

MYTH6-3

Slot 0

THE WORLD WILL END IN FIRE

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY DAN ANDERSON AND LORI ANDERSON

REVIEWED BY PIETER SLEIJPEN

PLAYTESTED BY BRIAN ADRIANSE, BILL BUCHALTER, JESSICA BUCHALTER,
MATT BUTLER, SHANNON COSTNER, JULIO ESPERAS, ROBERT GALLANT,
MATT JOHNSON, DAVID MARTIN, STEVEN MARTIN, MICHAEL PEARMAN,
KEITH RICHMOND, MARK SCHIAVO, RON SEVERSON, SEAN VEALE, JENNIFER
ZIMMERMAN, AND RANDALL ZIMMERMAN

Powerful leaders and ritual casters of the Order of Blue Fire gather in secret to cast a corrupted ritual. What would happen if the power of a mythal was unleashed in the form of Spellplague? It would be better for the world not to know the answer to that question. 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). 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.

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

Taliss Muirwood has done extensive research on how to cure the Spellplague (see *CORM1-4* and other adventures). He modified the ritual Purge Spellplague (24th level ritual) so that it would also cure people of their spellscars in addition to removing spellplague from the land. He needs one more ritual component, a rare fungus located in a deep underground cavern near the Citadel of Fungi. Unfortunately, before he was able to send adventurers to harvest the fungus, his research was stolen by the Order of Blue Fire.

The Order of Blue Fire was able to use his research notes to reverse engineer the ritual and instead use it to create and spread the Spellplague instead of curing it. The Order used a small experimental version of the ritual to attack Myth Drannor several months ago. This experiment created a small, but very active and very contagious area of spellplague energy in the city of Myth Drannor. One reason that the eladrin pulled back from the alliance with Cormyr was because they were struggling to contain this infectious area and a growing population of spellscarred. Taliss is eager for Myth Drannor to rejoin the alliance and has worked feverishly to recreate his research.

As part of their alliance with Netheril, the Order of Blue Fire has copies of notes provided by the Netherese on the growth of the Ordulin Maelstrom (see *NETH3-3*). They have been able to adapt this power to cause a pocket of spellplague to grow and corrupt everything in its path. They have decided that ground zero for this

growth is the highly contagious pocket of spellplagued energy in Myth Drannor. The Order of Blue Fire has worked out all the kinks of their spellplague-spreading ritual and they are planning to spread the Spellplague to the entire world, starting with the pocket in Myth Drannor.

See Appendix 1 for additional background information about the NPCs and locations used in this adventure.

TELEPORTING IN MYTH DRANNOR

During the demon invasion about three years ago (*ADCP3-1 Swarm of Chaos*), the protective mythal surrounding Myth Drannor was weakened. While teleportation from one side of the mythal to the other is still impossible (without the portal codes), local teleportation within Myth Drannor is unaffected. To be clear, powers and rituals work normally as long as both the start and end locations are within the city, or both origination and destination are outside the city.

DM's INTRODUCTION

King Foril asks the PCs to help rekindle the alliance between Cormyr and Myth Drannor by assisting Myth Drannor with its problems.

The adventure begins with a briefing with the Coronal and Taliss Muirwood. Taliss explains his research and that it was stolen by the Order of Blue Fire, who have figured out a way to reverse the ritual. The Coronal explains that a highly-infectious pocket of Spellplagued energy opened in their city several months ago.

The first part of the adventure involves going into the caverns below the Citadel of Fungi to harvest the rare fungus ritual component that protects against Spellplague. The PCs must deal with highly infectious fungi and harvest as much of the rare fungus as possible while dealing with the local inhabitants. PCs may have visited the citadel before during *SPEC3-2 Roots of Corruption: Dark Seeds*. If so, check whether PCs have story award SPEC46 and what type of pact they made with Zugtmoy or Forlorn.

After the PCs get the fungus, they return to Myth Drannor where the Coronal warns that the pocket of spellplague is growing, so the Order's ritual is clearly underway already. The PCs must enter the Spellplagued pocket in Myth Drannor and stop the Order of Blue Fire's ritual. The PCs do a skill challenge to make their way through the highly dangerous and contagious pocket of Spellplague.

The PCs then fight the top leaders of the Order of Blue Fire and prevent them from completing their ritual to spread the Spellplague. After the fight is over, the PCs can use Taliss' notes and the rare fungus to modify the ritual to cure the Spellplague from the land and the people instead of spreading it. This ritual can be used in the future to purge pockets of spellplague around Faerûn and, in time, can eradicate the effects of the Spellplague.

PLAYER'S INTRODUCTION

Read or paraphrase the following.

Several months ago, after the unified forces of Cormyr and Myth Drannor conquered the Netherese city of Sakkors, the eladrin unexpectedly withdrew from the alliance. Rumors have spread that the eladrin have been dealing with their own problems on their home front, and Cormyr is desperate for their aid.

If the PCs played either MYTH6-1 or MYTH6-2, the Coronal asks the PCs to help her with another problem facing Myth Drannor. If the PCs have not played either MYTH6-1 or MYTH6-2, they are asked by King Foril of Cormyr to go to Myth Drannor as ambassadors and try to convince Myth Drannor to re-join the alliance against Netheril. 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.

The Coronal of Myth Drannor explains to the PCs that one of the reasons they dropped out of the alliance was because several months ago a large, highly contagious pocket of spellplagued energy appeared inside the city. This has been a severe drain on city resources. Continue with Encounter 1.

ENCOUNTER 1: BRIEFING

Important NPCs:

Taliss Muirwood, human plaguechanged War Wizard of Cormyr

Ilsevele Miritar, female eladrin Coronal of Myth Drannor

The Coronal of Myth Drannor thanks the PCs for coming and conducts introductions for anyone who does not know each other. The Coronal explains that one of several reasons Myth Drannor dropped out of the alliance with Cormyr was because several months ago a large, highly contagious pocket of spellplagued energy appeared inside the city. The highly contagious nature of this spellplagued energy and the large increase in the population of spellscarred citizens has been a severe drain on city resources. Taliss and the Coronal explain what they know about the situation.

THE PROBLEM

The Coronal explains the following:

- A large, highly contagious pocket of spellplagued energy appeared inside the city several months ago. The spellplagued pocket covers several blocks where craftsmen and moderately-successful merchants lived.
- Eladrin, now spellscarred, fled from the area. However, there are many eladrin still unaccounted for and the Coronal believes they may still be living in the pocket of spellplagued energy, perhaps too disoriented to leave or too plaguechanged to re-enter civilized society.
- The highly contagious nature of the energy and the large increase in the population of spellscarred citizens has been a severe drain on city resources.
- The spellplague has created a massive epidemic in Myth Drannor, the like of which historians have not seen before, and many citizens have already died from their infections. The Order of Blue Fire's actions in creating the pocket of Spellplague inside the city of Myth Drannor is akin to genocide. Eladrin seem to be especially vulnerable to the effects of the spellplague and are more likely to succumb to an infection.
- Guards are posted around the perimeter of the spellplagued area to prevent anyone from accidentally stumbling into the area and to protect the citizens from any monstrosities which may emerge from the area.
- A large camp has been erected outside the city to care for and quarantine the eladrin afflicted with the

spellplague. Due to its highly contagious nature, only individuals who are already spellscarred can provide supplies and care for the sick there. Tensions are running high as the months drag on without a cure. The quarantined eladrin have grown increasingly restless and angry. The camp is heavily guarded to prevent individuals from breaking their quarantine and infecting the rest of the population. Violence frequently breaks out inside the camp and quarantined individuals have attacked guards in their attempts to escape. It seems likely that things will boil over soon and there will be a massive uprising. The plaguechanged and spellscarred eladrin are still citizens and it pains the Coronal greatly to keep them quarantined and under guard, but she has to consider the greater good of her people.

- With Taliss' new ritual, there is now hope for the plaguechanged citizens.
- The Coronal wants the PCs to harvest the rare ritual component, a fungus, that Taliss needs for his ritual to cure the spellplague.

THE RITUAL

Taliss Muirwood explains the following:

- Taliss was working on modifying Purge Spellplague, a 24th level ritual that cleanses Spellplague from the land. Taliss' version of the ritual, utilizing a rare fungus ritual component, also cure creatures of their spellscars and mutations.
- About six months ago, the Order of Blue Fire broke into his laboratory and stole his research. He suspects they have used his notes to reverse engineer the ritual and make it spread the Spellplague instead of curing it.
- The Order of Blue Fire used this new ritual to create a pocket of spellplague in the middle of the city of Myth Drannor. This pocket of spellplagued energy covers many city blocks and is highly contagious and very dangerous.
- Taliss was eager for Myth Drannor to rejoin the alliance with Cormyr, so he worked feverishly to recreate his research. After many months, he has successfully been able to reproduce his research.
- Taliss' ritual requires a rare purple fungus as a special ritual component. Fungi of every type grow in great quantities in the area around the Citadel of Fungi, so that should be an ideal location to harvest the rare fungus from. Taliss provides a small sample of the purple fungus for the PCs to examine; it is rough around the edges yet smooth in the center.
- When eaten raw, Taliss believes this fungus can provide partial, temporary protection from the Spellplague and, over time and continued use, eliminate spellscars. Using the fungus in the proper

ritual, Taliss believes he can completely cure creatures and the land of the effects of the Spellplague.

- The PCs need to collect an absolute minimum amount of fungus for the ritual equal to one per PC but two per PC or more would be even better.
- Additional fungus aid Taliss in more rituals he is researching, so the PCs should get as much as they can.

If asked to provide more specifics about the fungus, Taliss Muirwood further explains:

- Taliss' background from *CORM1-4 All the King's Men*: Taliss placed himself in stasis in an ebony sarcophagus after he was infected with the Spellplague, in the hopes that his apprentices could bring him out of stasis once a cure was found. Unfortunately, his apprentices were killed soon afterwards. The sarcophagus was looted by adventurers, changed hands many times, and ultimately ended up at the bottom of the Sea of Fallen Stars when the Cormyrian warship, the *Halshan Myrai*, sank. A merchant salvage company recovered the sarcophagus from the wreck years later and Taliss' stasis ended abruptly when the sarcophagus was dropped and broke open.
- Taliss often wondered why his strong spellplagued nature did not seep out of the sarcophagus over time and influence the environment around him while he was in stasis. While examining the ebony sarcophagus Taliss noticed a strange iridescent purple fungus growing around much of the inside of the sarcophagus. Taliss suspected that this fungus shielded the outside world from his strong spellplagued presence. What can shield the Spellplague may also be able to cure it. Taliss' research confirmed his suspicions that this strange fungus was the key to curing the Spellplague.
- Unfortunately, the fungus from Taliss' sarcophagus dried out and became unusable before Taliss' research progressed very far.

CITADEL OF FUNGUS

The Coronal notes that Myth Drannor has a non-aggression pact with the inhabitants of the Citadel of Fungi (*SPEC3-2*) and provides the PCs with a copy of the treaty. She reminds the PCs not to attack inhabitants of the Citadel as that would violate the treaty (since the PCs are agents working for Myth Drannor), and the last thing Myth Drannor needs right now is another enemy to worry about.

ENDING THE ENCOUNTER

The encounter ends once the PCs have had an opportunity to ask any questions they may have about the situation or their mission.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

The Coronal offers the PCs 800/1350/2750/5500/8250 gold pieces each to recover the rare purple fungus. She also gives the PCs a *sending stone* to communicate their progress.

ENCOUNTER 2: CITADEL OF FUNGUS

SETUP

The PCs journey to the nearby Citadel of Fungus. Before they go, the Coronal has the High Mages can a protective ritual on the PCs that will protect them from the toxic Citadel of Fungus for 2 hours. Without the ritual, the PCs would die in minutes, as the surrounding environment is extremely toxic. The ritual does not have any specific game mechanics, other than bypassing the automatic-death aura around the Citadel of Fungus. Rituals such as *Remove Disease* will not help against the advanced hazards of the area, but the eladrin can cure the PCs with a special 24-hour ritual at the end of the adventure, if needed.

As the PCs travel, read or paraphrase:

After passing through an alien landscape of neon molds, mildews, and fungi of every shape and size, you arrive at the Citadel of Fungi, a weirdly twisted tower covered in yellow-green mold surrounded by a crumbling fortress. Tendrils of the vile mold lazily reach towards you, as if unnaturally drawn to corrupt anything that is not yet decomposing.

Ahead lies the Citadel of Fungus, a twisted tower covered in yellow-green mold. There are no doors or windows to the tower, though an overgrown path leads to a door that is ajar.

The stone doorway is the only entrance and leads into a run-down entry way. Allow the PCs to approach in any manner they wish. From this point onward, you can modify the following challenges based on whether the PCs walk in the front door, call for parlay, or just try to sneak in.

Once inside the dilapidated building, there is a large hallway with a courtyard on the far side and two sets of stairs curving down.

GUARD PATROL

At some point, the PCs are likely to interact with some of the inhabitants of the citadel. If they are met by a patrol of guards, perhaps in the courtyard, read or paraphrase the following.

A ragtag band of dryads, myconids, and spriggans look up at your entrance and eye you warily. A spriggan whose body is covered in splotches of reddish-orange mold smirks. He turns to his companions and calls out,

“I knew their side would break the non-aggression treaty first. Hey, Sporeface, you owe me 10 gold.”

A patrol of dryads, mycanoids, and spriggans stands guard at the entrance, though similar patrols can be found throughout the Citadel. The spriggan who spoke is named Gerak and is the leader of this patrol. Gerak has a smug demeanor and he is amused that Myth Drannor broke the treaty so soon. To be clear, the PCs have not broken the treaty, assuming that they do not kill the guards. Once the PCs indicate they are not there to break the treaty and start a war, Gerak asks about their mission.

Gerak is initially suspicious of the PCs and thinks the PCs may be trying to infiltrate the Citadel in order to assassinate their leader, sabotage them, scout out their defenses for a future attack, or some other nefarious purpose. In conversing with the PCs, Gerak asks things like “How do I know you are not lying” or “You may say you are here for another mission, but you are armed to the teeth - how can I trust you will not to attack us?” In addition to being suspicious of the PC’s motives, Gerak is under strict order not to allow anyone to pass.

The PCs may attempt a Diplomacy check to convince the fey to allow them passage to harvest the fungus they are looking for. If any PC has story award SPEC46 from SPEC3-2 *Roots of Corruption: Dark Seeds* and circled Favor of Forlorn (not Zugtgymoy), then they get a +2 bonus to this check for each PC who has the story award and negotiated either a basic, nonaggression, or aid agreement.

With a Hard DC check, Gerak provides them with some helpful advice. Each PC gains a +2 bonus to Nature and Dungeoneering checks while in the citadel. With a Moderate DC, the fey begrudgingly allow the PCs to pass. In either case, the guards have a *belt of endurance* that they gift the PCs with as an apology for their aggressive first reaction. They strongly recommend that one of the PCs wears the belts while delving into the caverns below

Regardless of the outcome, Gerak provides a special anti-toxin to PCs who have story award SPEC46 and has favor with Forlorn. For a nonaggression pact, the anti-toxin provides a +2 bonus to the PC’s next Endurance check. If the PC negotiated for aid, then the bonus is +5.

If the PCs result is less than Moderate, then the fey attack. To avoid breaking the treaty, the PCs should do a “fighting retreat,” i.e. minimally defending themselves while running to the caverns below the Citadel, at which point the guards stop chasing them. If the PCs insist on standing and fighting, then they should simply incapacitate the guards (i.e. knocking them unconscious instead of killing them). Either way, each PC loses one

healing surge from the scuffle. (PCs may elect to defend others by losing a surge on behalf of an ally, as long as the total number of surges lost is equal to the number of PCs.)

SEARCHING FOR FUNGUS

The PCs travel below the Citadel of Fungus and explore the caverns there looking for the rare purple fungus.

The Citadel of Fungus is a foul, rotting, disgusting place, but the caverns below are even worse. This putrid cesspool is the very essence of vileness and corruption, like Moander incarnate. The rancid air is oppressively humid and nearly saturated with filthy pores and choking pollen. Everywhere fungus, mold, mildew, and rot grow around and on top of each other, fighting for supremacy in this world of decay. With each step, you sink into the filth with a sickening squish, like wading through mounds of heavily decomposed corpses.

Exploring the depths below the Citadel of Fungus is time consuming, but eventually the PCs find a chamber with the fungus they seek. During their search, they are exposed to many spore clouds and other hostile, infectious substances. Knowledge of the underground and a healthy immune system fend off the worst of the contaminants. Have each PC make a Dungeoneering OR Nature check, then an Endurance check. Add the results together and consult the chart below to determine how many cards each PC must draw from the Spore Deck (below):

AL	no cards	1 card	2 cards	3 cards	4 cards
12	56+	48-55	40-47	34-39	0-33
14	58+	50-57	42-49	36-41	0-35
16	62+	53-61	44-52	38-43	0-37
18	64+	55-63	46-54	40-45	0-39
20	68+	59-67	50-58	43-49	0-42

SPORE DECK

Have each PC roll a d4 for effects, or make a deck with at least 24 cards representing the penalties PCs gain from becoming infected with spores. If you know your PCs, you can customize effects, or you can use the sample deck below that uses a regular deck of playing cards.

- 1/Spades: -2 to defenses
- 2/Hearts: -2 to saving throws

- 3/Diamonds: -2 to initiative and skill checks
- 4/Clubs: -1 to attack rolls

The effects of the spores are cumulative. For example, if a PC rolls two ones on the d4 (or draws two spades), that PC is -4 to all defenses.

These spore are highly toxic, and without the Coronal's ritual, the effect would be lethal. These penalties last until the end of the PC's next extended rest, when the eladrin can use a specially designed ritual to cleanse the PC of the spores. However, a PC can spend 2 healing surges or an action point to discard a card (and remove its penalty permanently) now, or at the end of any short rest. This can be used to remove any number of cards each time (4 surges to discard 2 cards, or 2 surges and an action point to discard 2 cards, etc.)

ENDING THE ENCOUNTER

Once the PCs understand how the Spore Deck works and decide whether to spend resources to remove them, they reach the Cavern of Fungus. Continue with Encounter 3.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The PCs may receive a *belt of endurance* from the guards, either as a gift of through defeating them.

ENCOUNTER 3: CAVERN OF FUNGUS

CREATURES

This encounter includes the following creatures at all Adventure Levels:

2+ wood woad battlebriar

3+ flaming zuggtmoy spore lord

1 ancient behemoth hazard

Scaling the Encounter

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

Four PCs: Remove a spore lord.

Six PCs: Add a battlebriar.

SETUP

This cavern is where the PCs need to harvest the fungus needed for the ritual. The PCs can gather up to 24 successes, but they need a number at least equal to the number of PCs. See the skill challenge below for details and provide PCs with Player's Handout 2A.

This cavern is defended by plant creatures who view the PCs as a potential food source. To be clear, these plant creatures are not part of the non-aggression treaty, so the PCs should not worry that attacking them will violate the treaty. They are left over from the forces of SPEC3-2 and preferentially target PCs with story award SPEC46 who allied with Forlorn. However, PCs with SPEC46 who have Favor with Zuggtmoy do not take damage from the battlebriar's aura. If they made a non-aggression pact, they treat the aura as size 1 instead of 2, and if they negotiated for aid, they can ignore the aura all together.

The longer the PCs stay in the area, the more plants animate to attack them. This is detailed in the Reinforcements section below.

Additionally, the floor of this cavern is actually the back of an ancient colossal behemoth, though covered with centuries of muck and wild growth. All of the commotion disturbs the slumbering beast, though it does not awaken. See the behemoth hazard section for details. As the PCs enter the cavern, read or paraphrase the following.

After hours of searching through the maze of underground passageways, you find a massive cavern with large patches of iridescent purple fungus growing among neon orange mold and blood red mushrooms. Thick, sickly yellow vines hang from the ceiling and

walls in a tangled mess, making it impossible to see the full extent of the cavern.

The PCs can start anywhere within 6 squares of the left side of the map. The plants animate and attack. Read or paraphrase the following.

Nearly indistinguishable from their surroundings because they too are covered in mold and fungus, several woody plant creatures rise from mounds of fungus and move towards you. Spore clouds near the mushrooms solidify into vile, demonic plant creatures with fierce, blazing eyes. The creatures seem eager to turn your corpses into nutrient-rich fertilizer.

Roll initiative and begin combat.

FEATURES OF THE AREA

Vines: Vines hang from the 30 feet high (6 squares) ceiling to a height 10 feet (2 squares) above the floor. All squares more than 10 feet off the ground are difficult terrain and are totally concealed. The vines can be climbed with a DC 15 Athletics check. A PC who ends its turn in the vines is attacked by them: AL +5 vs. AC; AL damage on a hit and the creature is grabbed (Escape DC Moderate).

Watery Area: The watery area in the center of the map is difficult terrain.

REINFORCEMENTS

As the encounter continues, more and more plants animate to attack the PCs. The table below indicates how many plant creatures join each round. You can choose which type of plant creature(s) join each round and place them anywhere on the map.

End of Round	4 PCs	5 PCs	6 PCs
1	0	0	+1
2	+1	+1	+2
3	+1	+2	+3
4	+2	+3	+4
5	+3	+4	+5
6	+4	+5	+6
7	+5	+6	+7

The reinforcements act immediately when placed, at the end of the round. Set their initiative to 0.

HARVESTING FUNGUS

The primary goal of the PCs is to gather enough fungus for the ritual. They need a total number of successes equal to the number of PCs. Make sure to distribute [Player's Handout 2A](#).

PCs can only make checks to harvest fungus while in or adjacent to one of the 12 designated areas on the map. Each area can only be harvested 2 times before there is no useable fungus left in that area. The PCs can use Athletics or Thievery to get a large, useful chunk (without it breaking into little pieces). Failed checks are not tracked.

- **Standard action:** Easy DC
- **Minor Action:** Moderate DC
- **Free Action (once per round; end of turn only):** Hard DC

SLEEPING BEHEMOTH

The floor of the cavern is actually the back of a colossal sleeping behemoth. The combat causes the creature to stir in its slumber. At the end of each round, choose (or roll 1d6) to determine the effect from the list below. Each attack targets all non-plant creatures and is a close burst from below them.

- **1-2) Restless Twitch:** AL +3 vs. Fortitude; hit = AL damage and prone.
- **3-4) Ancient Bellow:** AL+3 vs. Will; hit = AL damage and dazed (save ends)
- **5-6) Emit Mucus:** AL +3 vs. Reflex; hit = AL damage and slowed (save ends).

Note that the sleeping behemoth does not attack PCs who are under the effect of *polymorph into plant*.

After the attack at the end of the first round, the PCs know what they are up against. Give them [Player's Handout 2B](#). They can try to soothe the beast using one of the countermeasures listed below. All checks are at a Moderate DC as a standard action or at a Hard DC as a minor action. On a success, the sleeping behemoth does not attack any of the PCs that round.

- Dungeoneering
- Nature

Each time a specific skill to sooth the beast is successful, the DCs for that skill increases by 5 for the rest of the encounter.

A PC can also try to avoid notice. With a successful check from the list below, that PC is not targeted by the behemoth's attack at the end of the round. All checks are at a Moderate DC as a standard action or at a Hard

DC as a minor action. The DCs for this check do not change during the encounter.

- Acrobatics (prepare to dodge the next attack)
- Insight (anticipate the next attack)
- Stealth (go unnoticed)

Discourage the PCs from attacking the behemoth, as it is slumbering under the ground and the PCs cannot draw line of effect to it. Waking it would be a mistake.

TACTICS

Spread the 12 spots of fungus all over the map, at least 4 squares away from each other. Choose an entrance for the PCs to enter from. The PCs can start anywhere within 6 squares of that entrance. Be sure that they cannot start adjacent to any fungus.

Place the spore lords in an arc 5 squares away from the PC who is furthest in the cavern. Place the battlebriars 11 squares away.

The spore lords always use *spore flight* when they move. They use *spore cloud* if they can attack two or more targets, otherwise they prefer to use *burrowing spores* on single targets. If any PC is vulnerable to fire (from the battlebriar's *polymorph into plant* power), they attack that PC to give them ongoing damage.

The battlebriars stay at range if possible to use *thorn burst* on two or more targets. If engaged in melee, they use *polymorph into plant*. Position the battlebriars so that their aura of difficult terrain impedes the PCs' progress to get to the fungus, or deeper into the cavern. Do not use battlebriar reinforcements to stun-lock a PC. The plants want the PCs to leave the cavern, not keep them there.

ENDING THE ENCOUNTER

At the start of each round, a PC can declare that they are leaving the encounter. If the PC has a clear path to an exit and can reach it using two move actions and does not provoke opportunity attacks, then they are immediately removed from the encounter and may not return. A PC may choose to take a willing PC when they leave (such as a stunned or dying ally). The PCs do not all need to leave the encounter on the same round.

If the PC does not have enough movement, or if they want to avoid provoking multiple opportunity attacks from the plants, the PC may choose to make an appropriate skill check to evade harm as they withdraw. A PC could use Athletics or Endurance to run really fast, Acrobatics to swing from the vines, Stealth to sneak away, or any other skill or power you feel is appropriate. If the PC makes a Hard DC check they make it out

unharmd; with a Moderate DC result they lose a healing surge; less than a Moderate check results in a loss of two healing surges. You might require an additional check if the PC is taking an unconscious or stunned ally.

Note: The purpose of this escape mechanic is to end the combat swiftly when the PCs are ready to leave, rather than grinding out a lengthy retreat or figuring out action mechanics for carrying a stunned or disabled ally. If your players would prefer to withdraw turn-by-turn, and you have the time to do so, feel free to continue the encounter in initiative order.

Once all PCs have left the encounter, the group may take a short rest. The PCs can keep the fungus they collected and redistribute it if they wish. If they did not harvest at least one fungus per PC, then they have failed the adventure and Tallis cannot complete his ritual. As long as they have at least one fungus per PC, continue with Encounter 4.

TROUBLESHOOTING

If the PCs focus on the monsters and do not get enough fungus, there may not be enough time to run this encounter again for them to get more. Allow the PCs to spend 2 healing surges or 1 action point per additional fungus they need to harvest, and continue with the adventure.

MILESTONE

This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: CAVERN OF FUNGUS (AL 12)

Flaming Zugtmoy Spore Lord	Level 12 Skirmisher
Medium elemental magical beast (demon, fire, plant)	XP 700
HP 130; Bloodied 65	Initiative +11
AC 26, Fortitude 25, Reflex 24, Will 21	Perception +8
Speed 6	Darkvision
STANDARD ACTIONS	
Ⓢ/Ⓢ Burrowing Spores (fire, poison) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 2d8 + 2 fire and poison damage, and ongoing 10 fire and poison damage (save ends).	
Each Failed Saving Throw: The ongoing damage increases by 5.	
⬅ Spore Cloud (fire, poison) • At-Will	
Attack: Close burst 1 (creatures in the burst); +15 vs. Fortitude	
Hit: 2d8 + 6 fire and poison damage.	
MOVE ACTIONS	
Spore Flight • At-Will	
Effect: The spore lord transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.	
Str 19 (+10)	Dex 17 (+9) Wis 15 (+8)
Con 26 (+14)	Int 5 (+3) Cha 12 (+7)
Alignment chaotic evil Languages Abyssal	
Note: Scion of Zugtmoy Spore Lord with variable resistance traded for fire keyword and other modifications for simplicity.	

Sleeping Behemoth	Level 12 Hazard
AT THE END OF EACH ROUND, THE SLEEPING BEHEMOTH ATTACKS ALL NON-PLANT CREATURES, ROLL 1D6.	
1-2: Restless Twitch	
Attack: Close burst 20 (all non-plant creatures in burst); +15 vs. Fortitude	
Hit: 12 damage and the target is knocked prone.	
3-4: Ancient Bellow	
Attack: Close burst 20 (all non-plant creatures in burst); +15 vs. Will	
Hit: 12 damage and the target is dazed (save ends).	
5-6: Mucus Eruption	
Attack: Close burst 20 (all non-plant creatures in burst); +15 vs. Reflex	
Hit: 12 damage and the target is slowed (save ends).	
COUNTER MEASURES	
With a DC 28 (minor action) or 20 (standard action) Dungeoneering or Nature check, the behemoth does not attack the next round. Increase the DC for that skill by 5 for future checks.	
With a DC 28 (minor action) or 20 (standard action) Acrobatics, Insight, or Stealth check, the individual who made the check is not included in the behemoth's next attack.	

Wood Woad Battlebriar	Level 12 Controller
Large natural animate (plant)	XP 700
HP 125; Bloodied 62	Initiative +7
AC 26, Fortitude 26, Reflex 21, Will 22	Perception +8
Speed 6	
Immune immobilized, restrained, slowed	
TRAITS	
○ Grasping Thorns • Aura 2	
Enemies treat the area within the aura as difficult terrain; at the start of the battlebriar's turn, enemies in the aura take 10 damage.	
STANDARD ACTIONS	
Ⓢ Claw • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 9 damage and the target is pulled 1 square.	
‡ Polymorph Into Plant (polymorph) • Recharge when the power misses	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: The battlebriar alters the target's physical form to appear as a plant until the end of the battlebriar's next turn, or until the battlebriar drops to 0 hit points. While in this form, the target is stunned and has vulnerable 10 fire.	
✱ Thorn Burst • At-Will	
Attack: Area burst 2 within 10 squares (non-plant creatures in burst); +15 vs. Reflex	
Hit: 2d8 + 5 damage and the target is slowed (save ends).	
Str 23 (+12)	Dex 13 (+7) Wis 15 (+8)
Con 21 (+11)	Int 3 (+2) Cha 12 (+7)
Alignment unaligned Languages -	
Note: Warthorn Battlebriar, traded threatening reach for polymorph power from Wood Woad Druid.	

ENCOUNTER 3: CAVERN OF FUNGUS (AL 14)

Flaming Zuggtmoy Spore Lord	Level 14 Skirmisher
Medium elemental magical beast (demon, fire, plant)	XP 1000
HP 146; Bloodied 73	Initiative +12
AC 28, Fortitude 27, Reflex 26, Will 23	Perception +9
Speed 6	Darkvision
STANDARD ACTIONS	
Ⓢ/Ⓢ Burrowing Spores (fire, poison) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Fortitude	
Hit: 2d8 + 4 fire and poison damage, and ongoing 15 fire and poison damage (save ends).	
Each Failed Saving Throw: The ongoing damage increases by 5.	
⬅ Spore Cloud (fire, poison) • At-Will	
Attack: Close burst 1 (creatures in the burst); +17 vs. Fortitude	
Hit: 2d8 + 8 fire and poison damage.	
MOVE ACTIONS	
Spore Flight • At-Will	
Effect: The spore lord transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.	
Str 19 (+11)	Dex 17 (+10) Wis 15 (+9)
Con 26 (+15)	Int 5 (+4) Cha 12 (+8)
Alignment chaotic evil Languages Abyssal	
Note: Scion of Zuggtmoy Spore Lord with variable resistance traded for fire keyword and other modifications for simplicity.	

Sleeping Behemoth	Level 14 Hazard
AT THE END OF EACH ROUND, THE SLEEPING BEHEMOTH ATTACKS ALL NON-PLANT CREATURES. ROLL 1D6.	
1-2: Restless Twitch	
Attack: Close burst 20 (all non-plant creatures in burst); +17 vs. Fortitude	
Hit: 14 damage and the target is knocked prone.	
3-4: Ancient Bellow	
Attack: Close burst 20 (all non-plant creatures in burst); +17 vs. Will	
Hit: 14 damage and the target is dazed (save ends).	
5-6: Mucus Eruption	
Attack: Close burst 20 (all non-plant creatures in burst); +17 vs. Reflex	
Hit: 14 damage and the target is slowed (save ends).	
COUNTER MEASURES	
With a DC 29 (minor action) or 21 (standard action) Dungeoneering or Nature check, the behemoth does not attack the next round. Increase the DC for that skill by 5 for future checks.	
With a DC 29 (minor action) or 21 (standard action) Acrobatics, Insight, or Stealth check, the individual who made the check is not included in the behemoth's next attack.	

Wood Woad Battlebriar	Level 14 Controller
Large natural animate (plant)	XP 1000
HP 141; Bloodied 70	Initiative +8
AC 28, Fortitude 28, Reflex 23, Will 24	Perception +9
Speed 6	
Immune immobilized, restrained, slowed	
TRAITS	
○ Grasping Thorns • Aura 2	
Enemies treat the area within the aura as difficult terrain; at the start of the battlebriar's turn, enemies in the aura take 10 damage.	
STANDARD ACTIONS	
Ⓢ Claw • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 11 damage and the target is pulled 1 square.	
‡ Polymorph Into Plant (polymorph) • Recharge when the power misses	
Attack: Melee 1 (one creature); +17 vs. Fortitude	
Hit: The battlebriar alters the target's physical form to appear as a plant until the end of the battlebriar's next turn, or until the battlebriar drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire.	
✱ Thorn Burst • At-Will	
Attack: Area burst 2 within 10 squares (non-plant creatures in burst); +17 vs. Reflex	
Hit: 2d8 + 7 damage and the target is slowed (save ends).	
Str 23 (+13)	Dex 13 (+8) Wis 15 (+9)
Con 21 (+12)	Int 3 (+3) Cha 12 (+8)
Alignment unaligned Languages -	
Note: Warthorn Battlebriar, traded threatening reach for polymorph power from Wood Woad Druid.	

ENCOUNTER 3: CAVERN OF FUNGUS (AL 16)

Flaming Zuggtmoy Spore Lord	Level 16 Skirmisher
Medium elemental magical beast (demon, fire, plant)	XP 1400
HP 162; Bloodied 81	Initiative +13
AC 30, Fortitude 29, Reflex 28, Will 25	Perception +10
Speed 6	Darkvision
STANDARD ACTIONS	
Ⓢ/Ⓢ Burrowing Spores (fire, poison) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 2d8 + 6 fire and poison damage, and ongoing 15 fire and poison damage (save ends).	
Each Failed Saving Throw: The ongoing damage increases by 5.	
⬅ Spore Cloud (fire, poison) • At-Will	
Attack: Close burst 1 (creatures in the burst); +19 vs. Fortitude	
Hit: 2d8 + 10 fire and poison damage.	
MOVE ACTIONS	
Spore Flight • At-Will	
Effect: The spore lord transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.	
Str 19 (+12)	Dex 17 (+11) Wis 15 (+10)
Con 26 (+16)	Int 5 (+5) Cha 12 (+9)
Alignment chaotic evil Languages Abyssal	
Note: Scion of Zuggtmoy Spore Lord with Variable Resistance traded for fire keyword and other modifications for simplicity.	

Sleeping Behemoth	Level 16 Hazard
AT THE END OF EACH ROUND, THE SLEEPING BEHEMOTH ATTACKS ALL NON-PLANT CREATURES. ROLL 1D6.	
1-2: Restless Twitch	
Attack: Close burst 20 (all non-plant creatures in burst); +19 vs. Fortitude	
Hit: 16 damage and the target is knocked prone.	
3-4: Ancient Bellow	
Attack: Close burst 20 (all non-plant creatures in burst); +19 vs. Will	
Hit: 16 damage and the target is dazed (save ends).	
5-6: Mucus Eruption	
Attack: Close burst 20 (all non-plant creatures in burst); +19 vs. Reflex	
Hit: 16 damage and the target is slowed (save ends).	
COUNTER MEASURES	
With a DC 31 (minor action) or 22 (standard action) Dungeoneering or Nature check, the behemoth does not attack the next round. Increase the DC for that skill by 5 for future checks.	
With a DC 31 (minor action) or 22 (standard action) Acrobatics, Insight, or Stealth check, the individual who made the check is not included in the behemoth's next attack.	

Wood Woad Battlebriar	Level 16 Controller
Large natural animate (plant)	XP 1400
HP 157; Bloodied 78	Initiative +9
AC 30, Fortitude 30, Reflex 25, Will 26	Perception +10
Speed 6	
Immune immobilized, restrained, slowed	
TRAITS	
○ Grasping Thorns • Aura 2	
Enemies treat the area within the aura as difficult terrain; at the start of the battlebriar's turn, enemies in the aura take 10 damage.	
STANDARD ACTIONS	
Ⓢ Claw • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d6 + 13 damage and the target is pulled 1 square.	
‡ Polymorph Into Plant (polymorph) • Recharge when the power misses	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: The battlebriar alters the target's physical form to appear as a plant until the end of the battlebriar's next turn, or until the battlebriar drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire.	
✱ Thorn Burst • At-Will	
Attack: Area burst 2 within 10 squares (non-plant creatures in burst); +19 vs. Reflex	
Hit: 2d8 + 9 damage and the target is slowed (save ends).	
Str 23 (+14)	Dex 13 (+9) Wis 15 (+10)
Con 21 (+13)	Int 3 (+4) Cha 12 (+9)
Alignment unaligned Languages -	
Note: Warthorn Battlebriar, traded threatening reach for polymorph power from Wood Woad Druid.	

ENCOUNTER 3: CAVERN OF FUNGUS (AL 18)

Flaming Zugtmoy Spore Lord	Level 18 Skirmisher
Medium elemental magical beast (demon, fire, plant)	XP 2000
HP 178; Bloodied 89	Initiative +14
AC 32, Fortitude 31, Reflex 30, Will 27	Perception +11
Speed 6	Darkvision
STANDARD ACTIONS	
Ⓢ/Ⓢ Burrowing Spores (fire, poison) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: 3d8 + 4 fire and poison damage, and ongoing 20 fire and poison damage (save ends).	
Each Failed Saving Throw: The ongoing damage increases by 5.	
⬅ Spore Cloud (fire, poison) • At-Will	
Attack: Close burst 1 (creatures in the burst); +21 vs. Fortitude	
Hit: 3d8 + 8 fire and poison damage.	
MOVE ACTIONS	
Spore Flight • At-Will	
Effect: The spore lord transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.	
Str 19 (+13)	Dex 17 (+12) Wis 15 (+11)
Con 26 (+17)	Int 5 (+6) Cha 12 (+10)
Alignment chaotic evil Languages Abyssal	
Note: Scion of Zugtmoy Spore Lord with variable resistance traded for fire keyword and other modifications for simplicity.	

Sleeping Behemoth	Level 18 Hazard
AT THE END OF EACH ROUND, THE SLEEPING BEHEMOTH ATTACKS ALL NON-PLANT CREATURES. ROLL 1D6.	
1-2: Restless Twitch	
Attack: Close burst 20 (all non-plant creatures in burst); +21 vs. Fortitude	
Hit: 18 damage and the target is knocked prone.	
3-4: Ancient Bellow	
Attack: Close burst 20 (all non-plant creatures in burst); +21 vs. Will	
Hit: 18 damage and the target is dazed (save ends).	
5-6: Mucus Eruption	
Attack: Close burst 20 (all non-plant creatures in burst); +21 vs. Reflex	
Hit: 18 damage and the target is slowed (save ends).	
COUNTER MEASURES	
With a DC 32 (minor action) or 23 (standard action) Dungeoneering or Nature check, the behemoth does not attack the next round. Increase the DC for that skill by 5 for future checks.	
With a DC 32 (minor action) or 23 (standard action) Acrobatics, Insight, or Stealth check, the individual who made the check is not included in the behemoth's next attack.	

Wood Woad Battlebriar	Level 18 Controller
Large natural animate (plant)	XP 2000
HP 173; Bloodied 86	Initiative +10
AC 32, Fortitude 32, Reflex 27, Will 28	Perception +11
Speed 6	
Immune immobilized, restrained, slowed	
TRAITS	
○ Grasping Thorns • Aura 2	
Enemies treat the area within the aura as difficult terrain; at the start of the battlebriar's turn, enemies in the aura take 15 damage.	
STANDARD ACTIONS	
Ⓢ Claw • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d6 + 13 damage and the target is pulled 1 square.	
‡ Polymorph Into Plant (polymorph) • Recharge when the power misses	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: The battlebriar alters the target's physical form to appear as a plant until the end of the battlebriar's next turn, or until the battlebriar drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire.	
✱ Thorn Burst • At-Will	
Attack: Area burst 2 within 10 squares (non-plant creatures in burst); +21 vs. Reflex	
Hit: 2d8 + 11 damage and the target is slowed (save ends).	
Str 23 (+15)	Dex 13 (+10) Wis 15 (+11)
Con 21 (+14)	Int 3 (+5) Cha 12 (+10)
Alignment unaligned Languages -	
Note: Warthorn Battlebriar, traded threatening reach for polymorph power from Wood Woad Druid.	

ENCOUNTER 3: CAVERN OF FUNGUS (AL 20)

Flaming Zugtmoy Spore Lord	Level 20 Skirmisher
Medium elemental magical beast (demon, fire, plant)	XP 2800
HP 194; Bloodied 97	Initiative +15
AC 34, Fortitude 33, Reflex 32, Will 29	Perception +12
Speed 6	Darkvision
STANDARD ACTIONS	
Ⓢ/Ⓢ Burrowing Spores (fire, poison) • At-Will	
Attack: Melee 1 (one creature); +23 vs. Fortitude	
Hit: 3d8 + 6 fire and poison damage, and ongoing 20 fire and poison damage (save ends).	
Each Failed Saving Throw: The ongoing damage increases by 5.	
⬅ Spore Cloud (fire, poison) • At-Will	
Attack: Close burst 1 (creatures in the burst); +21 vs. Fortitude	
Hit: 3d8 + 10 fire and poison damage.	
MOVE ACTIONS	
Spore Flight • At-Will	
Effect: The spore lord transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.	
Str 19 (+14)	Dex 17 (+13) Wis 15 (+12)
Con 26 (+18)	Int 5 (+7) Cha 12 (+11)
Alignment chaotic evil Languages Abyssal	
Note: Scion of Zugtmoy Spore Lord with variable resistance traded for fire keyword and other modifications for simplicity.	

Sleeping Behemoth	Level 20 Hazard
AT THE END OF EACH ROUND, THE SLEEPING BEHEMOTH ATTACKS ALL NON-PLANT CREATURES. ROLL 1D6.	
1-2: Restless Twitch	
Attack: Close burst 20 (all non-plant creatures in burst); +23 vs. Fortitude	
Hit: 20 damage and the target is knocked prone.	
3-4: Ancient Bellow	
Attack: Close burst 20 (all non-plant creatures in burst); +23 vs. Will	
Hit: 20 damage and the target is dazed (save ends).	
5-6: Mucus Eruption	
Attack: Close burst 20 (all non-plant creatures in burst); +23 vs. Reflex	
Hit: 20 damage and the target is slowed (save ends).	
COUNTER MEASURES	
With a DC 34 (minor action) or 25 (standard action) Dungeoneering or Nature check, the behemoth does not attack the next round. Increase the DC for that skill by 5 for future checks.	
With a DC 34 (minor action) or 25 (standard action) Acrobatics, Insight, or Stealth check, the individual who made the check is not included in the behemoth's next attack.	

Wood Woad Battlebriar	Level 20 Controller
Large natural animate (plant)	XP 2800
HP 189; Bloodied 94	Initiative +11
AC 34, Fortitude 34, Reflex 29, Will 30	Perception +12
Speed 6	
Immune immobilized, restrained, slowed	
TRAITS	
○ Grasping Thorns • Aura 2	
Enemies treat the area within the aura as difficult terrain; at the start of the battlebriar's turn, enemies in the aura take 15 damage.	
STANDARD ACTIONS	
Ⓢ Claw • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d6 + 15 damage and the target is pulled 1 square.	
‡ Polymorph Into Plant (polymorph) • Recharge when the power misses	
Attack: Melee 1 (one creature); +23 vs. Fortitude	
Hit: The battlebriar alters the target's physical form to appear as a plant until the end of the battlebriar's next turn, or until the battlebriar drops to 0 hit points. While in this form, the target is stunned and has vulnerable 20 fire.	
✱ Thorn Burst • At-Will	
Attack: Area burst 2 within 10 squares (non-plant creatures in burst); +23 vs. Reflex	
Hit: 3d8 + 11 damage and the target is slowed (save ends).	
Str 23 (+16)	Dex 13 (+11) Wis 15 (+12)
Con 21 (+15)	Int 3 (+6) Cha 12 (+11)
Alignment unaligned Languages -	
Note: Warthorn Battlebriar, traded threatening reach for polymorph power from Wood Woad Druid.	

ENCOUNTER 3: CAVERN OF FUNGUS MAP

VAULTS OF THE UNDERDARK POSTER MAP



Note: Place 12 tokens around the map designating the fungus that the PCs need to harvest. The PCs can harvest 2 chunks of fungus from each location. The PCs start within 6 squares of the entrance. The spore lords start 5 squares away from the PCs, and the battlebriars start 11 squares away from the PCs.

ENCOUNTER 4: RETURN TO MYTH DRANNOR

SETUP

When the PCs have completed a short rest, the Coronal contacts them via the *sending stone*.

“Please return to Myth Drannor as soon as possible. The area of Spellplague in our city is growing rapidly. This cannot be good. Please help.”

The PCs should hurry back to the Coronal via the fastest means possible. The journey back is uneventful. They are admitted to her audience chamber immediately.

NEW DEVELOPMENTS

The Coronal and Taliss Muirwood wear grave expressions. They are grateful that the PCs recovered the fungus, and update the PCs on recent developments.

- Some of the guards around the spellplagued pocket in the city were attacked.
- There were thirteen assailants, all dressed in robes bearing the markings of the Order of Blue Fire.
- One was more decorated than the others and was giving the orders. The others called him Valandrin.
- The guards were not expecting such a contingent and were easily defeated. The thirteen assailants then entered the area of spellplague.
- About an hour later, the spellplagued area began to grow. It is getting bigger, and the rate of expansion is growing exponentially.
- Taliss estimates that the entire city is engulfed in a matter of hours.
- When the ring of blue fire reaches the mythal, Taliss predicts that it absorbs the power of the mythal and become unstoppable, growing until it engulfs the world.

NEXT STEPS

Taliss and the Coronal believe that there is no time to lose. Since the PCs have been exposed to the fungus for a while, they are the only ones who can safely enter the Spellplagued area.

- The PCs must enter the Spellplagued area and stop the Order of Blue Fire from completing their ritual.
- Taliss believes that the PCs may be able to alter the ritual using his research, so that the ritual cures

creatures of the spellplague rather than infecting them.

Taliss tells the PCs that they need to save a number of doses of fungus equal to the number of PCs to use for the ritual. The PCs can keep and use any remaining fungus. To further fortify themselves against the spellplague, Taliss treats the fungus they collected, making it especially potent for the next 24 hours. He recommends that they each consume a dose of the fungus before entering the spellplagued pocket (provided they harvested more than one per PC). Each PC who does not consume a dose is jolted by the spellplague at the start of Encounter 6, which means that the PC starts the encounter with -4 penalty to saving throws (save ends), -4 to attacks (save ends), and weakened (save ends).

ENDING THE ENCOUNTER

The Coronal sends guards to escort the PCs to the Spellplagued area. Once the PCs enter, continue with Encounter 5.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

The PCs are each given a *potion of vitality* (AL 12-16) or a *potion of cure critical wounds* (AL 18-20) to aid them in their quest. If these potions are not used by the end of the adventure, they must be returned (unless selected as part of Treasure Bundle Z).

The Coronal also offers 800/1350/2750/5500/8250 gold pieces to each PC to stop the Order of Blue fire from destroying Myth Drannor with their ritual.

ENCOUNTER 5: NAVIGATING BLUE FIRE

SKILL CHALLENGE

SETUP

As the PCs enter the pocket of spellplagued energy, read or paraphrase the following:

The stark transition between the quiet streets of Myth Drannor and the chaotic pocket of Spellplagued energy is dramatic. The ruined street is bathed in an eerie blue-green glow, lit by streaks of purple lightning.

The adventurers need to navigate through the spellplagued area to where the ritual is and also avoid being injured by the very aggressive spellplague.

SKILL CHALLENGE

Goal: The PCs need to find where the Order of Blue Fire is conducting their ritual and avoid being injured by the spellplagued energy as they travel there.

Complexity: Special, there are penalties for failing each individual scene

Primary Skills: Varies by scene.

Victory: The PCs quickly navigate to the ritual location without being too injured by the spellplagued energy.

Defeat: The PCs take a long time finding the ritual location and are harmed by the spellplagued energy.

Special - Each PC can spend an action point during this skill challenge to add a +10 bonus to their result, after they know the outcome.

SCENE 1: SURVIVING THE PLAGUE

Any PC who took Taliss' advice and consumed some of the fungus before entering the spellplagued area automatically succeeds at this scene. Any PC who did not consume the fungus before entering the spellplague must make an Arcana check and an Endurance check, each against a Hard DC. For each failure, the PC loses a healing surge.

SCENE 2: THE PLAGUECHANGED GIRL NEXT DOOR

Each PC will need to make a check in this scene.

Many of the spellscarred Eladrin fled into the untainted sections of Myth Drannor when the spellplagued pocket appeared, but some of the eladrin

were too disoriented to leave. The PCs encounter a family of plaguechanged eladrin that live near the border of the spellplagued pocket.

This area used to be a sleepy neighborhood of craftsmen and moderately-successful merchants.

A family of plaguechanged eladrin mutated by the spellplague with tentacles, feathered bat-wings, quills of blue flame, arcing electricity, and extra limbs, suddenly lurches forward from the shadows, flailing their limbs wildly and babbling gibberish.

The eladrin are crazed and disoriented. They are aggressive towards the PCs, are incoherent, and are difficult to reason with. The PCs need to calm down the spellscarred eladrin and get them to safety.

The PCs need a number of successes equal to the number of PCs (one success for each family member). Each family member attacks a different PC. Pick one character, describe the family member who is attacking them, and ask the PC what they want to do. After that character has made their skill check, continue going around the table describing which individual family member is attacking a specific person. Descriptions of each family member are as follows.

- Daryian Elsirvale (father) - This tall, muscular eladrin has green-purple tentacles covered in spikes. He is aggressive and very protective of his family. After being cured of the spellplague, he is mild-mannered and appreciative.
- Valena Elsirvale (mother) - This lithe, dark-haired woman has bat-like wings with a few straggly golden feathers protruding from her skin.
- Sariel (young daughter) - This very young girl clings to her mother and has sharp quills growing all over her body. One of her eyes is green and the other is purple.
- Therista (older daughter) - This young woman has neon orange electricity running across her body that flares and arcs to nearby objects.
- Jaylin (young son) - This young boy has a scaly, serpentine body, slick skin, and long blue fangs.
- Aramin (grandmother) - This old eladrin woman is covered in thick fur and has an extra arm protruding from her stomach with several wildly-snapping claws.

The crazed eladrin hurl themselves at the PCs in a frenzy. Assign one eladrin to each PC and ask each PC to describe how they intend to calm or subdue the attacking family member.

Each PC should make a skill check to calm or subdue one of the eladrin family members (each PC makes a check on a different family member). The PCs might use Arcana or heal to suppress the effect of the spellplague-caused delirium, Athletics or Acrobatics to wrestle the eladrin to the ground, or Bluff, Diplomacy, or Intimidate to convince the eladrin to cease their assault, or another appropriate skill. Because each PC should be able to use their best skill, the DCs are Hard.

+4 for AL 14-20), *eladrin boots*, and a *fey strike weapon* (+3 for AL 12-14, +4 for AL 16-20).

If the PC succeeds at the Hard DC, the eladrin is subdued. If the PC only succeeds at a Moderate DC, the eladrin engages with the PC and drains 2 healing surges from that PC before calming down. If the PC does not make a Moderate DC, that PC loses 4 healing surges.

Once calmed, the eladrin can give the PCs information about the location of the Order of Blue Fire's ritual and rough directions to get there. They then follow any instructions the PCs give, likely leaving the spellplaged area and reporting to the quarantine area.

SCENE 3: NAVIGATING BLUE FIRE

Only one PC should make this check, though up to two other PCs may assist. If the PC fails, all PCs lose a healing surge (due to spending extra time wandering around lost through dangerous terrain). As with the previous scene, each PC may use a dose of fungus to avoid the healing surge lost.

The PC must make additional checks until they succeed. Each additional check after a failure gains a cumulative +5 bonus, since the PCs become more and more familiar with the terrain.

The PCs need to navigate to where the Order of Blue Fire is conducting their ritual. They can use Arcana to focus on the source of the energy or Streetwise to get a lay of the land and get a feel for the optimal location for a ritual of this magnitude. Reward creativity by allowing additional skills, or provide an appropriate bonus. Here are some example skill checks.

ENDING THE ENCOUNTER

The encounter ends as the PCs successfully navigate their way to where the Order of Blue Fire is conducting their ritual. Proceed to Encounter 6.

MILESTONE

This encounter counts towards a milestone.

TREASURE

Daryian Elsirvale offers the PCs his gear to help them in their quest. He offers them *eladrin armor* (+3 for AL 12,

MYTH6-3 *The World Will End in Fire*

ENCOUNTER 6: EXTINGUISHING BLUE FIRE

CREATURES

This encounter includes the following creatures:

1 Valandrin, Order of Blue Fire leader

12 cultist high mages (half are active at the start of combat, half are in stasis)

SCALING THE ENCOUNTER

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

Four PCs: Remove 4 cultist high mages (two active and two in stasis).

Five PCs: Remove 2 cultist high mages (one active and one in stasis).

Note: In either case, the cultists are present, but were killed by the power of the ritual.

SET UP

The PCs enter along the road on the left side of the map. The entire map is in the pocket of spellplagued energy. As the PCs enter this area, read or paraphrase the following:

Howling winds and the cacophony of a crude, vile ritual hits you like a wall. Thirteen frenzied ritual casters chant with screeching, guttural voices. The skin on their faces slowly dissolves, as if from a potent acid rain. Several casters stare ahead blankly, the white goop from their melted eyes streaking down their ruined faces. Your own life energy drains away under the assault of the brutal spellplagued energy.

A man in ornate blue robes trimmed with gold sneers at you and says “You are too late. The ritual is too far along to be halted. Soon all of Faerun will be bathed in blue fire.” With an inhuman screech, several of the casters lunge at you, while others are still transfixed by the ritual, unable to combat you directly.

Some of the cultists engage the PCs, while others are still involved in the ritual and cannot be attacks. Distribute Player’s Handout 3.

INITIATIVE

Tracking initiative can be tricky with the casters alternating with the PCs, as well as having some casters enter in the middle of later rounds. We recommend

placing a six-sided die next to each caster indicating whether they go after PC #1, #2, and so on. Put the lowest numbers on the cultists who start nearest the PCs. This makes it easier for everyone to predict which cultists will go next, and also makes it easier to track initiative when the PCs activate more cultists. Note that Valandrin rolls initiative normally.

FEATURES OF THE AREA

Concentrated Blue Fire: The map is covered by many pockets of concentrated blue fire. This includes all areas that look like blue fire and all areas that look like the drop-off of a cliff (i.e. all areas except the road and the normal looking ground). The map is flat (those areas are blue fire, not a drop-off). Creatures that enter or end their turn in these areas take AL damage. Also, the ritual is in the center of a dome of blue fire. Squares more than 5 squares off of the ground are also concentrated blue fire.

Spellplagued Disintegration: The entire map is inside a pocket of spellplagued energy. All creatures in this area are affected by the spellplagued energy, including the PCs and the enemy cultists. The effect of this is that all creatures gain vulnerability according to the following chart:

Round	Vulnerability for All Creatures
1	0
2	2
3	5
4	10
5	15
6+	Increases by 5 each round

Cultists Engrossed in the Ritual: At the beginning of the combat, half of the cultists attack the PCs and half of the cultists continue working on the ritual. The inactive cultists (those engrossed in the ritual) are protected by the ritual so that they cannot be attacked and are immune to all damage, conditions, and effects. While in this state, the cultists cannot interact with the fight in any way and are considered blocking terrain. The PCs can get these inactive cultists to participate in the fight using the skill challenge, which turns them into regular combatants.

Power Siphon: At the beginning of the combat, all of the PCs are automatically affected by a power siphon from the ritual. The effect of the power siphon is that the PC cannot spend action points (save ends).

Special Fungus: If the PCs have any remaining doses of the special fungus that they harvested, they can consume the fungus as a minor action. If they do, the negative effects of *spellplagued disintegration*, the cultist ritual attack at the end of the round, and *concentrated blue fire* are suppressed for that PC until the end of the PC's next turn.

SKILL CHALLENGE: DISTRACTING THE CULTISTS

Goal: The goal of this skill challenge is to snap the cultists out of their intense concentration on the ritual.

Complexity: A number of successes equal to the number of PCs (each success is equal to one cultist).

Primary Skills: Arcana, Bluff, Intimidate, Nature, and Religion.

Victory: The PCs get the cultists to join the fight where they can then defeat them in combat.

Defeat: The PCs must complete this skill challenge to successfully finish the encounter. Failures of individual checks are not tracked, so it is not possible to fail the skill challenge. However, as long as there are cultists participating in the ritual, the ritual attacks the PCs at the end of each round and this attack is more harmful the more cultists are still performing the ritual.

Important Note: The ritual attacks the PCs at the end of each round and the ritual's strength depends on how many cultists are still participating in the ritual. The ritual gets weaker as the PCs complete the skill challenge. At the end of each round, count how many cultists are still involved in the ritual. The ritual makes a close burst 20 attack against all of the PCs, based on the number of cultists left.

Number of Cultists Left	Attack Bonus (vs. all PCs)	Damage
6	AL +3 vs. Will	3 x AL damage and the target is dazed (save ends)
5	AL +3 vs. Fort	2 x AL damage and the target is dazed (save ends)
4	AL +3 vs. Ref	AL damage and the target is dazed (save ends)
3	AL +3 vs. Fort	AL damage and the target takes -2 to all defenses (save ends)
2	AL +3 vs. Will	½ x AL damage and the

		target takes -2 to all defenses (save ends)
1	AL +3 vs. Ref	½ x AL damage

Skill DCs: The PCs can use Bluff or Intimidate to break a cultist's concentration, or they can use Arcana, Nature, or Religion to sever the connection between the cultist and the ritual. All skill checks can be attempted as a standard action, a minor action, or once per turn as a free action at the end of the PC's turn. Skill checks can generally only be attempted while adjacent to the target cultist. The skill DC depends on the kind of action used and how close the PC is to the target cultist. The DCs are as follows:

Action Type	Proximity to target	DC
Standard	Adjacent	Easy
Minor	Adjacent	Moderate
Free (end of PC's turn)	Adjacent	Hard
Standard	Not adjacent	Moderate DC + (1 for each square the PC is away from the target)

Success: When a ritual caster is removed from the ritual, they become a normal combatant. The cultist uses *spellfire attunement* on the active PC and the cultist is no longer immune to damage and conditions/effects. Each successful check in the skill challenge removes one cultist from the ritual. Once all of the ritual casters have been severed from the ritual, the PCs can defeat the encounter and alter the ritual to cleanse the Spellplague instead of spread it (altering the ritual occurs after the fight is over). Each ritual caster freed from the ritual begins the encounter at its bloodied value (due to fighting the eladrin guards and the spellplagued inhabitants prior to the PCs' arrival).

Failure: It is not possible to fail this skill challenge unless there is a TPK or the PCs flee. However, at the end of each round, the ritual attacks all of the PCs if the skill challenge has not been completed.

TACTICS

Valandrin starts the combat by using *captured image* on a leader or controller. When the PC saves, Valandrin tries to put the PC in an area of concentrated blue fire energy. The PC can make a saving throw to appear at the edge of the hindering terrain instead. If Valandrin

dies while the PC is still captured, the PC appears in Valadrin's square.

Valadrin uses *reality warp* and *warped image* to teleport enemies into pockets of concentrated blue fire (remember, the PC gets a saving throw to negate a teleport into hindering terrain). Valadrin uses *leader of blue fire* when he has several allies within range.

The cultist high mages use *spellfire attunement* at the beginning of the encounter, each against a different target. They use *reflected pain* when hit with a high-damage ranged or area attack. Each time the current Order of Blue Fire leader dies, one of the mages uses the *I'm the leader now!* power.

Note: Cultists involved in the ritual may use *I'm the Leader Now!* in which case they are immediately removed from the ritual skill challenge and use spellfire attunement, as if the acting PC has successfully completed a skill check.

TROUBLESHOOTING

The PCs control how many enemies they are fighting at once. It is a delicate balance between fighting more enemies, being attacked by the ritual, and being attacked by the terrain. It is up to the PCs how quickly they do the skill challenge.

If the PCs are finding the adventure too easy, and if time permits in a convention environment, you can have some (or all) of the cultists in the ritual at full hit points, rather than at their bloodied value when they join the combat.

ENDING THE ENCOUNTER

The encounter ends when all of the ritual casters have been severed from the ritual and the casters and leader have been killed. When the encounter ends, all terrain effects also end.

MILESTONE

This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: EXTINGUISHING BLUE FIRE (AL 12)

1 Valandrin, Order of Blue Fire Leader	Level 14 Elite Controller
Medium spellsscarred humanoid (human)	XP 2000
HP 282; Bloodied 141	Initiative +8
AC 26, Fortitude 25, Reflex 26, Will 27 Perception +9	
Speed 6	
Saves +2; Action Point 1	
STANDARD ACTIONS	
Ⓣ Reality Warp (teleportation) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Will	
Hit: 2d8 + 8 damage, and the leader teleports the target to a space adjacent to one of the leader's allies within 10 squares.	
Ⓣ Warped Image (teleportation) • At-Will	
Attack: Ranged 5 (one creature); +17 vs. Fortitude	
Hit: 2d10 + 11 damage, and the leader teleports the target 3 squares.	
⚡/⚡ Blue Fire Storm (fire, psychic) • At-Will	
Effect: The mage makes two basic attacks.	
⚡ Captured Image • Recharge when this attack misses	
Attack: Ranged 10 (one creature); +17 vs. Will	
Hit: The target is removed from play (save ends). Until the effect ends, whenever the leader takes damage from an enemy, the target takes 10 damage. When the effect ends, the target appears in an unoccupied square of the leader's choice within 5 squares of the leader. If the leader drops to 0 hit points, the effect ends.	
MOVE ACTIONS	
Flame Step (teleportation) • At-Will	
Effect: The leader teleports 5 squares to a square adjacent to an area of blue fire or another spellplagued creature.	
MINOR ACTIONS	
⚡ Leader of Blue Fire • Recharge 4-6	
Attack: Close Burst 5 (all allies in burst)	
Effect: All allies can make a ranged or melee basic attack.	
TRIGGERED ACTIONS	
Mind's Resilience • At-will 1/turn	
Trigger: The leader ends his turn.	
Effect (No Action): The leader removes one effect or condition affecting him.	
Skills Arcana +18, Bluff +16, Diplomacy +16, Insight +14	
Str 12 (+8)	Dex 13 (+8) Wis 14 (+9)
Con 21 (+12)	Int 22 (+13) Cha 19 (+11)
Alignment evil	Languages Common
Note: Based on Sillit Nerra from MM3.	

4-6 Cultist High Mages	Level 12 Brute
Medium spellsscarred humanoid (human)	XP 700
HP 147; Bloodied 73	Initiative special
AC 24, Fortitude 24, Reflex 25, Will 22	Perception +12
Speed 6	
TRAITS	
Spellfire Attunement	
At the beginning of combat, the mage attunes itself to one enemy as a free action. Each mage must attune to a different target. The mage's initiative is set to just after the creature it is attuned to. In addition, the mage gains +2 to attack rolls and deals an extra 2d6 damage against the creature it is attuned to.	
STANDARD ACTIONS	
Ⓣ/Ⓣ Blue Fire Flare (fire, psychic) • At-Will	
Attack: Melee 1 or ranged 10 (one creature); +17 vs. AC	
Hit: 1d10 + 8 damage, and the cultist pushes the target 2 squares.	
MOVE ACTIONS	
Flame Step (fire, psychic) • At-Will	
Effect: The mage teleports 5 squares to a space adjacent to an area of blue fire or another spellsscarred creature.	
TRIGGERED ACTIONS	
I'm the Leader Now! • Encounter	
Trigger: The current leader of the Order of Blue Fire drops to 0 hit points or fewer.	
Effect (No Action): The mage declares himself the new leader of the Order of Blue Fire. He gains the powers <i>leader of blue fire</i> (recharged) and <i>mind's resilience</i> (see Valandrin, Order of Blue Fire Leader stat block). Only one creature can be the Leader of the Order of Blue Fire at a time, so only one mage can use this power when the current leader dies.	
Str 26 (+14)	Dex 21 (+11) Wis 23 (+12)
Con 17 (+9)	Int 8 (+5) Cha 10 (+6)
Alignment evil	Languages Common
Note: Cultists involved in the ritual may use <i>I'm the Leader Now!</i> in which case they are immediately removed from the ritual skill challenge and use <i>spellfire attunement</i> , as if the acting PC has successfully completed a skill check.	

ENCOUNTER 6: EXTINGUISHING BLUE FIRE (AL 14)

1 Valandrin, Order of Blue Fire Leader	Level 16 Elite Controller
Medium spellsscarred humanoid (human)	XP 2800
HP 314; Bloodied 157	Initiative +9
AC 28, Fortitude 27, Reflex 28, Will 29	
Perception +10	
Speed 6	
Saves +2; Action Point 1	
STANDARD ACTIONS	
Ⓢ Reality Warp (teleportation) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Will	
Hit: 2d8 + 10 damage, and the leader teleports the target to a space adjacent to one of the leader's allies within 10 squares.	
Ⓢ Warped Image (teleportation) • At-Will	
Attack: Ranged 5 (one creature); +19 vs. Fortitude	
Hit: 2d10 + 13 damage, and the leader teleports the target 3 squares.	
⚡ Blue Fire Storm (fire, psychic) • At-Will	
Effect: The mage makes two basic attacks.	
⚡ Captured Image • Recharge when this attack misses	
Attack: Ranged 10 (one creature); +19 vs. Will	
Hit: The target is removed from play (save ends). Until the effect ends, whenever the leader takes damage from an enemy, the target takes 15 damage. When the effect ends, the target appears in an unoccupied square of the leader's choice within 5 squares of the leader. If the leader drops to 0 hit points, the effect ends.	
MOVE ACTIONS	
Flame Step (teleportation) • At-Will	
Effect: The leader teleports 5 squares to a square adjacent to an area of blue fire or another spellplagued creature.	
MINOR ACTIONS	
⚡ Leader of Blue Fire • Recharge 4-6	
Attack: Close Burst 5 (all allies in burst)	
Effect: All allies can make a ranged or melee basic attack.	
TRIGGERED ACTIONS	
Mind's Resilience • At-will	
Trigger: The leader ends his turn.	
Effect (No Action): The leader removes one effect or condition affecting him.	
Skills Arcana +19, Bluff +17, Diplomacy +17, Insight +15	
Str 12 (+9)	Dex 13 (+9) Wis 14 (+10)
Con 21 (+13)	Int 22 (+14) Cha 19 (+12)
Alignment evil	Languages Common

Note: Based on Sillit Nerra from MM3.

4-6 Cultist High Mages	Level 14 Brute
Medium spellsscarred humanoid (human)	XP 1000
HP 167; Bloodied 83	Initiative special
AC 26, Fortitude 26, Reflex 23, Will 24	Perception +13
Speed 6	
TRAITS	
Spellfire Attunement	
At the beginning of combat, the mage attunes itself to one enemy as a free action. Each mage must attune to a different target. The mage's initiative is set to just after the creature it is attuned to. In addition, the mage gains +2 to attack rolls and deals an extra 2d6 damage against the creature it is attuned to.	
STANDARD ACTIONS	
Ⓢ/Ⓢ Blue Fire Flare (fire, psychic) • At-Will	
Attack: Melee 1 or ranged 10 (one creature); +19 vs. AC	
Hit: 2d10 + 5 damage, and the cultist pushes the target 2 squares.	
MOVE ACTIONS	
Flame Step (fire, psychic) • At-Will	
Effect: The mage teleports 5 squares to a space adjacent to an area of blue fire or another spellsscarred creature.	
TRIGGERED ACTIONS	
I'm the Leader Now! • Encounter	
Trigger: The current leader of the Order of Blue Fire drops to 0 hit points or fewer.	
Effect (No Action): The mage declares himself the new leader of the Order of Blue Fire. He gains the powers <i>leader of blue fire</i> (recharged) and <i>mind's resilience</i> (see Valandrin, Order of Blue Fire Leader stat block). Only one creature can be the Leader of the Order of Blue Fire at a time, so only one mage can use this power when the current leader dies.	
Str 26 (+15)	Dex 21 (+12) Wis 23 (+13)
Con 17 (+10)	Int 8 (+6) Cha 10 (+7)
Alignment evil	Languages Common
Note: Cultists involved in the ritual may use <i>I'm the Leader Now!</i> in which case they are immediately removed from the ritual skill challenge and use <i>spellfire attunement</i> , as if the acting PC has successfully completed a skill check.	

ENCOUNTER 6: EXTINGUISHING BLUE FIRE (AL 16)

1 Valandrin, Order of Blue Fire Leader	Level 18 Elite Controller
Medium spellsscarred humanoid (human)	XP 4000
HP 346; Bloodied 173	Initiative +10
AC 30, Fortitude 29, Reflex 30, Will 31	
Perception +11	
Speed 6	
Saves +2; Action Point 1	
STANDARD ACTIONS	
Ⓣ Reality Warp (teleportation) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Will	
Hit: 3d8 + 8 damage, and the leader teleports the target to a space adjacent to one of the leader's allies within 10 squares.	
Ⓢ Warped Image (teleportation) • At-Will	
Attack: Ranged 5 (one creature); +21 vs. Fortitude	
Hit: 2d10 + 15 damage, and the leader teleports the target 3 squares.	
⚡/⚡ Blue Fire Storm (fire, psychic) • At-Will	
Effect: The mage makes two basic attacks.	
⚡ Captured Image • Recharge when this attack misses	
Attack: Ranged 10 (one creature); +21 vs. Will	
Hit: The target is removed from play (save ends). Until the effect ends, whenever the leader takes damage from an enemy, the target takes 15 damage. When the effect ends, the target appears in an unoccupied square of the leader's choice within 5 squares of the leader. If the leader drops to 0 hit points, the effect ends.	
MOVE ACTIONS	
Flame Step (teleportation) • At-Will	
Effect: The leader teleports 5 squares to a square adjacent to an area of blue fire or another spellplagued creature.	
MINOR ACTIONS	
⚡ Leader of Blue Fire • Recharge 4-6	
Attack: Close Burst 10 (all allies in burst)	
Effect: All allies can make a ranged or melee basic attack.	
TRIGGERED ACTIONS	
Mind's Resilience • At-will	
Trigger: The leader ends his turn.	
Effect (No Action): The leader removes one effect or condition affecting him.	
Skills Arcana +20, Bluff +18, Diplomacy +18, Insight +16	
Str 12 (+10)	Dex 13 (+10) Wis 14 (+11)
Con 21 (+14)	Int 22 (+15) Cha 19 (+13)
Alignment evil	Languages Common

Note: Based on Sillit Nerra from MM3.

4-6 Cultist High Mages	Level 16 Brute
Medium spellsscarred humanoid (human)	XP 1400
HP 187; Bloodied 93	Initiative special
AC 28, Fortitude 28, Reflex 25, Will 26	Perception +14
Speed 6	
TRAITS	
Spellfire Attunement	
At the beginning of combat, the mage attunes itself to one enemy as a free action. Each mage must attune to a different target. The mage's initiative is set to just after the creature it is attuned to. In addition, the mage gains +2 to attack rolls and deals an extra 2d6 damage against the creature it is attuned to.	
STANDARD ACTIONS	
Ⓣ/Ⓢ Blue Fire Flare (fire, psychic) • At-Will	
Attack: Melee 1 or ranged 10 (one creature); +21 vs. AC	
Hit: 2d10 + 5 damage, and the cultist pushes the target 1 square.	
MOVE ACTIONS	
Flame Step (fire, psychic) • At-Will	
Effect: The mage teleports 5 squares to a space adjacent to an area of blue fire or another spellsscarred creature.	
TRIGGERED ACTIONS	
I'm the Leader Now! • Encounter	
Trigger: The current leader of the Order of Blue Fire drops to 0 hit points or fewer.	
Effect (No Action): The mage declares himself the new leader of the Order of Blue Fire. He gains the powers <i>leader of blue fire</i> (recharged) and <i>mind's resilience</i> (see Valandrin, Order of Blue Fire Leader stat block). Only one creature can be the Leader of the Order of Blue Fire at a time, so only one mage can use this power when the current leader dies.	
Str 26 (+16)	Dex 21 (+13) Wis 23 (+14)
Con 17 (+11)	Int 8 (+7) Cha 10 (+8)
Alignment evil	Languages Common

Note: Cultists involved in the ritual may use *I'm the Leader Now!* in which case they are immediately removed from the ritual skill challenge and use *spellfire attunement*, as if the acting PC has successfully completed a skill check.

ENCOUNTER 6: EXTINGUISHING BLUE FIRE (AL 18)

1 Valandrin, Order of Blue Fire Leader	Level 20 Elite Controller
Medium spellscarred humanoid (human)	XP 5600
HP 378; Bloodied 189	Initiative +11
AC 32, Fortitude 31, Reflex 32, Will 33	
Perception +12	
Speed 6	
Saves +2; Action Point 1	
STANDARD ACTIONS	
Ⓢ Reality Warp (teleportation) • At-Will	
Attack: Melee 1 (one creature); +23 vs. Will	
Hit: 3d8 + 10 damage, and the leader teleports the target to a space adjacent to one of the leader's allies within 10 squares.	
Ⓢ Warped Image (teleportation) • At-Will	
Attack: Ranged 5 (one creature); +23 vs. Fortitude	
Hit: 2d10 + 17 damage, and the leader teleports the target 3 squares.	
⚡ Blue Fire Storm (fire, psychic) • At-Will	
Effect: The mage makes two basic attacks.	
⚡ Captured Image • Recharge when this attack misses	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: The target is removed from play (save ends). Until the effect ends, whenever the leader takes damage from an enemy, the target takes 20 damage. When the effect ends, the target appears in an unoccupied square of the leader's choice within 5 squares of the leader. If the leader drops to 0 hit points, the effect ends.	
MOVE ACTIONS	
Flame Step (teleportation) • At-Will	
Effect: The leader teleports 5 squares to a square adjacent to an area of blue fire or another spellplagued creature.	
MINOR ACTIONS	
⚡ Leader of Blue Fire • Recharge 4-6	
Attack: Close Burst 10 (all allies in burst)	
Effect: All allies can make a ranged or melee basic attack.	
TRIGGERED ACTIONS	
Mind's Resilience • At-will	
Trigger: The leader ends his turn.	
Effect (No Action): The leader removes one effect or condition affecting him.	
Skills Arcana +21, Bluff +19, Diplomacy +19, Insight +17	
Str 12 (+11)	Dex 13 (+11) Wis 14 (+12)
Con 21 (+15)	Int 22 (+16) Cha 19 (+14)
Alignment evil	Languages Common

Note: Based on Sillit Nerra from MM3.

4-6 Cultist High Mages	Level 18 Brute
Medium spellscarred humanoid (human)	XP 2000
HP 207; Bloodied 103	Initiative special
AC 30, Fortitude 30, Reflex 27, Will 28	Perception +15
Speed 6	
TRAITS	
Spellfire Attunement	
At the beginning of combat, the mage attunes itself to one enemy as a free action. Each mage must attune to a different target. The mage's initiative is set to just after the creature it is attuned to. In addition, the mage gains +2 to attack rolls and deals an extra 2d8 damage against the creature it is attuned to.	
STANDARD ACTIONS	
Ⓢ/Ⓢ Blue Fire Flare (fire, psychic) • At-Will	
Attack: Melee 1 or ranged 10 (one creature); +23 vs. AC	
Hit: 2d10 + 7 damage, and the cultist pushes the target 1 square.	
⚡ Blue Fire Storm (fire, psychic) • At-Will	
Effect: The mage makes two blue fire flare attacks.	
MOVE ACTIONS	
Flame Step (fire, psychic) • At-Will	
Effect: The mage teleports 5 squares to a space adjacent to an area of blue fire or another spellscarred creature.	
TRIGGERED ACTIONS	
I'm the Leader Now! • Encounter	
Trigger: The current leader of the Order of Blue Fire drops to 0 hit points or fewer.	
Effect (No Action): The mage declares himself the new leader of the Order of Blue Fire. He gains the powers <i>leader of blue fire</i> (recharged) and <i>mind's resilience</i> (see Valandrin, Order of Blue Fire Leader stat block). Only one creature can be the Leader of the Order of Blue Fire at a time, so only one mage can use this power when the current leader dies.	
Str 26 (+17)	Dex 21 (+14) Wis 23 (+15)
Con 17 (+12)	Int 8 (+8) Cha 10 (+9)
Alignment evil	Languages Common
Note: Cultists involved in the ritual may use <i>I'm the Leader Now!</i> in which case they are immediately removed from the ritual skill challenge and use <i>spellfire attunement</i> , as if the acting PC has successfully completed a skill check.	

ENCOUNTER 6: EXTINGUISHING BLUE FIRE (AL 20)

1 Valandrin, Order of Blue Fire Leader	Level 22 Elite Controller
Medium spellscarred humanoid (human)	XP 8300
HP 410; Bloodied 205	Initiative +12
AC 34, Fortitude 33, Reflex 34, Will 35	
Perception +13	
Speed 6	
Saves +2; Action Point 1	
STANDARD ACTIONS	
Ⓢ Reality Warp (teleportation) • At-Will	
Attack: Melee 1 (one creature); +25 vs. Will	
Hit: 3d8 + 12 damage, and the leader teleports the target to a space adjacent to one of the leader's allies within 10 squares.	
Ⓢ Warped Image (teleportation) • At-Will	
Attack: Ranged 5 (one creature); +25 vs. Fortitude	
Hit: 2d10 + 19 damage, and the leader teleports the target 3 squares.	
⚡ Blue Fire Storm (fire, psychic) • At-Will	
Effect: The mage makes two basic attacks.	
⚡ Captured Image • Recharge when this attack misses	
Attack: Ranged 10 (one creature); +25 vs. Will	
Hit: The target is removed from play (save ends). Until the effect ends, whenever the leader takes damage from an enemy, the target takes 20 damage. When the effect ends, the target appears in an unoccupied square of the leader's choice within 5 squares of the leader. If the leader drops to 0 hit points, the effect ends.	
MOVE ACTIONS	
Flame Step (teleportation) • At-Will	
Effect: The leader teleports 5 squares to a square adjacent to an area of blue fire or another spellplagued creature.	
MINOR ACTIONS	
⚡ Leader of Blue Fire • Recharge 4-6	
Attack: Close Burst 10 (all allies in burst)	
Effect: All allies can make a ranged or melee basic attack.	
TRIGGERED ACTIONS	
Mind's Resilience • At-will	
Trigger: The leader ends his turn.	
Effect (No Action): The leader removes one effect or condition affecting him.	
Skills Arcana +22, Bluff +20, Diplomacy +20, Insight +18	
Str 12 (+12)	Dex 13 (+12) Wis 14 (+13)
Con 21 (+16)	Int 22 (+17) Cha 19 (+15)
Alignment evil	Languages Common

Note: Based on Sillit Nerra from MM3.

4-6 Cultist High Mages	Level 20 Brute
Medium spellscarred humanoid (human)	XP 2000
HP 227; Bloodied 113	Initiative special
AC 32, Fortitude 32, Reflex 29, Will 30	Perception +16
Speed 6	
TRAITS	
Spellfire Attunement	
At the beginning of combat, the mage attunes itself to one enemy as a free action. Each mage must attune to a different target. The mage's initiative is set to just after the creature it is attuned to. In addition, the mage gains +2 to attack rolls and deals an extra 2d8 damage against the creature it is attuned to.	
STANDARD ACTIONS	
Ⓢ/Ⓢ Blue Fire Flare (fire, psychic) • At-Will	
Attack: Melee 1 or ranged 10 (one creature); +25 vs. AC	
Hit: 2d10 + 9 damage, and the cultist pushes the target 1 square.	
⚡ Blue Fire Storm (fire, psychic) • At-Will	
Effect: The mage makes two blue fire flare attacks.	
MOVE ACTIONS	
Flame Step (fire, psychic) • At-Will	
Effect: The mage teleports 5 squares to a space adjacent to an area of blue fire or another spellscarred creature.	
TRIGGERED ACTIONS	
I'm the Leader Now! • Encounter	
Trigger: The current leader of the Order of Blue Fire drops to 0 hit points or fewer.	
Effect (No Action): The mage declares himself the new leader of the Order of Blue Fire. He gains the powers <i>leader of blue fire</i> (recharged) and <i>mind's resilience</i> (see Valandrin, Order of Blue Fire Leader stat block). Only one creature can be the Leader of the Order of Blue Fire at a time, so only one mage can use this power when the current leader dies.	
Str 26 (+18)	Dex 21 (+15) Wis 23 (+16)
Con 17 (+13)	Int 8 (+9) Cha 10 (+10)
Alignment evil	Languages Common
Note: Cultists involved in the ritual may use <i>I'm the Leader Now!</i> in which case they are immediately removed from the ritual skill challenge and use <i>spellfire attunement</i> , as if the acting PC has successfully completed a skill check.	

ENCOUNTER 6 MAP: EXTINGUISHING BLUE FIRE

Gates of Firestorm Peak map



The PCs enter along the road on the left side of the map. The cultist high mages (active combatants and the ones engrossed in the ritual) are scattered throughout the map. Line half of the casters on one side of the road and half on the other side, with at least 3 empty squares between each. Alternate active and ritual enemies. For 4 or 5 PCs, randomly determine which ritualists melt at the start of combat. The Order of Blue Fire leader is on the right side of the map.

Note: If you are drawing this map, the terrain does not need to match the map exactly. Make sure there are several large pockets of concentrated spellplagued energy scattered throughout the map, but their exact size and shape do not matter.

CONCLUDING THE ADVENTURE

SUCCESS

Valandrin, the leader of the Order of Blue Fire, was not lying when he told the PCs that the ritual was too far along to be stopped. Even with all of the cultists dead, the ritual continues under its own momentum. Fortunately, the PCs can use the fungus and Taliss' notes to modify the ritual before it finishes so that it cures the spellplague and spellscars instead of spreading it. The disaster of the spellplagued pocket hitting the mythal and being amplified to cover all of Faerûn has been averted. The concentrated pocket of spellplagued energy in Myth Drannor disappears and the spellscarred eladrin in the quarantine camp are cured of their spellscars.

As thanks for their help, the Coronal offers the PCs an *eladrin ring of passage*, a *ring of eladrin grace*, and a *ring of fey travel*. The PCs earn story awards MYTH07 and MYTH08.

EPILOGUE

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.

Valandrin and all of the top leaders of the Order of Blue Fire have been defeated. Whether the PCs killed them or turned them over to Myth Drannor for justice, the head has been cut off the snake of this vile organization. Although there were several plans already put into motion that continue to be carried out, the Order of Blue Fire is largely directionless without its faction leaders and organization erode over time. The highest members of the Order of Blue Fire were the most corrupt and evil. Many lower level members joined the Order with good intentions of helping spellplagued individuals and are not aware of any of the nefarious plans of the leaders. Many of these good-hearted former members join Taliss' efforts to eradicate the Spellplague and cure spellscarred people.

Taliss' modified ritual only affects the immediate area around Myth Drannor. However, with the fungus the PCs collected and Taliss' research, over the next few months groups of ritual casters travel to various areas of spellplagued energy across Faerûn and gradually cure the Spellplague.

The Coronal of Myth Drannor turns the quarantine camp into a hospital to cure spellscars. Word spreads like wildfire and soon flocks of spellscarred individuals make the pilgrimage to Myth Drannor to be cured of their spellscars. An added benefit is that this activity greatly increases trade with Myth Drannor and improves the economy.

FAILURE

The Coronal is appreciative of the PCs' efforts. Perhaps they have done enough that the Order of Blue Fire can be defeated by others. The PCs earn story awards MYTH07 and MYTH09.

If this is the final adventure of the trilogy, the Coronal agrees to rejoin the alliance with Cormyr and the PC 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.

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP

Recover the fungus: +480 XP

Defeat the Order of Blue Fire leaders: +640 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

Recover the fungus: +680 XP

Defeat the Order of Blue Fire leaders: +920 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

Recover the fungus: +960 XP

Defeat the Order of Blue Fire leaders: +1280 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

Recover the fungus: +1380 XP

Defeat the Order of Blue Fire leaders: +1820 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

Recover the fungus: +1920 XP

Defeat the Order of Blue Fire leaders: +2560 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: Treasures C and E come at different item levels based on the Adventure Level played (not the PC's level). Treasure G is only available at the listed ALs.

Treasure A: *belt of endurance* (level 16)
Found in Encounter 2

Treasure B: *eladrin ring of passage* (level 14; rare)
Found in Conclusion

Treasure C: *eladrin armor* (+3/level 13 at AL 12, +4/level 18 at AL 14-20)
Found in Encounter 5

Treasure D: *eladrin boots* (level 16)
Found in Encounter 5

Treasure E: *fey strike weapon* (+3/level 15 at AL 12-14, +4/level 20 at AL 16-20)
Found in Encounter 5

Treasure F: *ring of eladrin grace* (level 16)
Found in Conclusion

Treasure G (AL 18+ only): *ring of fey travel* (level 22)
Found in Conclusion

Treasure H: *sending stone* (level 11)
Found in Introduction

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 *elixir of defense* 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 2: 1000 gp

AL 4: 1750 gp

AL 6: 3500 gp

AL 8: 7000 gp

AL 10: 11,000 gp

STORY AWARDS

All PCs get MYTH07 for playing the adventure. If the PCs succeeded, they get MYTH08. If the PCs failed, they get MYTH09. If a PC has completed the trilogy (played MYTH6-1, MYTH6-2, and MYTH6-3, in any order), they get MYTH10.

MYTH07 Battling Spellplague

Part of the reason the eladrin of Myth Drannor pulled back from the alliance with Cormyr was because a large pocket of spellplagued energy opened inside their city. This greatly strained city resources dealing with the contagious spellscarred population and protecting citizens from the spellplagued pocket. The Coronal of Myth Drannor asked for your help in obtaining a ritual component that can be used to cure people of their

spellscars. You were also asked to stop the Order of Blue Fire's ritual to spread the spellplague.

MYTH08 Curing Spellplague

Success! You found a cure for the Spellplague and stopped the Order of Blue Fire from completing their vile ritual. You used a rare purple fungus to modify the ritual so that it would instead cleanse the Spellplague from Myth Drannor - curing both the people and the land. If you have a spellscar, you may choose to remove it and immediately retrain all related feats, powers, etc. You defeated Valandrin and all of the top leaders of the Order of Blue Fire. Myth Drannor, and indeed all of Faerun, is grateful for your efforts.

As a result of being exposed to the rare purple fungus found in the caverns below the Citadel of Fungi, you gain the following consumable power. Strike through the power once it is used.

CLEANSE SPELLPLAGUE

Exposed to the rare purple fungus, you can unleash its power for a devastating attack on spellplagued and other unnatural creatures.

Cleanse the Unnatural • Consumable (Free Action)

Trigger: You hit a spellscarred or aberrant creature.

Effect: You deal maximum damage to that creature and the creature is dazed (save ends). If your attack hits multiple targets, this only applies to one target.

MYTH09 Spellplague Empowered!

You were not able to stop the Order of Blue Fire from casting their vile ritual. Spellscarred creatures are now empowered and your proximity to "ground zero" of the ritual makes you especially susceptible to their attacks. You take a -2 penalty to defenses and gain Vulnerable 5 all to attacks and powers of spellscarred creatures. The vulnerability is reduced by one each time you complete an adventure ○○○○○. When you have completed 5 adventures, the penalty to defenses expires.

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

BELT OF ENDURANCE

LEVEL 16 UNCOMMON

Price: 45,000 gp

Item Slot: Belt

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

Power (Daily): Free Action. Use this power before you make an Endurance check. Treat that check as though you rolled a natural 20.

Reference: *Adventurer's Vault*.

ELADRIN RING OF PASSAGE

LEVEL 14 RARE

Price: 21,000 gp

Item Slot: Ring

Property: When you teleport, increase the distance of your teleport by 1. If you are an eladrin, increase the distance of your teleport by 2.

Power (Daily, Teleportation): Move Action. You teleport 6 squares (not including the additional distance gained from this item's property). If you have reached at least one milestone today, you do not need line of sight for this teleport. However, if you attempt to teleport to an occupied space, this power fails to function and is expended.

Reference: *P1 King of the Trollhaunt Warrens*.

ELADRIN ARMOR +3/+4

LEVEL 13/18

UNCOMMON

Price: 17,000/85,000 gp

Armor: Chain

Enhancement Bonus: AC

Property: Add 2 squares to the maximum distance of any teleport you make.

Property: This armor has no speed or skill check penalties.

Reference: *Player's Handbook*.

ELADRIN BOOTS

LEVEL 16 UNCOMMON

Price: 45,000 gp

Item Slot: Feet

Property: Add 2 to the maximum range of any teleport you make (other than that provided by these boots).

Power (Daily, Teleportation): Move Action. Teleport up to 5 squares (or up to 10 if you're an eladrin).

Reference: *Player's Handbook*.

FEY STRIKE WEAPON +3/+4

LEVEL 15/20 UNCOMMON

Price: 25,000/125,000 gp

Weapon: Any melee

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Standard Action. This weapon discharges a shimmering mirror of itself that flies toward your enemy. You make a melee basic attack as a ranged 20 attack with this weapon.

Power (Daily, Teleportation): Free Action. **Trigger:** You hit an enemy with an attack using this weapon. **Effect:** Teleport the target 10 squares to a space adjacent to you.

Reference: *Player's Handbook*.

POTION OF CURE CRITICAL WOUNDS

LEVEL 20 UNCOMMON

Consumable: Potion

Cost: 5,000 gp

Power (Consumable): Minor Action. You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 3d8 + 20 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

Reference: *Mordenkainen's Magnificent Emporium*.

POTION OF VITALITY

LEVEL 15 COMMON

Consumable: Potion

Cost: 1,000 gp

Power (Consumable): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.

Reference: *Mordenkainen's Magnificent Emporium*.

RING OF ELADRIN GRACE

LEVEL 16 UNCOMMON

Price: 45,000 gp

Item Slot: Ring

Property: You gain a +1 item bonus to saving throws against dazing or stunning effects.

Power (Encounter, Teleportation): No Action. **Trigger:** You are conscious and end your turn without having made an attack during it. **Effect:** You teleport 5 squares.

Reference: *Player's Handbook*.

RING OF FEY TRAVEL

LEVEL 22 UNCOMMON

Price: 325,000 gp

Item Slot: Ring

Property: Gain a +1 item bonus to speed while wearing light armor or no armor.

Power (Daily): Minor Action. Teleport your speed.

Reference: *Adventurer's Vault*.

SENDING STONES (PAIR) LEVEL 11 UNCOMMON

Price: 9,000 gp

Wondrous Item

Power: Standard Action. Until the end of your next turn, any person speaking into one stone can be heard by those near the other stone as though he or she were standing in the other stone's place. At the end of your next turn, both stones are exhausted. With a minor action, any character touching a single stone renews the set. **Special:** Sending stones normally come in a matched pair attuned to one another. Larger sets of stone attuned to each other can be created (add 50 percent to the base price for each additional stone).

Reference: *Player's Handbook*.

APPENDIX 1: NPCs, ORGANIZATIONS, LOCATIONS

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.

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.

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.

Citadel of Fungi (FRCG, p157) - One ancient citadel near the old Moander's Road features a layer of yellow-green mold so thick that it obscures the structure's architecture. Beneath the layer of corruption, a walled, single-tower keep slowly crumbles beneath the weight of mushrooms. Its dark, moist interior hallways are choked with puffballs and other fungi so toxic that an animal graveyard of sorts litters the forest in a 300-foot radius. These creatures made it only so many paces before the inhaled poisons overcame them.

The vaults of the citadel are said to contain artwork of the previous realm, costly bits of magic sculpture and likeness of ancient eladrin from long ago. With luck, the fungal infestation has not ruined these treasures. No one has managed to penetrate so far and discern the truth, though, or even learn why the rot has such a hold on the place. Some whisper it is a remnant influence of Moander, an ancient power of corruption whose body is said to lie beneath a high hill 5 miles distant.

Adventurers entered the Citadel of Fungi in *SPEC3-2 Roots of Corruption*. In that adventure, the PCs closed an Abyssal rift and made a non-aggression treaty with the inhabitants.

Moander is the lost god of rot and corruption. Moander is dead and it is believed that his body lies near the Citadel of Fungi where his lingering influence corrupts the surrounding area.

Taliss Muirwood is a powerful wizard who was infected by the Spellplague when it hit. He placed himself in stasis in an ebony sarcophagus in the hopes that his apprentices could bring him out of stasis once a cure was found. Unfortunately, his apprentices were killed soon afterwards. The sarcophagus was looted by adventurers, changed hands many times, and ultimately ended up at the bottom of the Sea of Fallen Stars when the Cormyrian warship, the Halshan Myrai, sank. A merchant salvage company recovered the sarcophagus from the wreck years later. In CORM1-4 All the King's Men, the sarcophagus was dropped and broke open, abruptly ending Taliss' stasis. Due to the ravages of the Spellplague, Taliss exhibited three separate personalities associated with different points in his life: Taliss the Dandy, Taliss the War Wizard of Cormyr, and Taliss the Archmage. Taliss is a strong supporter of Cormyr, abhors Netheril, and is intensely interested in studying and curing the Spellplague. Taliss has appeared in many LFR adventures, particularly adventures set in Cormyr and Netheril. His current position is as a War Wizard of Cormyr and advisor to King Foril Obyskar, current king of Cormyr.

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 Rosgo. 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? So many troubles.

The weight of the thin coronet on her brow had never felt as heavy as it did this day.

PLAYER'S HANDOUT 2A: HARVESTING FUNGUS

Your primary goal is to gather as much fungus as you can. You can only make checks to harvest fungus while in or adjacent to one of the 12 designated areas on the map. Each area can only be harvested 2 times before there is no useable fungus left in that area. You can use Athletics or Thievery to get a large, useful chunk of fungus (without it breaking into little pieces).

- Standard action: Easy DC
- Minor Action: Moderate DC
- Free Action (once per round; end of turn only): Hard DC

PLAYER'S HANDOUT 2B: SLEEPING BEHEMOTH

The floor of the cavern is actually the back of a colossal sleeping behemoth. The combat causes the creature to stir in its slumber and attack all PCs at the end of each round. You can try to soothe the beast or avoid its attacks.

Preventing the attack: This countermeasure completely prevents the attack at the end of the current round (i.e. the behemoth does not attack any PCs this round). This check helps the entire group and only one PC needs to be successful in preventing the attack each round. All checks are at a Moderate DC as a standard action or at a Hard DC as a minor action.

- Dungeoneering
- Nature

Each time a specific skill is successful, the DCs for that skill increase by 5 for the rest of the encounter.

Avoiding notice: This countermeasure only helps the individual PC making the check. On a success, the behemoth does not attack that particular PC at the end of the round, but still attacks the rest of the group. All checks are at a Moderate DC as a standard action or at a Hard DC as a minor action.

- Acrobatics (prepare to dodge the next attack)
- Insight (anticipate the next attack)
- Stealth (go unnoticed)

The DC for these skill checks do not increase.

PLAYER'S HANDOUT 3: DISTRACTING THE CULTISTS

At the beginning of the combat, half of the cultists attack and half are still engrossed in the ritual (the “inactive cultists”). While working on the ritual, the inactive cultists are non-combatants, cannot be attacked in any way, are considered blocking terrain, and are immune to all damage, conditions, and effects.

The goal of this skill challenge is to snap the cultists out of their intense concentration on the ritual so they join the combat and can be killed. Each success causes one cultist to join the combat. Until the skill challenge is completed, the ritual attacks all PCs at the end of each round. The number of cultists working on the ritual is related to the severity of the attack (i.e. the ritual gets weaker as the skill challenge progresses).

Skill DCs:

Action Type	Proximity to target	DC
Standard	Adjacent	Easy
Minor	Adjacent	Moderate
Free (end of PC's turn)	Adjacent	Moderate DC + 5
Standard	Not adjacent	Moderate DC + (1 for each square the PC is away from the target)

You can use Bluff or Intimidate to break a cultist's concentration, or Arcana, Nature, or Religion to sever the connection between the cultist and the ritual.

Warning: Releasing too many of the ritual casting cultists at once can be extremely dangerous, as you must face them all at once. Weigh carefully the balance between the number of combatants and the threat of the ritual.

Special Fungus:

You can consume the fungus you collected from the cavern as a minor action. When you do so, the negative effects of *spellplagued disintegration* (the environmental effect giving vulnerability), the next cultist ritual attack at the end of the round (from any remaining inactive cultists), and *concentrated blue fire* (the damaging terrain) are suppressed for you until the end of your next turn.