

HANDOUT 1: STORY AWARDS

	PC #1 Name:	PC #2 Name:	PC #3 Name:	PC #4 Name:	PC #5 Name:	PC #6 Name:
Membership in the Harpers meta-organization						
Favor or Disfavor of the Harpers (ie, LURU24 Trust of the Harpers from <i>LURU2-4 Need to Know</i> or NETH11 Favor of the Harpers from <i>NETH3-3 Seek and Destroy</i>)						
Purple Dragon Knight (Paragon Path)						
<i>ADCP3-2 From Dawn Till Dusk</i>						
ADCP19 Victory at the Battle of Spellgard						
ADCP20 Defeat at the Battle of Spellgard						
<i>CORM1-1 Black Knight of Arabel</i>						
CORM01 Badge of Temperance						
<i>CORM1-5 In The Bleak Midwinter</i>						
CORM09 Draconic Diplomat						
<i>CORM1-6 Curse of the Queen of Thorns</i>						
CORM11 Knighted (and which patron chosen)						
<i>CORM2-1 For Crown And Kingdom</i>						
CORM14 Favor of Oris Grenfell						
CORM15 Favor of Cora Inyn						
CORM16 War Wizards' Gratitude						
<i>CORM2-2 Pain</i>						
CORM17 Haldoneir Unmasked						
<i>CORM2-3 Secret of the Queen of Thorns</i>						
CORM19 Standing Together						
Sir Severin						
Taliss Muirwood						
VIP: Sir Grenfell						
VIP: Lady Inyn						
VIP: War Wizards						
VIP: Lord Prio						
Eladrin Lords						
CORM20 A King's Remembrance						
<i>CORM2-4 Fury of the Queen of Thorns</i>						
CORM23 Knighted						
CORM24 King's Advisor						
Trained in Insight						

HANDOUT 2: RAISING AN ARMY (ROLEPLAYING)

Scene	Name	Location	Helpful Story Awards	Information
1	Sir Severin	Suzail	CORM01 CORM09 CORM19 (Sir Severin)	Earnest knight
2	Sir Grenfell	Stonelands (Arabel)	CORM14 CORM19 (Sir Grenfell)	New knight, known for caution
3	Lady Inyn	Stonelands (Arabel)	CORM15 CORM19 (Lady Inyn)	New knight, known as a firebrand
4	War Wizards	Castle Crag (Storm Horn Mountains)	CORM16 CORM19 (War Wizards)	Involved in the initial Harbingers attack
5	Lord Exalted Prio	Marsember	CORM17 CORM19 (Lord Prio)	Regent of Special Affairs
6	Nailo Quelani	Suzail	CORM09 CORM19 (Eladrin Lords)	Eladrin Ambassador
7	The Royal Family	Suzail	CORM11 CORM20	Does not provide militia
8	Lord Erzoured	Suzail	CORM11 CORM20	Highly constrained, but high quality soldiers - counts as two militia
9	Raising A Militia	Suzail, Arabel, or Marsember	CORM11 CORM23 CORM24	PCs have to fully fund the soldiers
9a	Outside Assistance	Outside Cormyr	Relevant Story Award with agent outside Faerun politics	PCs must permanently expend Story Award, have a way to contact agency, and have a way to transport forces.

Raising a militia on short notice is not easy - or cheap. You have a limited amount of time to gather the militia, and you can only take three with you (Taliss Muirwood's teleportation circle can only be activated three times between sunrises). No one in a foreign land is going to send soldiers into Cormyr - at least not on short notice.

Listed above are the nobles and powerful actors who might be willing to send soldiers to aid Talis. This is the process for gaining help: One or more PCs must meet with the individual for a period of time and make your argument. You will be able to discuss with the individual the situation, and perhaps get their assistance. Some checks might be available for the different nobles, with varying benefits. Those you have met before are more receptive to you help, and the more you have worked with them, the easier convincing them will be.

The final check will be a Diplomacy check, but depending on the individual, other checks may be made to assist or replace the Diplomacy check. The strength of the final check affects how much of the base cost of the militia you will have to shoulder:

HANDOUT 3: DEFENSIVE OPTIONS

ARCANE NODE

Benefit: One PC is given a seed of rejuvenation. It can be activated as a minor action and activates automatically when its wielder is reduced to 0 hit points or dies. When activated, the seed affects the wielder and all allies within 10 squares:

- If alive, the target may spend up to two healing surges, regains two encounter powers of the target's choice, and may spend an additional action point this encounter.
- If dead, the target loses two healing surges, returns to life with hit points equal to its healing surge value, and regains one encounter power of the target's choice.

ARCHER TRAINING

Benefit: Each PC gains the *arrow volley* power:

STANDARD ACTIONS
R Arrow Volley • At-Will
<i>Hit:</i> Range 20 (One target the PC can see); +[AL + 5] vs. Reflex
<i>Hit:</i> 2d8 + 6 damage. If the target is flying, the damage is instead 3d6 + 10 damage, and the target's altitude is reduced by 6 squares.
<i>Effect:</i> No ally may use <i>arrow volley</i> until the start of your next turn.

BARRIER

Benefit: The PC may place 16 bits of terrain:

- A square of Caltrops costs 2 bits,
- A chest-high wall costs 3 bits, and
- A full size wall costs 7 bits.

CHEST-HIGH WALLS
A chest high wall is one square high, and requires an extra square of movement to traverse for medium creatures, and it has hard corners. It provides cover.

FULL-SIZE WALLS
A full-size wall is two squares high, and must be climbed by a medium creature (Easy DC). It is considered blocking terrain, and can provide superior cover.

CALTROPS
Caltrops are difficult terrain. Any Large or smaller creature starting its turn in a square of caltrops is slowed until the end of its turn. Any creature entering a square of caltrops takes 10 points of damage - a creature can only take this damage once per turn, even if they enter multiple squares of caltrops.

RITUALS

Benefit: Each PC may spend two hours as they wish casting rituals (or assisting other PCs).

ENERGY TOWERS

Benefit: One PC gains the *conjure tower* power.

MINOR ACTIONS
Conjure Tower (conjunction, force, thunder) • Daily
<i>Effect:</i> You conjure an energy tower that occupies 1 square within 10 squares of you. It lasts until the end of your next turn. You may take a standard action on your turn to deal 15 force and lightning damage to all creatures within 3 squares of the energy tower. Its AC and Fortitude are equal to your level plus 14, and its Reflex and Will are equal to your level plus 6. If the energy tower is hit by an attack that does not specifically target conjurations, it detonates, dealing 4d10 force and thunder damage to all creatures within 4 squares of it. This effect destroys the conjuration.
<i>Sustain Minor:</i> The tower persists.

EXPLOSIVE RUNES

Benefit: Each PC chooses a square on the battlefield to place the trap. Each PC gains the following power, linked only to the square he or she chose:

MINOR ACTION
C Remote Detonation • Daily
<i>Attack:</i> Close burst 10 (creatures in or adjacent to the trapped square); +[AL + 3] vs. non-AC defenses (one roll)
<i>Hit (Fortitude):</i> AL force damage, and the target is knocked prone.
<i>Hit (Reflex):</i> 3d6 + AL fire and force damage.
<i>Hit (Will):</i> The target is dazed (save ends).

HEALER TRAINING

Benefit: The party gains two uses of the *standstrong* power below (any party member may use the power, but it may only be used twice by the party as a whole). At AL 16 and above, the party instead gains three uses of the power.

MINOR ACTIONS
Standstrong • Encounter
<i>Target:</i> The PC, or one ally (line of effect)
<i>Effect:</i> The target spends a healing surge and regains 3d6 extra hit points (4d6 if AL 16 or higher)

HEALING TALISS

Benefit: Taliss is healed back into a single form. This has no effect during the siege, but may help later.

TACTICAL COORDINATION

Benefit: Each PC gains the *Assist* power:

MINOR ACTIONS
Assist • Encounter
<i>Effect:</i> You use the aid another action and automatically succeed at the appropriate check.

HANDOUT 4: SIEGE TERRAIN POWERS

The ambient magic makes the area immediately around the tower dangerous for Taliss's foes. Each PC may use the ambient magic once per wave. Activating the ambient magic requires a minor action; a PC may choose to attempt an Arcana check as part of this action. Using ambient magic provides one of the following benefits, chosen before rolling the Arcana check:

- **Channeling.** The PC spends one healing surge. The next time the PC hits with an attack, one target of that attack is immobilized until the end of its next turn. With a Hard DC Arcana check, that target is instead dazed until the end of its next turn.
 - **Invigoration.** The PC spends two healing surges and regains an encounter power of 10th level or lower. With a Moderate DC Arcana check, the PC may instead recover an encounter power of any level.
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