

MYTH6-2

Slot 0

AMBASSADOR, GENERAL, HERALD, SPY

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN*
REALMS ADVENTURE

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There is a traitor within the innermost circle of power in Myth Drannor. The Coronal is unsure whom she can trust, so outside help is needed. Can you unravel the mystery before Myth Drannor is severely crippled? *A Living Forgotten Realms* Adventure set in Myth Drannor for characters of the Paragon tier (levels 11-20). Note that MYTH6-1, MYTH6-2, and MYTH6-3 can be played in any order. Collectively, these three adventures make up both the Fey and Flames major quest and Chapter Four of the Desolation series. The trilogy as a whole has a significant impact on the events of ADCP6-1.

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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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. 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 about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

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

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain 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:

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** 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 just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** 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 in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, 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 supports the entire paragon tier of play (levels 11-20). Heroic and Epic characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's

job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

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

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

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

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

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

(Adjust numbers below to fit the tier and delete this sentence.)

Adventure Level	Easy DC	Moderate DC	Hard DC
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

ADVENTURE BACKGROUND

After the offensive against the Netherese city of Sakkors (ADCP5-2), Myth Drannor unexpectedly withdrew from their alliance with Cormyr. They had problems of their own to worry about. The Formorians and Order of Blue Fire formed an unlikely alliance and have put into motion plans of their own to destroy Myth Drannor. Thus, problems at home prevent the forces of Myth Drannor from aiding Cormyr.

LoPhan, a formorian who specializes in portal magic, has turned a close advisor to Coronal Ilsevel Miritar into a spy. Herald Loristion Windsong has suffered the Coronal's involvement with "lesser races" long enough and is only too happy to begin leaking sensitive information about troop deployments and supply shipments to the dark fey. As losses mount, the Coronal begins to suspect there is a spy in her midst. Not being able to trust her own forces, the Coronal is forced to turn to outside help to discover the threat to the city and she is careful to only share this information with her closest 3 advisors. When the PCs are attacked it confirms that one of those trusted allies is a spy.

See Appendix I for more information about the NPCs, locations, and organizations used in this adventure.

DM'S INTRODUCTION

The spy discovers that the PCS are arriving to investigate his activities so he has to set his plans in motion prematurely. Loristion dispatches his elite squad of assassins to eliminate the PCs while he uses his magical talents to infiltrate the arcane vault hidden in Six Tyryl Towers. After the assassins fail to kill the PCs, the PCs discover that the spy has managed to acquire the defense codes to Myth Drannor's Portals that allow entrance into the city. The Coronal tasks the PCs with reconfiguring the portals, hoping to surprise the Fomorian portal lord and score a decisive victory against his forces.

Any story awards with gives the PCs favor of the eladrin will give them a bonus in dealing with the eladrin. **SPEC42 Portal Tablets** additional bonuses in the adventure.

Introduction: (story/role-playing) Coronal Ilsevel Miritar suspects a spy inside her ranks. The PCs are summoned and told to stay at the Blink Dog Inn until an audience with the Coronal can be held.

Encounter 1: After the PCs are shown to their room they are attacked by a team of assassins sent by the traitor.

Encounter 2: The Coronal tasks the PCs with uncovering the spy in her midst. The Coronal has narrowed it down to her ambassador, general, or herald, but needs the PCs to find out which one is the true spy because each one is a possible successor to her position.

The PCs gather the information and determine the identity of the spy then report to the Coronal to be arrested. After a trial, the Coronal dispenses justice on the spy.

The portals in Myth Drannor begin behaving erratically. The Coronal sends the PCs to the portals to halt the intrusion and the PCs gain an opportunity to use this for a surprise attack.

Encounter 3A: The PCs are each sent to a different portal to triangulate the formorian location and scramble the portal key to Myth Drannor. The faster they are able to complete their work on the portal, the sooner they are able to join in Encounter 3B.

Encounter 3B: (combat) The PCs meet up at the central control portal and find LoPhan, the formorian portal lord working to fix the portal network so his army can invade Myth Drannor. The PCs must deal with evil fey while making sure the portals to Myth Drannor remains open for the eladrin forces to begin their assault.

Conclusion: After the LoPhan is defeated, eladrin forces pour through the portals surprising the formorian

army. Once again the portal keys for Myth Drannor are secure.

PLAYER'S INTRODUCTION

If the PCs played either MYTH6-1 or MYTH6-3, the Coronal asks the PCs to help her with another problem facing Myth Drannor. There are several possible for PCs who have not already played a MYTH adventure. Give the players Player's Handout 1 if they have not already played any of the other MYTH adventures, so that the players understand the background events.

In either case, give players Player's Handout 2A or, if they have Special Recognition by an eladrin kingdom (similarly worded story awards), then they should be given Player's Handout 2B.

You navigate the ancient and majestic streets of Myth Drannor until you spot a sign adorned with an emerald canine face whose long thick tongue disappears into a chalice, The Blink Dog Inn.

Upon entering, an excited yip alerts you in time to move out of the path of a young eladrin woman who speeds past you in pursuit of a small green puppy. Her short blonde pigtails spin wildly about as she dodges patrons and tavern-helpers in her attempt to catch the elusive target. The dog, always one step ahead of her, seems happy to play this game for hours.

If the PCs order the drink from their Player's Handout (either from a waitress or the bartender) then Piper is asked to lead them to a private table to meet their fellow adventurers.

The pig-tailed dog-handler approaches hurriedly. Her freckled face spares one last glance towards her playful quarry before offering you a welcoming smile and beckoning you to follow her.

Let the party introduce themselves at this point and order food. They are free to catch up, explain where they last were, and how they traveled to Myth Drannor. Let the PCs chat amongst themselves for a bit, then proceed to Encounter 1.

ENCOUNTER 1: DON'T BLINK

CREATURES

This encounter includes the following creatures at all Adventure Levels:

1 doom hag (T)

2 sons of doom (S)

SCALING THE ENCOUNTER

Four PCs: Remove one son of doom. The doom hag only acts twice a round on initiative counts 35 and 25.

Six PCs: Add one son of doom.

SETUP

After the PCs have had a meal, they are shown to their rooms to prepare for their meeting and to make sure they are not noticed by the Coronal's enemies. The PCs are told the Coronal will send for them individually after a meeting with her advisors has concluded as she has specific tasks for each of them. For the PCs, the Coronal has reserved the second floor which consists of three rooms. Allow the PCs to decide on which room they plan on residing until called for.

As the PCs are settling in their rooms, there is a knock on the door.

You hear the familiar voice of Piper, "The Coronal is ready for <insert PC name here>."

A doom hag killed Piper and disguises herself as Piper to deliver the message. The sons are stationed in front of the other doors to block off the other exits and will enter the rooms through those doors once the PCs open the door for the message.

If the PCs don't open the door immediately, the doom hag and sons of doom bust down the doors and the combat begins. The doom hag and her allies get a surprise round. Each PC should make an Insight check. With a Hard DC success, they notice a difference in the voice of Piper. That PC and any other PCs in the same room may also act during the surprise round.

FEATURES OF THE AREA

Illumination: There is low-light from the lamps in the room and hallway.

Ceiling: The ceiling is 10 feet high.

Closet: The closet is blocking terrain.

Beds, Chairs and Tables: They are difficult terrain and can be stood upon.

Doors: They take a minor action to open and close. They can also be destroyed with a minor action DC Moderate Athletics check. Monsters automatically destroy doors when they spend a minor action.

TACTICS

The monsters are a highly trained team and focus on taking down the leaders first.

The doom hag begins combat with *pact of compelled alliance* to sow dissension in the party. Then she uses *life drain* when she is hurt and can get more than one PC in the blast. Once bloodied, she uses *pact of shared agony*.

The sons of doom attack anyone in front of them or that harms doom hag. Once the doom hag is bloodied, they use *son's ire* whenever possible. The sons of doom try to stay is the doom hag's *pact of obedience* aura to get the +2 power bonus to attack if they need it.

ENDING THE ENCOUNTER

The encounter ends when the assassins are defeated. If the PCs attempt to interrogate the captured doom hag it mockingly taunts, "Perhaps a glass of Evermeet Emerald will loosen my lips!" then cackles madly. She will let them know that she works for LoPhan who is a fomorian. Other than that she only knows that she was paid to kill the PCs.

TROUBLESHOOTING

If the PCs fail the encounter, the Coronal's suspicions are confirmed. She still needs outside help, so she will raise the PCs to help her.

MILESTONE

This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 1: DON'T BLINK (ADVENTURE LEVEL 12)

Doom Hag	Level 12 Soldier (leader)
Medium fey humanoid (shapechanger)	XP 3,500
HP 492; Bloodied 246	Initiative Special
AC 28, Fortitude 28, Reflex 25, Will 26	Perception +7
Speed 8 (earth walk)	Low-light vision
Action Points 2; Saving Throws +5	
TRAITS	
Three in One	
The doom hag acts on initiatives of 35, 25 and 15 and gets a full complement of actions on each turn including rolling for recharge powers. For 4 PCs, the doom hag only acts on 35 and 25.	
Not for long	
One harmful effect on the doom hag ends at the end of its turn.	
○ Stench • Aura 2	
Enemies in the aura grant combat advantage.	
○ Pact of Obedience • Aura 5	
An ally within the aura that misses with a melee attack can take 5 damage to gain a +2 power bonus to the attack roll.	
STANDARD ACTIONS	
⊕ Claw (necrotic, poison) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage, and the target is marked and cannot spend healing surges or regain hit points until the end of the target's next turn.	
⊗ Pact of Compelled Alliance (charm) • Recharge 4-6	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: The target charges or makes an at-will attack against the target of the doom hag's choosing.	
✂ Pact of Shared Agony (charm, psychic) • Recharge if the power misses	
Requirement: The hag must be bloodied.	
Attack: Ranged 10 (one creature); +15 vs. Fortitude	
Hit: Until the end of the encounter, while the target is within 5 squares of the doom hag, the target takes 5 psychic damage whenever doom hag takes damage.	
⚡ Life Drain (healing, necrotic, poison) • Recharge 4-6	
Attack: Close blast 3 (enemies in blast); +15 vs. Fortitude	
Hit: 3d6 + 12 necrotic and poison damage, and the doom hag regains 5 hit points for each creature damaged by this attack.	
⚡ Goad Son • Recharge 5-6	
Effect: Close burst 5 (one son of doom within burst). The target uses <i>slam</i> twice.	
MINOR ACTIONS	
Devour Offspring • At-Will 1/round	
Effect: Ranged 5 (one son of doom). The son takes 10 damage and the doom hag recharges a power.	
Mother's Demand • Recharge 6	
Effect: Ranged 5 (one son of doom). The son is dazed (save ends) and the hag gains 1 action point.	
Achilles Heel • Recharge 4-6	
Effect: The next attack the doom hag makes is against the targets lowest defense.	
Change Shape (polymorph) • At-Will	
Effect: The doom hag alters its physical form to appear as a crone or young female of any Medium humanoid race until it uses <i>change shape</i> again or until it drops below 1 hit point. To assume a specific individual's form, the hag must have seen the individual. Other creatures with a DC 28 Insight check to discern that the form is a disguise.	
Skills Bluff+16, Insight +14, Intimidate +18, Nature +14	

Str 25 (+13)	Dex 18 (+10)	Wis 17 (+9)
Con 19 (+10)	Int 16 (+9)	Cha 20 (+11)
Alignment evil		Languages Common, Elven
Note: Custom solo based on the death, pact and filth hag.		

Son of Doom	Level 12 Brute
Medium fey animate (construct)	XP 700
HP 151; Bloodied 75	Initiative +10
AC 24, Fortitude 26, Reflex 23, Will 22	Perception +9
Speed 8	
Immune disease, fear, marked, poison	Low-light vision
STANDARD ACTIONS	
⚔ Slam • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d8 + 13 damage.	
⚡ Son's Ire • At-Will	
Requirement: The doom hag must be bloodied.	
Effect: The son uses <i>slam</i> against two different creatures, with a -2 penalty to each attack roll.	
TRIGGERED ACTIONS	
⚡ Mute Fury • Recharge 5-6	
Trigger: An enemy within 5 squares of the son hits the doom hag with an attack.	
Effect (Immediate Reaction): The son charges the triggering enemy.	
Str 25 (+13)	Dex 18 (+10) Wis 16 (+9)
Con 21 (+11)	Int 3 (+2) Cha 3 (+2)
Alignment unaligned	Languages --
Note: Renamed filth hag son. Changed size to medium.	

ENCOUNTER 1: DON'T BLINK (ADVENTURE LEVEL 14)

Doom Hag	Level 14 Soldier (leader)
Medium fey humanoid (shapechanger)	XP 5,000
HP 556; Bloodied 278	Initiative Special
AC 30, Fortitude 30, Reflex 27, Will 28	Perception +8
Speed 8 (earth walk)	Low-light vision
Action Points 2; Saving Throws +5	
TRAITS	
Three in One	
The doom hag acts on initiatives of 35, 25 and 15 and gets a full complement of actions on each turn including rolling for recharge powers. For 4 PCs, the doom hag only acts on 35 and 25.	
Not for long	
One harmful effect on the doom hag ends at the end of its turn.	
○ Stench • Aura 2	
Enemies in the aura grant combat advantage.	
○ Pact of Obedience • Aura 5	
An ally within the aura that misses with a melee attack can take 5 damage to gain a +2 power bonus to the attack roll.	
STANDARD ACTIONS	
⊕ Claw (necrotic, poison) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and the target is marked and cannot spend healing surges or regain hit points until the end of the target's next turn.	
⊕ Pact of Compelled Alliance (charm) • Recharge 4-6	
Attack: Ranged 10 (one creature); +17 vs. Will	
Hit: The target charges or makes an at-will attack against the target of the doom hag's choosing.	
⚡ Pact of Shared Agony (charm, psychic) • Recharge if the power misses	
Requirement: The hag must be bloodied.	
Attack: Ranged 10 (one creature); +17 vs. Fortitude	
Hit: Until the end of the encounter, while the target is within 5 squares of the doom hag, the target takes 10 psychic damage whenever doom hag takes damage.	
⚡ Life Drain (healing, necrotic, poison) • Recharge 4-6	
Attack: Close blast 3 (enemies in blast); +17 vs. Fortitude	
Hit: 3d8 + 12 necrotic and poison damage, and the doom hag regains 5 hit points for each creature damaged by this attack.	
⚡ Goad Son • Recharge 5-6	
Effect: Close burst 5 (one son of doom within burst). The target uses <i>slam</i> twice.	
MINOR ACTIONS	
Devour Offspring • At-Will 1/round	
Effect: Ranged 5 (one son of doom). The son takes 10 damage and the doom hag recharges a power.	
Mother's Demand • Recharge 6	
Effect: Ranged 5 (one son of doom). The son is dazed (save ends) and the hag gains 1 action point.	
Achilles Heel • Recharge 4-6	
Effect: The next attack the doom hag makes is against the target's lowest defense.	
Change Shape (polymorph) • At-Will	
Effect: The doom hag alters its physical form to appear as a crone or young female of any Medium humanoid race until it uses <i>change shape</i> again or until it drops below 1 hit point. To assume a specific individual's form, the hag must have seen the individual. Other creatures with a DC 29 Insight check to discern that the form is a disguise.	

Skills Bluff+17, Insight +15, Intimidate +17, Nature +15		
Str 25 (+14)	Dex 18 (+11)	Wis 17 (+10)
Con 19 (+11)	Int 16 (+10)	Cha 20 (+12)
Alignment evil Languages Common, Elven		
Note: Custom solo based on the death, pact and filth hag.		

Son of Doom	Level 14 Brute	
Medium fey animate (construct)	XP 1,000	
HP 171; Bloodied 85	Initiative +11	
AC 26, Fortitude 28, Reflex 25, Will 24	Perception +10	
Speed 8		
Immune disease, fear, marked, poison	Low-light vision	
STANDARD ACTIONS		
⊕ Slam • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 3d8 + 15 damage.		
⚡ Son's Ire • At-Will		
Requirement: The doom hag must be bloodied.		
Effect: The son uses slam against two different creatures, with a -2 penalty to each attack roll.		
TRIGGERED ACTIONS		
⚡ Mute Fury • Recharge 5-6		
Trigger: An enemy within 5 squares of the son hits the doom hag with an attack.		
Effect (Immediate Reaction): The son charges the triggering enemy.		
Str 25 (+14)	Dex 18 (+11)	Wis 16 (+10)
Con 21 (+12)	Int 3 (+3)	Cha 3 (+3)
Alignment unaligned Languages --		
Note: Renamed filth hag son. Changed size to medium.		

ENCOUNTER 1: DON'T BLINK (ADVENTURE LEVEL 16)

Doom Hag	Level 16 Soldier (leader)
Medium fey humanoid (shapechanger)	XP 7,000
HP 620; Bloodied 310	Initiative Special
AC 32, Fortitude 32, Reflex 29, Will 30	Perception +9
Speed 8 (earth walk)	Low-light vision
Action Points 2; Saving Throws +5	
TRAITS	
Three in One	
The doom hag acts on initiatives of 35, 25 and 15 and gets a full complement of actions on each turn including rolling for recharge powers. For 4 PCs, the doom hag only acts on 35 and 25.	
Not for long	
One harmful effect on the doom hag ends at the end of its turn.	
○ Stench • Aura 2	
Enemies in the aura grant combat advantage.	
○ Pact of Obedience • Aura 5	
An ally within the aura that misses with a melee attack can take 5 damage to gain a +2 power bonus to the attack roll.	
STANDARD ACTIONS	
⊕ Claw (necrotic, poison) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 11 damage, and the target is marked and cannot spend healing surges or regain hit points until the end of the target's next turn.	
⊗ Pact of Compelled Alliance (charm) • Recharge 4-6	
Attack: Ranged 10 (one creature); +19 vs. Will	
Hit: The target charges or makes an at-will attack against the target of the doom hag's choosing.	
✂ Pact of Shared Agony (charm, psychic) • Recharge if the power misses	
Requirement: The hag must be bloodied.	
Attack: Ranged 10 (one creature); +19 vs. Fortitude	
Hit: Until the end of the encounter, while the target is within 5 squares of the doom hag, the target takes 10 psychic damage whenever the doom hag takes damage.	
⚡ Life Drain (healing, necrotic, poison) • Recharge 4-6	
Attack: Close blast 3 (enemies in blast); +20 vs. Fortitude	
Hit: 3d8 + 14 necrotic and poison damage, and the doom hag regains 5 hit points for each creature damaged by this attack.	
⚡ Goad Son • Recharge 5-6	
Effect: Close burst 5 (one son of doom within burst). The target uses <i>slam</i> twice.	
MINOR ACTIONS	
Devour Offspring • At-Will 1/round	
Effect: Ranged 5 (one son of doom). The son takes 10 damage and the doom hag recharges a power.	
Doom hag's Demand • Recharge 6	
Effect: Ranged 5 (one son of doom). The son is dazed (save ends) and the hag gains 1 action point.	
Achilles Heel • Recharge 4-6	
Effect: The next attack the doom hag makes is against the targets lowest defense.	
Change Shape (polymorph) • At-Will	
Effect: The doom hag alters its physical form to appear as a crone or young female of any Medium humanoid race until it uses <i>change shape</i> again or until it drops below 1 hit point. To assume a specific individual's form, the hag must have seen the individual. Other creatures with a DC 31 Insight check to discern that the form is a disguise.	
Skills Bluff+18, Insight +16, Intimidate +18, Nature +16	

Str 25 (+15)	Dex 18 (+12)	Wis 17 (+11)
Con 19 (+12)	Int 16 (+11)	Cha 20 (+13)
Alignment evil		Languages Common, Elven
Note: Custom solo based on the death, pact and filth hag.		

Son of Doom	Level 16 Brute
Medium fey animate (construct)	XP 1,400
HP 191; Bloodied 95	Initiative +12
AC 28, Fortitude 30, Reflex 27, Will 26	Perception +11
Speed 8	
Immune disease, fear, marked, poison	
Low-light vision	
STANDARD ACTIONS	
⊕ Slam • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d6 + 17 damage.	
⊕ Son's Ire • At-Will	
Requirement: The doom hag must be bloodied.	
Effect: The son uses <i>slam</i> against two different creatures, with a -2 penalty to each attack roll.	
TRIGGERED ACTIONS	
⊕ Mute Fury • Recharge 5-6	
Trigger: An enemy within 5 squares of the son hits the doom hag with an attack.	
Effect (Immediate Reaction): The son charges the triggering enemy.	
Str 25 (+15)	Dex 18 (+12)
Con 21 (+13)	Int 3 (+4)
Wis 16 (+11)	Cha 3 (+4)
Alignment unaligned	
Languages --	
Note: Renamed filth hag son. Changed size to medium.	

ENCOUNTER 1: DON'T BLINK (ADVENTURE LEVEL 18)

Doom Hag	Level 18 Soldier (leader)
Medium fey humanoid (shapechanger)	XP 10,000
HP 684; Bloodied 342	Initiative Special
AC 34, Fortitude 34, Reflex 31, Will 32	Perception +10
Speed 8 (earth walk)	Low-light vision
Action Points 2; Saving Throws +5	
TRAITS	
Three in One	
The doom hag acts on initiatives of 35, 25 and 15 and gets a full complement of actions on each turn including rolling for recharge powers. For 4 PCs, the doom hag only acts on 35 and 25.	
Not for long	
One harmful effect on the doom hag ends at the end of its turn.	
○ Stench • Aura 2	
Enemies in the aura grant combat advantage.	
○ Pact of Obedience • Aura 5	
An ally within the aura that misses with a melee attack can take 5 damage to gain a +2 power bonus to the attack roll.	
STANDARD ACTIONS	
⚔ Claw (necrotic, poison) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 13 damage, and the target is marked and cannot spend healing surges or regain hit points until the end of the target's next turn.	
⚡ Pact of Compelled Alliance (charm) • Recharge 4-6	
Attack: Ranged 10 (one creature); +21 vs. Will	
Hit: The target charges or makes an at-will attack against the target of the doom hag's choosing.	
⚡ Pact of Shared Agony (charm, psychic) • Recharge if the power misses	
Requirement: The hag must be bloodied.	
Attack: Ranged 10 (one creature); +21 vs. Fortitude	
Hit: Until the end of the encounter, while the target is within 5 squares of doom hag, the target takes 15 psychic damage whenever doom hag takes damage.	
⚡ Life Drain (healing, necrotic, poison) • Recharge 4-6	
Attack: Close blast 3 (enemies in blast); +21 vs. Fortitude	
Hit: 4d6 + 15 necrotic and poison damage, and doom hag regains 5 hit points for each creature damaged by this attack.	
⚡ Goad Son • Recharge 5-6	
Effect: Close burst 5 (one son of doom within burst). The target uses <i>slam</i> twice.	
MINOR ACTIONS	
Devour Offspring (healing) • At-Will 1/round	
Effect: Ranged 5 (one son of doom). The son takes 10 damage and the doom hag recharges a power.	
Doom hag's Demand • Recharge 6	
Effect: Ranged 5 (one son of doom). The son is dazed (save ends) and the hag gains 1 action point.	
Achilles Heel • Recharge 4-6	
Effect: The next attack the doom hag makes is against the targets lowest defense.	
Change Shape (polymorph) • At-Will	
Effect: The doom hag alters its physical form to appear as a crone or young female of any Medium humanoid race until it uses <i>change shape</i> again or until it drops below 1 hit point. To assume a specific individual's form, the hag must have seen the individual. Other creatures with a DC 32 Insight check to discern that the form is a disguise.	
Skills Bluff+19, Insight +17, Intimidate +19, Nature +17	

Str 25 (+16)	Dex 18 (+13)	Wis 17 (+12)
Con 19 (+13)	Int 16 (+12)	Cha 20 (+14)
Alignment evil	Languages Common, Elven	

Custom solo based on the death, pact and filth hag.

Son of Doom	Level 18 Brute
Medium fey animate (construct)	XP 2,000
HP 211; Bloodied 105	Initiative +13
AC 30, Fortitude 32, Reflex 29, Will 28	Perception +12
Speed 8	
Immune disease, fear, marked, poison	Low-light vision
STANDARD ACTIONS	
⚔ Slam • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d6 + 19 damage.	
⚡ Son's Ire • At-Will	
Requirement: The doom hag must be bloodied.	
Effect: The son uses <i>slam</i> against two different creatures, with a -2 penalty to each attack roll.	
TRIGGERED ACTIONS	
⚡ Mute Fury • Recharge 5-6	
Trigger: An enemy within 5 squares of the son hits the doom hag with an attack.	
Effect (Immediate Reaction): The son charges the triggering enemy.	
Str 25 (+16)	Dex 18 (+13) Wis 16 (+12)
Con 21 (+14)	Int 3 (+5) Cha 3 (+5)
Alignment unaligned	Languages --

Note: Renamed filth hag son. Changed size to medium.

ENCOUNTER 1: DON'T BLINK (ADVENTURE LEVEL 20)

Doom hag	Level 20 Soldier (leader)
Medium fey humanoid (shapechanger)	XP 14,000
HP 748; Bloodied 374	Initiative Special
AC 36, Fortitude 36, Reflex 33, Will 34	Perception +11
Speed 8 (earth walk)	Low-light vision
Action Points 2; Saving Throws +5	
TRAITS	
Three in One	
The doom hag acts on initiatives of 35, 25 and 15 and gets a full complement of actions on each turn including rolling for recharge powers. For 4 PCs, the doom hag only acts on 35 and 25.	
Not for long	
One harmful effect on the doom hag ends at the end of its turn.	
○ Stench • Aura 2	
Enemies in the aura grant combat advantage.	
○ Pact of Obedience • Aura 5	
An ally within the aura that misses with a melee attack can take 5 damage to gain a +2 power bonus to the attack roll.	
STANDARD ACTIONS	
⊕ Claw (necrotic, poison) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d8 + 15 damage, and the target is marked and cannot spend healing surges or regain hit points until the end of the target's next turn.	
⊗ Pact of Compelled Alliance (charm) • Recharge 4-6	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: The target charges or makes an at-will attack against the target of the doom hag's choosing.	
✂ Pact of Shared Agony (charm, psychic) • Recharge if the power misses	
Requirement: The hag must be bloodied.	
Attack: Ranged 10 (one creature); +23 vs. Fortitude	
Hit: Until the end of the encounter, while the target is within 10 squares of the doom hag, the target takes 15 psychic damage whenever the doom hag takes damage.	
⚡ Life Drain (healing, necrotic, poison) • Recharge 4-6	
Attack: Close blast 3 (enemies in blast); +23 vs. Fortitude	
Hit: 4d6 + 17 necrotic and poison damage, and doom hag regains 5 hit points for each creature damaged by this attack.	
⚡ Goad Son • Recharge 5-6	
Effect: Close burst 5 (one son of doom within burst). The target uses <i>slam</i> twice.	
MINOR ACTIONS	
Devour Offspring (healing) • At-Will 1/round	
Effect: Ranged 5 (one son of doom). The son takes 10 damage and the doom hag recharges a power.	
Doom hag's Demand • Recharge 6	
Effect: Ranged 5 (one son of doom). The son is dazed (save ends) and the hag gains 1 action point.	
Achilles Heel • Recharge 4-6	
Effect: The next attack the doom hag makes is against the targets lowest defense.	
Change Shape (polymorph) • At-Will	
Effect: The doom hag alters its physical form to appear as a crone or young female of any Medium humanoid race until it uses <i>change shape</i> again or until it drops below 1 hit point. To assume a specific individual's form, the hag must have seen the individual. Other creatures with a DC 34 Insight check to discern that the form is a disguise.	
Skills Bluff+20, Insight +18, Intimidate +20, Nature +18	

Str 25 (+17)	Dex 18 (+14)	Wis 17 (+13)
Con 19 (+14)	Int 16 (+13)	Cha 20 (+15)
Alignment evil		Languages Common, Elven
Note: Custom solo based on the death, pact and filth hag.		

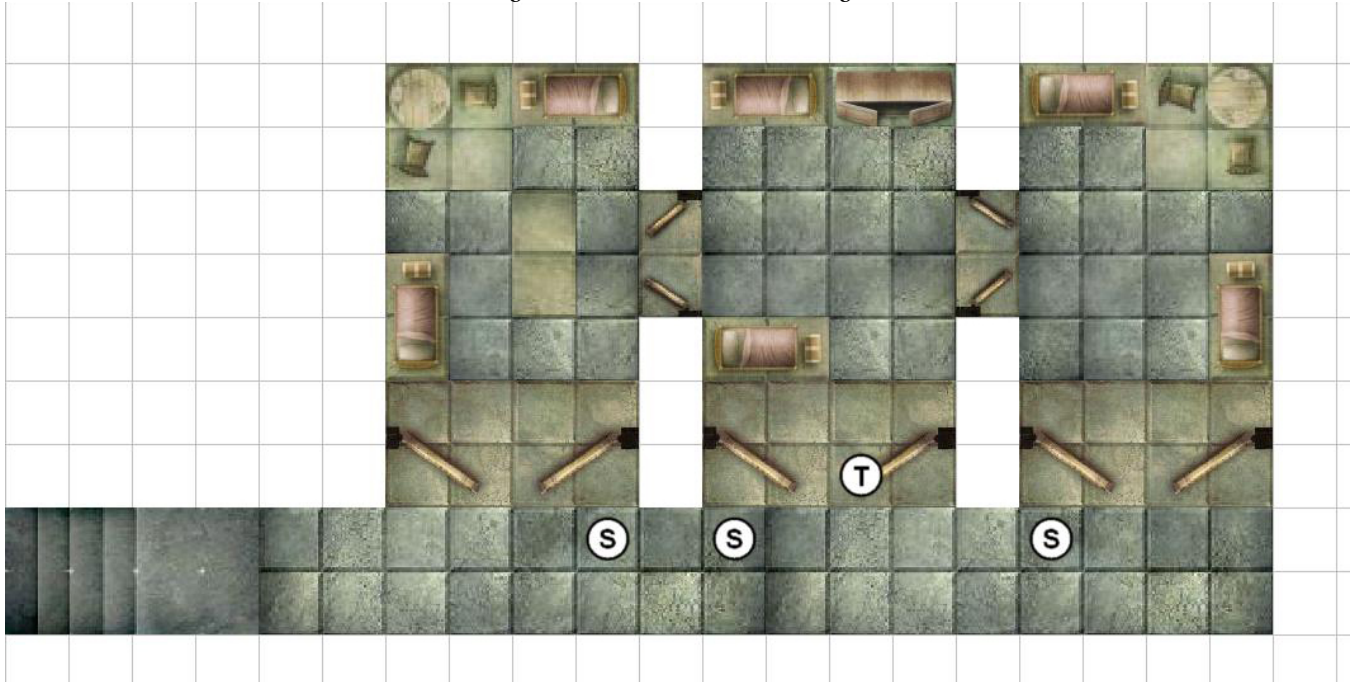
Son of doom	Level 20 Brute
Medium fey animate (construct)	XP 2,800
HP 231; Bloodied 115	Initiative +14
AC 32, Fortitude 34, Reflex 31, Will 30	Perception +13
Speed 8	
Immune disease, fear, marked, poison	Low-light vision
STANDARD ACTIONS	
⊕ Slam • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d8 + 17 damage.	
⚡ Son's Ire • At-Will	
Requirement: The doom hag must be bloodied.	
Effect: The son uses slam against two different creatures, with a -2 penalty to each attack roll.	
TRIGGERED ACTIONS	
⚡ Mute Fury • Recharge 5-6	
Trigger: An enemy within 5 squares of the son hits the doom hag with an attack.	
Effect (Immediate Reaction): The son charges the triggering enemy.	
Str 25 (+17)	Dex 18 (+14) Wis 16 (+13)
Con 21 (+15)	Int 3 (+6) Cha 3 (+6)
Alignment unaligned	Languages --
Note: Renamed filth hag son. Changed size to medium.	

ENCOUNTER 1: DON'T BLINK

TILE SETS NEEDED

Arcane Towers

Dungeon Tiles Master Set - The Dungeon



T = Doom hag
S = Son of doom

ENCOUNTER 2: CLASSIC DETECTIVE GAME

Run this encounter immediately after Encounter 1 has ended. This encounter is an extended, free-form role-playing scene. The PCs must find clues to who the traitor is and name their recommendation for Coronal Ilsevele Miritar's heir.

Begin by running Scene 1, where the PCs meet with Ilsevele Miritar. The remaining scenes can be run in any order, based on the decisions made by the PCs. The Encounter likely ends with Scene 9, after the PCs have made their accusation of the traitor and recommendation for heir. Feel free to allow the players to add to or deviate from the proposed skill checks and draw conclusions by using powers or other creative methods.

For each eladrin favor the PC has, they receive a cumulative +1 bonus to social checks with any of the eladrin.

SCENE 1: THE CORONAL

When reports of the attempted assassination reaches the ears of Coronal Ilsevele Miritar she immediately sends an honor guard to escort the party to an audience with her.

The golden weavemail-clad sun elf waves away her attendants and as soon as you are alone begins to speak. "I apologize for having to dispense with pleasantries but time is of the essence. The attempt on your lives has confirmed my darkest suspicions. One of my own three advisors is in fact a spy and traitor to all of Myth Drannor."

If the PCs ask how she knows there is a traitor she explains that the only people who knew she was sending for the party were her three advisors.

"Worse still, I've just received a communication from Six Tyryl Towers. Someone has breached the arcane vault there, killing a pair of my best knights and..." She inhales deeply. "stealing an ancient tome containing Myth Drannor's portal codes."

She pushes copper-colored hair back from her furrowed brow. "I'm just not sure just how deep the treachery runs in my own ranks and most disappointing is that I was to name one of my advisors... my friends, as my heir." She seems visibly exhausted. "How could I be so blind?"

"The City of Song needs your heroism once again. Discover the secrets then report back to me with the

names of the traitors. Lastly, as a personal favor to me, I would like your unclouded opinion of any of my advisors still loyal to my cause."

Ilsevele knows the following information.

- Her 3 advisors are: Ambassador Gwenolyn Silverbrook - an eladrin wizard, General Grawdon Dringol - an eladrin swordmage, and Herald Loristion Windsong - an eladrin spellarcher (Bard, Euphonic Bow).
- They have all fought by her side and she has never had a reason to distrust any of them. They are in separate waiting rooms under the pretense of a non-partisan search committee interviewing them for the position. She has requested all of them to remain under guard until the investigation is concluded. They have all complied with her wishes. Ilsevele allows the PCs to interview each suspect privately whenever they wish.
- The ancient tome contains Myth Drannor's portal codes. The codes enable the cities portals to circumvent the teleportation restrictions places on magic from the mythal. She fears that it's possible that a talented magic-user could decipher the codes and gain access to the city via the portals.
- Six Tyryl Towers is a magic school in the eastern parts of Myth Drannor. The tome was kept in secret there in an arcane vault guarded by magical and physical means,

Ilsevele also suggests the PCs should visit the scene of the crime - Six Tyryl Towers. She gives them a scroll bearing her seal to present to the high wizards standing guard there now.

SCENE 2: THE UNUSUAL SUSPECTS

Each of the suspects is contained in their own separate well furnished but also well guarded room. The advisors have all submitted themselves to Tal El Veritas, ancient eladrin practices to magically verify their identity and exclude the possibilities of any past or present charms or compulsions.

The suspects are all personalities of power and influence. They are used to guarding their emotions and thoughts from mundane and magical means of intrusion. Avoid giving away the identity of the spy by just questioning the suspects but if the PCs suspect someone then remind them they must provide concrete proof to Ilsevele. All three suspects also realize that Ilsevele respects the PCs opinions. They are respectful to the PCs in hopes they are recommended as Ilsevele's

heir. The suspects do not know they are suspects. They believe that the PCs are non-partisan advisers to the Coronal to help her vet her heir.

Ambassador Gwenolyn Silverbrook is a female eladrin wizard adorned in white robes with silver hair weaved into an intricate pattern. The Ambassador exudes confidence and moves with the grace and power of an athlete in her prime.

- When the PCs enter, Gwenolyn is meditating. Hovering cross-legged in the air she waits a moment before assuming a normal stance and giving them a short nod of greeting.
- Gwenolyn is a proud, respected and powerful eladrin. She welcomes the outside interviews as she feels that she is the best at dealing with non-eladrin.
- Alibi (True) - She was conducting an experiment to strengthen the mythal at the time of the theft. (Her house attendants can confirm this as true.)
- About Grawdon - "Spends far too much time in the feywild. The only thing he really cares for is that mutt of his!" (Astute PCs might suspect Gwenolyn had a crush on Grawdon at one time.)
- About Loristion - "A competent herald but he has more gold than sense. He comes from old wealth. More than once, I've had to compete for quality magical equipment with him. I wish he would stick to singing those songs of his and keep his fingers out of my trade."
- Heir - "I believe Myth Drannor should be directly involved in world politics and events. We fey have years of accumulated wisdom to share and shape the landscape of our future together."
- Heir Incentive - If pressed for a bribe Gwenolyn will respond, "I have lived many human lifetimes and in that time gathered more than a few arcane objects of interest that may help individuals such as yourselves on your travels."

General Grawdon Dringol is a middle-aged eladrin swordmage with shoulder-length brown hair streaked with silver. The general wears an intricate green leather patch shaped like a leaf over his right eye and is always accompanied by his shaggy emerald-hued hound (blink dog) companion, Clover.

- When the PCs enter Grawdon is sitting on the floor with Clover surrounded by a litter of 6 tiny emerald canines. He is competing playfully over a bit of rope with a small green puppy. When he notices the PCs he stands and takes a more serious demeanor. He

does not think outside advisors are needed for this process, so he is curt, but truthful with his answers.

- Grawdon would rather be off ranging with Clover. Clover can't normally blink accurately inside Myth Drannor because of the Mythal so they spend a lot of time away. Grawdon lost an eye in a battle with a drow elf.
- Alibi (True) - He has scouting the forest with Clover for threats to the city. (The PCs can verify with other scouts.)
- About Gwenolyn - "She is a high wizard of impressive skill and experience and an excellent advisor. Her knowledge of the surrounding lands and people is unmatched."
- About Loristion - "He's capable. Silver-tongued too. Clover doesn't like the smell of him though... must be all the perfume."
- Heir - "Myth Drannor should stay out of the affairs of other races. Our long life spans make it difficult for us to feel the urgency needed to make quick political decisions. I believe the short-lived races need to make their own mistakes at their own pace. Of course, we eladrin will come to the aid of our allies in times of dire need."
- Heir Incentive - If pressed for a bribe Grawdon only offer his friendship. The PCs may have taken interest in the puppies or the puppies might be interested in them. Grawdon might raise an eyebrow in interest and offer "She likes you." but will say no more.

Herald Loristion Windsong is a middle-aged eladrin spellarcher (bard) with long auburn hair. The herald's athletic frame is accented by his suit of fine mithril chain. He wears a designer plum-colored cloak fashionably over one shoulder and a fine darkwood lute is slung over his other.

- Loristion is painting an epic battle scene when the PCs enter. He puts down the palette and brush and smiles at them. He is warm and approachable and genuinely seems to want to help the PCs make the correct decision to choose him as the heir. He is an expert liar.
- Alibi (False) - "I was enjoying a drink at the Blink Dog Inn when I met a lovely lass with hair of scarlet. I went home to compose an epic love poem to her." Loristion was at the inn but left to commit the crime.
- About Gwenolyn - "Always experimenting, that one. It's only a matter of time before you run into some power greater than you that doesn't give you the option to refuse."
- About Grawdon - (True) "He loves that dog! He named the Blink Dog Inn after him. I'm sure he didn't

have anything to do with you being attacked there though.”

- Heir - “With the aid of Myth Drannor, we will forge a new era of peace and prosperity for our peoples. And... if I am granted the title of heir, you can count on my fortune being shared with my friends!”

DM INFO: Loristion is the actual Spy. He purchased poison and magical items to help him complete the job from the fence Muscol at the Crooked Blade’s Butcher Shop. Loristion has always felt more of a connection to his dark fey brethren and feels superior to races that have such short life spans. He has spent years suppressing this attitude to get in this exact position. He believes Myth Drannor will eventually fall to the evil fey anyway so he might as well join the winning side.

SCENE 3: SIX TYRYL TOWERS

The eastern side of Myth Drannor is still considered mostly new by eladrin count. The impressive Six Tyryl Towers looms over the few a noble houses and some meticulously maintained gardens.

An eladrin sage named Orien checks your authorization then leads you safely through a winding maze of tunnels filled with disabled traps to a room containing the corpses of two eladrin warriors. A thick stone vault door with a darkened rune hangs by one cracked hinge on the far wall.

The goal of this scene is to convey a sense that in order to break in to this vault you must be highly skilled in magic, burglary, and murder. The PCs should leave with knowledge of the venom. If they get stuck have Orien point them in the right direction.

- Thievery [Moderate DC] - The path taken to get to the vault would be very difficult for all but the most talented individuals.
- Arcana [Moderate DC] - The glyph holds a powerful evocation spell but it was dispelled.
- Arcana [Easy DC] - Orien is an eladrin sage specializing in portal magic. He runs a store in the city, Orien’s Potent Potions. PCs may have met him in SPEC3-1 Roots of Corruption (Heroic Tier).
- Heal [Easy DC] - The cuts weren’t sufficient to kill trained defenders but a poison present would be.
- Nature [Moderate DC] - The poison is Yuan-Ti venom. It doesn’t last long after extraction so the killed must have acquired it recently. A subsequent Streetwise check [Moderate DC] allows the PCs to discover the Crooked Blade’s Butcher Shop is a front for one of Myth Drannor’s fences.

- Perception [Moderate DC] - A lone strand of silver hair is found under the hand of one of the dead guards. (False clue - See House Silverbrook)
- Diplomacy [Easy DC] - Orien will help PCs find one or more of these clues. A PC with **SPEC42 Portal Tablets** gains an automatic success with this as Orien is grateful for their past service.

SCENE 4: BLINK DOG INN

The goal of this scene is to cast doubt on the alibi and character of Loristion.

- Streetwise [Moderate DC] or Bluff [Hard DC] - Loristion was here previous to the crime. He made a rude suggestion to a young lady named Dendelle and she dumped her wine over his head.
- Diplomacy [Moderate DC] or Streetwise [Easy DC] - Grawdon does indeed own the Inn. He pays the staff well and stays out of the Inn manager’s way.

SCENE 5: HOUSE SILVERBROOK

This large ivory stone house is surrounded by a well-kept garden.

The goal of this scene is to confirm Gwenolyn Silverbrook’s alibi and give clues that someone might be trying to frame her.

- Diplomacy [Easy DC] - Ambassador Gwenolyn Silverbrook’s house attendants can confirm her alibi. The Ambassador seldom tends to her own well being when lost in concentration conducting magical experiments and her staff stayed to provide nourishing snacks and tend to any household emergencies that might arise from her rituals.
- Insight [Moderate DC] - One of the attendants, a young elven lass named Beledr, is suspiciously nervous.
- Bluff [Moderate DC] or Intimidate [Hard DC] - Beledr stole one of the Ambassador’s antique combs. She gave it to a masked man who promised that the “Butcher” would pay her well for it.

SCENE 6: CROOKED BLADE’S BUTCHER SHOP

This is Loristion’s fence. You can have him try to run when he sees the players if the more physical PCs are bored with the skill challenge and time allows. Muscol knows all of Loristion’s purchases from magic items to the poison. He tries his best to protect his client but ultimately is out for himself.

This shop smells of freshly butchered meat. A heavily tanned elf with short ebony hair smiles at you as you enter. He sets down a cleaver and wipes his bloody hands on his apron, "My name is Muscol. What can I do ye fer travelers? A haunch of deer for yer journeys perhaps?"

The following information can be learned here:

- Muscol sells magical items.
- Muscol recently sold a pair of *slippers of spider climbing* and a *belt of strength* to a man he didn't recognize.
- Muscol recently sold Yuan-Ti poison to that same man.
- The man mentioned needing a little performance boost for a big job he planned on doing. He bragged that he would soon be in a position of power.
- The man was Loristion. He has documents to prove the sale.
- Muscol can tell the PCs where to find Loristion's hideaway.

SCENE 7: SPY'S HIDEAWAY

An unremarkable dwelling on Myth Drannor's less inhabited eastern side.

The following information can be learned here:

- The thick oak door is locked. The building's tiny stained glass windows are not big enough for even a small character to squeeze through.
- DC Moderate Arcana or Thievery (Trained only) - The door is trapped and explodes upon opening for AL fire damage in a Blast 3 unless this check succeeded to spot and disarm it.
- The small one room building appears abandoned.
- DC Easy Perception - Secret door is hidden in the floorboards reveals a ladder leading to a dark cellar. The cellar contains an assortment of assassin's tools, maps and documents detailing Myth Drannor's defenses and a letter from Loristion to the LoPhan (Player Handout III).

SCENE 8: GUARD/SCOUT/KNIGHTS STATIONS/GENERAL STREETWISE CHECKS.

The goal of this scene is to confirm the General's alibi and possibly cast some suspicion on the character of Loristion.

- DC Easy Diplomacy - General Grawdon Dringol was indeed scouting the forest with Clover when the crime happened. Scout Rivensong can confirm that Grawdon busy all afternoon. He lent his expertise to a local priestess name Ziona who approached local rangers weeping because her children had got lost playing 'adventurer' in the forest. Clover assisted a scouting party by using her sensitive sniffer to follow the trail of the young twins. Eventually, they found the children alive but terrified in an owlbear cave. The General's sword arm was more than welcome in that battle!
- All 3 advisors are well liked and well regarded.
- Knights of Myth Drannor or other characters with special recognition by an eladrin kingdom (similarly worded story awards) - Loristion once tried to pay them extra coin to take on special duties. The NPC didn't wish to tarnish Loristion's reputation by sharing that info or invoke his wrath.
- Streetwise [Hard DC] - Loristion has been seen dealing with a shady fence at the Crooked Blade's Butcher Shop.

SCENE 9: ARREST AND TRIAL

Eladrin soldiers bring in the three suspects before you. The Coronal nods for you to present your evidence.

Allow the PCs to role-play a trial if time permits. Outcomes may include.

- Loristion is forcibly dragged from the room to the dungeons. Vowing vengeance on the PCs.
- Loristion is implicated but not enough evidence is acquired to convict him. Still, the Coronal has enough information to release him from her service. He storms out vowing vengeance on the PCs.
- Loristion is not implicated because the PCs did not acquire any evidence against him.
- The PCs might implicate someone else besides Loristion. There shouldn't be enough evidence to do so, but in the unlikely event this happens the Coronal begrudgedly releases that individual from her service.

ENDING THE ENCOUNTER

The encounter ends when the PCs have determined who the spy is and reported to Ilsevele who they nominate as her Heir. Note that the PCs do not need to be unanimous in their decision. Each PC can recommend a different heir.

As thanks for their help, the Coronal offers each PC a boon. Each PC may choose a boon to use for the remainder of the adventure. Keep in mind that each PC may only have one boon active at a time. The PCs may choose from *eladrin resolve*, *flickers of faith*, *iron hand of Myth Drannor* and *mark of Myth Drannor*.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The PCs may choose from the boons *eladrin resolve*, *flickers of faith*, *iron hand of Myth Drannor* and *mark of Myth Drannor*.

ENCOUNTER 3A: MISSION IMPROBABLE

SETUP

The PCs are each sent to a different portal to triangulate the formorian location and scramble the portal key to Myth Drannor. Each PC goes to a different location to aid the portal wizards then immediately proceeds to Encounter 3B.

Your meeting with Ilsevele is suddenly and loudly interrupted as the eladrin sage Orien furiously bursts into the room, "Coronal! There is no time to waste..." He gasps for air. "Several portals around Myth Drannor have been sparking with dangerous magical activity! I think they are trying to open the doors! We are doomed unless..." A half-crazed smile creeps over his face. "Unless these trinkets I whipped up work instead of exploding! I haven't had time to test this batch..."

Ilsevele interrupts, "Orien!"

"Right. Well in theory if each of these were used at one of the malfunctioning portals we could reverse the intrusion and open up our doors to the enemy infiltrator's location." He opens his leather satchel and reveals two sets of glowing runes: one purple and the other gold.

"I have the portal wizards to set the runes, but each location is compromised."

Give the players Player's Handout 3. Orien will explain the problems at each location and the PCs need to decide where to go. The PCs must each go to a different location for the triangulation to the enemy portal to be found. At that location, the PC makes a skill check to activate their purple rune. This transports them to the formorian's master portal where they will need to use the gold runes to reverse the direction and allow the Myth Drannor troops to launch the surprise attack. This is detailed in Encounter 3B.

Each PC makes a check (consuming the purple runes) and the result determines their start in Encounter 3B as the portal wizard teleports them to the enemy's location.

- Hard DC: Start area A and a +1 bonus to initiative for each point the PC exceeds the Hard DC
- Moderate DC: Start area B and -5 to initiative
- Easy DC: Start area B and -10 to initiative
- Less than Easy DC: Start area B, -10 to initiative, and the PC does not arrive until the end of the first round of combat unless they spend an action point

Arcana [Special]

The portal under the Six Tryl Towers is spewing all sorts of arcane energy that must be dealt with in order for the portal wizard to use the rune. Assist Orien in containing the energies.

Athletics [Special]

Although House Illarmenen once guarded this gateway... time and battles long forgotten have felled it. Rubble and ruin must be cleared to unearth the portal.

Bluff, Diplomacy or Intimidate [Special]

The portal in the lower district of the city is currently in the possession of a new faction in Myth Drannor, the Black Pegasus. Guildmistress Felionia is looking to increase its power and influence and wants concessions from the Coronal to allow access.

Nature [Special]

In the Great Garden, Groundskeeper Rellen's pet Rosethorn bush has taken a particular fondness for the portal. Help Rellen coax his beloved friend away from the gate.

Religion [Special]

The portal in the basement of the temple of Corellon has been tainted. The elven acolyte Oselar believes it must be cleansed before the rune will work.

Thievery [Special]

The bypasses for the traps that guard the portal under the House of the Stars are not working and now the traps must be manually disabled. Retired Spymaster Gilleone Gray knows where the traps are but his hands aren't as deft as they used to be.

ENDING THE ENCOUNTER

The encounter ends after each PC goes to an area to make a check. When they do make the check, they are teleported. See Encounter 3B for details.

ENCOUNTER 3B: CODE BREAKER

CREATURES

This encounter includes the following creatures at all Adventure Levels:

1 LoPhan, fomorian portal lord (P)

1 fomorian abyssal eye (A)

1 fomorian one-eyed raver (R)

SCALING THE ENCOUNTER

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

Four PCs: Remove action points for all fomorians. Halve the hit points of the fomorian one-eyed raver. The resistance from the protection field starts at 20.

Six PCs: When each fomorian is bloodied, they gain an action point. Each fomorian starts with 100 temporary hit points. The protection field starts at 30.

SETUP

As the adventurers teleport to the enemy portal location, read:

Energy of fire and force crackle throughout the area emanating from the large rainbow sphere. A huge twisted giant organizes glowing runes in the air around the sphere with a field of fire and force protecting him and the two other giants standing guard in the area.

Their skill check in the last encounter determines where the PCs start. Once they enter the area, combat begins as the fomorians realize the importance of the portal activation as it the launching pad for their invasion.

SKILL CHALLENGE: REVERSING THE PORTAL

Setup: The PCs have to activate the gold runes to reverse the portal to allow the Myth Drannor troops to counter-attack.

Goal: The PCs must successfully activate all their runes (equal to the number of PCs).

Complexity: Special (activations equal to the number of PCs)

Victory: The PCs successfully reversed the portal and allow the Myth Drannor shocktroopers to launch a surprise attack on their enemies.

Defeat: The PCs do not reverse the portal and the fomorian led army invades Myth Drannor through the portal.

The runes may be divided up in any manner that seems fit by the party. Since the PCs all arrive from different areas of Myth Drannor, if they wish to rearrange the distribution of the runes, they must spend a minor action while adjacent to give another PC a rune.

Minor action

A PC adjacent to the rainbow sphere places the rune.

Standard Action (must be adjacent to the rune)

The PC activates the rune. For each rune activated, the protection field around the portal lord weakens. The portal lord's resistance decreases by 5. Once all the runes have been placed, the protection field ends.

Any PC with **SPEC42 Portal Tablets** can activate the rune as a move action instead of as a standard action.

FEATURES OF THE AREA

Illumination: The energy from the portal illuminates the area with bright light.

Fire and Force Streams: The fomorians have been attuned to this energy and it does not affect them. Other creatures take AL fire and force damage for starting or ending their turn in any of these squares.

Ceiling: The ceiling is 20 feet high.

Black Walls: The walls go from floor to ceiling and are blocking terrain.

Black Circles: These are small pockets of portal energy. Anyone can use them to teleport to another black circle within 6 squares with a move action Moderate DC Arcana check.

Rainbow Portal Sphere: This is blocking terrain.

Protection Field: The field provides protection around the portal lord granting him immunity to harmful conditions and resistance to all damage. Each time a gold rune is activated the resistance is reduced by 5. After all runes are activated, the protection is totally removed and the portal lord loses immunity from harmful conditions.

Rubble and Broken Columns: This is difficult terrain for any creature smaller than huge sized.

TACTICS

LoPhan sees the PCs as a nuisance that need to be dealt with quickly. He uses his standard action to *double attack* if there are enemies in reach or *feywild backblast* if there are a little farther away. He doesn't move until the protection field drops. Once the protection field drops, he uses all his powers to move around the battlefield as it is advantageous to him.

The one-eyed raver stays close to the abyssal eye in order to use *evil eye* to allow him to charge. If he can attack multiple targets, he uses *down, worms*.

The abyssal eye uses his *evil eye* on PCs that look like they would have a good melee basic attack or who would charge provoking opportunity attacks from his allies.

Be sure to warn PCs when LoPhan uses *feed on the weak* for the first time so that they understand that killing the other fomorians quickly will make him a fearsome adversary.

ENDING THE ENCOUNTER

The encounter ends when the PCs activated all the runes and defeated all the fomorians. The Myth Drannor forces with then stream through to advance against the unsuspecting enemy forces beyond.

If the PCs fail, the fomorians take their bodies with them on the attack on Myth Drannor hoping to demoralize the eladrin. Pieces of their bodies can be retrieved by friends of the PCs to be raised.

MILESTONE

This encounter counts toward a milestone.

TREASURE

At AL16-20, PCs can recover a *portal gun* from the portal lord.

ENCOUNTER 3B: CODE BREAKER (ADVENTURE LEVEL 12)

LoPhan, Fomorian Portal Lord	Level 13 Elite Skirmisher
Huge fey humanoid (giant)	XP 1,600
HP 252; Bloodied 126	Initiative +12
AC 27, Fortitude 24, Reflex 27, Will 25	Perception +11
Resist See <i>protection field</i>	Truesight 6
Saving Throws +2; Action Points 1	
Speed 8	
TRAITS	
Protection Field	
The portal protection field gives the portal lord resist all 25 and immunity to all harmful conditions.	
STANDARD ACTIONS	
⬇ Temporal Slice (force, teleportation) • At-Will	
Attack: Melee 3 (one creature); +16 vs. Reflex	
Hit: 3d6 + 11 force damage, and ongoing 10 force damage (save ends). The portal lord teleports 2 squares.	
⬇ Double Attack • At-Will	
Effect: The portal lord makes two <i>temporal slice</i> attacks.	
⬅ Feywild Backblast (force, teleportation) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +16 vs. Reflex	
Hit: 3d8 + 11 force damage.	
Effect: The portal lord teleports to any unoccupied space within or adjacent to the area.	
MINOR ACTIONS	
👁 Evil Eye • At-Will 1/round	
Attack: Ranged 10 (one target); +16 vs. Reflex	
Hit: The portal lord teleports the target 3 squares.	
TRIGGERED ACTIONS	
Feed on the Weak • At-Will	
Trigger: An ally within 20 squares becomes bloodied or is reduced to 0 hit points.	
Effect: The portal lord rolls an extra 1d6 to all damage rolls until the end of the encounter.	
Skills Arcane +18	
Str 19 (+10)	Dex 18 (+10)
Con 14 (+8)	Int 24 (+13)
	Wis 21 (+11)
	Cha 10 (+6)
Alignment evil	Languages Elven
Note: Added protection field.	

Fomorian One-Eyed Raver	Level 13 Elite Brute
Huge fey humanoid (giant)	XP 1,600
HP 336; Bloodied 168	Initiative +8
AC 27, Fortitude 27, Reflex 23, Will 24	Perception +6
Resist See <i>protection field</i>	Truesight 6
Saving Throws +2; Action Points 1	
Speed 8	
TRAITS	
Threatening Reach	
The fomorian one-eyed raver can make opportunity attacks against all enemies.	
STANDARD ACTIONS	
⬇ Greataxe (weapon) • At-Will	
Attack: Melee 3 (one creature); +18 vs. AC	
Hit: 3d8 + 14 damage (crit 4d6 + 38).	
⬅ Down, Worms (weapon) • At-Will	
Attack: Close blast 3 (enemies in blast); +18 vs. AC	
Hit: 3d6 + 10 damage (crit 4d6 + 28) and the target falls prone.	
MINOR ACTIONS	
👁 Evil Eye • At-Will 1/round	

<i>Effect:</i> Close burst 5; one ally in the burst can make a charge attack as a free action.		
Str 30 (+16)	Dex 14 (+8)	Wis 10 (+6)
Con 28 (+15)	Int 22 (+12)	Cha 24 (+13)
Alignment evil		Languages Elven
Equipment hide armor, greataxe		

Fomorian Abyssal Eye	Level 13 Elite Controller	
Huge fey humanoid (giant)	XP 1,600	
HP 264; Bloodied 132	Initiative +14	
AC 27, Fortitude 23, Reflex 24, Will 26	Perception +12	
Resist See <i>protection field</i>	Truesight 6	
Saving Throws +2; Action Points 1		
Speed 8		
TRAITS		
Walking the Demonweb		
The abyssal eye ignores difficult terrain and makes saving throws against immobilized, slowed, and restrained conditions at the start of its turn as well as the end of its turn.		
STANDARD ACTIONS		
⬇ Touch of Chaos • At-Will		
Attack: Melee 3 (one creature); +18 vs. AC		
Hit: 3d6 + 11 damage, and the target is dazed until the abyssal eye's next turn.		
↩ Abyssal Heart (fire) • Recharge when first bloodied		
Attack: Close burst 2 (enemies in blast); +16 vs. Reflex		
Hit: 3d8 + 11 fire damage and the target is dazed (save ends).		
MINOR ACTIONS		
⬇ Evil Eye • At-Will 1/round		
Attack: Ranged 10 (targets one dazed enemy); +16 vs. Will		
Hit: 3d6 + 11 psychic damage, and the target charges its nearest ally without triggering an attack of opportunity or makes a melee basic attack against its nearest ally as a free action.		
TRIGGERED ACTIONS		
Chaotic Reaction • At-Will		
Requirement: The abyssal eye must be bloodied.		
Trigger: The abyssal eye is damaged by an enemy within reach.		
Effect (Free Action): The abyssal eye uses touch of chaos on the triggering enemy.		
Str 18 (+10)	Dex 23 (+13)	Wis 26 (+14)
Con 20 (+11)	Int 22 (+12)	Cha 12 (+7)
Alignment evil	Languages Elven	
Note: Replaced variable resistance with chaotic reaction.		

ENCOUNTER 3B: CODE BREAKER (ADVENTURE LEVEL 14)

LoPhan, Fomorian Portal Lord	Level 15 Elite Skirmisher
Huge fey humanoid (giant)	XP 2,400
HP 288; Bloodied 144	Initiative +13
AC 29, Fortitude 26, Reflex 29, Will 27	Perception +12
Resist See <i>protection field</i>	Truesight 6
Saving Throws +2; Action Points 1	
Speed 8	
TRAITS	
Protection Field	
The portal protection field gives the portal lord resist all 25 and immunity to all harmful conditions.	
STANDARD ACTIONS	
⬇ Temporal Slice (force, teleportation) • At-Will	
Attack: Melee 3 (one creature); +18 vs. Reflex	
Hit: 3d6 + 13 force damage, and ongoing 10 force damage (save ends). The portal lord teleports 2 squares.	
⬇ Double Attack • At-Will	
Effect: The portal lord makes two <i>temporal slice</i> attacks.	
⬅ Feywild Backblast (force, teleportation) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +18 vs. Reflex	
Hit: 3d8 + 13 force damage.	
Effect: The portal lord teleports to any unoccupied space within or adjacent to the area.	
MINOR ACTIONS	
🗡 Evil Eye • At-Will 1/round	
Attack: Ranged 10 (one creature); +18 vs. Reflex	
Hit: The portal lord teleports the target 3 squares.	
TRIGGERED ACTIONS	
Feed on the Weak • At-Will	
Trigger: An ally within 20 squares becomes bloodied or is reduced to 0 hit points.	
Effect: The portal lord rolls an extra 1d8 to all damage rolls until the end of the encounter.	
Skills Arcane +19	
Str 19 (+11)	Dex 18 (+11)
Con 14 (+9)	Int 24 (+14)
	Wis 21 (+12)
	Cha 10 (+7)
Alignment evil	Languages Elven
Note: Added protection field.	

Fomorian One-Eyed Raver	Level 15 Elite Brute
Huge fey humanoid (giant)	XP 2,400
HP 376; Bloodied 188	Initiative +9
AC 29, Fortitude 29, Reflex 25, Will 26	Perception +7
Resist See <i>protection field</i>	Truesight 6
Saving Throws +2; Action Points 1	
Speed 8	
TRAITS	
Threatening Reach	
The fomorian one-eyed raver can make opportunity attacks against all enemies.	
STANDARD ACTIONS	
⬇ Greataxe (weapon) • At-Will	
Attack: Melee 3 (one creature); +20 vs. AC	
Hit: 4d6 + 15 damage (crit 4d6 + 39).	
⬅ Down, Worms (weapon) • At-Will	
Attack: Close blast 3 (enemies in blast); +20 vs. AC	
Hit: 3d6 + 11 damage (crit 4d6 + 29) and the target falls prone.	
MINOR ACTIONS	
🗡 Evil Eye • At-Will 1/round	

Effect: Close burst 5; one ally in the burst can make a charge attack as a free action.		
Str 30 (+17)	Dex 14 (+9)	Wis 10 (+7)
Con 28 (+16)	Int 22 (+13)	Cha 24 (+14)
Alignment evil	Languages Elven	
Equipment	hide armor, greataxe	

Fomorian Abyssal Eye	Level 15 Elite Controller	
Huge fey humanoid (giant)	XP 2,400	
HP 296; Bloodied 148	Initiative +15	
AC 29, Fortitude 25, Reflex 26, Will 28	Perception +13	
Resist See <i>protection field</i>	Truesight 6	
Saving Throws +2; Action Points 1		
Speed 8		
TRAITS		
Walking the Demonweb		
The abyssal eye ignores difficult terrain and makes saving throws against immobilized, slowed, and restrained conditions at the start of its turn as well as the end of its turn.		
STANDARD ACTIONS		
Ⓢ Touch of Chaos • At-Will		
Attack: Melee 3 (one creature); +20 vs. AC		
Hit: 3d6 + 13 damage, and the target is dazed until the abyssal eye's next turn.		
↩ Abyssal Heart (fire) • Recharge when first bloodied		
Attack: Close burst 2 (enemies in blast); +19 vs. Reflex		
Hit: 3d8 + 13 fire damage and the target is dazed (save ends).		
MINOR ACTIONS		
🗡 Evil Eye • At-Will 1/round		
Attack: Ranged 10 (targets one dazed enemy); +19 vs. Will		
Hit: 3d6 + 13 psychic damage, and the target charges its nearest ally without triggering an attack of opportunity or makes a melee basic attack against its nearest ally as a free action.		
TRIGGERED ACTIONS		
Chaotic Reaction • At-Will		
Requirement: The abyssal eye must be bloodied.		
Trigger: The abyssal eye is damaged by an enemy within reach.		
Effect (Free Action): The abyssal eye uses <i>touch of chaos</i> on the triggering enemy.		
Str 18 (+11)	Dex 23 (+14)	Wis 26 (+15)
Con 20 (+12)	Int 22 (+13)	Cha 12 (+8)
Alignment evil	Languages Elven	
Note: Replaced variable resistance with chaotic reaction.		

ENCOUNTER 3B: CODE BREAKER (ADVENTURE LEVEL 16)

LoPhan, Fomorian Portal Lord	Level 17 Elite Skirmisher
Huge fey humanoid (giant)	XP 3,200
HP 320; Bloodied 160	Initiative +14
AC 31, Fortitude 28, Reflex 31, Will 29	Perception +13
Resist See <i>protection field</i>	Truesight 6
Saving Throws +2; Action Points 1	
Speed 8	
TRAITS	
Protection Field	
The portal protection field gives the portal lord resist all 25 and immunity to all harmful conditions.	
STANDARD ACTIONS	
⚡ Temporal Slice (force, teleportation) • At-Will	
Attack: Melee 3 (one creature); +20 vs. Reflex	
Hit: 3d8 + 12 force damage, and ongoing 15 force damage (save ends). The portal lord teleports 2 squares.	
⚡ Double Attack • At-Will	
Effect: The portal lord makes two <i>temporal slice</i> attacks.	
⚡ Feywild Backblast (force, teleportation) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +20 vs. Reflex	
Hit: 3d8 + 15 force damage.	
Effect: The portal lord teleports to any unoccupied space within or adjacent to the area.	
MINOR ACTIONS	
👁 Evil Eye • At-Will 1/round	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: The portal lord teleports the target 3 squares.	
TRIGGERED ACTIONS	
Feed on the Weak • At-Will	
Trigger: An ally within 20 squares becomes bloodied or is reduced to 0 hit points.	
Effect: The portal lord rolls an extra 1d8 to all damage rolls until the end of the encounter.	
Skills Arcane +20	
Str 19 (+12)	Dex 18 (+12)
Con 14 (+10)	Int 24 (+15)
	Wis 21 (+13)
	Cha 10 (+8)
Alignment evil	Languages Elven
Note: Added protection field.	

Fomorian One-Eyed Raver	Level 17 Elite Brute
Huge fey humanoid (giant)	XP 3,200
HP 416; Bloodied 208	Initiative +10
AC 31, Fortitude 31, Reflex 27, Will 28	Perception +8
Resist See <i>protection field</i>	Truesight 6
Saving Throws +2; Action Points 1	
Speed 8	
TRAITS	
Threatening Reach	
The fomorian one-eyed raver can make opportunity attacks against all enemies.	
STANDARD ACTIONS	
⚡ Greataxe (weapon) • At-Will	
Attack: Melee 3 (one creature); +20 vs. AC	
Hit: 4d6 + 18 damage (crit 4d6 + 42).	
⚡ Down, Worms (weapon) • At-Will	
Attack: Close blast 3 (enemies in blast); +19 vs. AC	
Hit: 3d6 + 13 damage (crit 4d6 + 31) and the target falls prone.	
MINOR ACTIONS	
Evil Eye • At-Will 1/round	

Effect: Close burst 5; one ally in the burst can make a charge attack as a free action.		
Str 30 (+18)	Dex 14 (+10)	Wis 10 (+8)
Con 28 (+17)	Int 22 (+14)	Cha 24 (+15)
Alignment evil	Languages Elven	
Equipment hide armor, greataxe		

Fomorian Abyssal Eye	Level 17 Elite Controller
Huge fey humanoid (giant)	XP 3,200
HP 328; Bloodied 164	Initiative +16
AC 31, Fortitude 27, Reflex 28, Will 30	Perception +14
Resist See <i>protection field</i>	Truesight 6
Saving Throws +2; Action Points 1	
Speed 8	
TRAITS	
Walking the Demonweb	
The abyssal eye ignores difficult terrain and makes saving throws against immobilized, slowed, and restrained conditions at the start of its turn as well as the end of its turn.	
STANDARD ACTIONS	
⚡ Touch of Chaos • At-Will	
Attack: Melee 3 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage, and the target is dazed until the abyssal eye's next turn.	
⚡ Abyssal Heart (fire) • Recharge when first bloodied	
Attack: Close burst 2 (enemies in blast); +21 vs. Reflex	
Hit: 3d8 + 15 fire damage and the target is dazed (save ends).	
MINOR ACTIONS	
⚡ Evil Eye • At-Will 1/round	
Attack: Ranged 10 (targets one dazed enemy); +21 vs. Will	
Hit: 3d8 + 12 psychic damage, and the target charges its nearest ally without triggering an attack of opportunity or makes a melee basic attack against its nearest ally as a free action.	
TRIGGERED ACTIONS	
Chaotic Reaction • At-Will	
Requirement: The abyssal eye must be bloodied.	
Trigger: The abyssal eye is damaged by an enemy within reach.	
Effect (Free Action): The abyssal eye uses <i>touch of chaos</i> on the triggering enemy.	
Str 18 (+12)	Dex 23 (+15)
Con 20 (+13)	Int 22 (+14)
	Wis 26 (+16)
	Cha 12 (+9)
Alignment evil	Languages Elven
Note: Replaced variable resistance with chaotic reaction.	

ENCOUNTER 3B: CODE BREAKER (ADVENTURE LEVEL 18)

LoPhan, Fomorian Portal Lord		Level 19 Elite Skirmisher
Huge fey humanoid (giant)		XP 4,800
HP 352; Bloodied 176		Initiative +15
AC 33, Fortitude 30, Reflex 33, Will 31		Perception +14
Resist See <i>protection field</i>		Truesight 6
Saving Throws +2; Action Points 1		
Speed 8		
TRAITS		
Protection Field		
The portal protection field gives the portal lord resist all 25 and immunity to all harmful conditions.		
STANDARD ACTIONS		
⬇ Temporal Slice (force, teleportation) • At-Will		
Attack: Melee 3 (one creature); +22 vs. Reflex		
Hit: 3d8 + 14 force damage, and ongoing 15 force damage (save ends). The portal lord teleports 2 squares.		
⬇ Double Attack • At-Will		
Effect: The portal lord makes two <i>temporal slice</i> attacks.		
⬅ Feywild Backblast (force, teleportation) • Recharge 5-6		
Attack: Close blast 5 (enemies in blast); +22 vs. Reflex		
Hit: 3d8 + 17 force damage.		
Effect: The portal lord teleports to any unoccupied space within or adjacent to the area.		
MINOR ACTIONS		
🗡 Evil Eye • At-Will 1/round		
Attack: Ranged 10 (one creature); +22 vs. Reflex		
Hit: The portal lord teleports the target 3 squares.		
TRIGGERED ACTIONS		
Feed on the Weak • At-Will		
Trigger: An ally within 20 squares becomes bloodied or is reduced to 0 hit points.		
Effect: The portal lord rolls an extra 1d10 to all damage rolls until the end of the encounter.		
Skills Arcane +21		
Str 19 (+13)	Dex 18 (+13)	Wis 21 (+14)
Con 14 (+11)	Int 24 (+16)	Cha 10 (+9)
Alignment evil		Languages Elven
Note: Added protection field.		

Fomorian One-Eyed Raver		Level 19 Elite Brute
Huge fey humanoid (giant)		XP 4,800
HP 456; Bloodied 228		Initiative +11
AC 33, Fortitude 33, Reflex 29, Will 30		Perception +9
Resist See <i>protection field</i>		Truesight 6
Saving Throws +2		
Action Points 1		
Speed 8		
TRAITS		
Threatening Reach		
The fomorian one-eyed raver can make opportunity attacks against all enemies.		
STANDARD ACTIONS		
⬇ Greataxe (weapon) • At-Will		
Attack: Melee 3 (one creature); +24 vs. AC		
Hit: 4d8 + 16 damage (crit 4d6 + 48).		
⬅ Down, Worms (weapon) • At-Will		
Attack: Close blast 3 (enemies in blast); +24 vs. AC		
Hit: 3d8 + 12 damage (crit 4d6 + 36) and the target falls prone.		
MINOR ACTIONS		

Evil Eye • At-Will 1/round		
Effect: Close burst 5; one ally in the burst can make a charge attack as a free action.		
Str 30 (+19)	Dex 14 (+11)	Wis 10 (+9)
Con 28 (+18)	Int 22 (+15)	Cha 24 (+16)
Alignment evil		Languages Elven
Equipment hide armor, greataxe		

Fomorian Abyssal Eye		Level 19 Elite Controller
Huge fey humanoid (giant)		XP 4,800
HP 360; Bloodied 180		Initiative +17
AC 33, Fortitude 29, Reflex 30, Will 32		Perception +15
Resist See <i>protection field</i>		Truesight 6
Saving Throws +2; Action Points 1		
Speed 8		
TRAITS		
Walking the Demonweb		
The abyssal eye ignores difficult terrain and makes saving throws against immobilized, slowed, and restrained conditions at the start of its turn as well as the end of its turn.		
STANDARD ACTIONS		
⬇ Touch of Chaos • At-Will		
Attack: Melee 3 (one creature); +24 vs. AC		
Hit: 3d8 + 14 damage, and the target is dazed until the abyssal eye's next turn.		
⬅ Abyssal Heart (fire) • Recharge when first bloodied		
Attack: Close burst 2 (enemies in blast); +23 vs. Reflex		
Hit: 4d6 + 16 fire damage and the target is dazed (save ends).		
MINOR ACTIONS		
🗡 Evil Eye • At-Will 1/round		
Attack: Ranged 10 (targets one dazed enemy); +23 vs. Will		
Hit: 3d8 + 14 psychic damage, and the target charges its nearest ally without triggering an attack of opportunity or makes a melee basic attack against its nearest ally as a free action.		
TRIGGERED ACTIONS		
Chaotic Reaction • At-Will		
Requirement: The abyssal eye must be bloodied.		
Trigger: The abyssal eye is damaged by an enemy within reach.		
Effect (Free Action): The abyssal eye uses <i>touch of chaos</i> on the triggering enemy.		
Str 18 (+13)	Dex 23 (+16)	Wis 26 (+17)
Con 20 (+14)	Int 22 (+15)	Cha 12 (+10)
Alignment evil		Languages Elven
Note: Replaced variable resistance with chaotic reaction.		

ENCOUNTER 3B: CODE BREAKER (ADVENTURE LEVEL 20)

LoPhan, Fomorian Portal Lord	Level 21 Elite Skirmisher
Huge fey humanoid (giant)	XP 6,400
HP 384; Bloodied 192	Initiative +16
AC 35, Fortitude 32, Reflex 35, Will 33	Perception +15
Resist See <i>protection field</i>	Truesight 6
Saving Throws +2; Action Points 1	
Speed 8	
TRAITS	
Protection Field	
The portal protection field gives the portal lord resist all 25 and immunity to all harmful conditions.	
STANDARD ACTIONS	
⬇ Temporal Slice (force, teleportation) • At-Will	
Attack: Melee 3 (one creature); +23 vs. Reflex	
Hit: 4d6 + 15 force damage, and ongoing 20 force damage (save ends). The portal lord teleports 2 squares.	
⬇ Double Attack • At-Will	
Effect: The portal lord makes two <i>temporal slice</i> attacks.	
⬅ Feywild Backblast (force, teleportation) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +23 vs. Reflex	
Hit: 4d6 + 18 force damage.	
Effect: The portal lord teleports to any unoccupied space within or adjacent to the area.	
MINOR ACTIONS	
🗡 Evil Eye • At-Will 1/round	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: The portal lord teleports the target 3 squares.	
TRIGGERED ACTIONS	
Feed on the Weak • At-Will	
Trigger: An ally within 20 squares becomes bloodied or is reduced to 0 hit points.	
Effect: The portal lord rolls an extra 1d12 to all damage rolls until the end of the encounter.	
Skills Arcane +22	
Str 19 (+14)	Dex 18 (+14)
Con 14 (+12)	Int 24 (+17)
	Wis 21 (+15)
	Cha 10 (+10)
Alignment evil	Languages Elven
Note: Added protection field.	

Fomorian One-Eyed Raver	Level 21 Elite Brute
Huge fey humanoid (giant)	XP 6,400
HP 496; Bloodied 248	Initiative +12
AC 35, Fortitude 35, Reflex 31, Will 32	Perception +10
Resist See <i>protection field</i>	Truesight 6
Saving Throws +2; Action Points 1	
Speed 8	
TRAITS	
Threatening Reach	
The fomorian one-eyed raver can make opportunity attacks against all enemies.	
STANDARD ACTIONS	
⬇ Greataxe (weapon) • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 4d8 + 18 damage (crit 4d6 + 50).	
⬅ Down, Worms (weapon) • At-Will	
Attack: Close blast 3 (enemies in blast); +23 vs. AC	
Hit: 3d8 + 14 damage (crit 4d6 + 38) and the target falls prone.	
MINOR ACTIONS	
🗡 Evil Eye • At-Will 1/round	

Effect: Close burst 5; one ally in the burst can make a charge attack as a free action.		
Str 30 (+20)	Dex 14 (+12)	Wis 10 (+10)
Con 28 (+19)	Int 22 (+16)	Cha 24 (+17)
Alignment evil	Languages Elven	
Equipment	hide armor, greataxe	

Fomorian Abyssal Eye	Level 21 Elite Controller
Huge fey humanoid (giant)	XP 6,400
HP 392; Bloodied 196	Initiative +18
AC 35, Fortitude 31, Reflex 32, Will 34	Perception +16
Resist See <i>protection field</i>	Truesight 6
Saving Throws +2; Action Points 1	
Speed 8	
TRAITS	
Walking the Demonweb	
The abyssal eye ignores difficult terrain and makes saving throws against immobilized, slowed, and restrained conditions at the start of its turn as well as the end of its turn.	
STANDARD ACTIONS	
Ⓣ Touch of Chaos • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage, and the target is dazed until the abyssal eye's next turn.	
⚡ Abyssal Heart (fire) • Recharge when first bloodied	
Attack: Close burst 2 (enemies in blast); +25 vs. Reflex	
Hit: 4d6 + 18 fire damage and the target is dazed (save ends).	
MINOR ACTIONS	
👁 Evil Eye • At-Will 1/round	
Attack: Ranged 10 (targets one dazed enemy); +25 vs. Will	
Hit: 4d6 + 15 psychic damage, and the target charges its nearest ally without triggering an attack of opportunity or makes a melee basic attack against its nearest ally as a free action.	
TRIGGERED ACTIONS	
Chaotic Reaction • At-Will	
Requirement: The abyssal eye must be bloodied.	
Trigger: The abyssal eye is damaged by an enemy within reach.	
Effect (Free Action): The abyssal eye uses <i>touch of chaos</i> on the triggering enemy.	
Str 18 (+14)	Dex 23 (+17)
Con 20 (+15)	Int 22 (+16)
	Wis 26 (+18)
	Cha 12 (+11)
Alignment evil	Languages Elven
Note: Replaced variable resistance with chaotic reaction.	

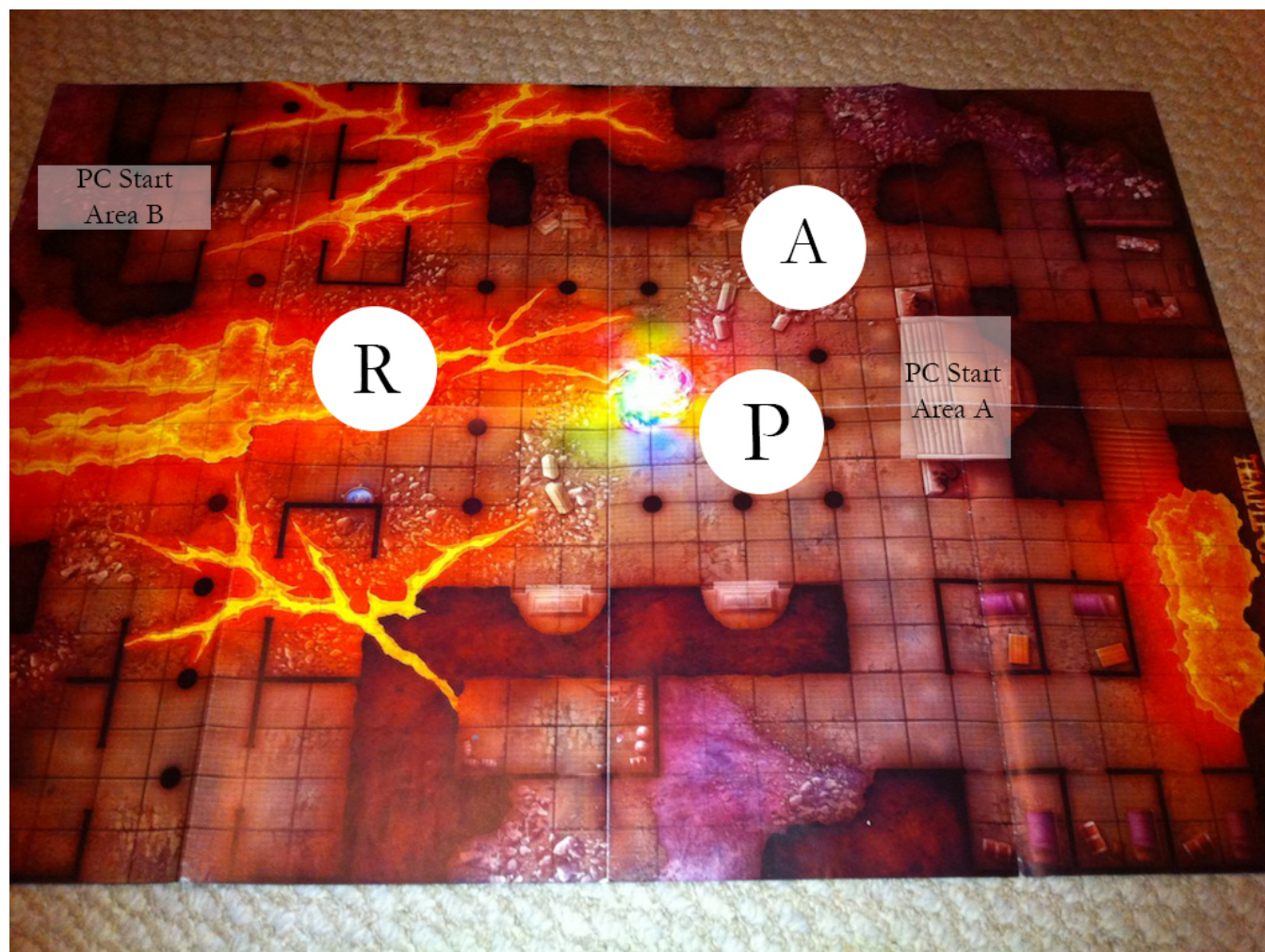
ENCOUNTER 3B: CODE BREAKER MAP

TILE SETS NEEDED

Fantastic Locations: Hellspike Prison

or

Haunted Temples map pack



P = Fomorian portal lord.

R = Fomorian One-Eyed Raver

A = Fomorian Abyssal Eye

CONCLUDING THE ADVENTURE

CONCLUSION 1A: FOMORIAN PORTAL LORD DEFEATED

If the PCs were victorious in the final battle, the forces of Myth Drannor surge in to deliver a final strike on the fomorians:

An eladrin war horn sounds as the forces of Myth Drannor stream through the portals. At the head of the vanguard Ilsevele Miritar raises a blade that seems to be forged from stone into the sky. She pauses to spare you a look of gratitude before signaling the charge on the fomorian troops. With the crippling loss of its leadership the powers of darkness fail to find strength or courage enough to defend against the rallied elven onslaught.

For defeating the Portal Lord, the PCs receive Story Awards MYTH04 and MYTH05. There is a ceremony in the PC's honor. Continue with the following:

You march down the ochre carpet flanked by an army of eladrin in full ceremonial garb as trumpets sing your heroics. Climbing ancient marble stairs you are met by the smiling face of Coronal Ilsevele Miritar, a vision of elven might and splendor. She places a mithril medallion of service around your neck as cheers erupt from the people of Myth Drannor.

If the PCs nominated Grawdon as heir, proceed to Conclusion 2a. If the PCs nominated Gwenolyn as heir, proceed to Conclusion 2b.

CONCLUSION 1B: FOMORIAN FORCES ARE VICTORIOUS

If the PCs did not defeat the fomorian forces in the final encounter, read or paraphrase the following:

The glowing runes flare brightly as the final configuration aligns. A horrifying roar erupts from the fomorian forces as they surge through portals. The eladrin fight bravely, but the casualties will make it difficult for the eladrin to spare forces for the alliance.

The PCs receive Story Awards MYTH04 and MYTH06. If the PCs nominated Grawdon as heir, proceed to Conclusion 2a. If the PCs nominated Gwenolyn as heir, proceed to Conclusion 2b.

CONCLUSION 2A: GRAWDON DRINGOL'S GRATITUDE

At the merrymaking of your honor ceremony you are approached by General Grawdon, his shaggy green dog and followed closely by a litter of excited puppies. "Ye did good. You will always have a friend in Myth Drannor."

Have the PC record their choice on story award MYTH04. This may play a part in a future adventure.

CONCLUSION 2B: GWENOLYN SILVERBROOK'S GRATITUDE

At the merrymaking of your honor ceremony you are approached by Ambassador Silverbrook. She tilts her head and gives you an exaggerated bow. "You preformed services for me and I wish to return the favors in kind. I'm long overdue to spend some time in the lab I think."

Have the PC record their choice on story award MYTH04. This may play a part in a future adventure.

CONCLUSION 3: FEY AND FLAMES

If this is the final adventure of the trilogy, the Coronal agrees to rejoin the alliance with Cormyr (provided the PC was successful) and the PC also earns MYTH10. If not, the Coronal has some other things she needs help with.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective. No character can earn more than the listed maximum XP.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

Characters that have played both MYTH6-1 and MYTH6-3 before playing this adventure receive a Story Arc Bonus. It does not matter which Story Awards the character received in the previous adventures or this adventure. The bonus is earned for completing the story arc. The bonus includes both XP and gold, and is in addition to the other listed rewards for this adventure.

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP

Discover the traitor: +500 XP

Reverse the portal: +620 XP

Maximum Possible XP: 2400 XP

Base Gold per PC: 1600 gp

Major Quest Bonus for PCs who earn MYTH10:
+700 XP, +500 gp

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP

Discover the traitor: +700 XP

Reverse the portal: +900 XP

Maximum Possible XP: 3400 XP

Base Gold per PC: 2750 gp

Major Quest Bonus for PCs who earn MYTH10:
+1000 XP, +850 gp

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP

Discover the traitor: +1000 XP

Reverse the portal: +1240 XP

Maximum Possible XP: 4750 XP

Base Gold per PC: 5500 gp

Major Quest Bonus for PCs who earn MYTH10:
+1400 XP, +1650 gp

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP

Discover the traitor: +1500 XP

Reverse the portal: +1700 XP

Maximum Possible XP: 6800 XP

Base Gold per PC: 11,000 gp

Major Quest Bonus for PCs who earn MYTH10:
+2000 XP, +3300 gp

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP

Discover the traitor: +2000 XP

Reverse the portal: +2480 XP

Maximum Possible XP: 9500 XP

Base Gold per PC: 16,500 gp

Major Quest Bonus for PCs who earn MYTH10:
+2800 XP, +5000 gp

TREASURE

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

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold.

If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS ONE OF THE FOLLOWING:

Note: Treasure A is only available at AL 16-20.

AL 16, 18, and 20 ONLY - Treasure A: *portal gun* (level 20; *Dungeon Magazine* 201) Found in Encounter 3b

Treasure B: *Iron Hand of Myth Drannor* (level 12; *Dragon Magazine* 404) Found in Encounter 2

Treasure C: *Mark of Myth Drannor* (level 11; *Madness at Gardmore Abbey*) Found in Encounter 2

Treasure D: *Eladrin Resolve* (level 14; *Dragon Magazine* 393). Found in Encounter 2

Treasure E: *Flickers of Faith* (level 14; *Dragon Magazine* 408). Found in Encounter 2

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

The player may choose a Common magic item of the character's level +2 or less, or an Uncommon magic item of the character's level or less. The character must

have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds an *sleep grenade* plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 12: *potion of vitality* (level 15)

AL 14: *potion of vitality* (level 15) plus 750 gp

AL 16: *potion of vitality* (level 15) plus 2500 gp

AL 18: *potion of cure critical wounds* (level 20) plus 2000 gp

AL 20: *potion of cure critical wounds* (level 20) plus 6000 gp

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

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11,000 gp

STORY AWARDS

All PCs receive MYTH04. Depending on whether the PCs are successful or not determines if they receive MYTH05 (success) or MYTH06 (failure). If a PC has completed the trilogy (played MYTH6-1, MYTH6-2, and MYTH6-3, in any order), they get MYTH10.

MYTH04 Heir of Myth Drannor

You uncovered a traitor and nominated a new heir to Myth Drannor. The individual you supported may show their gratitude during a future adventure. Record the person you recommended below:

- ☐ Ambassador Gwenolyn Silverbrook
- ☐ General Grawdon Dringol
- ☐ Herald Loristion Windsong

MYTH05 Infused by the Mythal

Your defeat of the formorian forces and recovery of the portal codes has made Myth Drannor much safer. As a result of your heroics, the Coronal has infused some of the power of the mythal to aid you in the future. You earn the following consumable power.

Shield of the Mythal

The mythal infused in your body erupts in your moment of weakness to turn a failure into a success.

Power • Consumable (No Action)

One saving throw you just failed becomes a natural 20.

MYTH06 Formorian Victory

Your defeat at the hands of the formorians has left you physically weakened from your wounds. You take a -5 penalty to your healing surge value. This penalty is reduced by one each time you complete an adventure ○○○○○.

MYTH10 Fey and Flames

You earn this story award when you finish the major quest by playing adventures MYTH6-1, MYTH6-2, and MYTH6-3 in any order. You have contributed significantly to solving Myth Drannor's problems, and they rejoin the alliance with Cormyr to unite against the forces of Netheril. Furthermore, your aid has freed up resources that the Coronal can provide you personally.

If you earned story awards MYTH02, MYTH05, and MYTH08, you gain one uncommon item up to your level +4. If you have only two of the story awards, the uncommon item is up to your level +2. If you have one of the story awards, the item is up to your level. This does not cost a found item slot or any gold, though it does count towards the total number of uncommon items you possess. When you gain the item, strike through this paragraph.

Slot 0

NEW RULES

Eladrin Resolve

Level 12

So long as the banner of Myth Drannor exist, the soul of the City of Song is kindled. Your faith in that inspires you and your allies to greatness.

Legendary Boon

Price: 13,000 gp

Power (Daily): Minor Action.

You and each ally within 5 squares of you gain temporary hit points equal to twice the number of your remaining healing surges.

Reference: Based on Legacy Undying. *Dragon Magazine* 393, page 17

Flickers of Faith

Level 14

A sense of benevolent reverence fills and sustains you.

Divine Boon

Price: 21,000 gp

Property: Your number of healing surges increases by one.

Utility Power (Daily): Immediate Interrupt.

Trigger: You drop below 1 hit point but do not die.

Effect: Roll a d6. On a 3 or higher, you regain hit points as if you spent a healing surges, plus additional hit points equal to twice the the d6 result.

Reference: *Dragon Magazine* 408, page 17

Iron Hand of Myth Drannor

Level 12

Be as heavy as the iron bell, sturdy as the barred gate.

Grandmaster Training

Price: 13,000 gp

Utility Power (Encounter): Move Action.

Effect: You move up to half your speed. The next time you make a melee attack this turn, you gain 20 temporary hit points if you hit or 10 temporary hit points if you miss.

Reference: Renamed Iron Hand Unbreakable Form from *Dragon Magazine* 404.

Mark of Myth Drannor

Level 11

The symbol of Myth Drannor is permanently emblazoned upon your body.

Legendary Boon

Price: gp

Power (Daily): Free Action.

Choose one ability score. Until the end of the encounter, you gain a +1 bonus to attack rolls made using that ability score, and a +1 bonus to checks with the skills that use that ability score.

Reference: Based on Mark of the Star. *Madness at Gardmore Abbey*

Portal Gun

Level 20 Rare

This elongated device resembles an armless crossbow with two handles. Blue energy shimmers over its surface, which is set with multicolored studs that periodically rise and recede.

Price: 125,000 gp

Item Slot: Wondrous Item

Utility Power (Teleportation) (Encounter): Standard Action.

Effect: Ranged 20 (2 unoccupied squares you can see); Roll a d20. On a result of 6-20, you create a portal in each target square. The portals persist until the end of the encounter or until you use a minor action to close them.

Any creature that steps into one portal teleports to an unoccupied square adjacent to the other portal. A portal cannot be used if no squares are unoccupied next to the other portal.

Malfunction: If you roll a 1-5, you and the creature nearest to you teleport, swapping places. You and the creature are then dazed (save ends).

Reference: *Dungeon Magazine* 201.

APPENDIX 1: NPCs, ORGANIZATIONS, LOCATIONS

Ambassador Gwenolyn Silverbrook is an elderly female eladrin wizard adorned in white robes with silver hair weaved into an intricate pattern. The Ambassador exudes confidence and moves with the grace and power of an athlete in her prime.

Personality: Professional, Prideful, Intelligent.

General Grawdon Dringol is a middle-aged eladrin swordmage with shoulder-length brown hair streaked with silver. The general wears an intricate green leather patch shaped like a leaf over his right eye and is always accompanied by his shaggy emerald-hued hound (Blink Dog) companion, Clover.

Personality: Calm, distant, wise.

Herald Loristion Windsong is a male eladrin spellarcher (bard, euphonic bow). The herald's athletic frame is accented by his suit of fine mithril chain and his long auburn hair. He wears a designer plum-colored cloak fashionably over one shoulder and a fine darkwood lute is slung over his other.

Personality: Charming, confident, assertive, treacherous.

History: Loristion is the spy. He purchased poison and magical items to help him complete the job from the fence Muscol at the Crooked Blade's Butcher Shop. Loristion has always felt more of a connection to his dark fey brethren and feels superior to races that have such short life spans. He has spent years suppressing this attitude to get in this exact position. He is well paid by both sides of the conflict as long as he isn't caught though he believes Myth Drannor will eventually fall to the evil fey.

Ilsevele Miritar, Coronal of Myth Drannor (FRCG, p156) - Ilsevele Miritar is the Coronal of Myth Drannor and daughter of Seiveril Miritar, the leader of the eladrin Crusade that drove out the daemonfey. Although Seiveril did not live to see the refounding of the realm, his daughter still governs the city just over a century later. Ilsevele is considered by her subjects and allies to be courageous, compassionate, determined, and plucky. She is one of the fiercest adversaries of the Shadovar, who have come to see her as their principle foe in the region.

Orien is a male eladrin sage specializing in portal magic. The PCs may have met Orien in *SPEC3-2 Roots of Corruption*.

APPENDIX 1: NPCs (CONTINUED)

Myth Drannor (FRCG, p156) - The small but vital realm of Myth Drannor is nestled in the forest of Cormanthor. The region's giant maples, looming shadowtop trees, and towering oaks seem a living testament to a forgotten green age, a time in which humans were an afterthought. The new Myth Drannor is not as powerful or widespread as the realm that fell in the Year of Doom (714 DR), but it's still the strongest state between Sembia and Thay. The City of Myth Drannor is a city-state with a population of 10,000 people, mostly eladrin. Ilsevele Miritar is the Coronal of Myth Drannor.

Three years ago, Myth Drannor was infiltrated by demon cultists. In *ADCP3-1 Swarm of Chaos*, adventurers stopped the demon invasion. Myth Drannor and Cormyr have had a long-standing alliance. Several months ago, Myth Drannor pulled out of the alliance with Cormyr in their war against Netheril. Myth Drannor pulled out of the alliance because they had several problems of their own (see adventures MYTH6-1, MYTH6-2, and MYTH6-3) and did not have the resources to help with the war.

Order of Blue Fire (FRCG, p264) - The Order of Blue Fire portrays itself publically as a benevolent group of spellscarred who wish to help others while learning more about the Spellplague's effects. Many lower level members are altruistic and truly want to help people affected by the Spellplague. However, the leaders and other high level members have more sinister motivations. The organization is secretly a cult dedicated to the idea that the Spellplague was a holy cosmic event whose work should be continued. The Order of Blue Fire primarily works to spread and nurture existing active pockets of Spellplague. They also perform crude experiments on spellplagued individuals. The leader of the Order of Blue Fire is a man named Valandrin. He is a powerful caster whose ultimate goal is to spread the Spellplague to all of Faerun and inflict the entire population with spellscars. Although Valandrin is the voice of the Order of Blue Fire, there is suspicion that the sharn are behind the organization.

PLAYER'S HANDOUT 1: ADVENTURE BACKGROUND

The short story below outlines recent events in Myth Drannor for the players.

Coronal Ilsevele Miritar of Myth Drannor fidgeted with the thin coronet above her brow. She did not like to be kept waiting. General Grawdon Dringol was seated to her right, gently petting his emerald-hued hound Clover. The Coronal preferred him on this side, so she could see his profile and avoid staring at the green leather patch shaped like a leaf over his right eye. To the Coronal's left sat Herald Loristion Windsong. The spellarcher's plum-colored cloak was draped over his chair, his fine darkwood lute resting comfortably against the edge of the table.

The door opened and Ambassador Gwendolyn Silverbrook gracefully entered the room. Her immaculate white robes brushed the stone flagstones as she took her seat. The Coronal snapped, "You are late, Gwendolyn. It is impolite to keep us waiting."

The Ambassador, keeping full composure, replied respectfully, "My apologies, Coronal. I was detained in a meeting with the Cormyrian Ambassador, Deskyr Thanterim. He witnessed the Netherese forces in Sembia, and pleads on behalf of Cormyr for us to rejoin the alliance against Netheril."

The Coronal reflected on her decision to leave the alliance, made just a few short months ago. The raid against the flying city of Sakkors had been successful, but may have been a costly distraction. Myth Drannor faced her own problems. A formorian army had taken the opportunity to assault the city, but it seemed that the Knights of Myth Drannor could hold their own. That was before the formorians started using dark fey fused with Spellplagued energy, though. Furthermore, a strange pocket of Spellplague erupted in the heart of the city, infecting eladrin citizens. As if that were not enough, she did not know whether she could trust her three closest advisors, those seated at this very table.

No, sadly, Myth Drannor had limited resources to defend herself, much less aid Cormyr in its troubles with Netheril. Still, there may be hope. "What are your thoughts, Ambassador Silverbrook? You know of our troubles in Myth Drannor, and we do not abandon our friends in their time of need," asked the Coronal gravely.

The Ambassador pondered the question for a few moments, then responded, "It is our responsibility to be directly involved in world politics and events. However, our current situation could be considered a significant event itself. We have strained our resources aiding those legendary adventurers who would confront Shar and her plots directly. With the direct threats against our kingdom, we cannot spare any resources without greatly compromising our ability to defend ourselves."

General Dringol added, "I agree with the Ambassador. With the threat of the formorians and dark fey at our steps and the Spellplague ravaging the eladrin of Myth Drannor, we simply cannot spare the resources to rejoin the alliance. Recall that our last agreement included control of the flying city of Sakkors, but the mercenaries Cormyr recruited disrupted our attempts to control the city. Unless dire circumstances require us to act for the sake of the realm, we should stay out of the affairs of other races."

Herald Windsong chipped in, "To my colleague's points, we are eladrin. Other races come and go, wars are waged, borders change. In a few hundred years, they will be gone and we will still be here, provided we do not mistakenly divert our resources and leave ourselves vulnerable to our enemies."

Coronal Ilsevele Miritar sighed, "You are all correct, of course. Ambassador Silverbrook, please send the Cormyrian Ambassador our regrets. Under current circumstances, we simply cannot spare the resources needed to aid Cormyr with its conflict. Wish them the best, and may Tymora's fortune smile upon them."

The advisors left the Coronal alone with her thoughts. She was grateful for the treaty with the fey at the nearby Citadel of Fungus, but the stalemate with the other dark fey army would not be broken any time soon. Could one of her advisors be a traitor, leaking information to her enemies? And what of the spreading pocket of Spellplague in the city? The weight of the thin coronet on her brow had never felt as heavy as it did this day.

PLAYER'S HANDOUT 2A

Hail and well met.

Cormanthor sometimes requires the skill and valor of extraordinary heroes in times of great need. If you are interested in assisting our noble land then I will make arrangements for a representative of the court to meet you. Make your way with great haste and greater secrecy to the Blink Dog Inn here in Myth Drannor and order a glass of Evermeet Emerald.

The Kingdom of Myth Drannor has long rewarded loyalty with generosity and this will be no exception.

We thank you for your courage and service.

Isevele Miritar

Coronal of Myth Drannor.

PLAYER'S HANDOUT 2B

Hail and well met Sha'Quessir.

Our noble land once again faces grave peril. If only I possessed a spy-glass that would reveal these threats I would not have to rely on the keen insight of our people and allies. Since I know of no such instrument of wishful thinking is known to me I must trust all loyal citizens to do their part. The Kingdom of Myth Drannor has long rewarded loyalty with generosity and this will be no exception. In the past you have come to the aid of Cormanthor. If you would do so again then I invite you to read on.

I have arranged for a representative of the court to meet you at a secret location. Make your way with great haste and greater secrecy to the Blink Dog Inn here in Myth Drannor and order a glass of Evermeet Emerald.

We thank you for your courage and service.

Isevele Miritar

Coronal of Myth Drannor.

PLAYER'S HANDOUT 3: PORTAL LOCATIONS



(Source: http://forgottenrealms.wikia.com/wiki/Myth_Drannor?file=Myth_drannor.jpg)

Six Tryl Towers - The portal under the Six Tryl Towers is spewing all sorts of arcane energy that must be dealt with in order for the portal wizard to use the rune. Assist Orien in containing the energies.

House Illarmenen - Although House Illarmenen once guarded this gateway... time and battles long forgotten have felled it. Rubble and ruin must be cleared to unearth the portal.

Black Pegasus - The portal in the lower district of the city is currently in the possession of a new faction in Myth Drannor, the Black Pegasus. Guildmistress Felionia is looking to increase its power and influence and wants concessions from the Coronal to allow access.

Great Garden - In the Great Garden, Groundskeeper Rellen's pet Rosethorn bush has taken a particular fondness for the portal. Help Rellen coax his beloved friend away from the gate.

Temple of Corellon - The portal in the basement of the temple of Corellon has been tainted. The elven acolyte Oselar believes it must be cleansed before the rune will work.

House of the Stars - The bypasses for the traps that guard the portal under the House of the Stars are not working and now the traps must be manually disabled. Retired Spymaster Gilleone Gray knows where the traps are but his hands aren't as deft as they used to be.

PLAYER'S HANDOUT 4

*Magnificent Lo Phan,
All went as planned. As I have upheld
my end of the bargain now I beg you to
uphold yours. When I rule Myth
Drannor in your name your foothold here
will be forever secure.*

*Your servant,
Loristion Windsong*