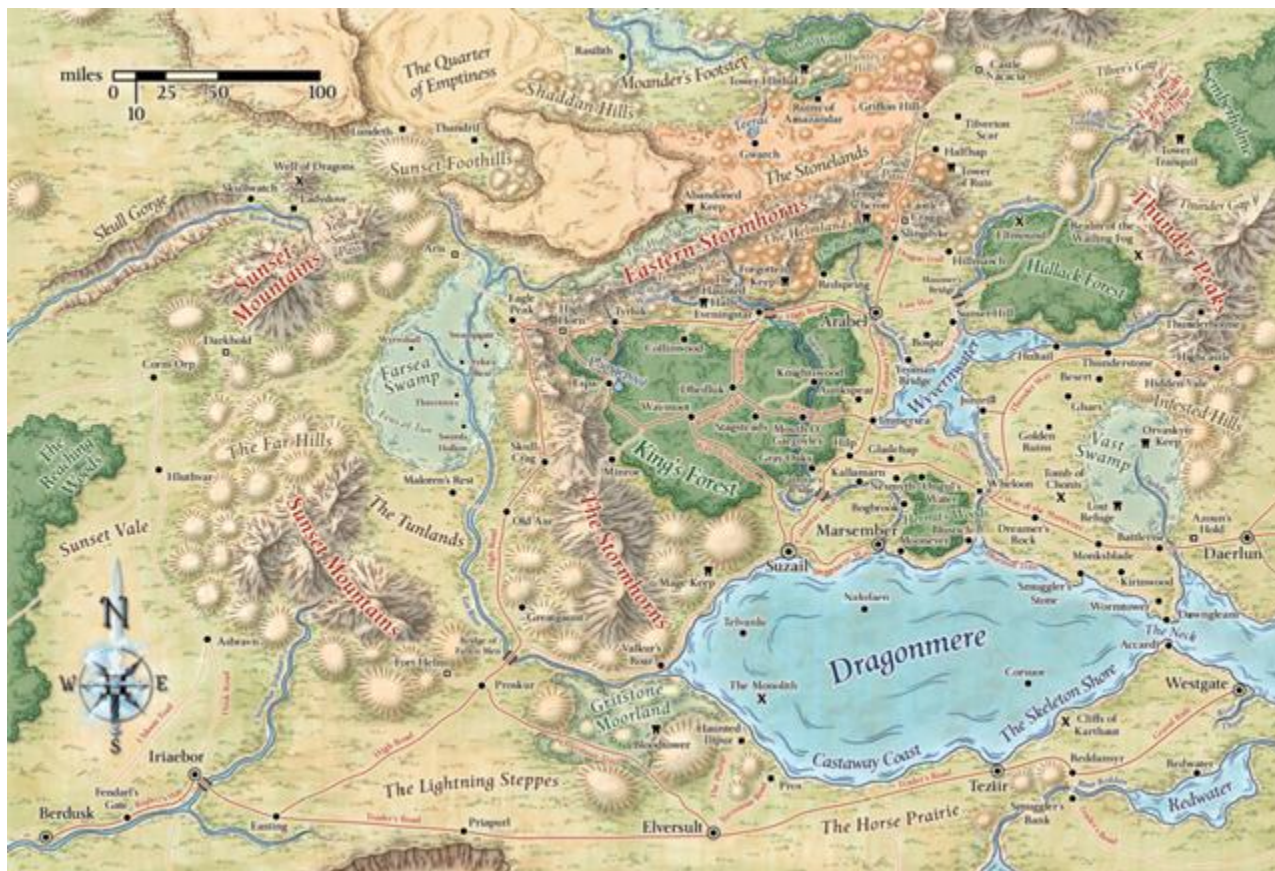


HANDOUT 1: CORMYR

*"And in this land I'll proudly stand, Until my dying day, sir;
For whate'er a king o'er all command, I'll still be a Cormyte brave, sir."
– The Cormyte's Boast, Cormyr: A Novel*



Cormyr (pronounced core-MEER), also known as the Forest Country and the Land of the Purple Dragon, is an independent nation in Interior Faerûn. It is one of the most prosperous countries of Faerûn.

Cormyr controls the part of the Dragon Coast between Easting and Westgate, including the cities of Proskur, Priapurl, Elversult, and Teziir.

Cormyr was founded as a monarchy in about 26 DR. Its current sovereign is King Foril.

LAWS OF CORMYR

The following laws are posted at all major entry points to Cormyr:

- All persons entering Cormyr must register with the officials of a border garrison.
- Foreign currency can only be used in certain locations. Please exchange your coins for Cormyrean golden lions at your first opportunity.
- Adventurers must acquire a charter before undertaking any operation as a group.
- All weapons must be peace-bonded. The only persons exempt from this law are members of chartered adventuring groups and members of mercenary groups that can offer proof of employment.
- Harming cats is forbidden.
- Bow your head to royalty and the local nobility.
- Purple Dragons have the right to search you upon request.
- Hunting on private land is forbidden.

HANDOUT 2: KNOW FEAR, NO FEAR

THE KIIRA

The Kiira is absorbing your memories. While surface memories are removed first, those deeply rooted in your mind become stronger. Some of these deep-rooted memories are the source of your greatest fear. While this paralyzing fear is detrimental to you, the creatures you are fighting seem to feed on it. While these personal fears are impossible to overcome on your own during this encounter, your allies may be able to help you.

Aiding an ally with their fear requires touching them and entering their mind, fully possible while within the kiira. When you end your turn, you can take a free action to make a skill check on one adjacent PC. With a Hard DC success, you improve their condition. If you fail, you gain some insight into a different approach and gain a +5 bonus to your next skill check on that PC, provided you use a different skill. If you wish to help your allies more, you can make a skill attempt with a standard action, still against a Hard DC.

Terrified: All PCs begin the encounter terrified. While terrified, you have both shaky hands (-2 penalty to attack rolls) and shaky feet (forced movement powers from enemies push/pull/slide you 2 additional squares).

Afraid: When an ally makes a successful skill check on you while you are terrified, you improve to just being afraid. While afraid, you either have shaky hands (-2 penalty to attack rolls) or shaky feet (forced movement powers from enemies push/pull/slide you 2 additional squares); choose which one to keep when you are no longer terrified. You also gain an additional use of one of your encounter powers. This can be an attack power, utility power, theme power, racial power, second wind, channel divinity, or any other power that is typically only useable once per encounter.

Courageous: When an ally makes a successful skill check on you while you are afraid, you improve to courageous. You no longer have shaky hands or shaky feet. In addition, you can spend a healing surge or attempt a saving throw when you first reach this level.

(AL2 only: You also gain an additional use of one encounter or daily power.)

(AL4 only: You also gain an additional use of one encounter power, other than the power gained when afraid.)

The enemies feed on your fears and become empowered. All monsters in this encounter gain these benefits:

Terrified: While within 5 squares of a terrified PC, monsters have regeneration equal to the AL and resist all equal to one-half the AL.

Afraid: While within 5 squares of an afraid PC, monsters have regeneration equal to the AL.

Courageous: When all PCs are courageous, monsters have vulnerability to all damage equal to the AL.

HANDOUT 3: FACTION OVERVIEW

THE HARPERS

The Harpers are a secretive organization that opposes Netheril. They consist of two separate groups that occasionally work together, primarily based in Luruar and the Dalelands. The Harpers only recruit people they trust.

The contact: Mishell Nymone, a wood elf ranger from Shadowdale

The mission: Plant an enchanted coin on Lady Irlingstar. The lady wears an eladrin mask. Do not engage the lady in battle in any way – she is very dangerous.

THE ORDER OF TORM

The Order of Torm are lead by paladins devoted to Torm. Their main bastion is the Town of Elturel in Elturgard.

The contact: Everyn Cadwy, paladin of Torm

The mission: Test whether Lionar Urse Telesseer, who wears a wolf mask, is fit to lead the Tormite forces. With her make sure she stays out of trouble, or expose her as unfit so she can be replaced.

THE LION'S DEN

The Lion's Den are sponsored adventurers from a merchant guild in Scornubel in Elturgard.

The contact: Councilman Orin Buffus

The mission: Introduce Burlar 'the Hog', who wears a dragon mask, to Grankleshard, and prevent him from making an oaf of himself.

THE DUSK TALONS

The Dusk talons are a thieves guild from Iriaebor near Elturgard. They prefer to see themselves as 'freedom fighters'.

The contact: Nualla A'Ashemi.

The mission: Open a backdoor so the Dusk Talons can question a Zhent spy in the Grankleshard household.

THE PROTECTORS OF NEVERWINTER

Lord Neverember has formed the 'Protectors of Neverwinter' as a force of sponsored adventurers. The protectors are strong, independent minded individuals allied with the city who can deal with unexpected threats to the city. **The**

contact: Dolmy the bard

The mission: Befriend the orc Kartosh and recruit him for the restoration of Neverwinter.

THE STELLAR FELLOWSHIP OF GENTLE ADVENTURERS

The Stellar Fellowship of Gentle Adventurers is based in the Fall of Stars adventurers club. They encourage their members to be heroic and to fight evil. They try to make adventurers respected throughout the Realms.

The contact: Dayan Nenthyn

The mission: Convince council mage Elsevene Nasmeyr, who wears a featureless mask, to vote against the release of Mirabeta Selkirk.