

FURY OF THE QUEEN OF THORNS

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

BY DAN ANDERSON

DEVELOPED BY PIETER SLEIJPEN; REVIEWED BY M. SEAN MOLLEY

SPECIAL THANKS TO ANDREW SCHNEIDER FOR HIS SERVICE TO CORMYR

PLAYTESTED BY LORI ANDERSON, WILLIAM ANSELL, BUDDY ARNOLD, JOE BOERJES, CHAD BROWN, PETER CHEN, TIM CHENG, LARRY DELUCAS, ROBERT DORGAN, JULIO ESPERAS, JACK LUCAS, TANIS O'CONNOR, KEITH RICHMOND, MICHAEL RODERICK, MARK SCHIAVO, CHRIS STAUFER, HONEY STAUFER, MICKEY TAN, FRED UPTON, KRISTOPHER WADE, DENNIS WALTMAN, ROB WATKINS, RYAN WHITE, AND MONTEL WYSINGER

The kingdom of Cormyr is cursed. Prophecy warns that the Queen of Thorns will end the reign of the Obarskyr family and take the throne for her own. Dare you stand with King Foril in his attempt to defy this terrible fate? A *Living Forgotten Realms* adventure set in Cormyr for characters levels 17-20. This adventure can run long; we recommend that you allow 5-6 hours of play time, but some groups have completed it within a standard 4-hour slot.

This adventure concludes the Major Quest started in CORM1-6 *Curse of the Queen of Thorns* (P1) and continued in CORM2-3 *Secret of the Queen of Thorns* (P2). Players are strongly encouraged to play the three parts of this Major Quest in order, with the same character, if at all possible. Story Awards from the previous adventures have a very strong influence on the details and difficulty of this adventure.

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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If you want to organize public LFR games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. For these organizers, we have included a blank RPGA table-tracking form at the back of the adventure. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network, nor do you need to schedule games or report them. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

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 17 - 20. 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, a flight of dragons fought and subdued the entity known as the Queen of Thorns. She retreated deep into the forest and hid herself with powerful magic, slumbering and recuperating until she could rise again. The Forest Kingdom was passed from dragons to elves, then on to the Obarskyr family. The current king is the elderly Foril Obarskyr, and his son Prince Irvel is next in line to take the throne. Prophecy dictates that when the Queen of Thorns rises from her sleep, a Cormyr ruled by the Obarskyr line falls and the Queen of Thorns will sit on the throne of Cormyr.

In *CORM1-6 Curse of the Queen of Thorns*, the first stage of the prophecy came to pass. Six harbingers arrived across Cormyr. Heroic efforts were made by a small group of adventurers and Lord Erzoured, the king's nephew, to quash the influence of these harbingers.

In *CORM2-3 Secret of the Queen of Thorns*, the seventh harbinger, Conquest, began to turn the people against the king. Lord Erzoured summoned adventurers to bolster the kingdom's defenses and defeat the seventh harbinger. Conquest possessed Lord Erzoured's vizier, Krimnos, who was saved at the end of the adventure. (If the PCs killed Krimnos at the end of *CORM2-3*, let them know that Krimnos was fully examined and raised. If Prince Irvel was killed, then he has been raised.)

Now, the Queen of Thorns marches with an army against Cormyr. Many people are calling for King Foril to abdicate the throne, so that there is some hope of defying the prophecy and defeating the Queen of Thorns. King Foril's sages and advisors are busy researching other alternatives to defy the prophecy. King Foril has sent summons to the far corners of Faerûn to the greatest of adventurers, hoping for help to turn back the Queen of Thorns and her army.

All of these events are part of a plot conceived by Lord Erzoured to become King of Cormyr. For the past several years, he has been indirectly aiding the Queen of Thorns so that she could remove King Foril from the throne. Lord Erzoured has been assured by his vizier Krimnos that he will be able to control the Queen of Thorns. Erzoured plans to come in, defeat the Queen of Thorns, and with the popularity of the people, be crowned hero-king of Cormyr.

DM'S INTRODUCTION

After answering the call from King Foril, the PCs learn of the troubles in Cormyr. They are sent to learn what they can to try to circumvent the prophecy and prevent the Queen of Thorns from taking the throne.

During the investigation, they may overhear Erzoured arguing with his vizier, Krimnos, and learn of his plan to use the Queen of Thorns to become King himself. However, Erzoured realizes his plan is unraveling and does not want Cormyr to permanently fall under the rule of the Queen of Thorns. If confronted at any point, he admits a desire to become king, and regrets that the kingdom is now in danger.

Hearing rumors of betrayal and not knowing whom he can trust, the King confides in the PCs. Together, they come up with a dangerous plan to defeat the Queen of Thorns.

This adventure uses story awards from previous adventures in Cormyr, particularly *CORM1-6* and *CORM2-3*. The DM should refer to Appendix 1 and Appendix 2 to streamline play, including determining which harbingers were defeated in *CORM1-6* and which resources were gathered in *CORM2-3* and note down the impact this has on this adventure.

PLAYER'S INTRODUCTION

The PCs have made a name for themselves in the world, and King Foril needs the greatest heroes of the land to aid him. Some PCs may be knighted, or have the Purple Dragon Knight or War Wizard of Cormyr paragon path. If so, be sure to incorporate their status in scenes throughout the adventure.

When you are ready to begin, read or paraphrase the following to the players:

The Kingdom of Cormyr is in dire need. The Queen of Thorns marches with an army to destroy the Obarskyr line and take the throne as her own.

Due to your great renown and prior deeds, you have garnered the attention of King Foril Obarskyr. He has summoned you for an audience at his palace in Suzail.

It is unwise to ignore the summons of a King, and whether you are motivated by a sense of honor and duty or by the promise of rich rewards, you find yourself waiting to be escorted to a meeting with the King of Cormyr himself.

Each PC is escorted to the war room where King Foril is meeting with several of his advisors. The escort asks the PCs how they wish to be announced, and as each character enters the meeting chamber, the escort formally announces that PC's arrival to the royal court. King Foril is old, but he slowly lifts himself from his seat as the PCs enter, and thanks them for coming. Once all of the PCs have arrived, continue:

King Foril's family and most trusted advisors sit around a large table covered with notes, tomes and maps. Crown Prince Irvel nervously paces in a corner, while Lord Erzoured sifts through the papers on the table. Several sages and advisors pour through the documents, the looks on their faces grim.

King Foril addresses the room, "The eleventh hour is upon us. The Queen of Thorns' army will be at Suzail within hours. I have called these renowned heroes to stand with us, that perhaps we can avoid the destiny prophecy has for us. Thank you all for your loyal service to the crown."

King Foril and the advisors can share the following information with the PCs:

- They have been preparing for several days, taking only minimal breaks to eat and sleep.
- King Foril lists the resources gathered by the adventurers in CORM2-3 (see Appendix 2).
- The Queen of Thorns raised an army of plants, beasts, and undead from the forests of Cormyr. Her forces are at the gates of Suzail in a matter of hours.
- Many of the kingdom's resources are scattered throughout the land, already engaged with the forces of the Queen of Thorns.
- Nobody knows exactly what the Queen of Thorns is or where she is. Several advisors are conducting research to learn more about her.

King Foril grows tired after a brief time, and adjourns the meeting for one hour so he can rest. He recommends that everyone keep working and give him an update when he returns.

ENCOUNTER 1: THE ELEVENTH HOUR

SETUP

Important NPCs:

Crown Prince Irvel, son of King Foril

Lord Erzoured, nephew of King Foril

Various sages, advisors, and knights

This encounter gives the PCs a chance to learn more about what is going on in Cormyr. Ask each PC how they want to spend their hour, and encourage them to split up to pursue different interests. Some suggested scenes are listed below, but allow the PCs other avenues to spend their time if it makes sense.

SCENE 1: A TRUE PRINCE

With a DC 17/18 Insight check, the PCs can tell that Prince Irvel is even more troubled than one might expect. If a PC spends time with the prince, a DC 23/25 Diplomacy, Bluff, or other appropriate check gets him to open up.

- Prince Irvel is most concerned about the safety of the people of Cormyr.
- He believes that the only way the Queen of Thorns can be defeated is if no member of the Obarskyr line is on the throne.
- He thinks that his father, and all members of the Obarskyr family line in succession, should abdicate the throne.
- With the kingdom turned over to someone else, Irvel believes the Queen of Thorns can be defeated, thus saving the people of Cormyr from her tyranny.

If the PC fails the check, they think Prince Irvel is afraid for his own life, since the Queen of Thorns will destroy the Obarskyr line.

SCENE 2: A DEVIUS PLOT

With a DC 17/18 Insight check, the PCs can tell that Lord Erzoured is very nervous, despite his collected outward demeanor. During the break, Lord Erzoured excuses himself to meet with his vizier Krimnos.

Lord Erzoured is furious that Krimnos cannot control the Queen of Thorns, as promised. If a PC is a knight in service to Lord Erzoured, they can attend to him and overhear this argument. Otherwise, a DC 23/25 Stealth, Perception, or other appropriate check

allows the PC to spy on the pair and gain the same information.

- The plan was that when the Queen of Thorns takes the throne, Lord Erzoured sweeps in, defeating the Queen of Thorns, saving the king and all of Cormyr. The people would raise Erzoured to the throne as hero-king of Cormyr.
- Krimnos snivels that he cannot control the Queen of Thorns, as evidenced by his possession by the harbinger Conquest.
- Erzoured decides that the best thing for Cormyr is to devote his energy into stopping the Queen of Thorns and her. In order to someday become king, there needs to be a kingdom left to rule!

If the PC fails the check, they know that Erzoured is up to something, but do not overhear the conversation.

SCENE 3: FRIENDS AND ACQUAINTANCES

Some PCs may wish to find the word on the street, or meet with NPCs they have befriended in previous adventures. With a DC 17/18 Streetwise check or an appropriate story award, the PC can learn what the general population feels.

- The people believe King Foril is fair and just.
- They are afraid that the Queen of Thorns will kill the royal family and enslave or kill them all.
- Many are loyal to the king and are ready to fight and die to defend his kingdom.
- Some believe the king should step down, so that the prophecy can be avoided.

If the PC fails the check, they get a feeling of fear and despair from the people.

SCENE 4: PROPHECY AND DESTINY

Some PCs may wish to help the sages research the prophecy to find clues about how to defeat the Queen of Thorns. With a DC 23/25 History check or a DC 32/34 Arcana or Religion check, they are able to assist the sages with their research.

- The prophecy states, "When the Queen of Thorns rises, an Obarskyr-ruled Cormyr will fall."
- By Cormyrian law, when the throne is vacated, the next in line of succession becomes king.
- There is a rare exception in the laws. During a time of war, if the king is killed on the field of battle, a 24-hour mourning period is observed before the throne passes to the next in line.

If the PC fails the check, they find no hope of victory as long as an Obarskyr rules Cormyr.

TREASURE

There is no treasure for this encounter.

SCENE 5: THE QUEEN OF THORNS

Some PCs may want to learn more about the Queen of Thorns and her abilities. They can use the library and make a DC 23/25 Arcana, Insight, History, Nature, Perception, Religion, or other appropriate check to research their enemy. For every 5 points the PC beats the DC, they learn an additional piece of information.

The Queen of Thorns keeps six special undead plants, each of which gives her a benefit. For each piece of information earned, provide the PCs with a new random piece of information from the list below:

- 1: The Queen of Thorns has a ghostly appearance, likely from the rare Ghost Lily.
- 2: The Deathfont Willow makes the Queen of Thorns nearly immune to detrimental effects.
- 3: The Shadestep Bush allows the Queen of Thorns to teleport anywhere in her domain.
- 4: The Tentacle Vine gives the Queen of Thorns limbs 15 feet long.
- 5: The Midnight Rose gives the Queen of Thorns power to control the minds of her enemies.
- 6: The Vengeful Cactus damages those who attack the Queen of Thorns.

If the PC fails the check, they only learn that the Queen of Thorns is an undead plant creature who becomes even more powerful when near rare plants.

ENDING THE ENCOUNTER

If PCs have the story award **CORM19 Standing Together**, their allies are also doing research and can provide the PCs with information they are missing. For each ally (Sir Severin, Lady Valwater, Madam Karah, Sir Grenfell, Lady Inyn, War Wizards, Lord Prio, temple of Tymora), the PCs can gain one additional piece of information that requires a check. They can choose which scene to have their ally investigate.

King Foril summons the PCs for a private audience to discuss next steps. Continue with Encounter 2.

EXPERIENCE POINTS

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

ENCOUNTER 2: LONG LIVE THE KING

SETUP

Important NPCs:

Foril Obarskyr, king of Cormyr

King Foril summons the PCs to his study and dismisses his advisors. Read or summarize:

A purple dragon knight calls you aside. He explains that King Foril wishes to meet with you in his private study. He escorts you there and then, with a nod from King Foril, he leaves, locking the door behind him.

King Foril sits behind the desk, his brow wrinkled with worry. "Thank you all for coming. Cormyr faces her greatest threat since my family was given the throne. While I realize it is unorthodox to meet you without my knights and advisors, I do not know who else I can trust."

By now King Foril has also learned some of the information from Encounter 1. He listens intently to anything the PCs have learned, and shares what he knows. Note that not all of his information is precisely accurate.

- King Foril feels he can trust no one other than the PCs.
- There is a traitor in Cormyr who hopes that the Queen of Thorns wins.
- King Foril has no idea who the traitor is. He fears that it could even be his son, and this troubles him greatly.
- If told Erzoured is likely the traitor, the king's demeanor shifts from relief that it is not his son, to disbelief that his nephew would plot such a thing.
- The prophecy states that if Cormyr has an Obarskyr ruler when the Queen of Thorns attacks, then Cormyr will fall.
- If the king is killed on the field of battle, Cormyr has no ruler for a full 24 hour mourning period.
- He has not shared this loophole with any of his advisors.

King Foril asks the PCs for their counsel. Note that King Foril is willing to abdicate the throne for the good of the country, but that plan only works if both Prince Irvel and Erzoured also abdicate. With

thoughts of a traitor, PCs should realize this course of action is unlikely to work.

After a great deal of thought, King Foril proposes a dangerous plan.

- King Foril needs to be killed on the field of battle so that the Cormyrian throne is vacant for a 24 hour mourning period.
- King Foril will lead the PCs in battle to face the Queen of Thorns' General.
- The fight must be convincing. The traitor must not expect any trickery.
- Once King Foril falls, the PCs must win the battle to protect the citizens of Cormyr.
- King Foril will wear a magical amulet that, when he is killed, holds his soul. The PCs need to recover the amulet without anyone noticing.
- The PCs must defeat the Queen of Thorns, and then have King Foril raised from the dead.
- King Foril stresses that the PCs should not share the plan with anyone.

If the PCs offer any other courses of action, King Foril gives them careful consideration. In the end, however, he decides to go with the plan he presented.

King Foril returns to the war room where his family, advisors, and sages are waiting. The room falls silent when he enters. He whispers instructions to a purple dragon knight who turns pale and scurries out of the room. King Foril then speaks in a strong, firm voice:

"The Queen of Thorns threatens not only the Obarskyr family, but every man, woman, and child who calls Cormyr their home. By royal decree, I shall lead the greatest heroes of our realm to bring down the Queen of Thorns! Prepare a victory feast for our return. We leave within the hour."

The room is silent. King Foril's eyes blaze with a fierceness his advisors have not seen in years. Each kneels before the king and kisses his ring before silently filing out of the chamber.

Only you and King Foril remain, and he slumps into his throne, every year of his age showing. He takes a labored breath and smiles weakly, "I hope that was convincing enough. May the gods watch over Cormyr."

The purple dragon knight returns with the king's personal armaments, helps him don his armor, and then departs.

King Foril tells the PCs to make any preparations they need. He offers them a suit of *defender's armor* +4

and a *shield of the guardian*, each with the crest of Cormyr engraved on it. When they are ready, he leads them out to meet his destiny.

ENDING THE ENCOUNTER

King Foril leads the PCs out to the gates of Suzail to face the first wave of the Queen of Thorns' forces. Proceed to Encounter 3.

EXPERIENCE POINTS

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

TREASURE

The PCs gain a suit of *defender's armor +4* and a *shield of the guardian* emblazoned with the crest of Cormyr.

ENCOUNTER 3: REGICIDE

ENCOUNTER LEVEL 17/19 (9600/13200 XP)

SETUP

This encounter includes these creatures at low tier:

- 1 **blackroot treant** (T) (level 18)
- 1 **bodak reaver** (R) (level 19)
- 2 **slaughter wights** (W) (level 17)

This encounter includes these creatures at high tier:

- 1 **blackroot treant** (T) (level 20)
- 1 **bodak reaver** (R) (level 20)
- 2 **slaughter wights** (W) (level 19)

King Foril puts on a magical amulet that destroys his body and preserves his soul when he is slain. He reminds the PCs that they must make the battle convincing and, once he is killed, they must secure the amulet. For the safety of those in the city, he instructs the PCs to defeat the General of the Queen of Thorns' army before falling back.

Hordes of plants, beasts, and undead raised from the forests around Cormyr advance towards the walls of Suzail. From the masses, a huge undead plant steps forward and roars a challenge in Elven at the walls, demanding to face Suzail's greatest champions. When word reaches the palace, King Foril tells the PCs that it is time to face destiny.

When the PCs are ready to continue, read or paraphrase the following:

Cheers echo around you as King Foril leads you through the streets of Cormyr. The hopes of a nation rest on your shoulders.

The gates open as you leave the security of the city walls. Countless citizens, soldiers, and other onlookers crowd the wall to observe the coming battle.

As your retinue nears the forest, a massive rotting tree steps forth, flanked by smaller undead creatures. King Foril nods towards you and whispers, "Be convincing." Turning towards the creature, he raises his sword and shouts "For Cormyr!" Cheers erupt from the walls behind you as King Foril charges forward.

The true challenge during this combat is for the PCs to pull their punches until King Foril is killed, while still convincing the onlookers that they are doing their best. Distribute Player Handout 1 to the players so

that they understand how the mechanics work. Do not tell them the total score needed to pass, and encourage them to be as convincing as possible. If the PCs score at least 15 points, they succeed in convincing the onlookers that they tried their best. Give the PCs a DC 32/34 Insight check as a minor action to read the crowd and see how well they are doing.

King Foril is too old to contribute meaningfully to the fight, and acts on initiative count 1. All of his defenses are 30, and he has 60 hit points and 2 healing surges. If he is reduced to 0 hit points, he is killed and his body turns to dust, leaving only the amulet with his soul behind.

FEATURES OF THE AREA

Harbingers' Curses: See Appendix 1 for the effect of the Harbingers' Curses during this encounter.

City Walls: The walls are 60 feet high and crowded by citizens. It takes a DC 20 Athletics check to climb the walls. The gates are closed and barred until the undead are defeated.

Mud/Bushes/Rocks: These squares all count as difficult terrain.

Trees: The trunks of the large trees are blocking terrain that provides cover. Creatures next to the trunk have concealment from the leaves, or total concealment from flying creatures. These trees are each 40 feet tall.

TACTICS

During the first two rounds of combat, the undead fight tactically. They attack PCs engaging or marking them; otherwise, they attack King Foril. The blackroot treant slams the closest enemy, and then uses minor actions to restrain as many PCs as possible. The wights attack restrained PCs to weaken them so that the bodak can use his gaze attack as soon as possible. If damaged, the undead move near the treant to take advantage of his healing aura.

Beginning on the third round, the undead make their best efforts to direct their attacks at King Foril, provoking opportunity attacks if they must.

The gates are not opened for the PCs until they have defeated the undead, or flee.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the slaughter wights. The PCs only need 12 points to be convincing.

Six PCs: Add another bodak reaver. The PCs need 18 points to be convincing.

ENDING THE ENCOUNTER

If the PCs flee from the undead, archers on the walls launch a volley of arrows to finish off the undead, also striking the PCs. Each PC loses 2 healing surges.

If the PCs kill the monsters before King Foril is killed, he purposefully trips and falls on his sword. The PCs automatically fail to be convincing, regardless of the number of points scored.

As the PCs return to the city, read or paraphrase:

A funnel of dark clouds spirals above Suzail, its vortex positioned just above the tower. Several bolts of lightning flash and strike the tower.

If the PCs score at least 15 points, then they convince the onlookers that they tried their best. If they score less than 15 points, then they are not convincing and it is obvious that the PCs let the King die (see Encounter 4 and Encounter 5 for details). In either case, the crowds boo the PCs and throw stones and vegetables at them as they return. Each PC loses one healing surge.

The point outcome provided is a guideline and does not take into account all of the potential strategies clever PCs at this level can do. You may overrule the point system. If you feel the PCs did a convincing job, they succeed. If they did not try to be convincing, you can declare that they fail.

A young page runs out to deliver a message to the PCs as they reach the gates. Read or paraphrase:

A young squire, tears streaming down his face, approaches with a message. "The Queen of Thorns has appeared in the Coronation Hall and is engaged in battle with the Crown Prince."

After delivering his message, the squire sits down in the gutter and cries. He has lost his king, and his country is on the verge of collapse. He is too distraught to answer any questions.

It takes 5 minutes for the PCs to travel back to the tower and reach the Coronation Hall, during which time they benefit from a short rest.

EXPERIENCE POINTS

The characters receive 1920/2640 experience points each for completing the encounter.

TREASURE

The blackroot treant has two black diamonds for eyes. These are worth a total of 8500/13500 gp per PC.

ENCOUNTER 3: REGICIDE (LOW TIER)

Blackroot Treant (level 18)	Level 18 Elite Soldier
Huge fey magical beast (plant, undead)	XP 4,000
HP 352; Bloodied 176	Initiative +13
AC 34, Fort 31, Reflex 28, Will 30	Perception +13
Speed 6 (forest walk)	low-light vision
Action Points 1; Saving Throws +2	
TRAITS	
O Killing Roots (healing, necrotic) • Aura 2	
Any enemy that ends its turn in the aura takes 10 necrotic damage.	
Any undead ally that ends its turn in the aura regains 10 hit points.	
Wooden Body	
Whenever the treant takes fire damage, it also takes ongoing 5 fire damage (save ends)	
STANDARD ACTIONS	
m Slam (necrotic) • At-Will	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 2d10 + 5 damage, and ongoing 10 necrotic damage (save ends).	
Effect: The treant marks the target until the end of the treant's next turn.	
M Double Attack • At-Will	
Effect: The treant uses slam twice.	
MINOR ACTIONS	
M Entangling Roots • At-Will	
Attack: Melee 4 (one creature); +21 vs. Reflex	
Hit: The target falls prone. The target is restrained (save ends).	
Str 27 (+17)	Dex 14 (+11)
Con 24 (+16)	Int 16 (+12)
	Wis 18 (+13)
	Cha 22 (+15)
Alignment evil	Languages Elven

Slaughter Wight (level 17)	Level 17 Brute
Medium natural humanoid (undead)	XP 1,600
HP 172; Bloodied 86	Initiative +13
AC 29, Fort 29, Reflex 26, Will 25	Perception +12
Speed 7	Darkvision
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant	
STANDARD ACTIONS	
m Claw (healing, necrotic) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 7 necrotic damage, the target loses 1 healing surge and is weakened (save ends), and the slaughter wight regains 15 hit points.	
TRIGGERED ACTIONS	
C Death Wail (necrotic)	
Trigger: The death wight is reduced to 0 hit points.	
Attack: Close burst 5 (all enemies in burst); +22 vs. Fortitude	
Hit: 3d6 + 8 necrotic damage.	
Effect: Undead allies in the burst can make a basic attack as a free action.	
Str 26 (+16)	Dex 20 (+13)
Con 22 (+14)	Int 12 (+9)
	Wis 9 (+7)
	Cha 18 (+12)
Alignment chaotic evil	Languages Common
Note: Updated to MM3 expressions.	

Bodak Reaver (level 19)	Level 19 Soldier
Medium natural humanoid (undead)	XP 2,400
HP 183; Bloodied 91	Initiative +16
AC 32, Fort 32, Reflex 31, Will 32	Perception +17
Speed 5	Darkvision
Immune disease, poison; Resist 20 necrotic; Vulnerable 5 radiant.	
TRAITS	
O Agonizing Gaze (fear, gaze, necrotic) • Aura 5	
A creature in the aura that makes a melee or ranged attack against the bodak reaver takes 10 necrotic damage before the attack roll is made and takes a -2 penalty to the attack roll.	
Death Drinker	
If a living creature drops to 0 hit points within 5 squares of the bodak reaver, the reaver gains a +1 bonus to attack rolls until the end of its next turn, as well as 15 temporary hit points.	
Radiant Sensitivity	
If the bodak reaver takes radiant damage, it can't weaken a target until the end of its next turn.	
STANDARD ACTIONS	
m Greataxe (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 2d12 + 7 damage (crit 2d12 + 31) plus 1d8 necrotic damage, and the target is dazed and weakened (save ends both).	
R Death Gaze (gaze, necrotic) • Recharge when the attack misses	
Attack: Ranged 10 (one creature); +21 vs. Fortitude	
Hit: If the target is weakened, it is reduced to 0 hit points; otherwise, the target takes 2d6 + 7 necrotic damage and loses a healing surge.	
Str 22 (+15)	Dex 21 (+14)
Con 23 (+15)	Int 10 (+9)
	Wis 16 (+12)
	Cha 23 (+15)
Alignment evil	Languages Common
Note: Updated to MM3 expressions.	

ENCOUNTER 3: REGICIDE (HIGH TIER)

Blackroot Treant (level 20)	Level 20 Elite Soldier
Huge fey magical beast (plant, undead)	XP 5,600
HP 384; Bloodied 192	Initiative +14
AC 36, Fort 33, Reflex 30, Will 32	Perception +14
Speed 6 (forest walk)	low-light vision
Action Points 1; Saving Throws +2	
TRAITS	
O Killing Roots (healing, necrotic) • Aura 2	
Any enemy that ends its turn in the aura takes 10 necrotic damage.	
Any undead ally that ends its turn in the aura regains 10 hit points.	
Wooden Body	
Whenever the treant takes fire damage, it also takes ongoing 5 fire damage (save ends)	
STANDARD ACTIONS	
m Slam (necrotic) • At-Will	
Attack: Melee 3 (one creature); +25 vs. AC	
Hit: 2d10 + 7 damage, and ongoing 10 necrotic damage (save ends).	
Effect: The treant marks the target until the end of the treant's next turn.	
M Double Attack • At-Will	
Effect: The treant uses slam twice.	
MINOR ACTIONS	
M Entangling Roots • At-Will	
Attack: Melee 4 (one creature); +23 vs. Reflex	
Hit: The target falls prone. The target is restrained (save ends).	
Str 27 (+18)	Dex 14 (+12) Wis 18 (+14)
Con 24 (+17)	Int 16 (+13) Cha 22 (+16)
Alignment evil Languages Elven	

Slaughter Wight (level 19)	Level 19 Brute
Medium natural humanoid (undead)	XP 2,400
HP 192; Bloodied 96	Initiative +14
AC 31, Fort 31, Reflex 28, Will 27	Perception +13
Speed 7	darkvision
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant	
STANDARD ACTIONS	
m Claw (healing, necrotic) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 9 necrotic damage, the target loses 1 healing surge and is weakened (save ends), and the slaughter wight regains 15 hit points.	
TRIGGERED ACTIONS	
C Death Wail (necrotic)	
Trigger: The death wight is reduced to 0 hit points.	
Attack: Close burst 5 (all enemies in burst); +24 vs. Fortitude	
Hit: 3d6 + 10 necrotic damage.	
Effect: Undead allies in the burst can make a basic attack as a free action.	
Str 26 (+17)	Dex 20 (+14) Wis 9 (+8)
Con 22 (+15)	Int 12 (+10) Cha 18 (+13)
Alignment chaotic evil Languages Common	
Note: Updated to MM3 expressions.	

Bodak Reaver (level 20)	Level 20 Soldier
Medium natural humanoid (undead)	XP 2,800
HP 191; Bloodied 95	Initiative +17
AC 33, Fort 33, Reflex 32, Will 33	Perception +18
Speed 5	Darkvision
Immune disease, poison; Resist 20 necrotic; Vulnerable 5 radiant.	
TRAITS	
O Agonizing Gaze (fear, gaze, necrotic) • Aura 5	
A creature in the aura that makes a melee or ranged attack against the bodak reaver takes 5 necrotic damage before the attack roll is made and takes a -2 penalty to the attack roll.	
Death Drinker	
If a living creature drops to 0 hit points within 5 squares of the bodak reaver, the reaver gains a +1 bonus to attack rolls until the end of its next turn, as well as 15 temporary hit points.	
Radiant Sensitivity	
If the bodak reaver takes radiant damage, it can't weaken a target until the end of its next turn.	
STANDARD ACTIONS	
m Greataxe (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d12 + 8 damage (crit 2d12 + 32) plus 1d8 necrotic damage, and the target is dazed and weakened (save ends both).	
R Death Gaze (gaze, necrotic) • Recharge when the attack misses	
Attack: Ranged 10 (one creature); +22 vs. Fortitude	
Hit: If the target is weakened, it is reduced to 0 hit points; otherwise, the target takes 2d6 + 8 necrotic damage and loses a healing surge.	
Str 22 (+16)	Dex 21 (+15) Wis 16 (+13)
Con 23 (+16)	Int 10 (+10) Cha 23 (+16)
Alignment evil Languages Common	
Note: Updated to MM3 damage expressions.	

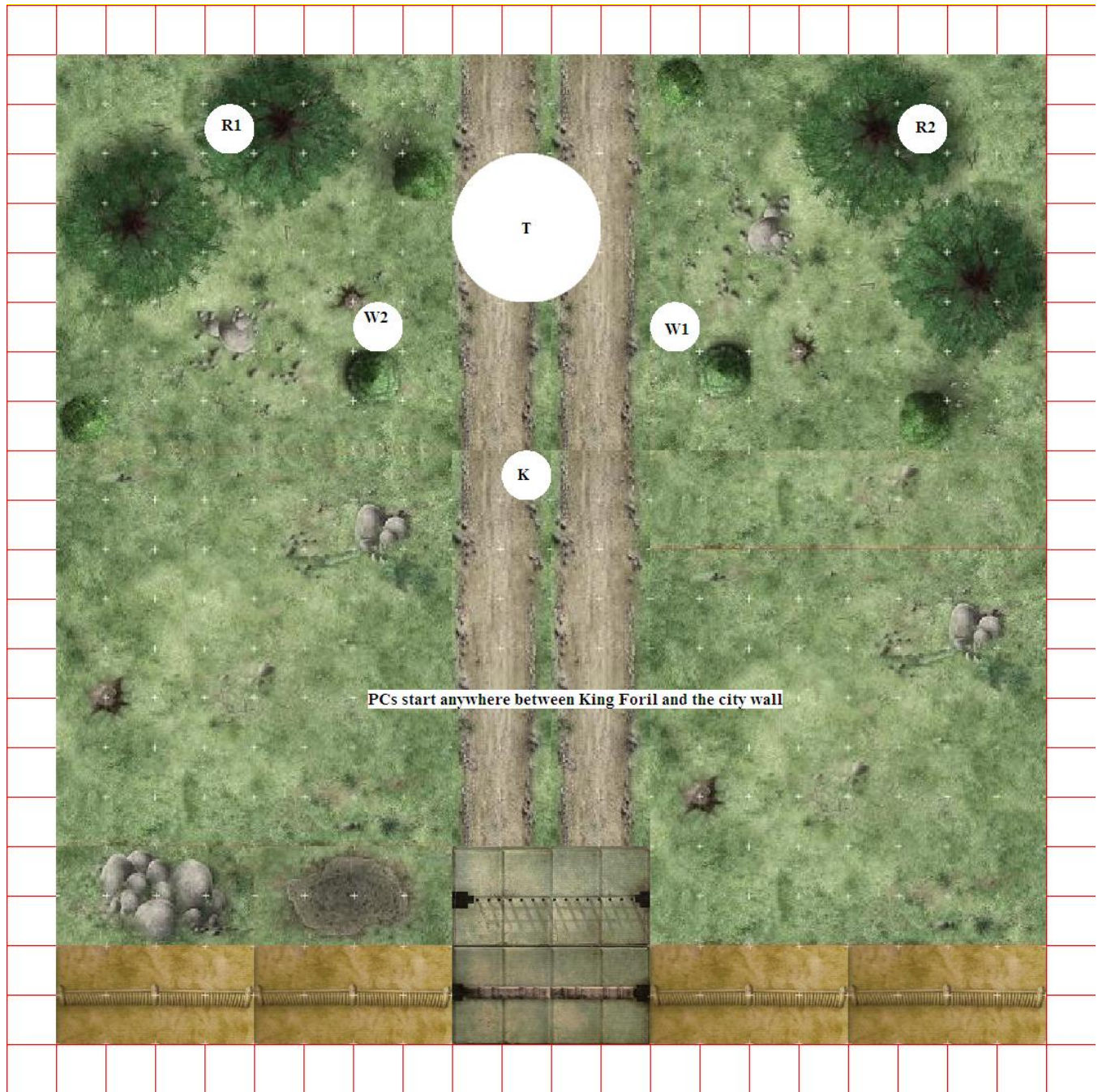
ENCOUNTER 3: REGICIDE MAP

TILE SETS NEEDED

Ruins of the Wild x2

Arcane Towers x1

Not shown are Corymrian spectators on the walls and the army of plants/beasts/undead off the far edge of the map.



ENCOUNTER 4: THE KING'S MEN

ENCOUNTER LEVEL 17/19 (9200/12400 XP)

SETUP

This encounter includes these creatures at low tier:

- 1 dragonborn champion** (D) (level 18)
- 2 king's guards** (G) (level 17)
- 2 human blade nobles** (B) (level 18)

This encounter includes these creatures at low tier:

- 1 dragonborn champion** (D) (level 20)
- 2 king's guards** (G) (level 19)
- 2 human blade nobles** (B) (level 19)

With the death of King Foril, the Queen of Thorns has taken up residence in the Coronation Hall and redecorated within just a few minutes. Erzoured and a contingent of knights are locked in battle with her.

Erzoured does not want the PCs to steal his glory - he needs to defeat the Queen of Thorns on his own if the people are going to elevate him to hero-king. Thus, he has left some loyal guards to prevent the PCs from interfering.

Describe the journey to the Coronation Hall as a harsh one. Plagues of insects, wildly growing plants, and savage beasts now roam the streets of Suzail. People flee in terror. When the PCs reach the Coronation Hall, read or paraphrase the following:

Several purple dragon knights wearing the livery of Lord Erzoured block the passageway. The doors to the Coronation Hall radiate an eerie green glow.

A dragonborn knight addresses you, "Our Lord Erzoured is handling the Queen of Thorns. The blood of one member of the royal family is already on your hands. Your services are no longer required."

The knights are angry that the PCs failed to protect their king. If the PCs do anything besides turn around and leave, the knights attack. Make sure the PCs know that the knights are attempting to knock them unconscious. They are still knights and are only following orders to keep the PCs away, not kill them.

Some PCs may want to talk to the knights, or refuse to fight them. If the PCs failed to be convincing in Encounter 3 or the harbingers Fury or Madness are affecting Cormyr, then the PCs cannot reason with the guards, they attack until defeated.

If the guards can be reasoned with, then you can run a skill challenge during the combat. All guards start as hostile. Once per turn as a standard action (DC 23/25) or a minor action (DC 32/34), a PC can make a Bluff, Diplomacy, Intimidate, or other appropriate skill check to interact with one knight. On the first success, the knight becomes unfriendly, and spends one round using total defense to hear more. On a second success, the knight stands down from the combat. If a knight is targeted with an attack, he becomes hostile and skills can no longer be used on him.

A PC with the story award **CORM11 Knighted** and is in service of Lord Erzoured gains a +4 bonus to all skill checks to interact with the knights.

Keep an eye on adventure pacing. The remainder of the adventure should take about 75 minutes. If you are pressed for time, the knights surrender.

FEATURES OF THE AREA

Statues: The statues on the map represent suits of armor. They provide cover. A suit of armor can be knocked over with a minor action DC 20 Athletics check to make difficult terrain in a close burst 1.

Sconces: The sconces represent torches set into the walls. Creatures pushed or slid into a torch do not enter the square, but take 4d6 fire damage and ongoing 10 fire damage (save ends).

Doors: The doors are glowing with a sickly green energy and are warded. A creature that starts its turn next to the doors becomes dazed (save ends).

TACTICS

The knights fight with good tactics, focusing their attacks on leaders when possible. They honor all marks, provoking opportunity attacks if necessary, as they never back down from a challenge. If prudent, they avoid targeting PCs who has story award **CORM11 Knighted** and are in service of Lord Erzoured.

The human blade nobles attempt to immobilize melee PCs away from their allies so that the king's guard can attack them with reach. They stay within 2 squares of an ally so they can use *whirling parry* at first opportunity.

The knights do not know what effect the door aura will have, so they do not use their powers to move PCs with **CORM11 Knighted** (either affiliation) next to the door. If the PCs move any knights next to the door, the remaining knights become enraged - unfriendly knights and those who have stood down re-enter the combat as hostile combatants.

SCALING THE ENCOUNTER

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

Four PCs: Remove one human blade noble.

Six PCs: Add one dragonborn champion.

ENDING THE ENCOUNTER

The guards can tell the PCs that the Queen of Thorns defeated Prince Irvel, and Lord Erzoured took a few guards in to face her.

The PCs must still contend with the door. At first, they hear the sound of combat beyond the door, but a few moments later all is quiet. It takes the PCs 5 minutes to disable the wards on the door, during which time they benefit from a short rest.

If any of the knights are alive, a group of plants and beasts move in to attack. The knights move to engage the enemy, encouraging the PCs to go after the Queen of Thorns.

EXPERIENCE POINTS

The characters receive 1840/2480 experience points each for completing the encounter.

TREASURE

Whether defeated through combat or convinced to stand down, the dragonborn champion realizes that the silence means that Erzoured has lost the battle against the Queen of Thorns. He insists on giving the PCs his *coif of focus* to help them with the confrontation.

ENCOUNTER 4: THE KING'S MEN (LOW TIER)

Dragonborn Champion (level 18)	Level 18 Skirmisher
Medium natural humanoid	XP 2,000
HP 167; Bloodied 83	Initiative +16
AC 32, Fort 31, Reflex 30, Will 29	Perception +11
Speed 6	
TRAITS	
O Bravura Poise • Aura 1	
Enemies in the aura grant combat advantage.	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d8 + 8 damage, and the champion shifts 1 square	
M Dray Fury • Recharge 4-6	
Effect: The champion shifts its speed and uses <i>scimitar</i> twice at any point during the shift.	
MINOR ACTIONS	
C Dragon Breath (fire, lightning) • At-Will	
Attack: Close blast 3 (creatures in blast except one of the champion's choice); +21 vs. Reflex	
Hit: 4d6 + 12 fire and lightning damage.	
FREE ACTIONS	
Unstoppable Force • At-Will (1/round)	
Effect: One effect on the champion that includes slowed or immobilized ends.	
Skills Athletics +20, Intimidate +18	
Str 22 (+15)	Dex 20 (+14) Wis 15 (+11)
Con 15 (+11)	Int 11 (+9) Cha 18 (+13)
Alignment unaligned Languages Common, Draconic	
Equipment hide armor, scimitar	

King's Guard (level 17)	Level 17 Soldier
Medium natural humanoid	XP 1,600
HP 159; Bloodied 79	Initiative +15
AC 33, Fort 31, Reflex 29, Will 28	Perception +17
Speed 6	
TRAITS	
Threatening Reach	
The guard can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 4d10 + 3 damage, and the guard slides the target 1 square and marks it until the end of the guard's next turn.	
M Mighty Clout (weapon) • Recharge 5-6	
Attack: Melee 2 (one creature); +20 vs. Fortitude	
Hit: 4d10 + 15 damage, and the guard slides the target 1 square and knocks it prone.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The king's guard misses with an attack or fails a saving throw.	
Effect: The king's guard gains a +4 racial bonus to the attack roll or saving throw.	
Skills Athletics +20, Intimidate +15	
Str 25 (+15)	Dex 21 (+13) Wis 19 (+12)
Con 18 (+12)	Int 13 (+9) Cha 15 (+10)
Alignment unaligned Languages Common	
Equipment scale armor, halberd	

Note: From *Dark Sun Creature Compendium*, changed to human.

Human Blade Noble (level 18)	Level 18 Controller
Medium natural humanoid	XP 2,000
HP 169; Bloodied 84	Initiative +16
AC 31, Fort 29, Reflex 31, Will 28	Perception +14
Speed 6	
TRAITS	
Unpredictable Flank	
The noble has combat advantage against any enemy adjacent to one of the noble's allies.	
STANDARD ACTIONS	
m Duelist's Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d8 + 9, and the noble slides the target 1 square.	
C Dance of Blades (weapon) • Recharge 6	
Attack: Close burst 2 (enemies in burst); +23 vs. AC	
Hit: 4d8 + 9 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
Miss: Half damage.	
Effect: The noble shifts 2 squares.	
TRIGGERED ACTIONS	
Whirling Parry (weapon) • Encounter	
Trigger: An ally within 2 squares of the noble is hit by a melee or ranged attack.	
Effect (<i>Immediate Interrupt</i>): The noble shifts 2 squares, ending next to the triggering ally. The noble then makes an attack with a +23 bonus to the attack roll. If the result is higher than the triggering attack roll, that attack misses.	
Skills Acrobatics +21, Diplomacy +16, Insight +19	
Str 21 (+14)	Dex 24 (+16) Wis 20 (+14)
Con 19 (+13)	Int 15 (+11) Cha 15 (+11)
Alignment unaligned Languages Common	
Equipment leather armor, longsword	

ENCOUNTER 4: THE KING'S MEN (HIGH TIER)

Dragonborn Champion (level 20)	Level 20 Skirmisher
Medium natural humanoid	XP 2,800
HP 183; Bloodied 91	Initiative +17
AC 34, Fort 33, Reflex 32, Will 31	Perception +12
Speed 6	
TRAITS	
O Bravura Poise • Aura 1	
Enemies in the aura grant combat advantage.	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d8 + 10 damage, and the champion shifts 1 square.	
M Dray Fury • Recharge 4-6	
Effect: The champion shifts its speed and uses <i>scimitar</i> twice at any point during the shift.	
MINOR ACTIONS	
C Dragon Breath (fire, lightning) • At-Will	
Attack: Close blast 3 (creatures in blast except one of the champion's choice); +23 vs. Reflex	
Hit: 4d6 + 14 fire and lightning damage.	
FREE ACTIONS	
Unstoppable Force • At-Will (1/round)	
Effect: One effect on the champion that includes slowed or immobilized ends.	
Skills Athletics +21, Intimidate +19	
Str 22 (+16)	Dex 20 (+15) Wis 15 (+12)
Con 15 (+12)	Int 11 (+10) Cha 18 (+14)
Alignment unaligned Languages Common, Draconic	
Equipment hide armor, scimitar	

King's Guard (level 19)	Level 19 Soldier
Medium natural humanoid	XP 2,400
HP 175; Bloodied 87	Initiative +16
AC 35, Fort 33, Reflex 31, Will 30	Perception +18
Speed 6	
TRAITS	
Threatening Reach	
The guard can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 4d10 + 5 damage, and the guard slides the target 1 square and marks it until the end of the guard's next turn.	
M Mighty Clout (weapon) • Recharge 5-6	
Attack: Melee 2 (one creature); +22 vs. Fortitude	
Hit: 4d10 + 17 damage, and the guard slides the target 1 square and knocks it prone.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The king's guard misses with an attack or fails a saving throw.	
Effect: The king's guard gains a +4 racial bonus to the attack roll or saving throw.	
Skills Athletics +21, Intimidate +16	
Str 25 (+16)	Dex 21 (+14) Wis 19 (+13)
Con 18 (+13)	Int 13 (+10) Cha 15 (+10)
Alignment unaligned Languages Common	
Equipment scale armor, halberd	

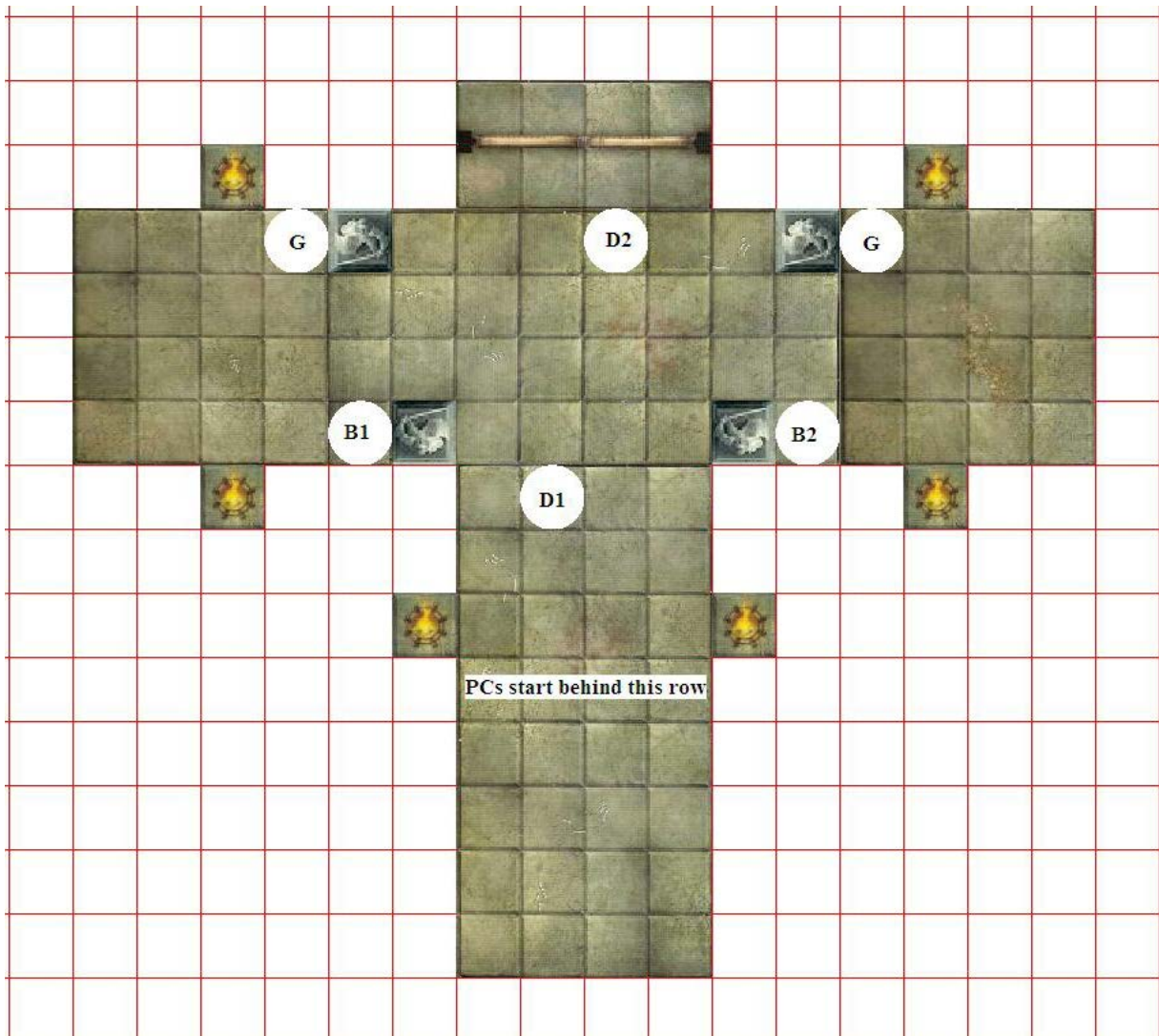
Note: From *Dark Sun Creature Compendium*, changed to human.

Human Blade Noble (level 19)	Level 19 Controller
Medium natural humanoid	XP 2,400
HP 175; Bloodied 87	Initiative +16
AC 32, Fort 30, Reflex 32, Will 29	Perception +14
Speed 6	
TRAITS	
Unpredictable Flank	
The noble has combat advantage against any enemy adjacent to one of the noble's allies.	
STANDARD ACTIONS	
m Duelist's Blade (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 4d8 + 10, and the noble slides the target 1 square.	
C Dance of Blades (weapon) • Recharge 6	
Attack: Close burst 2 (enemies in burst); +24 vs. AC	
Hit: 4d8 + 10 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
Miss: Half damage.	
Effect: The noble shifts 2 squares.	
TRIGGERED ACTIONS	
Whirling Parry (weapon) • Encounter	
Trigger: An ally within 2 squares of the noble is hit by a melee or ranged attack.	
Effect (Immediate Interrupt): The noble shifts 2 squares, ending next to the triggering ally. The noble then makes an attack with a +24 bonus to the attack roll. If the result is higher than the triggering attack roll, that attack misses.	
Skills Acrobatics +21, Diplomacy +16, Insight +19	
Str 21 (+14)	Dex 24 (+16) Wis 20 (+14)
Con 19 (+13)	Int 15 (+11) Cha 15 (+11)
Alignment unaligned Languages Common	
Equipment leather armor, longsword	

ENCOUNTER 4: THE KING'S MEN MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The Dungeon, and additional statue and torch markers.



ENCOUNTER 5: THE QUEEN OF THORNS

ENCOUNTER LEVEL 18/21 (11200/16600 XP)

SETUP

This encounter includes these creatures at low tier:

- 1 Queen of Thorns (Q) (level 21)
- 2 wild hunt hounds (H) (level 19)
- 6 plants (P)

This encounter includes these creatures at high tier:

- 1 Queen of Thorns (Q) (level 23)
- 2 wild hunt hounds (H) (level 21)
- 6 plants (P)

Do not draw the battle map or place monsters at the beginning of this encounter. Start with the role-playing scene, and set up the map when initiative is rolled.

The Queen of Thorns manifests in the coronation hall to focus her attention on the Obarskyrs. Prince Irvel and Lord Erzoured have already faced the Queen of Thorns with their entourage, and failed. The fate of Cormyr now rests on the PCs' shoulders.

When the PCs are ready to continue, read or paraphrase the following:

The doors open to reveal an otherworldly scene. Green mist oozes around the Coronation Hall. A mystical sigil glows in the center of the room.

A regal female voice emanates from the mist, "More challengers to my reign? Enter and kneel before the Queen of Cormyr, or face the same fate as the Obarskyrs!"

Do not show the map at this point. Encourage the PCs to enter the chamber, as they cannot see or affect anything hidden in the mist. The Queen of Thorns continues to taunt them from the mist, until all of the PCs enter the room.

If any PC refuses to enter the room, have the Queen of Thorns taunt them with a warning that if they are too afraid to face her, they will not be included in the combat. If they still resist, describe the doors closing and give them a final taunt or risk missing the encounter.

Once all of the PCs have entered the room, place the map and have each PC start within one square of the glowing rune. Then read or paraphrase the following:

The doors shut behind you as the mist clears. Sitting on the throne is a nightmarish plant-woman. Tangled thorny vines and branches sprout from her body, and six-inch, razor-sharp thorns protrude from her arms and legs. She stands slowly, a gown of wilted and rotted flowers cascading from her neck to the floor.

Prince Irvel and Lord Erzoured lie at the Queen's feet, bound in a tangle of vines and branches. The Queen of Thorns assesses each of you in turn and smirks, "You will serve your queen through choice or by force. I can sense that you have some power, however weak in comparison to my own; you are worthy of a place in my realm. Kneel before me and serve me as an overseer, or refuse and serve as my slave."

Six glass cases upon pedestals, crackling with arcane energy, protect six exotic plants. A tangle of thick, thorny vines crisscrosses the walls and windows, muting the sun. The bodies of purple dragon knights and war wizards, the retinue of Prince Irvel and Lord Erzoured, lie scattered about the room.

The Queen of Thorns talks with the PCs, trying to learn what she can about these adversaries. She answers no questions, and attacks the PCs once she tires of talking with them (or, more likely, when they initiate hostilities). When the PCs are ready to start combat, place the monsters on the map and roll initiative.

FEATURES OF THE AREA

Ceiling: The ceiling of the Coronation Hall is 30 feet high.

Throne: The throne is blocking terrain that provides cover. The steps around the throne are difficult terrain when moving up towards the throne, and normal terrain for anyone moving away from the throne.

Rune: The glowing rune provides bright illumination. Any creature in the circle who kneels before the Queen of Thorns and surrenders of their own free will is bound in roots and vines and is unconscious until the end of the adventure.

Pedestals: On each pedestal rests a plant in a glass case, crackling with energy. The pedestals are blocking terrain. While the plant on the pedestal is alive, the pedestal counts as an enemy for the purposes of flanking.

Plants: See Appendix 3 for the effects the six plants have on the combat. To kill a plant, the PCs must succeed at 3 skill checks, DC 23/25 as a standard action or 32/34 as a minor action. A PC must be adjacent to a plant in order to target it with these checks. The three skill checks needed, in the order they must be completed for each plant, are as follows:

- Disrupt the protective energy with either Arcana (manipulating the spell) or Endurance (physically putting their hand into the energy)
- Break the glass with either Athletics (brute force) or Thievery (strike the sweet spot)
- Kill the plant with either Nature (poison it) or Religion (channel divine energy into it)

Prince Irvel and Lord Erzoured were each able to destroy one of the plants during the battle (determine randomly). Other events can also impact the situation:

- If the PCs were not convincing in Encounter 3, Lord Erzoured committed some of his forces to investigating. He did not destroy a plant.
- If a PC has **CORM19 Standing Together** (Royal Wand of Wonder), Prince Irvel was able to destroy one additional plant.
- If a PC has **CORM19 Standing Together** (Talis Muirwood), the energy protecting the cases is dispelled. The PCs can skip the Arcana/Endurance check on each case.
- If a PC has **CORM19 Standing Together** (Eladrin Lords), they know the secrets of the cases. All PCs gain a +4 bonus to checks to disable the plants.

TACTICS

The Queen of Thorns uses her *dominate* ability for as long as she can, then attempts to do as much damage as possible to a single target, before moving on to the next target. Remember to check Appendix 3 for her additional abilities. She fights to the death, and dries up and withers when reduced to 0 hit points.

The hounds begin flying 5 squares (25 feet) in the air and maneuver to attack PCs next to pedestals. They use the flank provided to gain combat advantage. They use their *mobile attack* to swoop in, attack, and leave, staying in the air and out of reach of melee combatants as much as possible.

When the Queen of Thorns uses an ability granted by one of the plants, be sure to give the PCs appropriate clues about the source of her additional powers.

SCALING THE ENCOUNTER

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

Four PCs: Remove a wild hunt hound. Prince Irvel destroyed one additional plant (the Midnight Rose).

Six PCs: Add a wild hunt hound. Prince Irvel destroyed one fewer plant.

ENDING THE ENCOUNTER

The door and chamber are warded, so there is no way for the PCs to flee the encounter. If the PCs defeat the

Queen of Thorns, they find that Prince Irvel and Lord Erzoured are still alive. The PCs can now activate the amulet to raise King Foril, and the curses all come to an end. Continue with Encounter 6.

Although they suspect Lord Erzoured of treason, there is no hard evidence to act against him. Any PC who kills Lord Erzoured forfeits all further awards for this adventure, and Erzoured is raised. In any case, King Foril and Prince Irvel will be keeping a close eye on Lord Erzoured.

If the PCs fail to kill the Queen of Thorns, skip the conclusion and read or paraphrase the following:

The royal family is dead, and the Queen of Thorns rules Cormyr. Word of your failure spreads like wildfire across all Faerûn. Unimaginable chaos and destruction will surely ensue in the coming weeks as everyone scrambles to flee the collapse of the fallen kingdom.

The magnitude of these events is so great as to defy description. You have etched your names into the history books for all time, but surely not as you might have wished. Although a rebel force will no doubt arise to fight back against the usurper Queen, no matter the outcome, the survivors of these events will forevermore speak of you with scorn and ridicule of a sort reserved only for the most worthless and contemptible of traitors and betrayers.

The PCs earn story award **CORM22 Fall of Cormyr**. This ends the adventure; you should skip the Conclusion.

EXPERIENCE POINTS

The characters receive 2240/3320 experience points each for completing the encounter.

TREASURE

Prince Irvel and Lord Erzoured offer the PCs a *helm of ghostly defense* and a *ring of wizardry* for saving the kingdom.

ENCOUNTER 5: THE QUEEN OF THORNS (LOW TIER)

Queen of Thorns (level 20)	Level 20 Elite Soldier
Medium fey humanoid (plant)	XP 5,600
HP 372; Bloodied 186	Initiative +15
AC 36, Fort 34, Reflex 32, Will 31	Perception +10
Speed 6	blindsight 10
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
Piercing Thorns	
All of the Queen of Thorns' attacks ignore the first 10 points of the target's resistances (up to and including resist all).	
Thorned Body	
The Queen of Thorns deals 1d8 + 4 damage to any creature that grabs her. A creature that continues to grab her takes 1d8 + 4 damage at the start of its turn.	
Powerful Charger	
When charging, the Queen of Thorns deals 3d6 extra damage and pushes the target 1 square if the attack hits. She then shifts into the square the target vacated.	
STANDARD ACTIONS	
m Razor Branch Slash • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Special: This attack can score a critical hit on a roll of 19-20.	
Hit: 3d12 + 10 damage, and the Queen of Thorns slides the target 2 squares, and the target is marked until the end of the Queen of Thorns' next turn.	
MINOR ACTIONS	
M Off-Hand Slash • At-Will (1/round)	
Attack: Melee 1 (one creature); +27 vs. AC	
Special: This attack can score a critical hit on a roll of 19-20.	
Hit: 2d12 + 10 damage, and the target is marked until the end of the Queen of Thorns' next turn.	
R Thorn Spike • At-Will (1/round)	
Effect: Ranged 20 (one creature); +27 vs. AC	
Hit: 2d8 + 6 damage.	
C Lord of Nature (healing) • Encounter	
Effect: Allied plants and beasts within 10 squares gain 10 temporary hit points. A bloodied plant or beast ally also regains 10 hit points.	
Lordly Resolve (healing) • Recharge 6	
Effect: The Queen of Thorns gains 15 temporary hit points and ends one effect that a save can end. If she uses this power while bloodied, she also regains 15 hit points.	
TRIGGERED ACTIONS	
Thorn Mark • At-Will	
Trigger: An adjacent enemy marked by the Queen of Thorns moves or shifts.	
Effect (Immediate Interrupt): The Queen of Thorns makes a melee basic attack against the triggering enemy. An enemy hit by this attack stops moving. If this attack hits, the Queen of Thorns make a melee basic attack as a free action against a different target within reach.	
Skills Athletics +22, Nature +17, Intimidate +21	
Str 25 (+17)	Dex 16 (+13) Wis 11 (+10)
Con 18 (+14)	Int 14 (+12) Cha 22 (+16)
Alignment evil Languages Common, Elven	
Note: Modified Lord of Blades from Eberron Campaign Guide.	

Wild Hunt Hound (level 20)	Level 20 Skirmisher
Medium fey magical beast	XP 2,800
HP 181; Bloodied 90	Initiative +21
AC 34, Fort 33, Reflex 32, Will 31	Perception +23
Speed 10, fly 10	low-light vision
TRAITS	
O Menacing Growl (fear) • Aura 10	
Enemies in the aura take a -2 penalty to all defenses.	
Combat Advantage	
The wild hunt hound deals an extra 2d8 damage on melee attacks against any creature it has combat advantage against.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d8 + 11 damage (3d8 + 21 against an immobilized enemy), and the target cannot teleport and is slowed (save ends both). If the target is already slowed, it is immobilized instead.	
M Mobile Melee Attack • At-Will	
Effect: The wild hunt hound can move up to 5 squares and make one bite attack at any point during that movement. The hound doesn't provoke opportunity attacks when moving away from the target of its attack.	
Skills Endurance +24, Stealth +24	
Str 30 (+20)	Dex 28 (+19) Wis 27 (+18)
Con 29 (+19)	Int 6 (+8) Cha 9 (+9)
Alignment unaligned Languages -	
Note: Updated with MM3 damage expressions.	

ENCOUNTER 5: THE QUEEN OF THORNS (HIGH TIER)

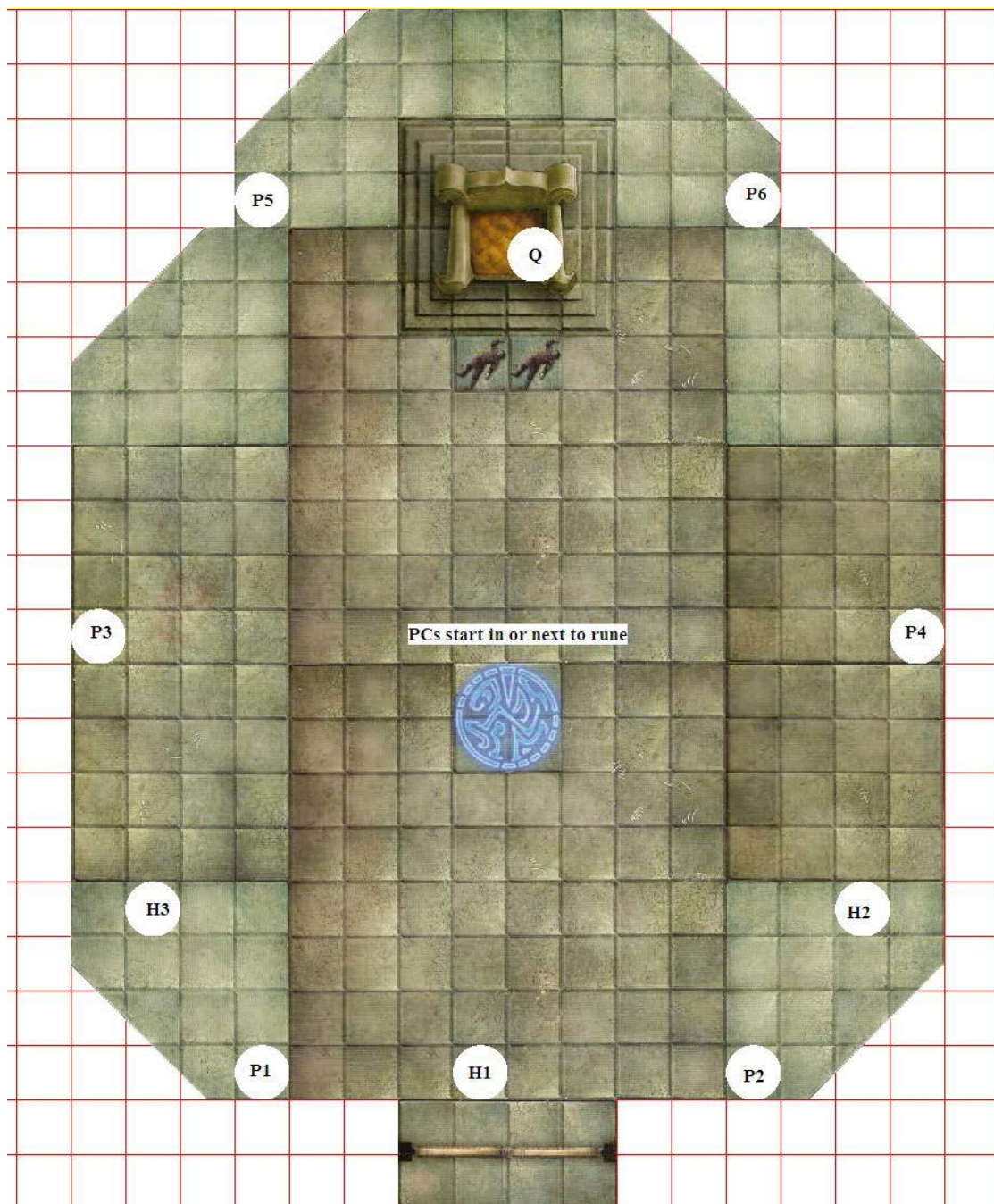
Queen of Thorns (level 22)	Level 22 Elite Soldier
Medium fey humanoid (plant)	XP 8,800
HP 404; Bloodied 202	Initiative +16
AC 38, Fort 36, Reflex 34, Will 33	Perception +11
Speed 6	blindsight 10
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
Piercing Thorns	
All of the Queen of Thorns' attacks ignore the first 10 points of the target's resistances (up to and including resist all).	
Thorned Body	
The Queen of Thorns deals 1d8 + 6 damage to any creature that grabs her. A creature that continues to grab her takes 1d8 + 6 damage at the start of its turn.	
Powerful Charger	
When charging, the Queen of Thorns deals 3d6 extra damage and pushes the target 1 square if the attack hits. She then shifts into the square the target vacated.	
STANDARD ACTIONS	
m Razor Branch Slash • At-Will	
Attack: Melee 1 (one creature); +29 vs. AC	
Special: This attack can score a critical hit on a roll of 19-20.	
Hit: 3d12 + 12 damage, and the Queen of Thorns slides the target 2 squares, and the target is marked until the end of the Queen of Thorns' next turn.	
MINOR ACTIONS	
M Off-Hand Slash • At-Will (1/round)	
Attack: Melee 1 (one creature); +29 vs. AC	
Special: This attack can score a critical hit on a roll of 19-20.	
Hit: 2d12 + 12 damage, and the target is marked until the end of the Queen of Thorns' next turn.	
R Thorn Spike • At-Will (1/round)	
Effect: Ranged 20 (one creature); +29 vs. AC	
Hit: 2d8 + 8 damage.	
C Lord of Nature (healing) • Encounter	
Effect: Allied plants and beasts within 10 squares gain 10 temporary hit points. A bloodied plant or beast ally also regains 10 hit points.	
Lordly Resolve (healing) • Recharge 6	
Effect: The Queen of Thorns gains 15 temporary hit points and ends one effect that a save can end. If she uses this power while bloodied, she also regains 15 hit points.	
TRIGGERED ACTIONS	
Thorn Mark • At-Will	
Trigger: An adjacent enemy marked by the Queen of Thorns moves or shifts.	
Effect (Immediate Interrupt): The Queen of Thorns makes a melee basic attack against the triggering enemy. An enemy hit by this attack stops moving. If this attack hits, the Queen of Thorns make a melee basic attack as a free action against a different target within reach.	
Skills Athletics +22, Nature +17, Intimidate +21	
Str 25 (+17)	Dex 16 (+13) Wis 11 (+10)
Con 18 (+14)	Int 14 (+12) Cha 22 (+16)
Alignment evil Languages Common, Elven	
Note: Modified Lord of Blades from Eberron Campaign Guide.	

Wild Hunt Hound (level 22)	Level 22 Skirmisher
Medium fey magical beast	XP 4,400
HP 213; Bloodied 106	Initiative +22
AC 36, Fort 35, Reflex 34, Will 33	Perception +24
Speed 10, fly 10	low-light vision
TRAITS	
O Menacing Growl (fear) • Aura 10	
Enemies in the aura take a -2 penalty to all defenses.	
Combat Advantage	
The wild hunt hound deals an extra 3d8 damage on melee attacks against any creature it has combat advantage against.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d8 + 11 damage (4d8 + 21 against an immobilized enemy), and the target cannot teleport and is slowed (save ends both). If the target is already slowed, it is immobilized instead.	
M Mobile Melee Attack • At-Will	
Effect: The wild hunt hound can move up to 5 squares and make one bite attack at any point during that movement. The hound doesn't provoke opportunity attacks when moving away from the target of its attack.	
Skills Endurance +25, Stealth +25	
Str 30 (+21)	Dex 28 (+20) Wis 27 (+19)
Con 29 (+20)	Int 6 (+9) Cha 9 (+10)
Alignment unaligned Languages -	
Note: Updated with MM3 damage expressions.	

ENCOUNTER 5: THE QUEEN OF THORNS MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The Dungeon



ENCOUNTER 6: CONCLUSION

SETUP

Important NPCs:

Foril Obarskyr, King of Cormyr

After the PCs defeat the Queen of Thorns, King Foril is raised from the dead. He thanks the PCs for their service to the crown, and word spreads through the kingdom that King Foril wasn't actually killed; a clever ruse was used. The King makes it clear that the PCs were acting under his orders when they allowed him to die during the battle.

Any PC who has story award **CORM11 Knighted** is now a Knight Exalted. They may update that story award. Read or paraphrase the following:

Word of your accomplishments spreads like wildfire throughout the kingdom. The curse is ended and King Foril's loyal soldiers, inspired by your acts, rise up and drive off the remaining forces of the Queen of Thorns.

There is a national celebration in your honor, and King Foril issues a royal decree, dedicating this day as an annual holiday. Your deeds will never be forgotten by the people of Cormyr, who revere you as true heroes of the kingdom!

If the PCs defeat the Queen of Thorns, they earn story award **CORM23 Knighted**. PCs who are already knights of Cormyr are instead elevated to Knights Exalted. PCs DO NOT need to have completed the Major Quest in order to earn CORM23.

Those PCs who played both CORM1-6 and CORM2-3 in order, and earned the Story Awards CORM11 and CORM20 during those adventures, have also completed the Major Quest. These characters earn bonus XP, and are eligible for an even greater honor. Check to see whether any PC who completed the Major Quest also has at least one of these story awards:

- If a PC has **CORM06 Foiling the Netherese** from CORM1-3 *Head Above Water* (because they completed the major quest started in CORM1-1 and continued in CORM1-2), Lord Prio recommends the PC to be an advisor to the king.
- If a PC has **CORM13 Suzail Deputy** from CORM1-7 *Patronage and Pestilence*, Captain Shaw recommends that the PC be an advisor to the king.

- If a PC has **CORM16 War Wizard's Gratitude** from CORM2-1 *For Crown and Kingdom*, the war wizards recommend the PC to be an advisor to the king.
- If a PC was already a Knight Exalted of Cormyr before this adventure, the King requests that the PC serve as one of his personal advisors.

If any PC completed the Major Quest AND meets at least one of the above criteria, that character also receives story award **CORM24 King's Advisor**. Any item gained as part of the story award is in addition to the regular awards for completing this adventure (i.e. the PCs do not have to spend their Treasure selections on these items).

EXPERIENCE POINTS

Any PC who has story awards **CORM11** from CORM1-6 and **CORM20** from CORM2-2 has completed the major quest. These characters earn an additional 1600/2360 XP.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, 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 AND BASE GOLD

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 3: Regicide

1920 / 2640 XP

Encounter 4: The King's Men

1840 / 2480 XP

Encounter 5: The Queen of Thorns

2240 / 3320 XP

Major Quest: Rooting Out Corruption

1600 / 2360 XP

Total Possible Experience without Major Quest:

6000 / 8400 XP

Total Possible Experience with Major Quest:

7600 / 10,800 XP

Base Gold per PC

9,000/ 14,000 gp

(Encounter 3: 9,000/14,000 gp)

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the "Base Gold per PC." At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

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

THE FOLLOWING TREASURES ARE AVAILABLE:

Treasure A: *defender's armor +4** (level 20; *Revenge of the Giants*)

Found in Encounter 2.

Treasure B: *coif of focus** (level 21; AV1)

Found in Encounter 4

Treasure C: *helm of ghostly defense* (level 22; PH)

Found in Encounter 5

Treasure D: *ring of wizardry* (level 21; PH)

Found in Encounter 5

Treasure E: *shield of the guardian** (level 22; AV1)

Found in Encounter 2.

Treasure F: 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

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds an *unguent of blindsight** (level 21, AV) plus 0 / 4000 gold pieces. Consumable items obtained in this fashion do not take up found-item slots.

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables worth 9000 / 13000 gp (in addition to his or her Base Gold).

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. If a PC earns an item from story award CORM24, the character does not pay any gold for the item, and it does not count as their Treasure selection for the adventure. (The fact that this award gives a Rare item is why there is not an additional gold reward for completing the Major Quest.)

CORM22 Fall of Cormyr

You have utterly failed the kingdom of Cormyr. Your allies go into hiding until someone else can overthrow the Queen of Thorns. Cormyr's enemies, including Netheril, appreciate the kingdom's newfound weakness as it is distracted by internal strife. Your former allies in Cormyr no longer respect you, and enemies of Cormyr no longer consider you a viable threat.

This Story Award represents a permanent mark of shame on your reputation. You must immediately and irrevocably void all of your previous story awards that represent honors, favors, or contacts with the NPCs and organizations of Cormyr, and you are prohibited from ever receiving such awards in any future adventure (whether it takes place in Cormyr or not).

CORM23 Knighted

You have saved Cormyr from the Queen of Thorns. If you choose, you may pledge yourself to the kingdom of Cormyr. Should you do this, King Foril knights you, and you are given a signet ring that you can display to show your status. All Cormyrean citizens below the nobility bow before you. Even merchant princes and governors respect your station. Your loyalty to Cormyr and fealty to the crown are beyond question.

If you are already knighted, either through the story award **CORM11**, through a paragon path such as Purple Dragon Knight or War Wizard of Cormyr, or if you earn a Cormyrean Knighthood in a future adventure, you are raised to the rank of Knight Exalted. In addition to the status of knighthood, you will be called to join council meetings on matters of governance

and warfare. You are granted a small estate, and considered a landed noble by right of service.

If you are already a Knight Exalted, or earn that title in a future adventure, you are elevated to King's Advisor, and automatically earn story award CORM24.

CORM24 King's Advisor

If you completed the Major Quest that began in CORM1-6 *Curse of the Queen of Thorns* and continued in CORM2-3 *Secret of the Queen of Thorns*, and have at least one of the story awards **CORM06 Foiling the Netherese**, **CORM13 Suzail Deputy**, or **CORM16 War Wizard's Gratitude**, you are offered a position as an advisor to King Foril. You may choose one of the positions listed below. If you ever have an allegiance to a kingdom other than Cormyr, you must resign your position and return the item you were granted. (Note: the actual Story Award certificate has more details; the additional text is omitted here to save space. The text of the Story Award is the full and correct text.)

- **Purple Dragon Knight-Commander:** You are given command of a contingent of Purple Dragon Knights, and report directly to King Foril himself. As a sign of your station, you may requisition a weapon specially forged to protect Cormyr from the shades of Netheril. One time only, you may spend one of your found-item slots to receive a *shadowfell blade* +4. This counts as one of your Rare items. When you reach 21st level, the item's enhancement bonus automatically increases to +5; when you reach 26th level, the item's bonus automatically increases to +6.
- **Council of War Wizards:** You are given a voting seat on the War Wizard's Council as a representative of King Foril. One time only, as a sign of your position, you may spend one of your found-item slots to receive a *staff of the magi* +4. This counts as one of your Rare items. When you reach 21st level, the item's enhancement bonus automatically increases to +5; when you reach 26th level, the item's bonus automatically increases to +6.
- **Master Spy:** You are secretly assigned as a Master Spy, reporting to Lord Prio. You may maintain a false public allegiance to one other nation besides Cormyr. This award specifically allows allegiance to more than one region, as part of your cover, but Cormyr is your true allegiance. One time only, you may spend one of your found-item slots to receive a *ring of invisibility*. This counts as one of your Rare items. When you reach 23rd level, the item automatically becomes a *greater ring of invisibility*.

NEW RULES

Coif of Focus

This plain mail hood hangs close to your eyes and ears, protecting them from assault.

Level: 21 (Uncommon)

Price: 225,000 gp

Item Slot: Head

Property: Gain a +5 item bonus to saving throws against effects that make you dazed and/or stunned.

Power (Daily): Immediate Interrupt. Use this power when an attack would make you dazed or stunned. Spend a healing surge to not be dazed or stunned by that attack.

Reference: *Adventurer's Vault 1*

Defender's Armor

This armor glows with silver energy.

Level: 20 (Uncommon)

Price: 125,000 gp

Armor: Chain, Scale, Plate

Enhancement: +4 AC

Property: Resist 10 cold and resist 10 fire

Power (Daily): Minor action. Until the end of your next turn, any attack that hits and marks an enemy also dazes that enemy (save ends)

Reference: *Revenge of the Giants*

Helm of Ghostly Defense

This misty helmet allows you to resist some necrotic damage and can be activated to turn you insubstantial for a short time.

Level: 22 (Uncommon)

Price: 325,000 gp

Item Slot: Head

Property: Gain resist 10 necrotic.

Power (Encounter): Immediate Interrupt. You can use this power when you are hit by an attack. You become insubstantial until the start of your next turn.

Reference: *Player's Handbook*

Ring of Wizardry

This silver band is engraved with powerful arcane symbols.

Level: 21 (Uncommon)

Price: 225,000 gp

Item Slot: Ring

Property: Gain a +3 bonus to Arcana checks.

Power (Daily): Minor action. Regain the use of an arcane encounter utility power that you've already used (as if you hadn't used it this encounter). If you've reached at least one milestone today, you can instead regain the use of an arcane encounter attack power.

Reference: *Player's Handbook*

Shield of the Guardian

This oaken shield can guard an ally as well as protect you.

Level: 22 (Uncommon)

Price: 325,000 gp

Item Slot: Arms

Power (Daily): Minor action. One ally adjacent to you gains a +3 power bonus to AC until the end of the encounter

Reference: *Adventurer's Vault*

Ring of Invisibility (chosen via CORM24)

This simple golden ring bears elven runes etched lightly across its surface.

Level: 18 (Rare)

Price: 85,000 gp

Item Slot: Ring

Property: Gain a +4 item bonus to stealth checks.

Power (Encounter, Illusion): Standard action. Become invisible until the end of your next turn. If you've reached at least one milestone today, using the power requires only a minor action.

Reference: *D&D Essentials Dungeon Master's Kit*

Shadowfell Blade (chosen via CORM24)

The dark blade of this weapon seems to absorb light and shift as though it were a thing alive.

Level: 19 (Rare)

Price: 105,000 gp

Weapon: Axe, Heavy Blade, Light Blade

Critical: +4d6 radiant damage

Enhancement: +4 attack rolls and damage rolls

Property: When this weapon is used against a shadow or undead creature, a successful attack also deals 5 radiant damage and slows the creature until the end of your next turn.

Power (Encounter): Minor action. You become insubstantial until the end of your next turn.

Power (Daily): Standard action. You shift up to 6 squares and make two basic melee attacks at any time before, during, or after the shift.

Reference: *P3 Assault on Nightwyrm Fortress*

Staff of the Magi (chosen via CORM24)

Level: 20 (Rare)

Price: 125,000 gp

Implement: Staff

Critical: +4d6 damage

Enhancement: +4 attack rolls and damage rolls

Property: You gain an item bonus to Arcana Checks equal to the staff's enhancement bonus.

Power (Encounter): Minor action. An adjacent conjuration or zone is destroyed. All its effects end, including those that last until a target saves.

Power (Daily): Free action. You regain the use of an expended arcane encounter power of the Staff's level or lower.

Power (Daily, Zone): Minor action. You create a zone in close burst 2. The zone lasts until the end of the encounter and remains centered on you when you move. As a move action, you can slide each creature within the zone 3 squares.

Reference: *D&D Essentials Dungeon Master's Kit*

Unguent of Blindsight

You can perceive visible and invisible dangers alike with this unguent.

Level: 21 (Uncommon)

Price: 9,000 gp

Other Consumable

Power (Consumable): Standard Action. Rub this unguent on your closed eyelids. You gain blindsight 10 until the end of the encounter.

Reference: *Adventurer's Vault*

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, and describe the general effects on the kingdom:

If any PCs have story award **CORM10 The Harbingers**, use it to determine what curses are in place. Of the PCs who have the reward, if at least two of the PCs (regardless of table size) defeated a particular Harbinger, count its curse as inactive. If less than three of the Harbingers (in aggregate) are marked off in this fashion, randomly determine additional Harbingers (as detailed below) to bring the total up to three. It is possible, though unlikely, for all six Harbingers to be removed through the combination of various PCs' actions in the previous adventure.

If none of the PCs have story award **CORM10**, determine randomly which three of the six Harbingers were defeated. Roll 3d6; if the same number comes up more than once, move down the list to the next Harbinger which is not 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:

- **Pestilence:** Shrubs and flowers throughout Cormyr are being destroyed by a blight of pests. In Encounter 3, the Blackroot Treant is surrounded by a swarm of locusts and has concealment for the encounter.
- **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. At the conclusion of Encounter 3, the people throw stones instead of rotten vegetables, and each PC loses 2 healing surges instead of one. During Encounter 5, the PCs feel the tangible effects of the kingdom's famine upon themselves: the first time each round when a PC would spend one or more healing surges, that character must pay one additional healing surge or the triggering effect fails. The second and any subsequent effects during the same round do not incur the additional surge cost. If the first PC who would be affected during a given round has only one surge remaining, then another character may spend the additional healing surge on the first character's behalf. (This effect does not trigger if a character rolls a natural 20 on a death save; that still consumes only one healing surge regardless.)
- **Madness:** Anyone who is inclined to act impulsively or irrationally seems to give in. In Encounter 3, the bodak reaver's death gaze changes from an encounter power to recharge 6, and the guards in Encounter 4 cannot be reasoned with.
- **Fury:** Levelheaded citizens of Cormyr react to even the slightest provocation with enormous outbursts, leading to fistfights, false charges of crimes, and general violence wherever crowds are gathered. In Encounter 4, the guards cannot be reasoned with, and gain +2 to hit and +5 to damage.
- **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 even during everyday tasks. Throughout the adventure, the PCs take a -2 penalty to all skill checks.
- **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 3, the Blackroot Treant's roots cause the ground within 5 squares of it to be difficult terrain.

PCs who played CORM2-3 *Secret of the Queen of Thorns* should have story award **CORM19 Standing Together**. If at least two of the PCs (regardless of table size) have this award and circled *Harbinger of Conquest: Defeated*, count its curse as inactive. Otherwise, the following curse is active:

- **Conquest:** The Queen of Thorns is destined to rule Cormyr! All enemies in Encounters 3 and 5 score critical hits on a roll of 19-20, and The Queen of Thorns scores critical hits on rolls of 18-20 with her powers that would normally score critical hits on a roll of 19-20 (as indicated in her stat block). She scores critical hits on a roll of 19-20 with her powers that would normally score critical hits only on a natural 20.

APPENDIX 2: STANDING TOGETHER

PCs who played CORM2-3 *Secret of the Queen of Thorns* may have story award **CORM19 Standing Together**. If any PC has a resource available, then the whole group has access to the aid earned. If there are no PCs with the story award, then the PCs do not have access to any of these resources.

The following is a list of the possible resources gained and their effects:

- **Sir Severin:** Sir Severin is able to gather some information for the PCs in Encounter 1. At the end of Encounter 1, the PCs can choose one piece of information that Sir Severin has uncovered for them.
- **Ritual of broken morale:** The ritual of broken morale is performed by the War Wizards at the beginning of the adventure. All agents of the Queen of Thorns (Encounters 3 and 5) are dazed while they are bloodied. PCs are aware of this effect at the start of the adventure.
- **Ritual of earthbinding:** The ritual of earthbinding is performed by the War Wizards at the beginning of the adventure. All agents of the Queen of Thorns (Encounters 3 and 5) cannot use their fly speed.
- **Dragon Rose:** There are 3 blooms that can be worn by the PCs. A PC wearing a bloom gains a +5 bonus to saving throws against the dominated condition. The blooms wilt after 24 hours.
- **Royal Wand of Wonder:** Crown Prince Irvell uses the wand when he faces the Queen of Thorns. One random plant in Encounter 5 has already been destroyed by Prince Irvell when the PCs arrive. (This is in addition to any plants destroyed from other sources.)
- **Taliss Muirwood:** Taliss has warded the palace with protective magical wards that interfere with the glass cases. The energy fields around the glass cases in Encounter 5 are negated when the PCs enter the room. (The PCs do not need to make Arcana or Endurance checks. That step is complete for all cases.)
- **Wheloon's Prison Gangs:** The gangs provide extra support on the field of battle. To represent this, when King Foril dies in Encounter 3, the Lady's Marauders launch an attack to aid their leaders. The Blackroot Treant takes damage equal to its bloodied value.
- **VIPs:** Each ally is able to gather some information for the PCs in Encounter 1. At the end of Encounter 1, the PCs can choose one piece of information found by each ally (maximum 7 VIPs).
- **Eladrin Lords:** The eladrin lords know the fey mechanisms the Queen of Thorns uses to protect her plants. They share these secrets with the PCs, giving them a +4 bonus to all checks to disable and kill the plants in Encounter 5.

APPENDIX 3: PLANT EFFECTS

In Encounter 5, the Queen of Thorns has several plants that boost her abilities. PCs can destroy these plants to end each effect:

- **All Plants:** As long as at least one plant is alive, the Queen of Thorns may make a saving throw at the start of her turn to end one effect or zone, even if the effect does not normally allow a save. This includes end-of-next-turn effects, “save ends” effects, marks, curses, quarries, or any other detrimental effect. If the Queen of Thorns wishes to end a zone using this ability, she must be inside or adjacent to the zone.
- **Deathfont Willow:** The drooping branches of this sickly plant create ripples in a small pond of souls. While the Deathfont Willow lives, the Queen of Thorns may make a saving throw at the start of her turn against every effect or zone. When it is destroyed, all the souls shriek simultaneously.
- **Ghost Lily:** This fragile white flower is translucent. While the Ghost Lily lives, the Queen of Thorns is insubstantial. When it is destroyed, the flower shatters, glittering like a thousand tiny diamonds.
- **Shadestep Bush:** This shadowy bush seems to absorb the light around it. While the Shadestep Bush lives, the Queen of Thorns gains a teleport speed equal to her speed, which does not require line of sight. When it is destroyed, the bush erupts in a flash of light and thick black ooze seeps down the pedestal.
- **Tentacle Vine:** Leaves sprout from a pile of long, slimy tentacles. While the Tentacle Vine lives, the Queen of Thorns’ melee attacks are Reach 3. She also gains threatening reach. When it is destroyed, the mass of tentacles twitch violently before falling still.
- **Midnight Rose:** This black rose has gold edging around its petals. When it is destroyed, the black petals turn stark white before falling to the floor in a fluttering cascade. While the Midnight Rose lives, the Queen of Thorns gains the following power:

MINOR ACTION

Spore Assault • Recharge when no PC is dominated by this effect

Attack: Ranged 10; +26/+28 vs. Will

Hit: The target is dominated (save ends).

- **Vengeful Cactus:** The spikes on this round plant drip with blood. When it is destroyed, the cactus spurts a sickly green fluid that mixes with the red blood in a pool at its base. While the Vengeful Cactus lives, the Queen of Thorns gains the following power:

TRIGGERED ACTION

Vengeful Strike • At-Will

Trigger: Each time an enemy hits the Queen of Thorns with an attack, spikes shoot from the vengeful cactus, striking that enemy unerringly.

Effect (No Action): The triggering enemy takes 5 / 6 damage. This damage ignores the triggering enemy’s resistances.

APPENDIX 4: CRITICAL EVENT SUMMARY

The outcome of your table can help determine the future of Cormyr in *Living Forgotten Realms*!

If you play this adventure before December 31, 2011, please report your results using our online survey. If you are running this at a convention or other large event, you can fill the survey out on paper and turn your results in to the Senior DM or Event Organizer to report online.

<https://www.surveymonkey.com/s/LFRCORM0204>

Although this adventure premiered in March 2011, the survey period is open for the remainder of the calendar year in order to allow those who haven't yet played CORM1-6 and CORM2-1 to attempt to complete the Major Quest in order. This adventure remains legal for play even after the survey period ends, but results reported after the end date will not count toward the official campaign outcome.

Question 1. What is the fate of the Queen of Thorns?

- A. The PCs defeated the Queen of Thorns.
- B. The PCs were defeated by the Queen of Thorns.
- C. The PCs did not make it to the final encounter.

Question 2. How successful were the PCs at creating a convincing ruse regarding the King's death?

- A. The PCs successfully carried out the deception and recovered the amulet containing the King's soul.
- B. The PCs carried out the deception, but failed to recover the amulet after the King died.
- C. The PCs failed in their attempt to make the fight look convincing.

Question 3. Was Lord Erzoured's treachery discovered and reported to King Foril?

- A. No
- B. Yes

Question 4. Which resources from previous adventures did the PCs have available (check all that apply)?

- A. Sir Severin
- B. Ritual of Broken Morale
- C. Ritual of Earthbinding
- D. Dragon Rose
- E. Royal Wand of Wonder
- F. Taliss Muirwood
- G. Wheloon's Prison Gangs
- H. VIPs
- I. Eladrin Lords

Question 5. Which of the Harbingers were previously defeated based on the PCs' Story Awards (check all that apply, but DO NOT include any Harbingers that you randomly rolled to defeat)?

- A. Pestilence
- B. Famine
- C. Madness
- D. Fury
- E. Entropy
- F. Destruction
- G. Conquest

Question 6. How many PCs, if any, earned Story Award CORM24, accepted it, and became advisors to King Foril?

Question 7. How many PCs were killed during the adventure?

Question 8. Approximately how long did it take you (total playing time, in hours) to finish this adventure?

Question 9. How do the players rate this adventure (on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?)

- A. 1 star (worst possible rating)
- B. 2 stars (below expectations)
- C. 3 stars (average / met expectations)
- D. 4 stars (above expectations)
- E. 5 stars (best possible rating)

Question 10. How do you, the DM, rate this adventure (on the same 5-point scale)?

If you or your players have any specific comments or feedback on this adventure, please let us know in the LFR Community Forums!

PLAYER HANDOUT 1: REGICIDE

Under orders of the King, you have been instructed to make sure that he is killed on the field of battle in a confrontation with the Queen of Thorns' General. There may be traitors in Suzail, and they must not suspect any trickery. The King's death has to be convincing. The more points you score towards perpetrating this charade during the battle, the more convinced the onlookers are that the fight is real, and that you are doing your best to protect and save the king.

Each PC with story award **CORM11 Knighted** and in service to King Foril (not Erzoured): +1 point

King Foril is killed in the first round of combat: -4 points

King Foril is killed in the second round of combat: -2 points

Each enemy bloodied when King Foril dies: -1 point

Each enemy killed when King Foril dies: -2 points

Each PC bloodied when King Foril dies: +1 point

Each PC dying when King Foril dies: +2 points

PC uses a daily power (not counting magic item daily powers) before King Foril is killed: +1 point

PC uses an action point before King Foril is killed: +1 point

PC uses a daily power or action point after King Foril is killed: -1 point

PC heals King Foril at least 15 hit points: +1 point

PC intentionally misses with an attack. Bluff (DC 23/25); success = +1 point / failure = -1 point

Retrieve the amulet before the end of combat without notice (minor action within one square of the amulet: Bluff, Stealth, or Thievery DC 23/25) = +2 points; failure means the amulet is still recovered, but no point award

As King Foril's personal bodyguards, each PC gains the following ability, usable at will. Each successful use of this ability earns +2 points.

TRIGGERED ACTIONS

Royal Bodyguard

Trigger: King Foril is hit by an attack.

Effect: (Immediate Interrupt, must be in a square adjacent to King Foril): Make a DC 23/25 Athletics or Acrobatics check.

Success: You are hit with the attack instead.

Failure: You fall prone.

This list is not exhaustive. The DM may award or deduct points for other actions before and after the death of King Foril, such as using appropriate utility powers (+1), not making attacks (-1), or other actions and effects that affect the spirit of the challenge (+/- variable).

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

(cross out those not received)

CORM2~4 FURY OF THE QUEEN OF THORNS

CORM22 Fall of Cormyr

You have utterly failed the kingdom of Cormyr. Your allies go into hiding until someone else can overthrow the Queen of Thorns. Cormyr's enemies, including Netheril, appreciate the kingdom's newfound weakness as it is distracted by internal strife. Your former allies in Cormyr no longer respect you, and enemies of Cormyr no longer consider you a viable threat.

This Story Award represents a permanent mark of shame on your reputation. You must immediately and irrevocably void all of your previous story awards that represent honors, favors, or contacts with the NPCs and organizations of Cormyr, and you are prohibited from ever receiving such awards in any future adventure (whether it takes place in Cormyr or not).

CORM23 Knighted

You have saved Cormyr from the Queen of Thorns. If you choose, you may pledge yourself (swear allegiance) to the kingdom of Cormyr. You may decline this honor without penalty should you not wish to take the oath of allegiance. If you do accept the title, King Foril personally knights you, and you are given a signet ring that you can display to show your status. All Cormyrean citizens below the nobility bow before you. Even merchant princes and governors respect your station. Your loyalty to Cormyr and fealty to the crown are beyond question.

If you are already knighted, either through the story award **CORM11**, through a paragon path such as Purple Dragon Knight or War Wizard of Cormyr, or if you earn a Cormyrean Knighthood in a future adventure, you are raised to the rank of Knight Exalted. In addition to the status of knighthood, you will be called to join council meetings on matters of governance and warfare. You are granted a small estate, and considered a landed noble by right of service.

If you are already a Knight Exalted, or earn that title in a future adventure, you are elevated to King's Advisor, and automatically earn story award CORM24.

CORM24 King's Advisor

If you completed the Major Quest that began in CORM1-6 *Curse of the Queen of Thorns* and continued in CORM2-3 *Secret of the Queen of Thorns*, and have at least one of the story awards **CORM06 Foiling the Netherese**, **CORM13 Suzail Deputy**, or **CORM16 War Wizard's Gratitude**, you are offered a position as an advisor to King Foril. You may choose one of the positions listed below. To be absolutely clear, accepting this position requires you to swear allegiance to Cormyr, forsaking all other allegiances. You are not required to accept this Story Award and may decline the honor without loss of prestige.

If you do accept this position, and then ever swear allegiance to a kingdom other than Cormyr, you must resign your position immediately. If you had requisitioned the Rare item corresponding to that position, you must return the item. You do not get your found-item slot back for the item you were granted; instead, you are given gold equal to 50% of the market price of a level 20 magic item in recognition of your past service, and exiled from the kingdom in recognition of your perfidy.

- **Purple Dragon Knight-Commander:** You are given command of a contingent of Purple Dragon Knights, and report directly to King Foril himself. As a sign of your station, you may requisition a weapon specially forged to protect Cormyr from the shades of Netheril. One time only, you may spend one of your found-item slots to receive a *shadowfell blade* +4. This counts as one of your Rare items. When you reach 21st level, the item's enhancement bonus automatically increases to +5; when you reach 26th level, the item's bonus automatically increases to +6.
- **Council of War Wizards:** You are given a voting seat on this Council as a representative of King Foril. One time only, as a symbol of your position, you may spend one of your found-item slots to receive a *staff of the magi* +4. This counts as one of your Rare items. When you reach 21st level, the item's enhancement bonus automatically increases to +5; when you reach 26th level, the item's bonus automatically increases to +6.
- **Master Spy:** You are secretly assigned as a Master Spy, reporting to Lord Prio. You may maintain a false public allegiance to one other nation besides Cormyr. This award specifically allows allegiance to more than one region, as part of your cover, but Cormyr must always remain your true allegiance. One time only, you may spend one of your found-item slots to receive a *ring of invisibility* to help with your missions of espionage. This counts as one of your Rare items. When you reach 23rd level, the item automatically becomes a *greater ring of invisibility*.

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.

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SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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SESSION TRACKING

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