g)

CORM2~2 PAIN

- **CORM17 Haldoneir Unmasked:** Encounter 2b, 3 (unlocks Encounter 3g)

PLAYER HANDOUT 1

Give this sheet to the PCs if they acquire drakkensteed mounts in Encounter 3f.

Drakkensteed	Level 16 Skirmisher	
Large natural magical beast	XP 1400	
Initiative +15	Senses Perception +12; low-light vision	
HP 157; Bloodied 78		
AC 30; Fortitude 29, Reflex 27, Will 26		
Speed 8, fly 10, overland flight 15		
m Claw (standard; at-will)		
+21 vs. AC; 2d8 + 7 damage.		
m Wing Swipe (standard; at-will)		
+21 vs. AC; 1d6 + 7 damage.		
M Flyby Attack (standard; at-will)		
The drakkensteed flies up to 10 squares and makes one claw attack, or two wing swipes against different creatures, at any point during that movement. The drakkensteed doesn't provoke opportunity attacks when moving away from the targets of the attacks.		
C Fearsome Roar (standard, encounter) ◆ Fear		
Close burst 3; targets enemies; +19 vs. Fortitude; the target is dazed (save ends).		
Drakkensteed Action (while mounted by a friendly rider of 16th level or higher; encounter)		
When the rider spends an action point to take an extra action, the drakkensteed's fearsome roar recharges, and the drakkensteed uses it as a free action.		
Alignment Unaligned	Languages -	
Str 24 (+15)	Dex 21 (+13)	Wis 19 (+12)
Con 21 (+13)	Int 3 (+4)	Cha 10 (+8)

PLAYER HANDOUT 2

This letter was stashed in the ritual book found by solving the puzzle cavern in the Underdark.

I am hiding this book of lore to prevent it from falling into the wrong hands and to preserve it for the days when it will be sorely needed. The drow city of Sschindylryn lies not even a day's journey from the cavern where we will construct a puzzle to defend this book, and the dark eyes of Lolth's children hunger to gaze upon the ruin of those who live in the light above. They are masters of constructing portals, so we must be ever vigilant to stand against an attack for which there will be no warning. The hordes they could unleash upon Suzail and Cormyr's other outposts would undo the 600 years of civilization we have brought to this savage land.

Beware the priestesses and portal-mages of Sschindylryn; their threat to Cormyr will never fade!

PLAYER HANDOUT 3

This grid may be helpful in collecting information about which PCs have earned which Story Awards.

	PC #1 Name:	PC #2 Name:	PC #3 Name:	PC #4 Name:	PC #5 Name:	PC #6 Name:
CORE1-1 Inheritance						
CORE01 Tymora's Token						
CORM1-2 Gangs of Wheloon						
CORM02 In Service of the Crown						
CORM03 Valwater's Gratitude						
CORM1-3 Head Above Water						
CORM04 Noblesse Oblige						
CORM05 Eladrin's Blessing						
CORM1-5 In the Bleak Midwinter						
CORM07 Sweet as Honey						
CORM09 Draconic Diplomat						
CORM1-6 Curse of the Queen of Thorns						
CORM10 The Harbingers						
CORM11 Knighted						
CORM1-7 Patronage and Pestilence						
CORM12 Karah Family Favor						
CORM13 Suzail Deputy						
CORM2-1 For Crown and Kingdom						
CORM14 Favor of Oris Grenfell						
CORM15 Favor of Cora Inyn						
CORM16 War Wizards' Gratitude						
CORM2-2 Pain						
CORM17 Haldoneir Unmasked						

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

CORM2~3 SECRET OF THE QUEEN OF THORNS

CORM19 Standing Together

You have worked to gain resources that aid Cormyr to fight the armies of the Queen of Thorns. Cross out resources that were not obtained:

- Sir Severin
- Legendary Ritual of Broken Morale
- Legendary Ritual of Earthbinding
- Dragon Rose
- Royal Wand of Wonder
- Taliss Muirwood
- Wheloon's prison gangs
- VIPs: Lady Valwater, Madam Karah, Sir Grenfell, Lady Inyn, War Wizards, Lord Prio, Temple of Tymora.
- Eladrin lords

Note the status of the Harbinger of Conquest here:
Escaped / Defeated

Additionally, you have been taught the sigil sequences for permanent teleportation circles in the market in Suzail and the old docks in Marsember.

CORM20 A King's Remembrance

You saved the life of Crown Prince Irvel when he was under direct assault by the Harbinger of Conquest. King Foril has given you an expression of kingly gratitude, and he owes you a great debt. You may call on him in a case of dire need to aid your cause.

CORM21 Infiltrated the Dragon's Shadow

You have proven your skills as a thief and been welcomed into the ranks of the Dragon's Shadow thieves' guild as a novice.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

CORM2~3 SECRET OF THE QUEEN OF THORNS

CORM19 Standing Together

You have worked to gain resources that aid Cormyr to fight the armies of the Queen of Thorns. Cross out resources that were not obtained:

- Sir Severin
- Legendary Ritual of Broken Morale
- Legendary Ritual of Earthbinding
- Dragon Rose
- Royal Wand of Wonder
- Taliss Muirwood
- Wheloon's prison gangs
- VIPs: Lady Valwater, Madam Karah, Sir Grenfell, Lady Inyn, War Wizards, Lord Prio, Temple of Tymora.
- Eladrin lords

Note the status of the Harbinger of Conquest here:
Escaped / Defeated

Additionally, you have been taught the sigil sequences for permanent teleportation circles in the market in Suzail and the old docks in Marsember.

CORM20 A King's Remembrance

You saved the life of Crown Prince Irvel when he was under direct assault by the Harbinger of Conquest. King Foril has given you an expression of kingly gratitude, and he owes you a great debt. You may call on him in a case of dire need to aid your cause.

CORM21 Infiltrated the Dragon's Shadow

You have proven your skills as a thief and been welcomed into the ranks of the Dragon's Shadow thieves' guild as a novice.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

CORM2~3 SECRET OF THE QUEEN OF THORNS

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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	RPGA/DCI Number
1	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

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Event Name: _____ Event Code: _____
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DUNGEON MASTER

DM Name: _____

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