

CURSE OF THE QUEEN OF THORNS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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Heralds of an ancient curse arise and lay waste to the glorious nation of Cormyr. Only the greatest of heroes can stop the Harbingers of The Queen of Thorns. A *Living Forgotten Realms* adventure set in Cormyr for characters levels 11-14.

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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This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, 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 11-14. 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

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

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 by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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 logsheet and tracked across adventures.

ADVENTURE BACKGROUND

It is said that should the Queen of Thorns rise, an Obarskyr-ruled Cormyr will fall. The Queen's awakening is preceded by six Harbingers who sow chaos and destruction in preparation for her arrival.

Lord Erzoured and his vizier Krimnos have devised a way to raise and bind the Queen of Thorns, planning

to use her to turn the people of Cormyr against King Foril. Then, when the time is right, Erzoured plans to defeat the puppet Queen of Thorns and accept the Purple Throne as the hero-king of Cormyr.

Now the Queen has been roused, and the Harbingers of her coming manifest throughout Cormyr.

DM'S INTRODUCTION

The PCs stumble into the first of six of the Queen's Harbingers while travelling. They then have a chance to research and locate the other Harbingers.

The Harbingers appear as the PCs continue their research and reconnaissance. Two appear simultaneously at random, then three more in the same way, forcing the PCs to choose which Harbingers to face. Defeated Harbingers offer information useful in later parts of a major quest.

Note that some Harbingers can be avoided by passing skill challenges, and there is enough XP in the adventure so that the PCs do not need to deal with every Harbinger to succeed.

Also note that two of the Harbingers are solo creatures. It is strongly suggested that you not run both of the solo creature encounters in the same game. Solo fights are unique, and often time intensive, and two solo fights in the same game can be too much.

PLAYER'S INTRODUCTION

The players' reasons for travelling through the King's Forest are their own. Perhaps they are between adventures, on the way to visit an old friend, or just out to see the world. Have the players establish a reason for their journey and make character introductions as necessary. The adventure begins just past dawn.

As they travel through the forest, the PCs notice insects rushing by, and then rustling in the undergrowth catches their attention. Finally, the screaming of men, women and children can be heard in the distance.

The PCs can learn the following additional information with a successful check:

- **History DC 23:** Just up the road is a small settlement.
- **History DC 33:** Something called a "Harbinger," an omen of a terrible curse, is supposed to appear in this part of The King's Forest at some point in Cormyr's history. Some scholars and madmen believe that time is near.

Proceed to **Encounter 1: Ill Omen**.

ENCOUNTER 1: ILL OMEN

ENCOUNTER LEVEL 14/16 (3,200/4,400 XP)

SETUP

This encounter includes the following:

1 medusa warrior (M)

4 chwidenchas (C)

The Harbinger of Pestilence has arrived in a small hamlet in the King's Forest. It is drawing vermin from nests and holes, preparing to unleash a plague of consuming pestilence upon the land.

Read or paraphrase the following:

Rounding the bend, you enter a forest hamlet nestled in a large clearing. The mossy-roofed houses of the little village might seem quaint under better circumstances, but not today.

Insects fill the air, attacking everything that moves. Rats, bugs and spiders cover the ground, swarming the hamlet residents. Directing the attack is a demonic, scaly humanoid. About its head is a halo of locusts, and its eyes glow red with hate.

With a successful DC 23 History check, the PCs recognize the creature as the Harbinger of Pestilence, a sign of the imminent rise of the Queen of Thorns. Communicate the information on the prophecy of the Queen of Thorns as detailed in the Adventure Background section.

FEATURES OF THE AREA

Illumination: Bright light.

Bushes: Difficult terrain and concealment.

Houses: Blocking terrain.

Edge of the Map: The edge of the map represents dense undergrowth. All squares are difficult terrain (2 squares of movement) and offer concealment.

Rocks: Difficult terrain and cover.

Tree Trunks: The trunks are blocking terrain.

Water & Steps: Difficult terrain.

TACTICS

The medusa uses ranged attacks until the PCs close. Then it uses its *venomous gaze* (it does not care about hitting his allies), followed by *double attacks* for extra damage against dazed targets.

The chwidenchas charge PCs with *scuttling charge*, then use *claw attacks* to slide PCs into swarm squares and *impaling claws* to hold them there.

Vermin Swarm Terrain

This terrain is made of a random assortment of clawing and biting insects, spiders, reptiles and rodents.

Vermin swarm terrain is difficult terrain. Creatures starting their turn in a swarm square takes 5 damage and -2 to attacks until the beginning of its next turn. The chwidenchas and the medusa do not suffer damage and attack penalties, but the squares are still difficult terrain.

Any attack on any swarm square removes the vermin swarm terrain as vermin are scattered. Area or burst attacks can remove multiple swarm squares. Also, a DC 20 Nature check as a standard action can remove swarms from all squares adjacent to the creature making the check.

On the Harbinger's turn, three more vermin swarm squares enter from any border of the map, but no more than ten swarm squares should be on the map at any one time. All swarm squares move one square in a random direction on the Harbinger's turn. Multiple swarms can occupy the same square, but damage does not stack.

SCALING THE ENCOUNTER

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

Four PCs: Remove one chwidenchas.

Six PCs: Add one chwidenchas.

ENDING THE ENCOUNTER

When the last enemy falls, read or paraphrase the following:

A mounted figure enters the clearing, flanked by a half-dozen Purple Dragon Knights on horseback and followed by twenty footman, ten hunting dogs, a horse-drawn carriage, and a small army of servants. The entourage proudly flies the colors of Cormyr and a herald cries, "Make way for Lord Erzoured!"

Purple Dragon Knight PCs are greeted warmly.

Erzoured himself speaks to the PCs. Communicate the following information over the course of the conversation:

- Lord Erzoured is a tall man with dark hair and eyes. He has a sharp nose and resembles a bird of prey.

- Erzoured congratulates the PCs: *"You have done well by Cormyr. I am certain that Tymora has chosen heroes to deliver such timely aid."*
- Regarding the medusa: *"That thing is a Harbinger, an omen preceding a creature so terrible that it threatens the very existence of Cormyr."*
- Erzoured's vizier, Krimnos, speaks in a low raspy voice: *"I have foreseen the fulfillment of this dark prophecy, and we have come to prevent it."*
- Krimnos is a bent and wrinkled man. He wears a permanent sneer and carries an air of superiority.
- Krimnos explains that an ancient prophecy speaks of "The Queen of Thorns" who sleeps beneath the trees. If she wakes, the kingdom of Cormyr would be wiped away. Six Harbingers precede her arrival, sweeping down upon the land in a single day of destruction. If they are not defeated quickly, they leave a terrible curse in their wake, empowering the Queen as she sweeps across Cormyr.
- Krimnos believes the next wave of Harbingers will appear somewhere in Cormyr at midday, but further research is required to determine the Harbinger's nature and its location.

Once the PCs understand what is at stake, read or paraphrase the following:

Erzoured levels his gaze at the you. "In the name of the King, I request your service, worthy adventurers, in repelling these beasts."

- The PCs may have reservations about working with Erzoured, who is the King Foril's nephew, if they have heard of or encountered him in previous adventures. Erzoured assures the PCs that he is acting in the interest of Cormyr. He is telling the truth. If they still resist, Erzoured challenges them to lay aside any quarrel and act in the best interest of Cormyr.
- If the PCs ask about Lord Prio, Erzoured says he is in Suzail at court where he usually is.
- If the PCs accept, Erzoured welcomes them to his service by awarding them royal tabards, cloaks and claps, and knighting them (if they wish) right there in the clearing. He promises to make it official once the events of the day have passed.
- Krimnos recommends traveling to a large city like Suzail where songs, legends and libraries are available to aid in the research of the legend.
- Since time is of the essence, Krimnos suggests using a portal stone (see the sidebar) to travel. He

gives the remaining stones to the PCs after explaining how they work.

- Krimnos and Erzoured go with the PCs if they travel to Suzail, but split off to follow other leads. They promise to alert the PCs via magic if they find any new information.

Go to Encounter 2.

The PCs are also free to attempt to deal with the Harbingers independent of Erzoured's aid, though unless they have the means to travel swiftly throughout the realm, they only have the opportunity to face two of the remaining five Harbingers before the day's end.

EXPERIENCE POINTS

The PCs each earn 640/880xp each for defeating the enemies here.

The Portal Stones

Krimnos knows that the Harbingers appear at various far-flung locations within Cormyr. He and the War Wizards have created a handful of magical stones that contain the mostly cast ritual of Linked Portal. Krimnos keyed the stones to an index of known permanent teleportation circles in Cormyr.

A PC needs only to speak the name of any desired location (must be a teleport circle) to any of the stones in a strong and purposeful voice (a standard action), and the Linked Portal ritual completes, teleporting the PC and adjacent allies to the location. The stone is destroyed in the process. The PCs do not need to be on a teleportation circle for a stone to work.

Krimnos gives the PCs all six portal stones (five if the first is used to teleport to a large city like Suzail), just enough to help the PCs make it to each Harbinger location in time.

In case they are curious, Krimnos informs the PCs that for each active stone, a cloistered wizard is chanting the ritual of Linked Portal into a sister stone in Suzail. The magic fades from the stone as soon as the wizard stops chanting. Such stones are both prohibitively expensive and impractical for anything but the direst of circumstances.

ENCOUNTER 1: ILL OMEN STATISTICS (LOW LEVEL)

Medusa Warrior (Male) (Level 11) Level 11 Elite Soldier	
Medium natural humanoid	XP 1200
Initiative +12	Senses Perception +15
HP 240; Bloodied 120	
AC 28; Fortitude 26, Reflex 24, Will 25	
Immune petrification; Resist 20 poison	
Saving Throws +2	
Speed 6	
Action Points 1	
m Longsword (standard; at-will) ♦ Poison, Weapon	
+18 vs. AC; 1d8+7 damage, and the medusa warrior makes a secondary attack. <i>Secondary Attack</i> : +16 vs. Fortitude; the target takes ongoing 10 poison damage and is slowed (save ends both).	
r Longbow (standard; at-will) ♦ Poison, Weapon	
Ranged 20/40; +15 vs. AC; 1d10+4 damage, and ongoing 10 poison damage (save ends).	
M Double Attack (standard; at-will) ♦ Poison, Weapon	
The medusa warrior makes two longsword attacks, dealing an extra 2d8 damage on a hit against a dazed target.	
C Venomous Gaze (standard; at-will) ♦ Gaze, Poison, Psychic	
Close blast 5; blind creatures are immune; +17 vs. Will; 3d6+5 poison and psychic damage, and the target is dazed and weakened (save ends both).	
Alignment Evil	Languages Common
Skills Bluff +16, Intimidate +16, Stealth +14	
Str 26 (+14)	Dex 20 (+11) Wis 20 (+11)
Con 24 (+13)	Int 16 (+9) Cha 22 (+12)
Equipment : arrows (30) and quiver, chainmail, longbow, longsword	

Chwidencha (Level 10) Level 10 Brute	
Medium fey magical beast (shunned, spider)	XP 500
Initiative +9	Senses Perception +9; darkvision, tremorsense 10
HP 130; Bloodied 65	
AC 22; Fortitude 23, Reflex 20, Will 19	
Speed 6, climb 6 (spider climb)	
m Claws (standard; at-will)	
+13 vs. AC; 3d6+5 damage and slide 2 squares.	
M Impaling Claws (standard; at-will)	
+13 vs. AC; 2d6+5 damage and grab (escape ends).	
M Scuttling Charge (standard; encounter)	
The chwidencha makes a charge attack. It can charge over difficult terrain with no penalty to movement; +11 vs. Fortitude; 4d10+4 damage.	
Alignment Chaotic evil	Languages Common, Elven
Skills Stealth +13	
Str 22 (+12)	Dex 17 (+9) Wis 16 (+9)
Con 20 (+11)	Int 3 (+2) Cha 6 (+4)

ENCOUNTER 1: ILL OMEN STATISTICS (HIGH LEVEL)

Medusa Warrior (Male)		Level 13 Elite Soldier
Medium natural humanoid		XP 1600
Initiative +13		Senses Perception +16
HP 272; Bloodied 136		
AC 30; Fortitude 29, Reflex 26, Will 27		
Immune petrification; Resist 20 poison		
Saving Throws +2		
Speed 6		
Action Points 1		
m Longsword (standard; at-will) ♦ Poison, Weapon		
+20 vs. AC; 1d8+8 damage, and the medusa warrior makes a secondary attack. <i>Secondary Attack</i> : +18 vs. Fortitude; the target takes ongoing 10 poison damage and is slowed (save ends both).		
r Longbow (standard; at-will) ♦ Poison, Weapon		
Ranged 20/40; +17 vs. AC; 1d10+5 damage, and ongoing 10 poison damage (save ends).		
M Double Attack (standard; at-will) ♦ Poison, Weapon		
The medusa warrior makes two longsword attacks, dealing an extra 2d8 damage on a hit against a dazed target.		
C Venomous Gaze (standard; at-will) ♦ Gaze, Poison, Psychic		
Close blast 5; blind creatures are immune; +19 vs. Will; 3d6+6 poison and psychic damage, and the target is dazed and weakened (save ends both).		
Alignment Evil		Languages Common
Skills Bluff +17, Intimidate +17, Stealth +15		
Str 26 (+14)	Dex 20 (+11)	Wis 20 (+11)
Con 24 (+13)	Int 16 (+9)	Cha 22 (+12)
Equipment: arrows (30) and quiver, chainmail, longbow, longsword		

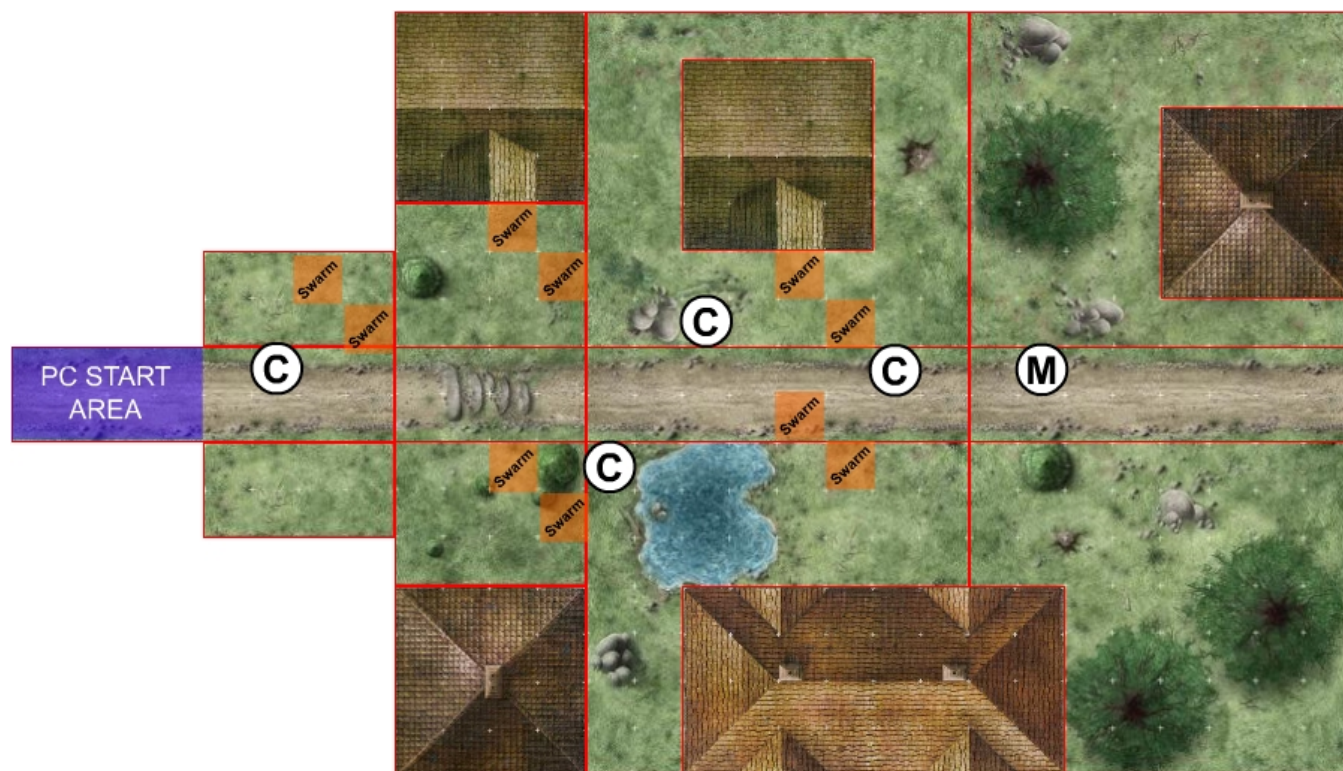
Chwidencha (Level 12)		Level 12 Brute
Medium fey magical beast (shunned, spider)		XP 700
Initiative +9	Senses Perception +10; darkvision, tremorsense 10	
HP 150; Bloodied 75		
AC 24; Fortitude 25, Reflex 22, Will 21		
Speed 6, climb 6 (spider climb)		
m Claws (standard; at-will)		
+15 vs. AC; 3d6+6 damage and slide 2 squares.		
M Impaling Claws (standard; at-will)		
+15 vs. AC; 2d6+6 damage and grab (escape ends).		
M Scuttling Charge (standard; encounter)		
The chwidencha makes a charge attack. It can charge over difficult terrain with no penalty to movement; +13 vs. Fortitude; 4d10+6 damage.		
Alignment	Chaotic evil	Languages Common, Elven
Skills Stealth +14		
Str 22 (+12)	Dex 17 (+9)	Wis 16 (+9)
Con 20 (+11)	Int 3 (+2)	Cha 6 (+4)

ENCOUNTER 1: ILL OMEN MAP

TILE SETS NEEDED

Ruins of the Wild x2

Streets of Shadow x2



ENCOUNTER 2: LEGENDS & LORE

**SKILL CHALLENGE LEVEL 12/14,
COMPLEXITY 2 (1,400/2,000 XP)**

SETUP

Important NPCs: Lord Erzoured and Krimnos.

In this encounter the PCs attempt to piece together the legend of the Queen of Thorns before the Harbingers appear.

Read or paraphrase the following:

If the ancient legend is true, the Queen of Thorns is waking. Her appearance is preceded by six Harbingers. For each Harbinger not defeated, Cormyr suffers a devastating curse.

The DM should note these important factors:

- Failing the skill challenge advances the clock to midday. Whenever the PCs fail a roll, indicate that extra time has been spent. The players should understand that time advancement is tied to failures in the skill challenge.
- Make it clear that the PCs can choose to face a Harbinger and then return to the skill challenge. They may wish to do this if, for example, they have two failures and want to challenge a Harbinger that they know about without advancing the clock.
- The PCs may continue research after failing or succeeding at the entire skill challenge.
- The remaining Harbingers appear in two waves: two at mid-day and three at eventide (sundown). The two waves are referred to as the midday wave and the eventide wave.
- The Harbingers appear in unique locations across Cormyr and sew destruction for a short time (a few minutes), then disappear, leaving a terrible curse upon the land unless they are defeated before they disappear.
- Dealing with the Harbingers is a puzzle. If the PCs want to deal with more than two Harbingers over the course of the day, they need to discover alternative methods for defeating them. They also need to plan the order in which they deal with the Harbingers, depending on the wave and location of the Harbinger. It is possible to defeat all of the Harbingers with good information and careful planning.

- See Appendix 1 for consolidated information about the Harbingers, Appendix 2 for maps, and Appendix 3 for a flowchart.

SKILL CHALLENGE: THE LEGEND OF THE QUEEN OF THORNS

Goal: The PCs learn as much as they can about the legend and the Harbingers. This knowledge helps defeat the Harbingers when they appear.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: History, Streetwise, Arcana, Religion.

Other Skills: Nature, Dungeoneering.

Victory: The knowledge gained through the skill challenge directly aids the PCs in defeating the Harbingers. If the PCs reach six successes before three failures, they can continue research without running out of time unless they take actions, such as travelling long distance overland, which would explicitly take enough time to trigger another wave of Harbingers.

Defeat: Each failure represents time spent, advancing the clock. If the PCs reach three failures, midday and the next wave of Harbingers are upon them. The PCs may still continue their research before the eventide Harbingers appear.

If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a DC 21/23 check with that skill to garner a success.

- The PCs should start research with *The Queen of Thorns* Scene, then branch out to *The Harbingers* scene as the Harbingers are named.
- If the PCs have the use of a library, they gain a +2 bonus to History checks. If the PCs have access to a major city, they gain a +2 bonus to Streetwise checks. Suzail is the closest city providing both those needs. Krimnos teleports the party there using the Linked Portal ritual if they ask.
- If the midday or eventide waves of Harbingers appear, and the PCs do not have adequate information to locate one of the Harbingers in that wave, Krimnos relays a message via a Sending ritual to the PCs. He communicates the appearance of a Harbinger in that wave:
 - Midday: The Harbinger of Madness
 - Eventide: The Harbinger of Entropy

SCENE: THE QUEEN OF THORNS

The PCs attempt to learn more information about the Curse of the Queen of Thorns.

Lord Erzoured and Krimnos have obtained some information about the curse:

- It is said that should The Queen of Thorns rise, Cormyr will fall.
- The Queen is heralded by six Harbingers. Each one represents an aspect of the curse.
- The six Harbingers arrive in three waves on the same day: at dawn, midday and eventide.
- The Harbingers each appear at a specific unknown location somewhere in Cormyr.
- They sow destruction for a few minutes then disappear.
- If not defeated, the Harbingers leave the effect of their curse upon the land, and Queen herself grows in power.

The legend is told in song and documented in journals and stories, so both History and Streetwise are key skills for uncovering the legend.

History/Streetwise DC 16/18 (1 success, no maximum)

For each success, the PCs learn the names of two unknown Harbingers, in this order:

1. The Harbinger of Pestilence (already known)
2. The Harbinger of Famine
3. The Harbinger of Madness
4. The Harbinger of Fury
5. The Harbinger of Entropy
6. The Harbinger of Destruction

Once the PCs already know the names of all the Harbingers, they learn one item of secret information from the list below, in order (this information is important to later adventures in this series):

- Hidden manuscripts and secret songs say the prophecy is the result of a curse on the Obarskyr line (the family of King Foril) and suggest that the curse will end when the reigning Obarskyr is dethroned.
- Obscure documents and songs tell of a seventh Harbinger. The original prophecy makes no mention of that Harbinger's name—only that it appears sometime after the first six Harbingers, and that it is the most powerful.

Natural "20"

If any PC rolls a natural "20" on any skill check (but not a check to aid) in the skill challenge, he stumbles upon the name of another Harbinger. If the PCs have already named all the Harbingers, the PC learns an item of secret information.

SCENE: THE HARBINGERS

The PCs attempt to learn about one or more of the Harbingers in particular.

History DC 16/18 (1 successes, no maximum)

Through knowledge and study, or piecing together information from folklore and legends, you discern a piece of information about the Harbingers.

Allow any other skill used creatively: Nature, for example, to learn about the Harbinger of Famine.

The PCs learn about a Harbinger they have named. The depth of information depends on the check result.

The first piece of information describes each Harbinger, as well as where and when it appears. The second item is a clue for how to defeat the Harbinger. The third item tells the PCs exactly how to defeat the Harbinger.

The PCs should state which Harbinger they are researching. If they fail the roll, they can gain no further information about that Harbinger through that specific skill. Each PC may try any applicable skill only once. Other PCs may try to aid a check, but if they fail to make the DC 10 check, the final check suffers a -2 penalty per failure.

The Harbinger of Pestilence

The PCs have already defeated this Harbinger, and discover the following information *automatically*:

- Manifests as a scaled humanoid at dawn in a small hamlet in the King's Forest.
- Draws an army of vermin that grows stronger by the second.
- Must be destroyed quickly before the swarm army grows too large. Defeating the Harbinger disperses the swarms.

The Harbinger of Famine

- DC 16/18 Manifests as a dragon at midday in the countryside, near a small farming hamlet east of Arabel. There is a teleportation circle in Arabel, and the hamlet is an hour's walk east of Arabel.
- DC 24/26: The dragon's coming has been foretold in folk tales. The dragon's power is directly proportional to the fear of the farming people of the area.
- DC 31/33: Inspiring the people to take a stand diminishes the dragon, allowing even simple farmers to defeat it.

The Harbinger of Madness

- DC 16/18: Manifests as a toad-like humanoid at midday in the prison city of Wheloon.

- There is a teleportation circle in the middle of the city.
- DC 24/26: The weak-willed are driven mad, and whipped into a murderous frenzy, but defeating the Harbinger dispels the madness.
- DC 31/33: The magical prison shield around Wheloon will temporarily fail in the presence of such a powerful force of chaos. This allows exit from the city.

The Harbinger of Fury

- DC 16/18: Manifests as a demon spirit that possesses the wizards of Castle Crag in the Eastern Stormhorns at eventide.
 - There is a teleportation circle at the doorstep of Castle Crag.
- DC 24/26: Traditionally five senior war wizards reside in Castle Crag.
- DC 31/33: If the war wizards agree to bind and imprison themselves before eventide, the demon spirit cannot manifest and is defeated.

The Harbinger of Entropy

- DC 16/18: Manifests as a death creature at eventide at a crypt in the cemetery of the purple dragon knights in the hills west of Suzail.
 - There are several teleportation circles in Suzail, and the cemetery is an hour's hard ride west of Suzail.
- DC 24/26: The Harbinger is an anathema to the memory of the valiant knights.
- DC 31/33: Invoking the knights from the crypt by praying at their coffins diminishes the Harbinger. Invoking enough of them destroys the Harbinger.

The Harbinger of Destruction

- DC 16/18: Manifests as a slithering guardian at eventide at the palace gardens in Suzail.
 - There is a teleportation circle inside the courtyard, steps from the gardens.
- DC 24/26: Pits of hellfire erupt from the ground when the Harbinger appears. Closing all the pits destroys the Harbinger.
- DC 31/33: A secret word of power "MORDIGNOS!" can be used to help close the pits, adding a +5 bonus to the check.

Home Play Variation

If your group is not restricted by time limitations, the Harbingers do not need to disappear when their time has passed. The PCs can face all the Harbingers in combat, for example. If the adventure is run this way, the PCs may require at least one extended rest.

ENDING THE ENCOUNTER

With a little luck and enough information, the PCs have the opportunity to pre-empt one or more of the Harbinger encounters.

Success: If the PCs succeed, they are able to gain more information and have a better chance of defeating more of the Harbingers.

Failure: If the PCs reach three failures or they reach midday, the next wave of Harbingers appears. The PCs may continue their research before the last wave of Harbingers appears until they reach eventide.

The PCs may have some choice as what order to face the Harbingers. If the PCs act before midday they can pre-empt two of the Harbingers:

- Famine (go to Encounter 3a)
- Fury (go to Encounter 5a)

The Harbingers of midday:

- Famine (go to Encounter 3b)
- Madness (go to Encounter 4)

The Harbingers of eventide:

- Fury (go to Encounter 5b)
- Entropy (go to Encounter 6)
- Destruction (go to Encounter 7)

Once all the Harbingers have been defeated, or have passed, go to Encounter 8.

EXPERIENCE POINTS

The PCs each earn 280/400 xp for succeeding in the skill challenge. Award half xp if the PCs failed the skill challenge.

ENCOUNTER 3A: THE HARBINGER OF FAMINE

**SKILL CHALLENGE LEVEL 12/14,
COMPLEXITY 1 (700/1,000 XP)**

SETUP

The PCs travel to a small farming hamlet east of Arabel, where they try to convince the people to stand up to the Harbinger of Famine. This option is only available if the PCs have foreknowledge of the Harbinger's location and arrive before midday.

A hot sun casts the fields of wheat and the small hamlet in an orange glow. Curious farmers converge in what passes for a town square. The farmers seem almost to expect the visit.

The farmers have read omens in weather and animal behaviors, and they believe a dragon is coming to destroy them. They don't share this information at first, but the PCs may discover the cause of the people's fear.

SKILL CHALLENGE: FEAR NOT

Goal: The PCs attempt to embolden the farmers. If the farmers have no fear, the Harbinger cannot manifest.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Insight.

Other Skills: Any skill used creatively.

Victory: The PCs have emboldened the farmers, and the Harbinger fails to manifest.

Defeat: The farmers lose heart. Their fear quickens the arrival of the next wave of Harbingers. The Harbinger of Famine appears over the nearby wheat fields.

If a PC wants to use a skill not listed but seems applicable, they need to make a DC 21/23 check to garner a success. Checks that do not seem particularly applicable but might be used to aid their party must pass a DC 21/23 check and grant a +2 bonus.

Insight DC 14/16 (1 success, 1 maximum, 1 required)

The PCs notice that something is bothering the farmers. The farmers have seen omens in the weather and animal behavior that foretell their doom by a great dragon. The farmers have misread the omens as inevitable, but they are not.

Bluff DC 16/18 (1 success, 2 maximum)

The PCs downplay the power of the Harbinger, or overstate the abilities of the farmers.

Diplomacy DC 17/18 (1 success, 3 maximum)

The PCs encourage the farmers, or explain that the Harbinger cannot manifest if the people have no fear.

Intimidate DC 21/23 (1 success, 1 maximum)

The PCs establish themselves as more powerful than the Harbinger.

ENDING THE ENCOUNTER

Success: The farmers are without fear, and the Harbinger fails to manifest. The PCs are free to continue to another encounter (go to "Ending the Encounter" in Encounter 2).

Failure: The farmers fear the Harbinger even more. This fear quickens the arrival of the next wave of Harbingers. Go to Encounter 3b.

EXPERIENCE POINTS

The PCs earn 140/200 xp each for emboldening the farmers. They receive half xp for a failed challenge.

ENCOUNTER 3B: THE HARBINGER OF FAMINE

ENCOUNTER LEVEL 12/14 (3,500/5,000 XP)

SETUP

This encounter includes the following creatures:

1 adult silver dragon (D)

The PCs have failed in emboldening the Farmers, or did not try to embolden the farmers.

As the PCs enter the area, read:

A blinding, hot sun stares down on windless fields of wheat. It is eerily still and quiet. Suddenly the sun is eclipsed by a dark winged shape, -A dragon of silver and blue flame!

FEATURES OF THE AREA

Barn: Doors are unlocked and 10 feet high. The dragon can smash through the roof or a door with one standard action, and the wall with two standard actions.

Bushes: Difficult terrain and concealment.

Rocks: Difficult terrain and cover.

Tree Trunks: Blocking terrain and cover.

Wheat Fields: Wheat fields cover the entire area. Prone PCs gain concealment in the wheat. If any part of the dragon's breath blast touches the ground, the wheat in that area burns with a cold blue fire until the start of the dragon's next turn doing 2d8+6 cold damage to any creature starting its' turn in the area.

Road: The road (including the area in front of the barn) does not grant concealment to prone creatures, and does not burn after the dragon breathes on it. It is otherwise normal terrain.

TACTICS

The dragon starts combat 4 squares in the air. It swoops into the middle of the PCs and tries to keep as many ranged PCs within its threatening reach as possible. It saves its one action point and its frightful presence for after it is bloodied. It targets strikers, controllers, leaders, and defenders, in that order.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the dragon's hit points by 97/113.

Six PCs: Increase the dragon's hit points by 97/113.

ENDING THE ENCOUNTER

The farmers here are grateful for the intervention of the PCs, but as the sun moves past its zenith, the Harbingers of mid-day have passed.

The PCs are free to plan for the Harbingers of eventide (go to "Ending the Encounter" in encounter 2).

EXPERIENCE POINTS

The PCs earn 700/1,000xp each for defeating the Harbinger of famine.

ENCOUNTER 3B: THE HARBINGER OF FAMINE STATISTICS (LOW LEVEL)

Adult Silver Dragon		Level 12 Solo Brute	
Large natural magical beast (dragon)		XP 3500	
Initiative +12		Senses Perception +13; darkvision	
HP 488; Bloodied 244			
AC 24; Fortitude 26, Reflex 23, Will 22			
Resist 20 cold			
Saving Throws +5			
Speed 8, fly 8 (hover), overland flight 12			
Action Points 2			
m Bite (standard, at-will)			
Reach 2; +15 vs. AC; 3d6+5 damage.			
m Claw (standard, at-will)			
Reach 2; +15 vs. AC; 2d6+5 damage.			
M Dragon Onslaught (standard, at-will)			
The adult silver dragon makes a claw attack against each enemy within reach.			
M Wing Slice (immediate Reaction, when an enemy attacks the adult silver dragon while flanking it, at-will)			
Reach 2; targets the triggering enemy and an enemy flanking with the triggering enemy; +15 vs AC; 1d8+8 damage.			
C Breath Weapon (standard, recharge 5 6) ✦Cold			
Close blast 5; +11 vs Reflex; 2d8+6 cold damage, and the target gains vulnerable 5 to all damage (save ends). Miss: Half damage.			
C Bloodied Breath (free, when first bloodied, encounter)			
Breath weapon recharges, and the adult silver dragon uses it.			
C Frightful Presence (standard, encounter) ✦Fear			
Close burst 5; targets enemies; +11 vs Will; the target is stunned until the end of the adult silver dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).			
Threatening Reach			
An adult silver dragon can make opportunity attacks against all enemies within its reach (2 squares).			
Alignment Unaligned		Languages Common, Draconic	
Skills Athletics +21, Insight +13			
Str 28 (+16)	Dex 22 (+13)	Wis 12 (+8)	
Con 24 (+14)	Int 12 (+8)	Cha 20 (+12)	

ENCOUNTER 3B: THE HARBINGER OF FAMINE STATISTICS (HIGH LEVEL)

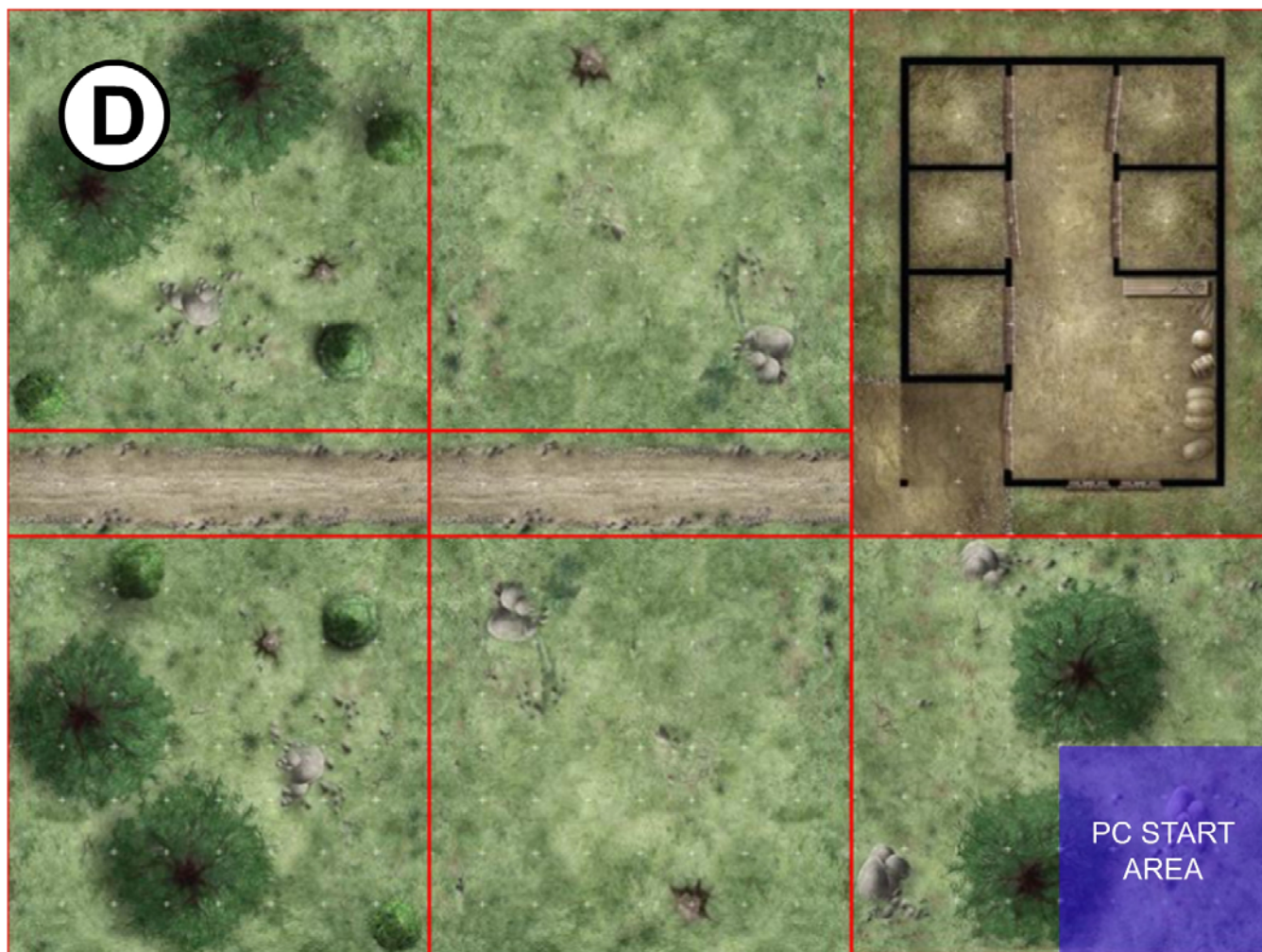
Adult Silver Dragon	Level 14 Solo Brute
Large natural magical beast (dragon)	XP 5000
Initiative +13 Senses Perception +13; darkvision HP 568; Bloodied 284 AC 26; Fortitude 28, Reflex 25, Will 24 Resist 20 cold Saving Throws +5 Speed 8, fly 8 (hover), overland flight 12 Action Points 2	
m Bite (standard, at-will) Reach 2; +17 vs. AC; 3d6+6 damage.	
m Claw (standard, at-will) Reach 2; +17 vs. AC; 2d6+6 damage.	
M Dragon Onslaught (standard, at-will) The adult silver dragon makes a claw attack against each enemy within reach.	
M Wing Slice (immediate Reaction, when an enemy attacks the adult silver dragon while flanking it, at-will) Reach 2; targets the triggering enemy and an enemy flanking with the triggering enemy; +17 vs AC; 1d8+9 damage.	
C Breath Weapon (standard, recharge 5 6) ✦Cold Close blast 5; +13 vs Reflex; 2d8+7 cold damage, and the target gains vulnerable 5 to all damage (save ends). Miss: Half damage.	
C Bloodied Breath (free, when first bloodied, encounter) Breath weapon recharges, and the adult silver dragon uses it.	
C Frightful Presence (standard, encounter) ✦Fear Close burst 5; targets enemies; +13 vs Will; the target is stunned until the end of the adult silver dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).	
Threatening Reach An adult silver dragon can make opportunity attacks against all enemies within its reach (2 squares).	
Alignment Unaligned Languages Common, Draconic Skills Athletics +22, Insight +14 Str 28 (+17) Dex 22 (+14) Wis 12 (+9) Con 24 (+15) Int 12 (+9) Cha 20 (+13)	

ENCOUNTER 3B: THE HARBINGER OF FAMINE MAP

TILE SETS NEEDED

Ruins of the Wild x2

Hidden Crypts x1



ENCOUNTER 4: THE HARBINGER OF MADNESS

ENCOUNTER LEVEL 12/14 (3,900/4,700 XP)

SETUP

This encounter includes the following creatures:

1 obsen (S)

10 human zealots (Z)

The PCs can enter Wheloon by teleporting or some other means. They find themselves at a central square.

As the adventurers enter the area, read:

A demon appears amid the squalor of Wheloon. It is a fattened thing with olive skin and glowing crimson eyes. Its presence has driven the inmates mad with homicidal rage, and they rush towards you from every direction.

FEATURES OF THE AREA

Steps: Difficult terrain (2 squares of movement)

Houses: Blocking terrain. The rooftops are 40 feet above the ground, and the houses can be climbed with a DC 20 Athletics check.

TACTICS

The human zealots start in any of the red "enemies" areas on the maps. Osben enters the map at one of the red "enemies" areas at the start of his initiative.

The obsen dazes as many PCs as possible with his *chaos seed*, and escapes enemies that close with his *chaos stride*.

The human lackeys mob the PCs mindlessly. **Up to four additional human lackeys join the combat every round, but there should never be more than 10 human lackeys on the map.** If the obsen is defeated, the lackeys stop fighting and mill about listlessly, their minds numb from the burn of chaos energy.

SCALING THE ENCOUNTER

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

Four PCs: Remove 2 human zealots, and reduce the obsen's hit points by 68/74.

Six PCs: Add 2 human zealots, and increase the obsen's hit points by 68/74.

ENDING THE ENCOUNTER

When the Harbinger is defeated, he explodes in a wash of harmless chaos energy. The mind-numbed inmates wander aimlessly, and the prison shield flickers on-and-off for a few brief minutes. The PCs can use this opportunity to leave the city.

As the Harbinger dies, the sun moves past its zenith. The Harbingers of midday have passed.

The PCs are free to plan for the Harbingers of eventide (go to "Ending the Encounter" in Encounter 2).

EXPERIENCE POINTS

The PCs earn 780/940xp each for defeating the Harbinger of Madness.

ENCOUNTER 4: THE HARBINGER OF MADNESS STATISTICS (LOW LEVEL)

Obsen (Level 15)	Level 15 Elite Controller (Leader)
Medium natural humanoid	XP 2400
Initiative +9 Senses Perception +10	
Entropic Imperative aura 3; allies who start their turns within the aura gain a +2 bonus to attack rolls and damage rolls.	
HP 288; Bloodied 144	
AC 31; Fortitude 26, Reflex 29, Will 29	
Saving Throws +2	
Speed 6	
Action Points 1	
m Chaos Blade (Standard, at-will) ☛Weapon	
+20 vs Armor Class; 1d4+4 damage, and the target is stunned until the end of Obsen's next turn.	
R Tumescent Nodule (Standard, at-will, usable 4/day) ☛Acid, Poison	
Obsen rips a nodule from his body and hurls it at an enemy within range: Obsen takes 5 damage; ranged 5/10; +19 vs Reflex; 1d6+6 acid damage, and ongoing 5 poison damage (save ends). Each creature adjacent to the target takes 5 acid damage.	
A Chaos Seed (Standard; sustain minor, encounter) ☛Zone	
Area burst 2 within 10; targets enemies; +19 vs Will; on a hit, the target is dazed until the end of Obsen's next turn and makes a melee basic attack against one ally adjacent to it. Miss: The target is dazed and does not make an attack. Effect: The burst creates a zone that persists until the end of Obsen's next turn. Obsen can sustain the effect by spending a minor action, and can move the zone 3 squares by spending a move action. Any creature that starts its turn inside the zone is subject to another attack.	
C Chaos Blast (Standard, recharge 4 5 6)	
Close blast 5; +17 vs Fortitude; 2d8+7 damage, and the target grants combat advantage to any enemy (save ends). Aftereffect: The target takes 5 damage.	
R Writhing Chaos (Standard, encounter) ☛Teleportation	
Three ribbons of light appear in the air and attack: ranged 10; three targets; +17 vs Reflex; (three attacks) 1d8+7 damage, and the target teleports to a square of Obsen's choosing within 5 squares of him.	
C Chaos Stride (Minor, recharge when first bloodied) ☛Teleportation	
Close burst 1; +17 vs Will; 1d8+7 damage, and the target is dazed (save ends). After the attack, Obsen teleports 1 square for each enemy he hit with this attack.	
Alignment Chaotic evil Languages Common, Primordial	
Skills Arcana +17, Dungeoneering +10, History +17, Nature +10	
Str 11 (+6) Dex 17 (+9) Wis 8 (+5)	
Con 16 (+9) Int 23 (+12) Cha 19 (+10)	
Equipment: stained robes, chaos blade, 4 tumescent nodules	

Human Lackey (Level 11)	Level 11 Minion
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +6	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 21, Reflex 18, Will 19	
Speed 6	
m Club (Standard, at-will) ☛Weapon	
+15 vs Armor Class; 7 damage.	
Mob Rule	
A human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Unaligned Languages Common	
Str 16 (+8) Dex 11 (+5) Wis 12 (+6)	
Con 14 (+7) Int 10 (+5) Cha 13 (+6)	
Equipment: club, leather armor.	

ENCOUNTER 4: THE HARBINGER OF MADNESS STATISTICS (HIGH LEVEL)

Obsen (Level 17)	Level 17 Elite Controller (Leader)
Medium natural humanoid	XP 3200
Initiative +9 Senses Perception +10	
Entropic Imperative aura 3; allies who start their turns within the aura gain a +2 bonus to attack rolls and damage rolls.	
HP 320; Bloodied 160	
AC 33; Fortitude 28, Reflex 31, Will 31	
Saving Throws +2	
Speed 6	
Action Points 1	
m Chaos Blade (Standard, at-will) ☛Weapon	
+22 vs Armor Class; 1d4+5 damage, and the target is stunned until the end of Obsen's next turn.	
R Tumescent Nodule (Standard, at-will, usable 4/day) ☛Acid, Poison	
Obsen rips a nodule from his body and hurls it at an enemy within range: Obsen takes 5 damage: ranged 5/10; +21 vs Reflex; 1d6+7 acid damage, and ongoing 5 poison damage (save ends). Each creature adjacent to the target takes 5 acid damage.	
A Chaos Seed (Standard; sustain minor, encounter) ☛Zone	
Area burst 2 within 10; targets enemies; +21 vs Will; on a hit, the target is dazed until the end of Obsen's next turn and makes a melee basic attack against one ally adjacent to it. Miss: The target is dazed and does not make an attack. Effect: The burst creates a zone that persists until the end of Obsen's next turn. Obsen can sustain the effect by spending a minor action, and can move the zone 3 squares by spending a move action. Any creature that starts its turn inside the zone is subject to another attack.	
C Chaos Blast (Standard, recharge 4 5 6)	
Close blast 5; +19 vs Fortitude; 2d8+8 damage, and the target grants combat advantage to any enemy (save ends). Aftereffect: The target takes 5 damage.	
R Writhing Chaos (Standard, encounter) ☛Teleportation	
Three ribbons of light appear in the air and attack: ranged 10; three targets; +19 vs Reflex; (three attacks) 1d8+8 damage, and the target teleports to a square of Obsen's choosing within 5 squares of him.	
C Chaos Stride (Minor, recharge when first bloodied) ☛Teleportation	
Close burst 1; +19 vs Will; 1d8+8 damage, and the target is dazed (save ends). After the attack, Obsen teleports 1 square for each enemy he hit with this attack.	
Alignment Chaotic evil Languages Common, Primordial	
Skills Arcana +17, Dungeoneering +10, History +17, Nature +10	
Str 11 (+6) Dex 17 (+9) Wis 8 (+5)	
Con 16 (+9) Int 23 (+12) Cha 19 (+10)	
Equipment: stained robes, chaos blade, 4 tumescent nodules	

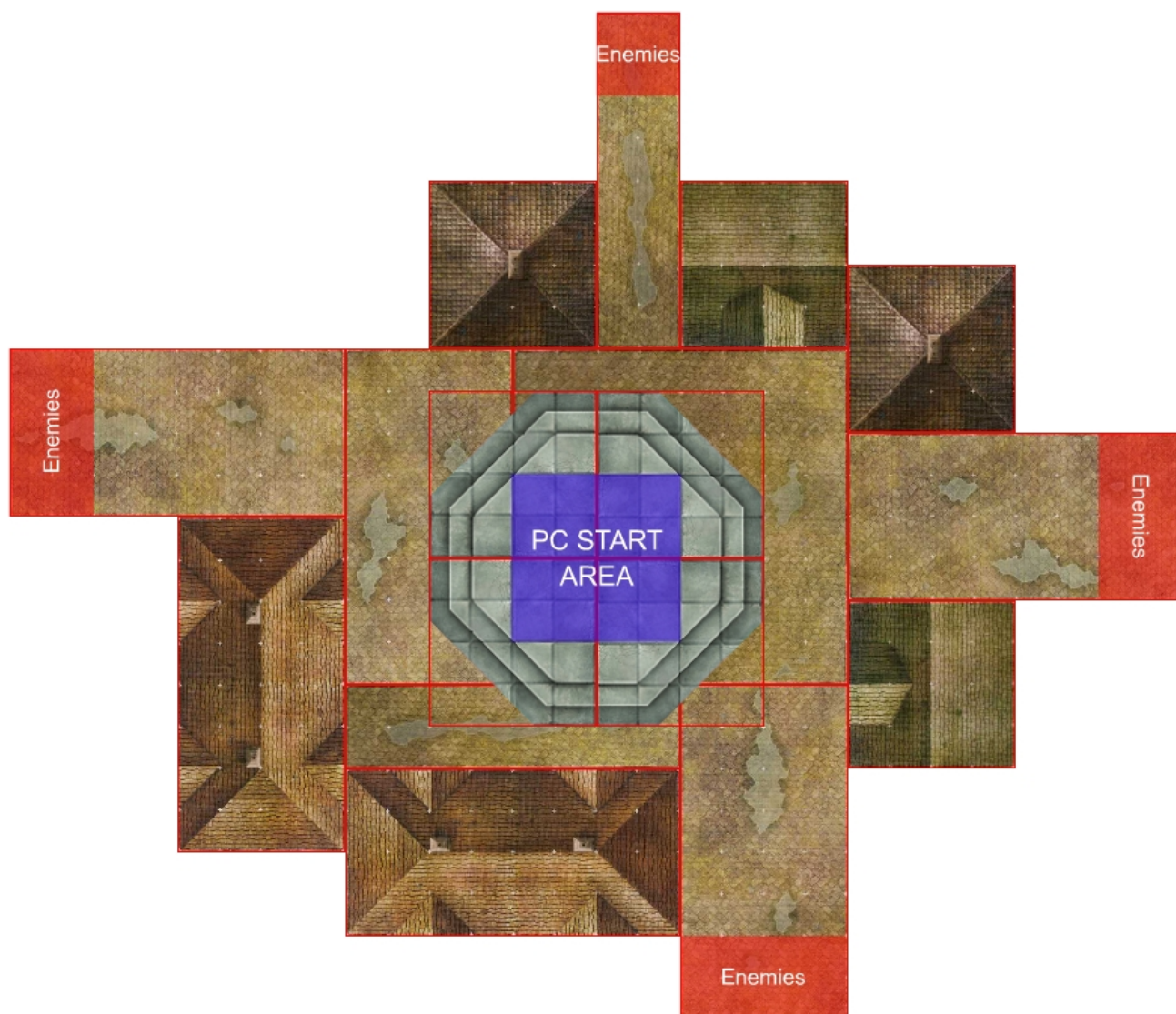
Human Lackey (Level 11)	Level 11 Minion
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +6	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 21, Reflex 18, Will 19	
Speed 6	
m Club (Standard, at-will) ☛Weapon	
+15 vs Armor Class; 7 damage.	
Mob Rule	
A human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Unaligned Languages Common	
Str 16 (+8) Dex 11 (+5) Wis 12 (+6)	
Con 14 (+7) Int 10 (+5) Cha 13 (+6)	
Equipment: club, leather armor.	

ENCOUNTER 4: THE HARBINGER OF MADNESS MAP

TILE SETS NEEDED

Streets of Shadow x2

Hidden Crypts x2



ENCOUNTER 5A: THE HARBINGER OF FURY

**SKILL CHALLENGE LEVEL 12/14,
COMPLEXITY 1 (700/1,000 XP)**

SETUP

Important NPCs: None.

The PCs travel to Castle Crag in the Stormhorn Mountains, where they try to convince the guards to let them in, and the war wizards to imprison themselves. This option is only available if the PCs have foreknowledge of the Harbinger's location.

The forbidding Castle Crag stands before you. The amplified voice of an unseen gate guard echoes out, "Visitors are not welcome here, especially adventurers!"

If the PCs teleport into the castle, the wizards are alerted to their arrival. The wizards are in fact listening from the castle walls fifty feet above the ground.

SKILL CHALLENGE: THREAT FROM WITHIN

Goal: The PCs must convince the gate guard to allow them entrance, and then they must convince the mages that the curse prophecy is true. Once convinced, the war wizards willingly imprison themselves for the night.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Bluff, Diplomacy, Intimidate, Insight, History.

Victory: The PCs have convinced the war wizards to imprison themselves.

Defeat: The war wizards are not convinced. If eventide is imminent, the Harbinger manifests. If it is earlier in the day, the war wizards simply refuse to cooperate, and the Harbinger manifests later, at eventide.

Scene: Let Us In!

The PCs attempt to gain entry to Castle Crag. After 2 successes, the guard opens the gate and invites the PCs up to the parapets for an audience with the wizards.

If a PC wants to use a skill not listed here but seems applicable, they need to make a DC 17/18 check to garner a success. Checks that do not seem particularly applicable but might be used to aid their party must pass

a DC 21/22 check and grant a +2 bonus on a later check.

Bluff/Diplomacy/Intimidate DC 14/16 (1 success, 2 maximum)

The PCs convince the guard that they and their message are important. The guard cares nothing for the curse, but responds to titles and honors.

Stealth DC 16/18 (1 success, 2 maximum)

The PCs sneak into the castle, past some guards, and find the wizards on the parapets. Increase DCs for the next scene by 5.

Teleporting, Etc (2 successes, no maximum)

The PCs circumvent the guard by teleporting or by some other clever method into the castle. The wizards meet the PCs, but the PCs are not trusted. Grant the PCs 2 successes, but increase the DCs for the next scene by 5.

Scene: You Are A Danger To Yourself And Others

The PCs attempt to convince the war wizards to imprison themselves until eventide passes.

The wizards stationed here are proud and arrogant. They are the hand-picked successors of the former Castle Crag war wizards.

Intimidate DC 26/27 (1 success, 1 maximum)

The war wizards are not easily intimidated.

Insight/History DC 14/16 (1 success, 1 maximum)

The PCs learn that the war wizards prefer cold hard facts over flowery speeches. Also, that the war wizards do not respond well to intimidation.

Bluff/Streetwise DC 16/18 (1 success, 2 maximum)

The PCs convince the wizards that the curse is impending through a string of assumptions and imaginings.

Diplomacy/Arcana DC 14/16 (1 success, 2 maximum)

The PCs convince the wizards that the curse is impending through fact and reason.

ENDING THE ENCOUNTER

Success: The war wizards remain skeptical, but agree to imprison themselves until the Harbinger has passed. The PCs are free to continue to another encounter (go to "Ending the Encounter" in encounter 2).

Failure: The prideful war wizards balk at the demands of the PCs. If eventide is imminent, the Harbinger manifests (go to encounter 5b). If it is earlier in the day, the war wizards simply refuse to co-operate, and the Harbinger manifests later, at eventide.

EXPERIENCE POINTS

The PCs earn 140/200xp each for gaining the cooperation of the war wizards.

ENCOUNTER 5B: THE HARBINGER OF FURY

ENCOUNTER LEVEL 12/14 (3,400/4,800 XP)

SETUP

This encounter includes the following creatures:

1 warlock knight luminary(W)

4 guardian demons (D)

This encounter occurs only if the PCs have failed gaining the cooperation of the war wizards, or if they do not arrive before eventide.

If the PCs are outside the gates, read or paraphrase the following:

The massive doors of Castle Crag creak open as a guard calls for help from somewhere along the parapets fifty feet above.

If the PCs are not already on the parapets, read or paraphrase the following:

As you crest the parapet, a horrifying scene unfolds.

Finally, read or paraphrase the following:

The Harbinger of Fury descends as a spirit, infecting the six wizards of Castle Crag. Five are twisted into hulking demons. One, stronger than the rest, keeps his human form but is somehow more terrible to behold.

The garrison is confused at what is happening, and cannot aid or hinder the PCs.

FEATURES OF THE AREA

Illumination: The moon and ample torchlight provide bright light.

Stairs: Difficult terrain (2 squares of movement).

Falling: It is a fifty-foot fall from the parapet (5d10 damage). It is 10 squares of movement from the base of the stairwell to the top of the stairwell, for enemies or PCs who wish to continue combat after falling.

TACTICS

All the enemies are controlled by one spirit, the spirit of fury. They act as one mind with six bodies.

The warlock uses *bands of telos* if he can avoid hitting most of his allies. He peppers the PCs with *double eldritch blast*, trying to keep the demons between him and the PCs.

The demons lock down the PCs with *skewering tines*. They are all resistant to poison, and do not hesitate to use poison breath if it means including another demon. They all choose radiant as a variable resistance to reduce the damage of the warlock's powers.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the warlock knight luminary's hit points by 51/57, and reduce the guardian demons hit points by 21/24.

Six PCs: Increase the warlock knight luminary's hit points by 51/57, and increase the guardian demons hit points by 21/24.

ENDING THE ENCOUNTER

If the PCs defeat the Harbinger, and less than five rounds has passed, then the PCs are free to continue to another eventide encounter (go to "Ending the Encounter" in encounter 2).


The purple dragon knights accept any explanation from the PCs, but dusk gives way to night and the Harbingers of eventide have passed (go to encounter 8).

EXPERIENCE POINTS

The PCs earn 680/960xp each for defeating the Harbinger of fury.

ENCOUNTER 5B: THE HARBINGER OF FURY STATISTICS (LOW LEVEL)

Warlock Knight (Level 12)	Level 12 Elite Artillery
Medium natural humanoid	XP 1400
Initiative +8 Senses Perception +10 HP 245; Bloodied 122 AC 26; Fortitude 26, Reflex 25, Will 28 Saving Throws +2 Speed 6 Action Points 1	
m Ironfell Morningstar (Standard, at-will) ✦Radiant, Weapon +14 vs Armor Class; 1d10-1 damage plus 7 radiant damage.	
r Eldritch Blast (Standard, encounter) Ranged 10; +16 vs Reflex; 1d10+5 damage.	
m Double Eldritch Blast (Standard, at-will) Make two eldritch blast attacks against different targets.	
A Bands of Telos (Standard; sustain minor, daily) ✦Radiant Area burst 1 within 10; +16 vs Fortitude; 4d6+5 radiant damage, and the target is restrained (save ends). The luminary must make new attack rolls when she sustains the effect.	
C Iron Sky Meteors (Standard, recharge 5 6) ✦Radiant Close burst 10; affects two targets in the area; +16 vs Will; 2d6+5 radiant damage, and the target is dazed until the end of the luminary's next turn.	
Dark One's Own Luck (Free, when the luminary makes an attack roll, saving throw, ability check, or skill check, daily) The luminary rerolls and uses the better of the two results.	
Ironfell Curse (Minor, at-will) The luminary chooses the closest enemy within line of sight. That enemy takes an extra 2d6 damage from the luminary's attacks. A luminary can't curse an enemy already under the effect of ironfell curse or another creature's curse.	
Fate of Ironfell When an enemy under the effect of ironfell curse is reduced to 0 hit points, the luminary gains a +5 power bonus to a single d20 roll before the end of her next turn.	
Star Trail (Move, encounter) The luminary flies up to 7 squares, landing in an unoccupied space; she becomes insubstantial during this movement. An enemy that makes an opportunity attack against the luminary during this movement takes 10 radiant damage.	
Alignment Evil Languages Common, Damaran, Primordial Skills Arcana +17, Bluff +20, Intimidate +20, Streetwise +20 Str 12 (+9) Dex 10 (+8) Wis 14 (+10) Con 20 (+13) Int 18 (+12) Cha 24 (+15) Equipment: robes, ironfell morningstar, iron ring	

Guardian Demon (Level 10)	Level 10 Soldier
Large elemental humanoid (demon)	XP 500
Initiative +9 Senses Perception +13; darkvision HP 105; Bloodied 52 AC 26; Fortitude 25, Reflex 21, Will 22 Resist 10 poison, 10 variable (2/encounter) Speed 6	
m Trident (Standard, at-will) ✦Weapon Reach 2; +17 vs Armor Class; 2d8+5 damage.	
M Skewering Tines (Standard, sustain standard) ✦Weapon Reach 2; +17 vs Armor Class; 1d8+5 damage, and the target is restrained (until escape). The guardian demon can sustain the power as a standard action, in which case the target takes 1d8 + 5 damage and is still restrained. While the target is restrained, the guardian demon can't make trident attacks.	
C Poison Breath (Standard, recharge  3) ✦Poison Close blast 3; the guardian demon breathes a cloud of poison gas that fills the area; +15 vs Fortitude; 2d6+3 poison damage and ongoing 5 poison damage (save ends).	
Alignment Chaotic evil Languages Abyssal Skills Intimidate +11 Str 20 (+10) Dex 15 (+7) Wis 16 (+8) Con 17 (+8) Int 10 (+5) Cha 13 (+6)	

ENCOUNTER 5B: THE HARBINGER OF FURY STATISTICS (HIGH LEVEL)

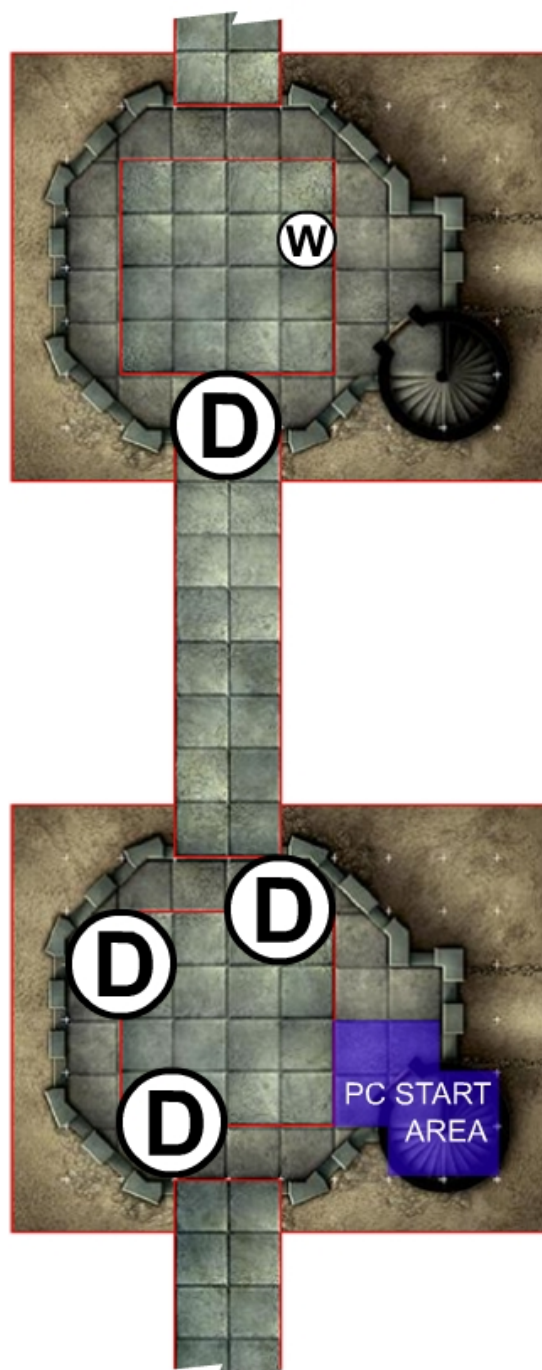
Warlock Knight (Level 14)	Level 14 Elite Artillery
Medium natural humanoid	XP 2000
Initiative +8 Senses Perception +10	
HP 269; Bloodied 134	
AC 28; Fortitude 28, Reflex 27, Will 30	
Saving Throws +2	
Speed 6	
Action Points 1	
m Ironfell Morningstar (Standard, at-will) ✦Radiant, Weapon	
+16 vs Armor Class; 1d10 damage plus 7 radiant damage.	
r Eldritch Blast (Standard, encounter)	
Ranged 10; +18 vs Reflex; 1d10+6 damage.	
M Double Eldritch Blast (Standard, at-will)	
Make two eldritch blast attacks against different targets.	
A Bands of Telos (Standard; sustain minor, daily) ✦Radiant	
Area burst 1 within 10; +18 vs Fortitude; 4d6+6 radiant damage, and the target is restrained (save ends). The luminary must make new attack rolls when she sustains the effect.	
C Iron Sky Meteors (Standard, recharge 5 6) ✦Radiant	
Close blast 10; affects two targets in the area; +18 vs Will; 2d6+6 radiant damage, and the target is dazed until the end of the luminary's next turn.	
Dark One's Own Luck (Free, when the luminary makes an attack roll, saving throw, ability check, or skill check, daily)	
The luminary rerolls and uses the better of the two results.	
Ironfell Curse (Minor, at-will)	
The luminary chooses the closest enemy within line of sight. That enemy takes an extra 2d6 damage from the luminary's attacks. A luminary can't curse an enemy already under the effect of ironfell curse or another creature's curse.	
Fate of Ironfell	
When an enemy under the effect of ironfell curse is reduced to 0 hit points, the luminary gains a +5 power bonus to a single d20 roll before the end of her next turn.	
Star Trail (Move, encounter)	
The luminary flies up to 7 squares, landing in an unoccupied space; she becomes insubstantial during this movement. An enemy that makes an opportunity attack against the luminary during this movement takes 10 radiant damage.	
Alignment Evil Languages Common, Damaran, Primordial	
Skills Arcana +17, Bluff +20, Intimidate +20, Streetwise +20	
Str 12 (+9) Dex 10 (+8) Wis 14 (+10)	
Con 20 (+13) Int 18 (+12) Cha 24 (+15)	
Equipment: robes, ironfell morningstar, iron ring	

Guardian Demon (Level 12)	Level 12 Soldier
Large elemental humanoid (demon)	XP 700
Initiative +9 Senses Perception +13; darkvision	
HP 121; Bloodied 60	
AC 28; Fortitude 26, Reflex 23, Will 24	
Resist 10 poison, 10 variable (2/encounter)	
Speed 6	
m Trident (Standard, at-will) ✦Weapon	
Reach 2; +19 vs Armor Class; 2d8+5 damage.	
M Skewering Tines (Standard, sustain standard) ✦Weapon	
Reach 2; +19 vs Armor Class; 1d8+5 damage, and the target is restrained (until escape). The guardian demon can sustain the power as a standard action, in which case the target takes 1d8 + 5 damage and is still restrained. While the target is restrained, the guardian demon can't make trident attacks.	
C Poison Breath (Standard, recharge 5 6) ✦Poison	
Close blast 3; the guardian demon breathes a cloud of poison gas that fills the area; +17 vs Fortitude; 2d6+3 poison damage and ongoing 5 poison damage (save ends).	
Alignment Chaotic evil Languages Abyssal	
Skills Intimidate +11	
Str 20 (+10) Dex 15 (+7) Wis 16 (+8)	
Con 17 (+8) Int 10 (+5) Cha 13 (+6)	

ENCOUNTER 5B: THE HARBINGER OF FURY MAP

TILE SETS NEEDED

Arcane Corridors x2



ENCOUNTER 6: THE HARBINGER OF ENTROPY

ENCOUNTER LEVEL 12/14 (3,500/5,000 XP)

SETUP

This encounter includes the following creatures:

1 beholder death tyrant (D)

The PCs travel to the cemetery of the purple dragon knights in the hills West of Suzail. The party enters a crypt where some of the purest of the knights have been laid to rest.

As the adventurers enter the area, read:

"Here rest the great and noble of the Purple Dragon Knights: They gave their lives for the King" reads the entrance to the crypt. A chill miasma rises from the entrance. Beyond is a bloated hovering creature. Its deadly eye stalks turn towards you.

Invoking the Knights

The PCs may already know that the secret to defeating the Harbinger quickly is to invoke the spirits of the knights.

Invoking a knight is a standard action using Bluff/Religion (untrained) DC 16/18. The PC must be within two squares of a coffin, and evoke the knight in a voice of authority. Each knight may be invoked once. A successful invocation reduces the tyrant's hit points by 75/85, and removes the weakened condition from the PC who evoked the knight. Invoking all eight knights destroys the Harbinger. Failure to invoke a knight empowers the Harbinger's hold on the spirits, and the DC to invoke that knight goes up by 2. Consecutive failures stack.

FEATURES OF THE AREA

Illumination: The crypt is dark.

Ceiling: The vaulted ceiling is 30 feet high.

Coffins & Stairs: Difficult terrain (2 squares of movement). Each of the coffins is inscribed with the name of the knight interred within.

Statues: Blocking terrain.

TACTICS

The tyrant starts combat 20' in the air. It uses *central eye* to soften targets. It follows with *withering ray*, and

entombing ray on another PC. When a PC is bloodied the tyrant switches to *death ray*. It does not hesitate to use *reanimating ray* on fallen PCs.

This is a Grind!

If the PCs are getting bogged-down and the players are getting bored, have Krimnos message them mid-combat. He'll tell them that evoking the knights can damage the Harbinger. Evoking the knights also gets rid of the weakened condition, so the PCs are hitting harder.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the beholder death tyrant's hit points by 120/136.

Six PCs: Increase the beholder death tyrant's hit points by 120/136.

ENDING THE ENCOUNTER

If the PCs defeat the Harbinger, and less than five rounds has passed, then the PCs are free to continue to another eventide encounter (go to "Ending the Encounter" in Encounter 2).

Otherwise the other Harbingers of eventide have passed (go to Encounter 8).

EXPERIENCE POINTS

The PCs earn 700/1000xp each for defeating the Harbinger of Entropy primarily in combat.

If the PCs defeat the Harbinger of Entropy almost entirely by invoking knights, they receive 280/400xp.

ENCOUNTER 6: THE HARBINGER OF ENTROPY STATISTICS (LOW LEVEL)

Beholder Death Tyrant (Level 12)	Level 12 Solo Artillery
Large aberrant magical beast (undead) XP 3500	
Initiative +14 Senses Perception +15; all-around vision, darkvision	
Eyes of the Beholder aura 5; the beholder death tyrant uses one random eye ray as a free action against any enemy within the aura at the start of the enemy's turn.	
HP 660; Bloodied 330	
AC 26; Fortitude 26, Reflex 24, Will 26	
Immune disease, poison; Resist 15 necrotic; Vulnerable 10 radiant	
Saving Throws +5	
Speed fly 4 (hover)	
Action Points 2	
m Bite (Standard, at-will)	
+17 vs Armor Class; 2d4 damage.	
R Central Eye (Minor, at-will)	
Ranged 20; +19 vs Will; the target is slowed and loses necrotic resistance until the end of the beholder death tyrant's next turn.	
R Eye Ray (Standard, at-will) *see text	
The beholder death tyrant uses up to two different eye ray powers (chosen from the list below). Each ray must target a different creature, and using eye ray does not provoke opportunity attacks.	
1, 2, 3, 4, 5—Withering Ray (Necrotic): Ranged 10; +16 vs. Fortitude; 1d8 + 4 necrotic damage, and ongoing 10 necrotic damage (save ends).	
6—Grave Ray (Necrotic): Ranged 10; +16 vs. Reflex; 2d8 + 4 necrotic damage.	
7—Fear Ray (Fear, Psychic): Ranged 10; +16 vs. Will; 1d8 + 4 psychic damage, and the target immediately moves its speed away from the beholder death tyrant. The target avoids hazardous terrain and difficult terrain if possible.	
8—Entombing Ray: Ranged 10; +19 vs. Fortitude; the target is slowed (save ends). First Failed Saving Throw: The target is immobilized instead of slowed (save ends). Second Failed Saving Throw: The target is petrified (no save).	
9—Death Ray (Necrotic): Ranged 10; +16 vs. Fortitude; 1d8 + 4 necrotic damage, and if the target is bloodied it is dazed (save ends). First Failed Saving Throw: The target is dazed and weakened (save ends). Second Failed Saving Throw: The target dies.	
10—Reanimating Ray (Necrotic): Ranged 10; +16 vs. Fortitude; 2d10 + 4 necrotic damage. If the target is reduced to 0 hit points or fewer, the target rises as a horde ghoul (MM 118) under the beholder death tyrant's control at the end of the death tyrant's next turn.	
C Killing Look (Immediate Reaction, when an enemy within 10 squares fails a saving throw against ongoing necrotic damage,)	
*Gaze, Necrotic	
Close burst 10; targets the triggering creature; +16 vs Will; the target loses a healing surge.	
Alignment Evil Languages Deep Speech	
Str 12 (+8) Dex 24 (+14) Wis 17 (+10)	
Con 20 (+12) Int 22 (+13) Cha 28 (+16)	

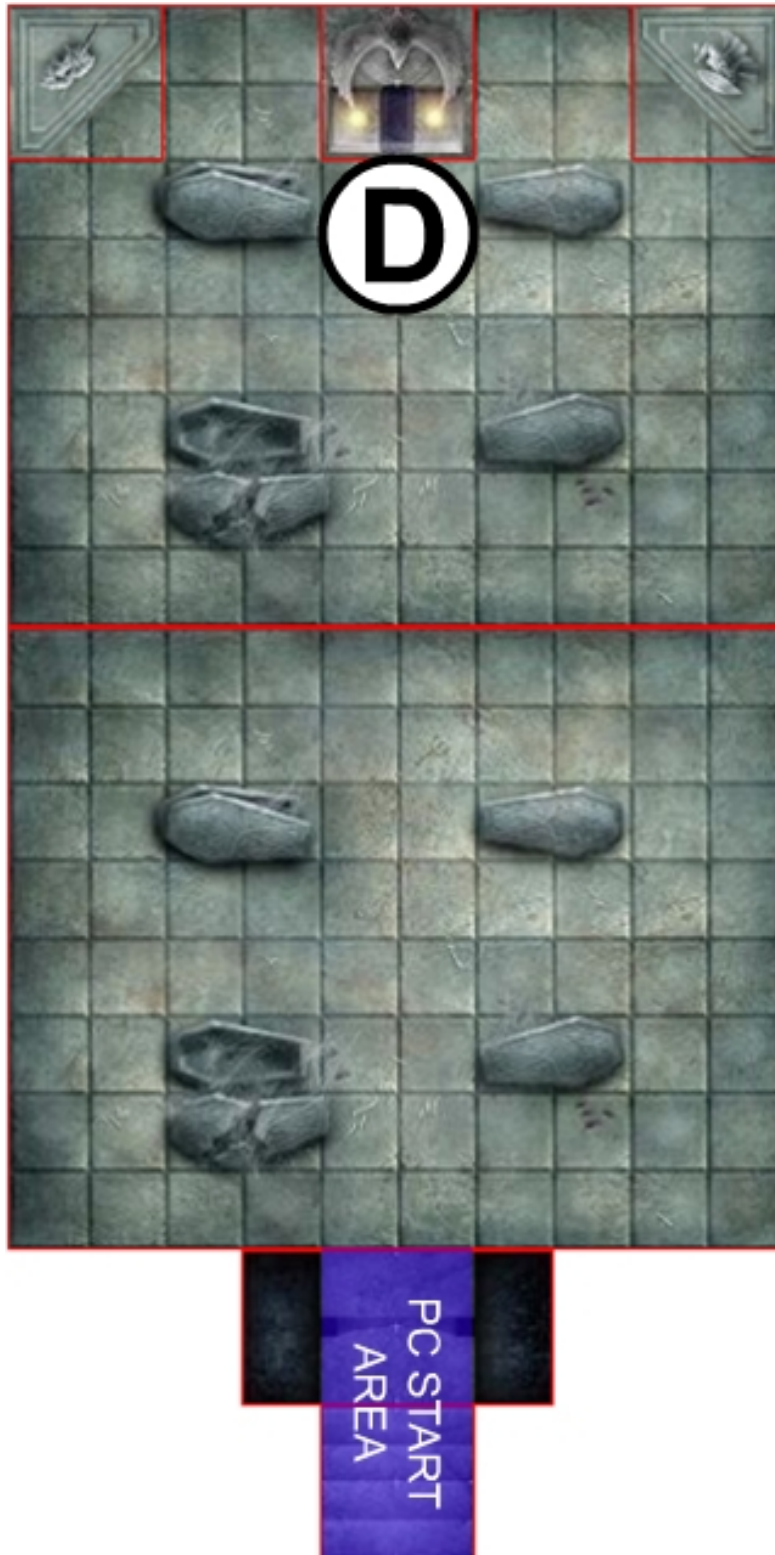
ENCOUNTER 6: THE HARBINGER OF ENTROPY STATISTICS (HIGH LEVEL)

Beholder Death Tyrant	Level 14 Solo Artillery
Large aberrant magical beast (undead)	XP 5000
Initiative +14 Senses Perception +15; all-around vision, darkvision Eyes of the Beholder aura 5; the beholder death tyrant uses one random eye ray as a free action against any enemy within the aura at the start of the enemy's turn. HP 700; Bloodied 350 AC 28; Fortitude 28, Reflex 26, Will 28 Immune disease, poison; Resist 15 necrotic; Vulnerable 10 radiant Saving Throws +5 Speed fly 4 (hover) Action Points 2	
m Bite (Standard, at-will) +20 vs Armor Class; 2d4+1 damage.	
R Central Eye (Minor, at-will) Ranged 20; +21 vs Will; the target is slowed and loses necrotic resistance until the end of the beholder death tyrant's next turn.	
R Eye Ray (Standard, at-will) †see text The beholder death tyrant uses up to two different eye ray powers (chosen from the list below). Each ray must target a different creature, and using eye ray does not provoke opportunity attacks. 1, 2, 3, 4, 5—Withering Ray (Necrotic): Ranged 10; +18 vs. Fortitude; 1d8 + 5 necrotic damage, and ongoing 10 necrotic damage (save ends). 6—Grave Ray (Necrotic): Ranged 10; +18 vs. Reflex; 2d8 + 5 necrotic damage. 7—Fear Ray (Fear, Psychic): Ranged 10; +18 vs. Will; 1d8 + 5 psychic damage, and the target immediately moves its speed away from the beholder death tyrant. The target avoids hazardous terrain and difficult terrain if possible. 8—Entombing Ray: Ranged 10; +21 vs. Fortitude; the target is slowed (save ends). First Failed Saving Throw: The target is immobilized instead of slowed (save ends). Second Failed Saving Throw: The target is petrified (no save). 9—Death Ray (Necrotic): Ranged 10; +18 vs. Fortitude; 1d8 + 5 necrotic damage, and if the target is bloodied it is dazed (save ends). First Failed Saving Throw: The target is dazed and weakened (save ends). Second Failed Saving Throw: The target dies. 10—Reanimating Ray (Necrotic): Ranged 10; +18 vs. Fortitude; 2d10 + 5 necrotic damage. If the target is reduced to 0 hit points or fewer, the target rises as a horde ghoul (MM 118) under the beholder death tyrant's control at the end of the death tyrant's next turn.	
C Killing Look (Immediate Reaction, when an enemy within 10 squares fails a saving throw against ongoing necrotic damage,) †Gaze, Necrotic Close burst 10; targets the triggering creature; +18 vs Will; the target loses a healing surge.	
Alignment Evil Languages Deep Speech Str 12 (+8) Dex 24 (+14) Wis 17 (+10) Con 20 (+12) Int 22 (+13) Cha 28 (+16)	

ENCOUNTER 6: THE HARBINGER OF ENTROPY MAP

TILE SETS NEEDED

Hidden Crypts x2



ENCOUNTER 7: THE HARBINGER OF DESTRUCTION

ENCOUNTER LEVEL 12/14 (3,200/4,800 XP)

SETUP

This encounter includes the following creatures:

1 guardian naga (N)

2 inferno bats (B)

The PCs teleport to the royal palace in Suzail, or arrive by other means. They may arrive before the Harbinger. In any case, the party comes to the gardens through the palace.

As the adventurers enter the area, read:

The verdant palace gardens of Suzail are burning. Deep wells of flame mar the yard, and bat-creatures made of fire weave a burning path through the trees.

The guardian naga arrives at the start of the second round of combat. When it does, read:

A hellish snake explodes from a blast of fire and smoke. It has the face of a man, and wears a King's crown on its head, mocking the royal line of Cormyr.

The Fiery Pits

The PCs may already know that the secret to defeating the Harbinger quickly is to close the fiery pits scattered throughout the yard. If all the pits are closed, the Harbinger and its' allies are instantly destroyed.

The pits are 20' deep with flames extending 10' above the pit. Any creature passing through the fire, falling in the pit or starting its turn in the pit takes 2d6/2d10 damage, and ongoing 5 fire damage. The walls of the pit are smooth and slimy, requiring a DC20 Athletics check to climb.

At the end of every round another pit opens in a place of the guardian naga's choosing. If the naga is defeated, the pits stop opening. If the naga opens a pit under a PC, the pit makes an attack at +15 against Reflex. A missed PC moves to the closest square outside the pit.

Closing a pit is a standard action. **Arcana** (untrained)/**Thievery** (trained) DC 21/23.

FEATURES OF THE AREA

Illumination: Despite the time of day, the garden is brightly lit by multiple fires.

Water & Steps: Difficult terrain (2 squares of movement).

Rocks: Difficult terrain (2 squares of movement); cover.

Fiery pits: 20' deep (see The Fiery Pits sidebar).

Bushes: Difficult terrain (2 squares of movement); concealment.

Hedges: Blocking terrain.

TACTICS

One inferno bat begins combat 20 feet in the air. The other begins 5 feet off the ground. This bat should draw charging PCs, and set them up in front of the pits for the naga when it appears. The guardian naga does not appear on the map until its initiative.

The naga appears in position to knock PCs into the pits. It opens with *spit poison* to lower PC saves, then uses *tail slap* to knock PCs into the pits. At the end of every round, another pit opens in a place of the guardian naga's choosing.

The bats use *fiery swoop* to shift and attack, trying to get ongoing fire damage on as many PCs as possible.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the guardian naga's hit points by 48/52, and reduce the inferno bat's hit points by 25/28. Remove one fiery pit.

Six PCs: Increase the guardian naga's hit points by 48/52, and increase the inferno bat's hit points by 25/28.

ENDING THE ENCOUNTER

When the PCs defeat the Harbinger and its allies, any remaining pits close.

If the PCs defeat the Harbinger, and less than five rounds has passed, then the PCs are free to continue to another eventide encounter (go to "Ending the Encounter" in Encounter 2).

Otherwise the other Harbingers of eventide have passed (go to Encounter 8).

EXPERIENCE POINTS

The PCs earn 640/960xp each for defeating the Harbinger of Destruction in combat.

If the PCs defeat the Harbinger of destruction primarily by closing the pits, they receive 280/400xp.

ENCOUNTER 7: THE HARBINGER OF DESTRUCTION STATISTICS (LOW LEVEL)

Guardian Naga (Level 13)	Level 13 Elite Artillery
Large immortal magical beast (reptile)	XP 1600
Initiative +10 Senses Perception +13; darkvision	
HP 198; Bloodied 99	
AC 26; Fortitude 24, Reflex 25, Will 23	
Saving Throws +2	
Speed 6	
Action Points 1	
m Tail Slap (Standard, at-will)	
Reach 2; +17 vs Armor Class; 1d8+3 damage, and the target is pushed 2 squares.	
R Word of Pain (Standard, at-will) ☛Paralysis, Psychic	
Ranged 20; +18 vs Will; 2d8+4 psychic damage, and the target is immobilized (save ends).	
C Spit Poison (Standard, recharge 5 6) ☛Poison	
Close blast 3; +16 vs Fortitude; 1d8+2 poison damage, and the target takes ongoing 10 poison damage, a -2 penalty to Fortitude defense, and a -2 penalty to saving throws (save ends all).	
A Thunderstrike (Standard, recharge 5 6) ☛Thunder	
Area burst 1 within 20; +17 vs Fortitude; 2d10+4 thunder damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.	
Alignment Any Languages Common, Draconic, Supernal	
Skills Arcana +15, History +15, Insight +13	
Str 16 (+9) Dex 18 (+10) Wis 14 (+8)	
Con 15 (+8) Int 18 (+10) Cha 12 (+7)	

Inferno Bat (Level 13)	Level 13 Skirmisher
Medium elemental beast (Fire)	XP 800
Initiative +17 Senses Perception +13	
HP 128; Bloodied 64	
AC 27; Fortitude 23, Reflex 27, Will 21	
Resist 20 fire	
Speed 2 (clumsy), fly 8	
m Inferno Touch (Standard, at-will) ☛Fire	
+18 vs Reflex; 2d6+4 fire damage, and ongoing 10 fire damage (save ends). Failed Saving Throw: Each ally of the target, within 2 squares of the target, takes 10 fire damage.	
M Fiery Swoop (Standard, at-will) ☛Fire	
The inferno bat shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The inferno bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.	
Heatseeker (Immediate Reaction, when the inferno bat is damaged by an enemy's ranged attack, at-will)	
The inferno bat shifts 2 squares toward the triggering enemy.	
Alignment Unaligned Languages --	
Str 8 (+6) Dex 27 (+15) Wis 12 (+8)	
Con 16 (+10) Int 2 (+3) Cha 9 (+6)	

ENCOUNTER 7: THE HARBINGER OF DESTRUCTION STATISTICS (HIGH LEVEL)

Guardian Naga (Level 15)	Level 15 Elite Artillery
Large immortal magical beast (reptile)	XP 2400
Initiative +10 Senses Perception +13; darkvision	
HP 222; Bloodied 111	
AC 28; Fortitude 26, Reflex 27, Will 25	
Saving Throws +2	
Speed 6	
Action Points 1	
m Tail Slap (Standard, at-will)	
Reach 2; +19 vs Armor Class; 1d8+4 damage, and the target is pushed 2 squares.	
R Word of Pain (Standard, at-will) ☛Paralysis, Psychic	
Ranged 20; +20 vs Will; 2d8+5 psychic damage, and the target is immobilized (save ends).	
C Spit Poison (Standard, recharge 5 6) ☛Poison	
Close blast 3; +18 vs Fortitude; 1d8+3 poison damage, and the target takes ongoing 10 poison damage, a -2 penalty to Fortitude defense, and a -2 penalty to saving throws (save ends all).	
A Thunderstrike (Standard, recharge 5 6) ☛Thunder	
Area burst 1 within 20; +19 vs Fortitude; 2d10+5 thunder damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.	
Alignment Any Languages Common, Draconic, Supernal	
Skills Arcana +15, History +15, Insight +13	
Str 16 (+9) Dex 18 (+10) Wis 14 (+8)	
Con 15 (+8) Int 18 (+10) Cha 12 (+7)	

Inferno Bat	Level 15 Skirmisher
Medium elemental beast (Fire)	XP 1200
Initiative +17 Senses Perception +13	
HP 144; Bloodied 72	
AC 29; Fortitude 25, Reflex 29, Will 23	
Resist 20 fire	
Speed 2 (clumsy), fly 8	
m Inferno Touch (Standard, at-will) ☛Fire	
+20 vs Reflex; 2d6+5 fire damage, and ongoing 10 fire damage (save ends). Failed Saving Throw: Each ally of the target, within 2 squares of the target, takes 10 fire damage.	
M Fiery Swoop (Standard, at-will) ☛Fire	
The inferno bat shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The inferno bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.	
Heatseeker (Immediate Reaction, when the inferno bat is damaged by an enemy's ranged attack, at-will)	
The inferno bat shifts 2 squares toward the triggering enemy.	
Alignment Unaligned Languages --	
Str 8 (+6) Dex 27 (+15) Wis 12 (+8)	
Con 16 (+10) Int 2 (+3) Cha 9 (+6)	

ENCOUNTER 7: THE HARBINGER OF DESTRUCTION MAP

TILE SETS NEEDED

Ruins of the Wild x2

Streets of Shadow x2



ENCOUNTER 8: THE CALL OF THE KING

SETUP

Important NPCs: King Foril
(Diplomacy/Insight/Perception +20)

The Harbingers have all passed. King Foril commands an audience with the PCs at the palace in Suzail.

You receive a hero's welcome at the palace, entering the King's throne room amid the blare of trumpets. The King rises to meet you, an honor reserved for the greatest of champions.

- King Foril is an aging King. The weight of endless administrative tasks, and constant threat of invasion from Netheril and Sembia, has made him sickly, tired and cranky. Nonetheless he carries himself with a regal aura, from his head of white hair to his dark, intelligent eyes.
- King Foril thanks the PCs for their service to Cormyr. He asks them to pledge their allegiance to Cormyr in the times to come. If the PCs accept, King Foril knights them.
- A knighted PC is under no obligation to remain in Cormyr. In fact, traveling is encouraged. Knighted PCs go forth as representatives of Cormyr.
- If the PCs were knighted by Erzoured in the King's Forest, and they refused to pledge allegiance to Cormyr, Foril refuses to acknowledge their knighthood.
- If the PCs were knighted by Erzoured in the King's Forest, and they pledged their allegiance to Cormyr, Foril asks them if they wish to be knights in his charge or Erzoured's. This may have implications in later adventures.
- If the PCs were knights before starting the adventure (by character class, such as being a Purple Dragon Knight, or another Cormyr adventure), and pledge allegiance to Cormyr, they are elevated to the status of Knight Exalted.

The following week is a week of celebration in Suzail with the PCs as the guests of honor.

ENDING THE ENCOUNTER

EXPERIENCE POINTS

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

TREASURE

King Foril awards the PCs with a signet ring so that they may be recognized as knights outside the Court. The PCs may choose from an assortment of magical rings, or accept a mundane ring of no value in its place. See the Rewards Summary for the selection of magical rings.

If any PC is not knighted, Foril offers a ring that instead commemorates that PC's service to the crown.

CONCLUDING THE ADVENTURE

The King seems to think that the PCs have ended the curse, but Lord Erzoured is not so sure. This is the beginning of a major quest to save Cormyr from dissolution.

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 1: Ill Omen

640 / 880 XP

Encounter 2: Legends & Lore

280 / 400 XP

Encounter 3: The Harbinger of Famine

140 / 200 XP or 700 / 1,000 XP

Encounter 4: The Harbinger of Madness

780 / 940 XP

Encounter 5: The Harbinger of Fury

140 / 200 XP or 680 / 960 XP

Encounter 6: The Harbinger of Entropy

280 / 400 XP or 700 / 1,000 XP

Encounter 7: The Harbinger of Destruction

280 / 400 XP or 640 / 960 XP

Total Possible Experience

2,100 / 3,000 XP (The PCs may earn more XP, but this is the maximum allowed.)

Gold per PC

1,200 / 2,200 gp

(Encounter 8: 1,200 / 2,200 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle 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; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and

permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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 choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *Cherished Ring* (low-level version only) (14th; AV)

Found in Encounter 8

Bundle B: *Purple Dragon Commander's Ring* (low-level version only) (13th; DM 365)

Found in Encounter 8

Bundle C: *Cognizance Ring* (16th; AV)

Found in Encounter 8

Bundle D: *Ring of the Dragonborn Emperor* (15th; AV)

Found in Encounter 8

Bundle E: *Face-Stealing Ring* (high-level version only) (18th; AV)

Found in Encounter 8

Bundle F: *Banquet Ring* (high-level version only) (17th; AV)

Found in Encounter 8

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a potion of vitality plus 300 / 1,100 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1,300 / 2,100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

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. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

CORM10 The Harbingers

Circle the Harbingers that the PCs defeated. Cross-out any Harbingers that the PCs did not defeat.

The Harbinger of Pestilence (known)

The Harbinger of Famine

The Harbinger of Madness

The Harbinger of Fury

The Harbinger of Entropy

The Harbinger of Destruction

CORM11 Knighted

You have pledged yourself to the protection of Cormyr, and been knighted by King Foril. You are regarded with great respect in Cormyr and abroad when displaying your signet ring. Circle all that apply...

Knight: All but nobility bow before you. Even merchant princes and governors regard your station. Your loyalty to Cormyr is without doubt.

Knight Exalted: In addition to the status of knighthood, you are called for council on matters of governance and warfare. You are likely landed, and considered a noble by service.

In Service of King Foril: You fly the colors of the King. You are among his sworn protectors, and especially regarded in Suzail and other large cities, as those in The King's service are well-known in political circles.

In Service of Lord Erzoured: You fly the colors of Lord Erzoured. You are especially regarded among fighting men and common folk, as Erzoured's knights

range the breadth of Cormyr keeping peace and protecting the borders.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Players: Did you have fun?

- a. Yes
- b. No
- c. Split

2. Players: Would you replay this adventure?

- a. Yes
- b. No
- c. Split
- d. They would not replay any adventures.

3. DM: Did you have fun?

- a. Yes
- b. No
- c. Somewhat.

4. You'd like to see more of the following in Cormyr's adventures:

- a. Political Intrigue
- b. Ferocious Combat
- c. Interesting Puzzles
- d. All of the above

NEW RULES

Face-Stealing Ring

This wearer of this ivory ring sees the faces of others as potential disguises.

Level: 18

Price: 85000 gp

Item Slot: Ring

Property: You gain a +2 item bonus to Insight checks.

Power (Daily o Illusion): Standard Action. You assume the exact appearance of an adjacent humanoid creature. You also gain the creature's mannerisms, voice, and speech patterns. This effect lasts for 1 hour or until you dismiss it (a free action). You gain a +5 power bonus to Bluff checks to pass yourself off as the creature you're imitating. If you've reached at least one milestone today, the effect lasts for one day and you can use a standard action to recall the effect after dismissing it.

Banquet Ring

Monarchs, and those who fear what might be in their food, treasure these gaudy, gem-encrusted baubles.

Level: 17

Price: 65000 gp

Item Slot: Ring

Property: You gain a +5 item bonus to Fortitude defense against attacks with the poison keyword.

Power (Daily): Minor Action. You are immune to ingested poisons until the end of the encounter. If you've reached at least one milestone today, you can extend this protection to a number of people within your line of sight equal to your level.

Cognizance Ring

Inlaid with tourmaline gems, this electrum trinket strengthens your mind and spirit.

Level: 16

Price: 45000 gp

Item Slot: Ring

Property: Gain a +1 item bonus to saving throws against conditions with the charm, fear, illusion, or psychic keyword.

Power (Daily): Minor Action. Gain a +5 power bonus to saving throws against conditions with the charm, fear, illusion, or psychic keyword until the end of the encounter. If you've reached at least one milestone today, you also gain a +2 power bonus to Will defense against powers with those keywords.

Ring of the Dragonborn Emperor

Modelled after the signet rings worn by the dragonborn emperors of Arkhosia, this item enhances your attacks, particularly if you are a dragonborn.

Level: 15

Price: 25000 gp

Item Slot: Ring

Property: Gain a +3 item bonus to damage rolls with close attacks. If you are dragonborn, gain a +5 item bonus to damage rolls with your dragon breath.

Power (Daily): Immediate Reaction. Use this power when you become bloodied. Use one of your encounter powers. If you've reached at least one milestone today, you can use an encounter power that you have already expended. If you use a power that has not already been expended, you don't expend the use of that power.

Cherished Ring

You and your words are more alluring when you wear this simple loop of burnished gold.

Level: 14

Price: 21000 gp

Item Slot: Ring

Property: Gain a +2 item bonus to Diplomacy checks.

Power (Daily o Charm): Standard Action. Make an attack: Ranged 10; Charisma vs. Will; on a hit, the target moves its speed toward you. If you've reached at least one milestone today, the target must spend one move action on each of its turns to move closer to you (save ends).

Purple Dragon Commander's Ring

This silver ring is engraved with the Purple Dragon signet of the Obarskyr royal family.

Level: 13

Price: 17000 gp

Item Slot: Ring

Power (Daily o Arcane): Standard Action. Detect Magic and Poison: Activated by command word (usually inscribed on the inside of the ring, and typically "Bonthar". When the power is activated and the ring touched to food or drink, it glows with an eerie gold-green if the substance is poisonous and bright blue if it is enchanted (including potions), although the ring cannot identify what sort of poison or magic is present.

Power (Daily o Arcane): Immediate Interrupt. You can use this power when you fall. You take no damage from the fall, regardless of its distance, and you do not fall prone at the end of the fall.

APPENDIX 1A: DM NOTES

Harbinger of...	Manifests as...	Time	Location	Notes
Pestilence	Scaled humanoid	Dawn	Hamlet in the King's Forest	<ul style="list-style-type: none"> Defeat the Harbinger before its' swarm army grows too large. There is no way to circumvent combat.
Famine	Dragon	Midday	Near a small farming hamlet East of Arabel (the PCs can teleport to Arabel, and ride out to the hamlet)	<ul style="list-style-type: none"> Inspiring the farmers diminishes the Harbinger, preventing it from manifesting. The PCs can win this encounter early by inspiring the farmers, and make it to Wheloon by midday.
Madness	Toad-like humanoid	Midday	The prison city of Wheloon (has active teleport circle)	<ul style="list-style-type: none"> The appearance of the Harbinger disrupts the prison shield allowing exit from the city. There is no way to circumvent combat.
Fury	Demon spirit possessing five wizards	Eventide	Castle Crag in the Stormhorns (has active teleport circle)	<ul style="list-style-type: none"> Convincing the five resident war wizards to imprison themselves before sundown nullifies the Harbinger. This can be done before eventide, and the PCs can make it to another eventide encounter.
Entropy	A death creature	Eventide	Cemetery of the Purple Dragon Knights in the hills just West of Suzail (the PCs can ride out from Suzail)	<ul style="list-style-type: none"> Invoking the knights diminishes the Harbinger. Invoking enough of them destroys the Harbinger, and the PCs can make it to another Eventide encounter.
Destruction	A slithering guardian	Eventide	Palace gardens in Suzail (has active teleport circle)	<ul style="list-style-type: none"> Using a word of power aids in closing the pits. Closing all the pits dispels the Harbinger, and the PCs can make it to another Eventide encounter. But not Entropy unless they can find a way to make the trip within couple minutes.

APPENDIX 1B: PLAYER NOTES

Harbinger of...	Manifests as...	Time	Location	Notes
Pestilence	Scaled humanoid	Dawn	Hamlet in the King's Forest	<ul style="list-style-type: none"> Defeat the Harbinger before its swarm army grows too large. There is no way to circumvent combat.