

MYTH6-1

SLOT 0

PREEMPTIVE STRIKE

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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The dark fey have made an unlikely alliance with the Order of Blue Fire and threaten Myth Drannor. Can you infiltrate their joint stronghold and disrupt this alliance? A *Living Forgotten Realms* adventure set in Myth Drannor for Paragon characters (levels 11-20). Note that MYTH6-1, MYTH6-2, and MYTH6-3 can be played in any order, and collectively complete the *Fey and Flames* major quest.

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

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

CHARACTER DEATH

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

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

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

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

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

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

MILESTONES

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

LASTING EFFECTS

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

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

ADVENTURE BACKGROUND

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

In this adventure PCs have the opportunity to disrupt an alliance between the Order of Blue Flame and the formorians. In the process they can learn that the coalition has been set up by Netheril specifically to distract Myth Drannor. The characters also have the opportunity to capture Lamorak Tanthul, one of the Shade Princes, who is at the alliance headquarters when PCs arrive.

Lamorak is the shade prince in charge of the process of transforming high-ranking agents of Netheril, known as Shadovars, into shades. He has developed a way to infuse the dark fey with spellplague energy. By working with the Order of Blue Fire and the formorians, he has helped them create a force of plaguechanged dark fey warriors. This force is a true threat to the eladrin of Myth Drannor.

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

DM'S INTRODUCTION

The adventure probably starts with a meeting between the PCs and King Foril of Cormyr, who sends them to Myth Drannor to resolve the problems that prompted his eladrin allies to withdraw from the alliance. PCs or PCs who completed *MYTH6-2* or *MYTH6-3* immediately prior to this adventure may skip meeting King Foril and head to Myth Drannor (or remain there) to meet the coronal. She explains the troubles befalling her city, focusing on the new alliance between the Order of Blue Fire and the Formorians. She asks PCs to disrupt the alliance and bring back the leaders for questioning.

The PCs easily locate the alliance headquarters in the nearby feydark. The fortress is surrounded by a sizeable spellscarred army of dark fey. The characters have to break in and quickly cut off any escape routes behind them in order to capture the leadership through a ritual provided by the eladrin.

After sealing themselves in, the PCs have a short amount of time to investigate the keep. There are allies and advantages to be found, but the longer they take the more time the leaders have to prepare for them.

Finally the PCs find their way to the main chamber of the complex and confront the alliance leadership, none other than a Shade Prince of Netheril.

PLAYER'S INTRODUCTION

If the PCs played either *MYTH6-2* or *MYTH6-3*, the Coronal asks the PCs to help her with another problem facing Myth Drannor. 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.

There are several possible introductions for PCs who have not already played a *MYTH* adventure. A given PC gets the first introduction in the list that they qualify for.

For PCs who are Knights of Myth Drannor read or paraphrase the following:

Rumors have been spreading of turmoil in Myth Drannor. Now, all Knights have been summoned back to the city with instructions to report to the coronal.

Go to Encounter 1, Scene 2.

For PCs who are Knights of Cormyr read or paraphrase the following:

A courier bearing the colors of Cormyr runs up to you in the street, bows courteously, and hands you an envelope

sealed with King Foril's personal seal. Inside you find a personal request from the king for you to attend him at court in Suzail.

Go to Encounter 1, Scene 1.

For non-Knight PCs who have not previously played MYTH6-2 or MYTH6-3:

The victory celebration over Netheril early last year was marred by the unexpected withdrawal from the alliance by the kingdom of Myth Drannor. Without the support of the Eladrin, the alliance has not been able to capitalize on their victory.

Give PCs an opportunity to decide on their own to do something about the situation. If they decide to go to Myth Drannor to investigate, start at Encounter 1, Scene 2. If they instead start their investigation in Cormyr go to Encounter 1, Scene 1. For player groups that do not proactively show an interest in investigation, read or paraphrase the following:

A letter bearing the royal seal of Cormyr arrives for you. King Foril Obarskyr sends a personal invitation for you to attend him at court in Suzail.

Go to Encounter 1, Scene 1.

For non-Knight PCs who have previously played MYTH6-2 or MYTH6-3:

Your help with solving the recent problems in Myth Drannor has been most appreciated by that city's leaders. More work clearly remains to be done however, and you have been summoned once more to an audience with the Coronal.

Go to Encounter 1, Scene 2.

ENCOUNTER 1: BRIEFING

Important NPCs:

Foril Obarskyr, human male, king of Cormyr.

Ilsevele Miritar, female eladrin, coronal of Myth Drannor.

PCs start at Scene 1 unless they chose to head to Myth Drannor directly. If they did head directly to Myth Drannor start with Scene 2.

SCENE 1: ROYAL AUDIENCE

Each PC is escorted individually to the throne room. On the way their escort asks them how they would like to be announced, and as they enter their escort announces that PC's arrival.

Upon your arrival at the royal palace in Suzail a liveried servant conducts you to the throne room. The aging king Foril Obarskyr rises slowly from his throne to greet you.

King Foril greets the adventurers warmly. He thanks them specifically for their recent help with combatting the Netherese empire, if appropriate, and for responding to his call. He can impart the following information.

- The Cormyr/Dales/Myth Drannor alliance, with the help of the Five Companies and a large number of adventurers, recently struck an offensive blow against Netheril, capturing the flying city of Sakkors.
- At the end of this campaign, Myth Drannor suddenly and unexpectedly withdrew from the alliance.
- Without Myth Drannor, the alliance forces do not have enough strength to follow up on their victory.
- Foril does not believe the eladrin would vacate the alliance lightly. He is concerned not only for the alliance, but for what might trouble them.
- He sent Deskyr Thanterim to speak with the eladrin leaders and learn their reasoning behind breaking off ties, but he hasn't learned much yet.
- Because Myth Drannor has not requested aid, nor even made known what its problems are, he does not feel that sending a sizeable contingent of Cormyrean forces would be appropriate at this time. Nor, he admits, does he have such spare forces available.
- He does believe that a smaller contingent of recognized heroes would be welcomed into Myth Drannor and urges the PCs to take it upon themselves to find out what is troubling the eladrin, and solve it if possible.

- He promises Cormyr will provide resources as needed to help if it can.
- He hopes PCs will agree to the task of their own volition, but he is willing to offer 800/1350/2750/5500/8250 gold (all up front) if necessary to secure their assistance.
- He does not need the PCs to return to report their results. He expects the news will make it to him soon enough.

SCENE 2: MYTH DRANNOR

When the PCs arrive in Myth Drannor read or paraphrase the following:

Myth Drannor is clearly not in its heyday. Evidence of the demon invasion from a few years back is still visible. As you pass through the city, you feel the tension of more current problems. Rumors are on every lip, but nobody on the streets has solid information for you.

PCs who head directly to see the Coronal are granted immediate audience with Coronal Ilsevele Miritar. PCs who choose to seek out other individuals within Myth Drannor are directed to speak with the Coronal regarding recent matters. PCs who do not seek out anyone specifically are soon sent an invitation to speak with her. Once they meet with the Coronal she has the following information she can share with the PCs.

- The kingdom did not decide lightly to withdraw support from their Cormyrean allies. They have a number of problems closer to home that are more pressing concerns than Netheril.
- She has evidence of a new alliance between the Order of Blue Fire and the local Fomorians.
- The Fomorians and Order have a stronghold in the nearby Feydark. She would like the PCs to investigate the fortress.
- She would like the leadership of the alliance captured for questioning, but whatever they can do to disrupt the alliance is what really matters.
- To aid in the PCs' efforts to capture the leaders, she gives them three *fey shackles* (give PCs Players Handout 2).
- The alliance leadership has at least one portal that allows them to swiftly come and go from the stronghold. The eladrin High Mages have devised a ritual to lock the fomorians into their fortress, giving the PCs an opportunity to confront them.
- A scout has been able to map out the area outside the fortress. She brings out the map to show PCs where the rods need to be placed and how to do so. (Show

the PCs the map for Encounter 3, and give them Players Handout 3).

- Once the rods are in place the ward should hold for a few hours, giving PCs time to find and subdue the leadership of the alliance.
- The scout has also been able to determine two of the alliance leaders.
- One of the leaders is a huge spellscarred fomorian by the name of Jartelk. He's often seen outside the fortress, and the Coronal expects he'll make an appearance at the door when PCs get there.
- The other known leader is Ashryx, a cultist who has been completely subsumed by the spellplague.

SCENE 3: TRAVEL

When the PCs are ready to leave Myth Drannor read or paraphrase the following:

Following the Coronal's directions leads you deep into the underdark beneath the city. This close to the city the tunnels are quiet and almost peaceful. Finding the portal that will take you into the Feydark - the Feywild shadow of the underdark - is trivial.

Travel through the underdark and then the feydark is uneventful until PCs get near the fortress.

ENDING THE ENCOUNTER

Continue on to Encounter 2 when the PCs pass through the portal into the feydark.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The PCs are given three *fey shackles* to hold any leaders for transport back to Myth Drannor. Give the PCs Player's Handout 2.

Any PCs who are Knights of Cormyr are each given a *talent shard* (of a skill of their choice) (level 13 at AL 12 or 14; level 18 at AL 16-20). Any PCs who are Knights of Myth Drannor are each given a *sliver of stability* (level 13) each.

ENCOUNTER 2: TRAVEL

SETUP

When the PCs pass through the portal paraphrase the following:

The air warms noticeably as you step through the portal. A light mist fills the passage and clings to everything, sparkling in the reflections of your lights. Where the underdark was cold, dry, and lifeless, here there is plant life everywhere.

Vines and fungi in exceptionally vivid and unprecedented colors are everywhere, and seem to grow in your direction as you watch. Despite the fact you're miles underground, tree roots pierce the ceiling occasionally. You can only imagine the size of the trees they support.

There isn't a single path through the maze of caves between Myth Drannor and the fomorian fortress. It is difficult to find the shortest path. PCs generally face a series of choices that seem equally likely to be a good means of getting to their destination.

SKILL CHALLENGE: NAVIGATING FEYDARK

Goal: The PCs must find their way through the feydark to the alliance fortress.

Complexity: special (2 successes plus one success per PC before 3 failures)

Primary Skills: per scene

Victory: PCs make it safely to the keep.

Defeat: The PCs make it to the castle, but they are exposed to Blistering Corruption. Each PC must make a saving throw or contract the disease.

The DM should roll 2d8, read or paraphrase the read-aloud text for the two scenes whose numbers came up, and allow the PCs to decide which one to attempt (no choice on a roll of doubles). Increase the DCs for a scene by 5 for every time after the first that players select the same scene (let the players know that the upcoming hazard in that direction looks more difficult than the last one they passed).

Each scene has an individual check and a group check. No assists are allowed on the individual check. PCs may gain one success for the individual skill check and one success for the group check. By default both checks are vs. the Moderate DC. If the individual check beats the Hard DC then the group check is instead vs. the Easy DC.

DMs should take the skill (and power) listings as suggestions, and allow other sensible solutions to have a chance of success. As a general guide, applicable at-will powers should be worth a bonus on a skill check; applicable encounter powers should be an automatic success toward the group check; and applicable daily powers should be an automatic success on either the individual check or success for the whole group on the group check.

SCENE 1: LOST IN THE MIST (2 SUCCESSES POSSIBLE)

The passages ahead open up to a fairly wide cavern, but the area is choked in obscuring mist. Muffled by the mist, you hear the faint sounds of water bubbling up as if from springs. You will have to tread carefully and trust to senses other than sight to avoid falling in.

PCs pick their way carefully through mist-choked caverns, careful to avoid falling into scalding pools or getting turned around.

Individual check: Perception or Dungeoneering

Group check: Acrobatics, Athletics, or Dungeoneering

Special: PCs with blindsight, truesight, or tremorsense gain an automatic success at either check.

Special: Each PC who fails the group check falls into a scalding pool. Between the extra weight of the water and the pain of the heat the PC will start Encounter 3 with a -1 penalty to all defenses (save ends).

SCENE 2: DENSE FOLIAGE (2 SUCCESSES POSSIBLE)

The tunnels in this area are overgrown with dense foliage. There seems little option other than to chop your way through it and hope it opens up again.

PCs can hack their way through passages choked to impassable with foliage.

Individual check: Nature

Group check: Athletics or Nature

Special: PCs can use encounter or daily powers that do fire or necrotic damage to blast away the foliage (1 success on the group check for an encounter power, or automatic success at the group check for a daily power).

Special: Each PC who fails the group check is exhausted at the start of Encounter 3. They may not spend action points (save ends).

SCENE 3: CHASM (2 SUCCESSES POSSIBLE)

A narrow but deep chasm cuts across the passage ahead.

PCs must find a way across a deep chasm blocking this route.

Individual check: Dungeoneering

Group check: Athletics

Special: PCs who can teleport or fly gain an automatic success on their roll for group check.

Special: Each PC who fails the group check suffers a minor fall and loses a healing surge.

SCENE 4: SMALL CRACKS (2 SUCCESSES POSSIBLE)

The passages ahead are choked off to almost impassable at several points. It looks to be a very tight squeeze.

PCs can squeeze through narrow tunnels that barely fit them.

Individual check: Perception

Group check: Acrobatics

Special: PCs can use powers that allow them to teleport or fit into very small spaces.

Special: Small PCs gain a +2 bonus on the Acrobatics check. Tiny PCs gain a +4 bonus on the Acrobatics check.

Special: Each PC who fails the group check suffers a minor cramp. At the start of Encounter 3 they will be -1 to attacks (save ends).

SCENE 5: STEALTHY APPROACH (2 SUCCESSES POSSIBLE)

Large scores in the floor and walls ahead indicate this area is claimed as territory by some manner of predatory beast. It would be best to pass unnoticed by it.

PCs can travel near to the lair of territorial beasts, trusting their ability to remain unseen.

Individual check: Insight or Nature

Group check: Stealth

Special: PCs can use powers that grant invisibility (1 success on the group check per PC affected by the power)

Special: PCs can use powers that cause blindness. They gain one success on the group check for an at-will or encounter power; automatically passing the group check for a daily power.

Special: Each PC who fails the group check has to either fight off or flee the beast. If they fight they lose 1 healing surge. If they flee they are disoriented by their rush: they suffer a -2 penalty to skill checks for the next scene of Encounter 2, or save ends if the skill challenge ended on this scene.

SCENE 6: BOG (2 SUCCESSES POSSIBLE)

The foul stench of a shallow bog ahead reaches your nose before you ever see it.

A deep bog stretches ahead of the PCs in these caverns.

Individual check: Dungeoneering

Group check: Endurance

Special: Each PC who fails the group check is exposed to blistering corruption (see Appendix A).

SCENE 7: PATROLLED AREA (2 SUCCESSES POSSIBLE)

The rubble and vegetation is kept notably tidier in this area of the caves, likely the work of one or more intelligent individuals. There's a good chance you will run into whoever they are if you continue this way.

PCs pass through an area of the feydark actively patrolled by an organized and territorial Myconid community.

Individual check: Insight

Group check: Bluff, Diplomacy, Intimidate

SCENE 8: A DEEP DROP (2 SUCCESSES POSSIBLE)

The passage here drops off suddenly. The only way to continue is by making your way to the bottom.

PCs must climb down a steep chasm to continue.

Individual check: Nature or Dungeoneering

Group check: Acrobatics or Athletics

Special: PC can fly gain an automatic success on their roll for group check.

Special: Each PC who fails the group check is at -1 speed (save ends) at the start of Encounter 3. This penalty stacks if this scene is attempted multiple times.

ENDING THE ENCOUNTER

When PCs have completed the skill challenge hear the fey guarding their fortress and can prepare accordingly. PCs may take a short rest before proceeding to Encounter 3.

MILESTONE

This encounter counts towards a milestone.

TREASURE

None.

ENCOUNTER 3: INTO THE BREACH

CREATURES

This start of this encounter includes the following creatures at all Adventure Levels:

1 Jartelk, spellscarred fomorian one-eyed raver (J)

1 spellscarred eldritch giant (E)

2 spellscarred winter nymphs (W)

4-6 spellscarred gremlin pranksters

The spellscarred gremlin pranksters do not start on the map.

REINFORCEMENTS

At the end of every round until the skill challenge is completed, a number of spellscarred gremlin pranksters teleport in (one prankster per PC), arriving adjacent to one of the statues. Reduce the number of arriving pranksters by one per activated rod.

At the end of the first round, and every second round after that, an eldritch giant or winter nymph teleports in with the pranksters.

The maximum number of spellscarred gremlin pranksters on the map at any time is double the number of PCs. If adding a giant or nymph would take the number of giants plus nymphs over the number of PCs no giant or nymph teleports in that round.

All reinforcements stop once the skill challenge is completed.

SCALING THE ENCOUNTER

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

Four PCs: Remove one spellscarred winter nymph. The first non-minion reinforcement teleports in at the end of the second round (not first).

Six PCs: Add one spellscarred eldritch giant.

SETUP

As the adventurers approach the fortress, read or paraphrase the following:

The stark layout portrayed by the eladrin scout did not prepare you for the view of the citadel. The hedge here practically grows toward you, almost as if it's trying to draw you in. The pool between you and the doorway looked like a calm basin in the scout's sterile map, but here it's a fetid depth you're sure is crawling with things from a nightmare. The statues flanking it are misshapen caricatures of gargoyles, glowing with the

menacing blue glow you've come to associate with the spellplague.

The PCs do not have to defeat every enemy. Other than subduing Jartelk, they only need to complete the ritual and exit via the doorway. The placement points for the ritual are numbered on the map; use points 1-4 for four PCs, 1-5 for five, and 1-6 for six.

FEATURES OF THE AREA

Illumination: The area is dimly illuminated by phosphorescent fungi.

Ceiling: The ceiling in this area is fifty feet tall.

Pool: The pool is five feet deep. Moving through it is difficult terrain for medium or smaller creatures. Spellscarred creatures that start their turn in the pool recover hit points equal to the AL. Non-spellscarred creatures that start their turn in the pool are exposed to blistering corruption (see Appendix A).

Sigil: Spellscarred creatures gain +2 to attack rolls and damage rolls while on the sigil.

Statues: The statues are 10 feet tall and are blocking terrain. They glow with a dim blue light.

Walls: The walls at the sides of the map are bramble thickets. A creature that is forced into a square adjacent to the walls takes damage equal to the AL.

SKILL CHALLENGE: WARDING THE FORTRESS

Setup: The Coronal believes the leadership will flee through magical portals once they come under attack.

Goal: The PCs must work quickly to complete the eladrin ritual and seal the fortress so that the leaders cannot leave.

Complexity: special (2 successes per PC before three failures)

Primary Skills: Arcana, Athletics, Dungeoneering, Thievery

Secondary Skills: Bluff, Stealth

Victory: The fortress is sealed.

Defeat: Though the PCs cannot fail the skill challenge, skill check failures are still relevant. The shield starts with one crack per failure (maximum 3 starting cracks). See Encounter 5 for details on cracking the shield.

The PCs must place the ritual rods in the right places around the fortress and then activate the rods. Failing in the attempt doesn't prevent another try in that location, but it does potentially make the shield weaker.

PHASE 1: PLACING THE RODS

A PC who ends their turn in or adjacent to a target square can attempt to place a rod as a free action. A PC who wishes to plant a rod before the end of their turn may attempt to do so as a minor action.

Athletics [Moderate DC] (1 success)

A PC muscles ritual components into place.

Dungeoneering [Moderate DC] (1 success)

The PC knows just the right place and orientation for the ritual components.

Perception [Moderate DC] (1 success)

The PC finds just the right place and orientation for the ritual components.

PHASE 2: ACTIVATING THE RODS

A PC may attempt to activate a rod that has already been placed as a minor action while adjacent to the rod.

Arcana, Nature, or Religion [Moderate DC] (1 success)

A PC adds his will to the ritual effort.

Thievery [Moderate DC] (1 success)

A PC fesses ritual components into place.

RITUAL SUCCESS

When the PCs activate the last rod read or paraphrase the following:

A green and gold hued shield of eldritch energies crackles into being around the fortress. As the energies are absorbed by the walls of the citadel they become as much a part of the walls as the rock that forms them, but still visible if you look at it just right. Almost immediately after the shield has settled in, a shadowy black crack rips across it and the lattice of the shield shudders. It is apparent that somebody more powerful than anticipated is attempting to rip down the shield from within. Equally apparent is that under this assault the shield will not last nearly as long as you expected it to.

When Jartelk is reduced to zero hit points (whether the ritual has been completed or not) read or paraphrase the following:

As the giant topples to the dirt you see the the remaining fey cringe. It is clear they will surrender or flee when you stop reinforcements from arriving.

TACTICS

Jartelk rushes in to the largest group of PCs it can reach. He uses *evil eye* to send gremlin pranksters after PCs it can't reach (but that are within charge range of the prankster).

The winter nymphs use their powers to keep PCs away from them and to slow or stop PCs heading to the ritual locations.

The gremlin pranksters spread out to affect as many PCs as possible with their aura, since the auras don't stack.

ENDING THE ENCOUNTER

The encounter ends when PCs kill or capture Jartelk, complete the ritual, and enter the fortress. The remaining fey flee once the skill challenge is complete and Jartelk is dead, unconscious, or captured.

Once the shield is in place the PCs have a time limit before the alliance leadership can escape. The characters cannot take short rests without giving the fomorians time to break down the shield. See Encounter 4 for limits on taking short rests. Make sure the players are aware that there is a time limit of sorts as discussed in Encounter 4.

PCs who were exposed to blistering corruption (from ending a turn in the pool) must make a saving throw at the end of the encounter or contract the disease. PCs who contracted the disease in the previous encounter must make an Endurance check vs. the disease as if they had just completed an extended rest.

MILESTONE

This encounter counts towards a milestone.

TREASURE

PCs find a suit of *formidable armor* (+3 at AL 12, +4 at AL14-20) and an *evil eye fetish* (+3 at AL 12, +4 at AL14-20) on Jartek. At AL 14+ they also find a *bands of equilibrium*.

ENCOUNTER 3: INTO THE BREACH (ADVENTURE LEVEL 12)

Jartelk		Level 12 Elite Brute (Leader)	
Huge fey humanoid (giant)		XP 1400	
HP 310; Bloodied 155	Initiative +6		
AC 26, Fortitude 26, Reflex 22, Will 23	Perception +4		
Speed 8	Truesight 6		
Saving Throws +2; Action Points 1			
Immune fear, disease			
TRAITS			
Threatening Reach			
Jartelk can make opportunity attacks against all enemies within its reach (3 squares).			
Bloodied Berzerk			
While bloodied Jartelk deals 2d6 extra damage and can make saves vs. daze, stun, and dominate at the start of his turn even if the effect doesn't normally allow a save.			
STANDARD ACTIONS			
⊕ Greataxe (weapon) • At-Will			
Attack: Melee 3 (one creature); +17 vs. AC			
Hit: 3d8 + 13 damage (crit 3d8 + 37).			
⊕ Double Attack (weapon) • At-Will			
Effect: Jartelk makes two <i>greataxe</i> attacks.			
⚡ Down, Worms (weapon) • At-Will			
Attack: Close blast 3 (creatures in blast); +15 vs. Fortitude			
Hit: 2d8 + 10 damage (crit 2d8 + 24), and the target falls prone.			
MINOR ACTIONS			
⚡ Evil Eye • At-Will			
Effect: Close burst 5; one ally in the burst can make a charge attack as a free action.			
Str 27 (+14)	Dex 11 (+6)	Wis 7 (+4)	
Con 25 (+13)	Int 19 (+10)	Cha 21 (+11)	
Alignment evil		Languages Elven	
Equipment hide armor, greataxe			

Note: Renamed Fomorian One-Eyed Raver; changed *down, worms* to target Fortitude; added immunity to fear and disease; added *bloodied berzerk* and *double attack*.

2 Spellscarred Winter Nymphs		Level 12 Artillery	
Medium fey humanoid		XP 700	
HP 97; Bloodied 48	Initiative +13		
AC 24, Fortitude 24, Reflex 24, Will 23	Perception +18		
Speed 7 (forest walk), fly 10			
STANDARD ACTIONS			
⊕ Hunter's Knife (weapon) • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 2d6 + 13 damage, and the nymph shifts 1 square.			
⊕ Winter Wind (cold, weapon) • At-Will			
Attack: Ranged 10/20 (one or two creatures); +19 vs. AC			
Hit: 2d6 + 13 cold damage, and the target is slowed (save ends).			
⚡ Nettling Wind • Recharge 5-6			
Attack: Close blast 5 (one, two, or three creatures in the blast); +15 vs. Reflex			
Hit: 2d6 + 13 damage, and the target is immobilized (save ends).			
⚡ Hail of Arrows (weapon) • Encounter			
Attack: Area burst 3 within 20 (enemies in the burst); +17 vs. Reflex			
Hit: 2d8 + 11 damage, and ongoing 10 damage (save ends).			
Skills Athletics +17, Endurance +15, Nature +18, Stealth +18			
Str 22 (+12)	Dex 25 (+13)	Wis 24 (+13)	
Con 19 (+10)	Int 19 (+10)	Cha 18 (+10)	
Alignment unaligned		Languages Common, Elven, Giant	

Equipment dagger, longbow, arrow x40
Note: Changed *hail of arrow* and *nettling wind* to target Reflex.

Spellscarred Eldritch Giant		Level 12 Skirmisher	
Large fey humanoid (giant)		XP 700	
HP 120; Bloodied 60	Initiative +7		
AC 26, Fortitude 24, Reflex 25, Will 27	Perception +15		
Speed 8, teleport 6	Low-light vision		
Resist 10 force			
Saving Throws +5 against charm effects			
STANDARD ACTIONS			
⊕ Eldritch Blade (force, weapon) • At-Will			
Attack: Melee 2 (one creature); +15 vs. Reflex			
Hit: 2d6 + 13 force damage.			
⊕ Force Missile (force) • At-Will			
Attack: Ranged 10/20 (one or two creatures); +15 vs. Reflex			
Hit: 2d6 + 13 force damage.			
⚡ Sweeping Sword (force, weapon) • Encounter			
Attack: Close burst 2 (creatures in the burst); +15 vs. AC			
Hit: 2d6 + 13 force damage, and the target is knocked prone. When charging, the eldritch giant can use this power in place of a melee basic attack.			
MINOR ACTIONS			
⚡ Eldritch Field (zone) • Recharge 5-6			
Effect: Close blast 5; the blast creates a zone of rippling magic that last until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 1d6 extra force damage against creatures within the zone.			
Consume Magic • At-Will 1/round			
Target: Targets an adjacent conjuration or zone created by an enemy.			
Attack: +15 vs. the Will of the creator of the zone			
Hit: The conjuration or zone is destroyed, and its effects end. The eldritch giant's attacks deal 3d6 extra force damage until the end of its next turn.			
Skills Arcana +16, Insight +15			
Str 18 (+10)	Dex 9 (+5)	Wis 19 (+10)	
Con 16 (+9)	Int 21 (+11)	Cha 10 (+6)	
Alignment evil		Languages Elven, Giant	

Spellscarred Gremlin Prankster		Level 12 Minion Controller	
Small fey humanoid		XP 175	
HP 1; a missed attack never damages a minion	Initiative +11		
AC 26, Fortitude 22, Reflex 25, Will 24	Perception +15		
Speed 6	Low-light vision		
TRAITS			
⊖ Sabotaging Presence • Aura 5			
Enemies within the aura take a -5 penalty to skill checks.			
STANDARD ACTIONS			
⊕ Claw • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 10 damage.			
MINOR ACTIONS			
⤴ Slip Up • At-Will 1/round			
Attack: Ranged 5 (one creature); +15 vs. Will			
Hit: The prankster slides the target 3 squares and knocks it prone.			
Skills Stealth +16, Thievery +16			
Str 14 (+8)	Dex 20 (+11)	Wis 19 (+10)	
Con 17 (+9)	Int 18 (+10)	Cha 14 (+8)	
Alignment chaotic evil		Languages Common, Elven, Goblin	

ENCOUNTER 3: INTO THE BREACH (ADVENTURE LEVEL 14)

Jartelk		Level 14 Elite Brute (Leader)	
Huge fey humanoid (giant)		XP 2000	
HP 352; Bloodied 176		Initiative +8	
AC 28, Fortitude 28, Reflex 24, Will 25		Perception +6	
Speed 8		Truesight 6	
Saving Throws +2; Action Points 1			
Immune fear, disease			
TRAITS			
Threatening Reach			
Jartelk can make opportunity attacks against all enemies within its reach (3 squares).			
Bloodied Berzerk			
While bloodied Jartelk deals 2d6 extra damage and can make saves vs. daze, stun, and dominate at the start of his turn even if the effect doesn't normally allow a save.			
STANDARD ACTIONS			
⊕ Greataxe (weapon) • At-Will			
Attack: Melee 3 (one creature); +19 vs. AC			
Hit: 3d8 + 15 damage (crit 3d8 + 39).			
⚡ Double Attack (weapon) • At-Will			
Effect: Jartelk makes two Greataxe attacks.			
⚡ Down, Worms (weapon) • At-Will			
Attack: Close blast 3 (creatures in blast); +17 vs. Fortitude			
Hit: 3d8 + 7 damage (crit 3d8 + 31), and the target falls prone.			
MINOR ACTIONS			
⚡ Evil Eye • At-Will			
Effect: Close burst 5; one ally in the burst can make a charge attack as a free action.			
Str 28 (+16)	Dex 12 (+8)	Wis 8 (+6)	
Con 26 (+15)	Int 20 (+12)	Cha 22 (+13)	
Alignment evil		Languages Elven	
Equipment hide armor, greataxe			
Note: Renamed Fomorian One-Eyed Raver; changed <i>down, worms</i> to target Fortitude; added immunity to fear and disease; added <i>bloodied berzerk</i> and <i>double attack</i> .			

2 Spellscarred Winter Nymphs		Level 14 Artillery	
Medium fey humanoid		XP 1000	
HP 110; Bloodied 55		Initiative +15	
AC 26, Fortitude 26, Reflex 27, Will 25		Perception +19	
Speed 7 (forest walk), fly 10		Low-light vision	
STANDARD ACTIONS			
⊕ Hunter's Knife (weapon) • At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 2d6 + 16 damage, and the nymph shifts 1 square.			
⊕ Winter Wind (cold, weapon) • At-Will			
Attack: Ranged 10/20 (one or two creatures); +21 vs. AC			
Hit: 3d6 + 12 cold damage, and the target is slowed (save ends).			
⚡ Nettling Wind • Recharge 5-6			
Attack: Close blast 5 (one, two, or three creatures in the blast); +17 vs. Reflex			
Hit: 2d6 + 16 damage, and the target is immobilized (save ends).			
⚡ Hail of Arrows (weapon) • Encounter			
Attack: Area burst 3 within 20 (enemies in the burst); +19 vs. Reflex			
Hit: 2d8 + 14 damage, and ongoing 10 damage (save ends).			
Skills Athletics +18, Endurance +17, Nature +19, Stealth +20			
Str 23 (+13)	Dex 26 (+15)	Wis 25 (+14)	
Con 20 (+12)	Int 20 (+12)	Cha 19 (+11)	
Alignment unaligned		Languages Common, Elven, Giant	

Equipment dagger, longbow, arrow x40
 Note: Changed *hail of arrow* and *nettling wind* to target Reflex.

Spellscarred Eldritch Giant		Level 14 Skirmisher	
Large fey humanoid (giant)		XP 1000	
HP 137; Bloodied 68		Initiative +9	
AC 28, Fortitude 25, Reflex 27, Will 29		Perception +17	
Speed 8, teleport 6		Low-light vision	
Resist 10 force			
Saving Throws +5 against charm effects			
STANDARD ACTIONS			
⊕ Eldritch Blade (force, weapon) • At-Will			
Attack: Melee 2 (one creature); +17 vs. Reflex			
Hit: 2d6 + 16 force damage.			
⊕ Force Missile (force) • At-Will			
Attack: Ranged 10/20 (one or two creatures); +17 vs. Reflex			
Hit: 2d6 + 16 force damage.			
⚡ Sweeping Sword (force, weapon) • Encounter			
Attack: Close burst 2 (creatures in the burst); +17 vs. AC			
Hit: 2d6 + 16 force damage, and the target is knocked prone. When charging, the eldritch giant can use this power in place of a melee basic attack.			
MINOR ACTIONS			
⚡ Eldritch Field (zone) • Recharge 5-6			
Effect: Close blast 5; the blast creates a zone of rippling magic that last until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 1d6 extra force damage against creatures within the zone.			
Consume Magic • At-Will 1/round			
Target: Targets an adjacent conjuration or zone created by an enemy.			
Attack: +17 vs. the Will of the creator of the zone			
Hit: The conjuration or zone is destroyed, and its effects end. The eldritch giant's attacks deal 3d6 extra force damage until the end of its next turn.			
Skills Arcana +18, Insight +17			
Str 19 (+11)	Dex 10 (+7)	Wis 20 (+12)	
Con 17 (+10)	Int 22 (+13)	Cha 11 (+7)	
Alignment evil		Languages Elven, Giant	

Spellscarred Gremlin Prankster		Level 14 Minion Controller	
Small fey humanoid		XP 250	
HP 1; a missed attack never damages a minion		Initiative +12	
AC 28, Fortitude 24, Reflex 26, Will 26		Perception +17	
Speed 6		Low-light vision	
TRAITS			
⊖ Sabotaging Presence • Aura 5			
Enemies within the aura take a -5 penalty to skill checks.			
STANDARD ACTIONS			
⊕ Claw • At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 11 damage.			
MINOR ACTIONS			
⤴ Slip Up • At-Will 1/round			
Attack: Ranged 5 (one creature); +17 vs. Will			
Hit: The prankster slides the target 3 squares and knocks it prone.			
Skills Stealth +17, Thievery +17			
Str 15 (+9)	Dex 21 (+12)	Wis 20 (+12)	
Con 18 (+11)	Int 19 (+11)	Cha 15 (+9)	
Alignment chaotic evil		Languages Common, Elven, Goblin	

ENCOUNTER 3: INTO THE BREACH (ADVENTURE LEVEL 16)

Jartelk		Level 16 Elite Brute (Leader)	
Huge fey humanoid (giant)		XP 2800	
HP 394; Bloodied 197		Initiative +9	
AC 30, Fortitude 30, Reflex 26, Will 27		Perception +7	
Speed 8		Truesight 6	
Saving Throws +2; Action Points 1			
Immune fear, disease			
TRAITS			
Threatening Reach			
Jartelk can make opportunity attacks against all enemies within its reach (3 squares).			
Bloodied Berzerk			
While bloodied Jartelk deals 2d6 extra damage and can make saves vs. daze, stun, and dominate at the start of his turn even if the effect doesn't normally allow a save.			
STANDARD ACTIONS			
⊕ Greataxe (weapon) • At-Will			
Attack: Melee 3 (one creature); +21 vs. AC			
Hit: 4d6 + 17 damage (crit 4d6 + 41).			
↓ Double Attack (weapon) • At-Will			
Effect: Jartelk makes two <i>greataxe</i> attacks.			
← Down, Worms (weapon) • At-Will			
Attack: Close blast 3 (creatures in blast); +19 vs. Fortitude			
Hit: 3d6 + 12 damage (crit 4d6 + 30), and the target falls prone.			
MINOR ACTIONS			
← Evil Eye • At-Will			
Effect: Close burst 5; one ally in the burst can make a charge attack as a free action.			
Str 29 (+17)	Dex 13 (+9)	Wis 9 (+7)	
Con 27 (+16)	Int 21 (+13)	Cha 23 (+14)	
Alignment evil		Languages Elven	
Equipment hide armor, greataxe			

Note: Renamed Fomorian One-Eyed Raver; changed *down, worms* to target Fortitude; added immunity to fear and disease; added *bloodied berzerk* and *double attack*.

2 Spellscarred Winter Nymphs		Level 16 Artillery	
Medium fey humanoid		XP 1400	
HP 123; Bloodied 61		Initiative +16	
AC 28, Fortitude 28, Reflex 28, Will 27		Perception +21	
Speed 7 (forest walk), fly 10		Low-light vision	
STANDARD ACTIONS			
⊕ Hunter's Knife (weapon) • At-Will			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 2d6 + 17 damage, and the nymph shifts 1 square.			
⊗ Winter Wind (cold, weapon) • At-Will			
Attack: Ranged 10/20 (one or two creatures); +23 vs. AC			
Hit: 3d6 + 14 cold damage, and the target is slowed (save ends).			
← Nettling Wind • Recharge 5-6			
Attack: Close blast 5 (one, two, or three creatures in the blast); +19 vs. Reflex			
Hit: 3d6 + 14 damage, and the target is immobilized (save ends).			
← Hail of Arrows (weapon) • Encounter			
Attack: Area burst 3 within 20 (enemies in the burst); +21 vs. Reflex			
Hit: 2d8 + 15 damage, and ongoing 10 damage (save ends).			
Skills Athletics +20, Endurance +18, Nature +21, Stealth +21			
Str 24 (+15)	Dex 27 (+16)	Wis 26 (+16)	
Con 21 (+13)	Int 21 (+13)	Cha 20 (+13)	
Alignment unaligned		Languages Common, Elven, Giant	

Equipment dagger, longbow, arrow x40
Note: Changed *hail of arrow* and *nettling wind* to target Reflex.

Spellscarred Eldritch Giant		Level 16 Skirmisher	
Large fey humanoid (giant)		XP 1400	
HP 154; Bloodied 77		Initiative +10	
AC 30, Fortitude 28, Reflex 29, Will 31		Perception +18	
Speed 8, teleport 6		Low-light vision	
Resist 10 force			
Saving Throws +5 against charm effects			
STANDARD ACTIONS			
⊕ Eldritch Blade (force, weapon) • At-Will			
Attack: Melee 2 (one creature); +19 vs. Reflex			
Hit: 3d6 + 14 force damage.			
⊗ Force Missile (force) • At-Will			
Attack: Ranged 10/20 (one or two creatures); +19 vs. Reflex			
Hit: 3d6 + 14 force damage.			
← Sweeping Sword (force, weapon) • Encounter			
Attack: Close burst 2 (creatures in the burst); +19 vs. AC			
Hit: 3d6 + 14 force damage, and the target is knocked prone. When charging, the eldritch giant can use this power in place of a melee basic attack.			
MINOR ACTIONS			
← Eldritch Field (zone) • Recharge 5-6			
Effect: Close blast 5; the blast creates a zone of rippling magic that last until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 1d6 extra force damage against creatures within the zone.			
Consume Magic • At-Will 1/round			
Target: Targets an adjacent conjuration or zone created by an enemy.			
Attack: +19 vs. the Will of the creator of the zone			
Hit: The conjuration or zone is destroyed, and its effects end. The eldritch giant's attacks deal 3d6 extra force damage until the end of its next turn.			
Skills Arcana +19, Insight +18			
Str 20 (+13)	Dex 11 (+8)	Wis 21 (+13)	
Con 18 (+12)	Int 23 (+14)	Cha 12 (+9)	
Alignment evil		Languages Elven, Giant	

Spellscarred Gremlin Prankster		Level 16 Minion Controller	
Small fey humanoid		XP 350	
HP 1; a missed attack never damages a minion		Initiative +14	
AC 30, Fortitude 26, Reflex 29, Will 28		Perception +18	
Speed 6		Low-light vision	
TRAITS			
○ Sabotaging Presence • Aura 5			
Enemies within the aura take a -5 penalty to skill checks.			
STANDARD ACTIONS			
⊕ Claw • At-Will			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 12 damage.			
MINOR ACTIONS			
↘ Slip Up • At-Will 1/round			
Attack: Ranged 5 (one creature); +19 vs. Will			
Hit: The prankster slides the target 3 squares and knocks it prone.			
Skills Stealth +19, Thievery +19			
Str 16 (+11)	Dex 22 (+14)	Wis 21 (+13)	
Con 19 (+12)	Int 20 (+13)	Cha 16 (+11)	
Alignment chaotic evil		Languages Common, Elven, Goblin	

ENCOUNTER 3: INTO THE BREACH (ADVENTURE LEVEL 18)

Jartelk		Level 18 Elite Brute (Leader)	
Huge fey humanoid (giant)		XP 4000	
HP 436; Bloodied 218		Initiative +11	
AC 32, Fortitude 32, Reflex 28, Will 29		Perception +9	
Speed 8		Truesight 6	
Saving Throws +2; Action Points 1			
Immune fear, disease			
TRAITS			
Threatening Reach			
Jartelk can make opportunity attacks against all enemies within its reach (3 squares).			
Bloodied Berzerk			
While bloodied Jartelk deals 2d6 extra damage and can make saves vs. daze, stun, and dominate at the start of his turn even if the effect doesn't normally allow a save.			
STANDARD ACTIONS			
⊕ Greataxe (weapon) • At-Will			
Attack: Melee 3 (one creature); +23 vs. AC			
Hit: 4d6 + 19 damage (crit 4d6 + 43).			
⊕ Double Attack (weapon) • At-Will			
Effect: Jartelk makes two <i>greataxe</i> attacks.			
⚡ Down, Worms (weapon) • At-Will			
Attack: Close blast 3 (creatures in blast); +21 vs. Fortitude			
Hit: 4d6 + 11 damage (crit 4d6 + 35), and the target falls prone.			
MINOR ACTIONS			
⚡ Evil Eye • At-Will			
Effect: Close burst 5; One ally in the burst can make a charge attack as a free action.			
Str 30 (+19)	Dex 14 (+11)	Wis 10 (+9)	
Con 28 (+18)	Int 22 (+15)	Cha 24 (+16)	
Alignment evil		Languages Elven	
Equipment hide armor, greataxe			

Note: Renamed Fomorian One-Eyed Raver; changed *down, worms* to target Fortitude; added immunity to fear and disease; added *bloodied berzerk* and *double attack*.

2 Spellscarred Winter Nymphs		Level 18 Artillery	
Medium fey humanoid		XP 2000	
HP 136; Bloodied 68		Initiative +18	
AC 30, Fortitude 30, Reflex 31, Will 29		Perception +22	
Speed 7 (forest walk), fly 10			
STANDARD ACTIONS			
⊕ Hunter's Knife (weapon) • At-Will			
Attack: Melee 1 (one creature); +23 vs. AC			
Hit: 3d6 + 16 damage, and the nymph shifts 1 square.			
⊕ Winter Wind (cold, weapon) • At-Will			
Attack: Ranged 10/20 (one or two creatures); +25 vs. AC			
Hit: 4d6 + 12 cold damage, and the target is slowed (save ends).			
⚡ Nettling Wind • Recharge 5-6			
Attack: Close blast 5 (one, two, or three creatures in the blast); +21 vs. Reflex			
Hit: 3d6 + 16 damage, and the target is immobilized (save ends).			
⚡ Hail of Arrows (weapon) • Encounter			
Attack: Area burst 3 within 20 (enemies in the burst); +23 vs. Reflex			
Hit: 3d8 + 12 damage, and ongoing 15 damage (save ends).			
Skills Athletics +21, Endurance +20, Nature +22, Stealth +23			
Str 25 (+16)	Dex 28 (+18)	Wis 27 (+17)	
Con 22 (+15)	Int 22 (+15)	Cha 21 (+14)	
Alignment unaligned		Languages Common, Elven, Giant	

Equipment dagger, longbow, arrow x40
Note: Changed *hail of arrow* and *nettling wind* to target Reflex.

Spellscarred Eldritch Giant		Level 18 Skirmisher	
Large fey humanoid (giant)		XP 2000	
HP 171; Bloodied 85		Initiative +12	
AC 26, Fortitude 24, Reflex 25, Will 27		Perception +20	
Speed 8, teleport 6		Low-light vision	
Resist 10 force			
Saving Throws +5 against charm effects			
STANDARD ACTIONS			
⊕ Eldritch Blade (force, weapon) • At-Will			
Attack: Melee 2 (one creature); +21 vs. Reflex			
Hit: 3d6 + 16 force damage.			
⊕ Force Missile (force) • At-Will			
Attack: Ranged 10/20 (one or two creatures); +21 vs. Reflex			
Hit: 3d6 + 16 force damage.			
⚡ Sweeping Sword (force, weapon) • Encounter			
Attack: Close burst 2 (creatures in the burst); +21 vs. AC			
Hit: 3d6 + 16 force damage, and the target is knocked prone. When charging, the eldritch giant can use this power in place of a melee basic attack.			
MINOR ACTIONS			
⚡ Eldritch Field (zone) • Recharge 5-6			
Effect: Close blast 5; the blast creates a zone of rippling magic that last until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 1d6 extra force damage against creatures within the zone.			
Consume Magic • At-Will 1/round			
Target: Targets an adjacent conjuration or zone created by an enemy.			
Attack: +21 vs. the Will of the creator of the zone			
Hit: The conjuration or zone is destroyed, and its effects end. The eldritch giant's attacks deal 3d6 extra force damage until the end of its next turn.			
Skills Arcana +21, Insight +20			
Str 21 (+14)	Dex 12 (+10)	Wis 22 (+15)	
Con 19 (+13)	Int 24 (+16)	Cha 13 (+10)	
Alignment evil		Languages Elven, Giant	

Spellscarred Gremlin Prankster		Level 18 Minion Controller	
Small fey humanoid		XP 500	
HP 1; a missed attack never damages a minion		Initiative +15	
AC 32, Fortitude 28, Reflex 30, Will 30		Perception +20	
Speed 6		Low-light vision	
TRAITS			
○ Sabotaging Presence • Aura 5			
Enemies within the aura take a -5 penalty to skill checks.			
STANDARD ACTIONS			
⊕ Claw • At-Will			
Attack: Melee 1 (one creature); +23 vs. AC			
Hit: 13 damage.			
MINOR ACTIONS			
⚡ Slip Up • At-Will 1/round			
Attack: Ranged 5 (one creature); +21 vs. Will			
Hit: The prankster slides the target 3 squares and knocks it prone.			
Skills Stealth +20, Thievery +20			
Str 17 (+12)	Dex 23 (+15)	Wis 22 (+15)	
Con 20 (+14)	Int 21 (+14)	Cha 17 (+12)	
Alignment chaotic evil		Languages Common, Elven, Goblin	

ENCOUNTER 3: INTO THE BREACH (ADVENTURE LEVEL 20)

Jartelk	Level 20 Elite Brute (Leader)
Huge fey humanoid (giant)	XP 5600
HP 478; Bloodied 239	Initiative +12
AC 34, Fortitude 34, Reflex 30, Will 31	Perception +10
Speed 8	Truesight 6
Saving Throws +2; Action Points 1	
Immune fear, disease	
TRAITS	
Threatening Reach	
Jartelk can make opportunity attacks against all enemies within its reach (3 squares).	
Bloodied Berzerk	
While bloodied Jartelk deals 2d6 extra damage and can make saves vs. daze, stun, and dominate at the start of his turn even if the effect doesn't normally allow a save.	
STANDARD ACTIONS	
⊕ Greataxe (weapon) • At-Will	
Attack: Melee 3 (one creature); +25 vs. AC Hit: 4d8 + 17 damage (crit 4d8 + 49).	
↓ Double Attack (weapon) • At-Will	
Effect: Jartelk makes two greataxe attacks.	
↖ Down, Worms (weapon) • At-Will	
Attack: Close blast 3 (creatures in blast); +23 vs. Fortitude Hit: 4d8 + 9 damage (crit 4d6 + 20), and the target falls prone.	
MINOR ACTIONS	
↖ Evil Eye • At-Will	
Effect: Close burst 5; one ally in the burst can make a charge attack as a free action.	
Str 31 (+20)	Dex 15 (+12)
Con 29 (+19)	Int 23 (+16)
	Wis 11 (+10)
	Cha 25 (+17)
Alignment evil	
Languages Elven	
Equipment hide armor, greataxe	

Note: Renamed Fomorian One-Eyed Raver; changed *down, worms* to target Fortitude; added immunity to fear and disease; added *bloodied berzerk* and *double attack*.

2 Spellscarred Winter Nymphs	Level 20 Artillery
Medium fey humanoid	XP 2800
HP 149; Bloodied 74	Initiative +19
AC 32, Fortitude 32, Reflex 32, Will 31	Perception +24
Speed 7 (forest walk), fly 10	Low-light vision
STANDARD ACTIONS	
⊕ Hunter's Knife (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC Hit: 3d6 + 18 damage, and the nymph shifts 1 square.	
⊗ Winter Wind (cold, weapon) • At-Will	
Attack: Ranged 10/20 (one or two creatures); +27 vs. AC Hit: 4d6 + 14 cold damage, and the target is slowed (save ends).	
↖ Nettling Wind • Recharge 5-6	
Attack: Close blast 5 (one, two, or three creatures in the blast); +23 vs. Reflex Hit: 4d6 + 14 damage, and the target is immobilized (save ends).	
↖ Hail of Arrows (weapon) • Encounter	
Attack: Area burst 3 within 20 (enemies in the burst); +25 vs. Reflex Hit: 3d8 + 15 damage, and ongoing 15 damage (save ends).	
Skills Athletics +23, Endurance +21, Nature +24, Stealth +24	
Str 26 (+18)	Dex 29 (+19)
Con 23 (+16)	Int 23 (+16)
	Wis 28 (+19)
	Cha 22 (+16)
Alignment unaligned	
Languages Common, Elven, Giant	

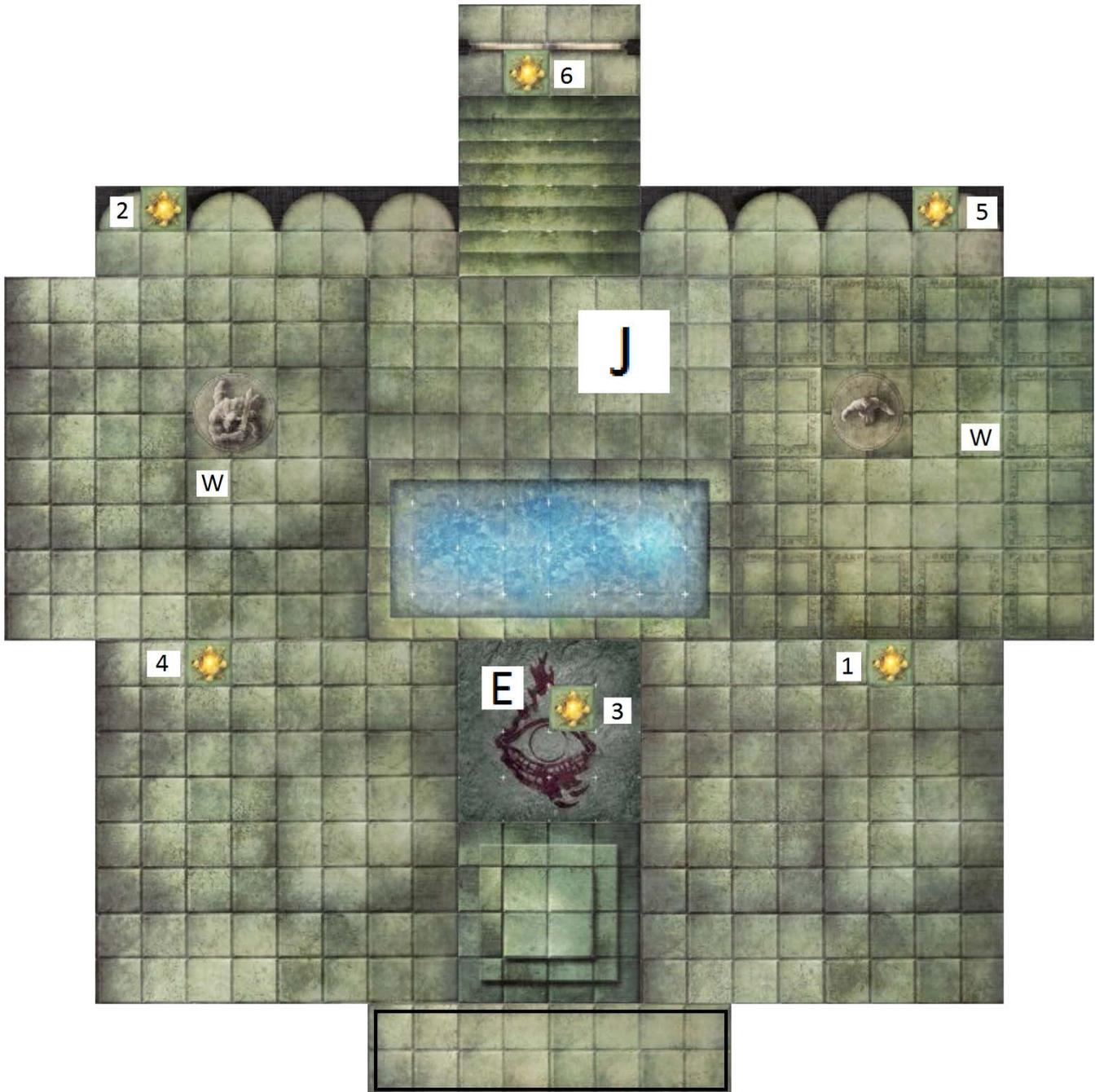
Equipment dagger, longbow, arrow x40
Note: Changed *hail of arrow* and *nettling wind* to target Reflex.

Spellscarred Eldritch Giant	Level 20 Skirmisher
Large fey humanoid (giant)	XP 2800
HP 188; Bloodied 94	Initiative +13
AC 34, Fortitude 32, Reflex 33, Will 35	Perception +21
Speed 8, teleport 6	Low-light vision
Resist 10 force	
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
⊕ Eldritch Blade (force, weapon) • At-Will	
Attack: Melee 2 (one creature); +23 vs. Reflex Hit: 4d6 + 14 force damage.	
⊗ Force Missile (force) • At-Will	
Attack: Ranged 10/20 (one or two creatures); +23 vs. AC Hit: 4d6 + 14 force damage.	
↖ Sweeping Sword (force, weapon) • Encounter	
Attack: Close burst 2 (creatures in the burst); +23 vs. AC Hit: 4d6 + 14 force damage, and the target is knocked prone. When charging, the eldritch giant can use this power in place of a melee basic attack.	
MINOR ACTIONS	
↖ Eldritch Field (zone) • Recharge 5-6	
Effect: Close blast 5; the blast creates a zone of rippling magic that last until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 1d6 extra force damage against creatures within the zone.	
Consume Magic • At-Will 1/round	
Target: Targets an adjacent conjuration or zone created by an enemy. Attack: +23 vs. the Will of the creator of the zone Hit: The conjuration or zone is destroyed, and its effects end. The eldritch giant's attacks deal 3d6 extra force damage until the end of its next turn.	
Skills Arcana +22, Insight +21	
Str 22 (+16)	Dex 13 (+11)
Con 20 (+15)	Int 25 (+17)
	Wis 23 (+16)
	Cha 14 (+12)
Alignment evil	
Languages Elven, Giant	

5 Spellscarred Gremlin Prankster	Level 20 Minion Controller
Small fey humanoid	XP 175
HP 1; a missed attack never damages a minion	Initiative +11
AC 26, Fortitude 22, Reflex 25, Will 24	Perception +15
Speed 6	Low-light vision
TRAITS	
○ Sabotaging Presence • Aura 5	
Enemies within the aura take a -5 penalty to skill checks.	
STANDARD ACTIONS	
⊕ Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC Hit: 15 damage.	
MINOR ACTIONS	
↘ Slip Up • At-Will 1/round	
Attack: Ranged 5 (one creature); +15 vs. Will Hit: The prankster slides the target 3 squares and knocks it prone.	
Skills Stealth +16, Thievery +16	
Str 14 (+8)	Dex 20 (+11)
Con 17 (+9)	Int 18 (+10)
	Wis 19 (+10)
	Cha 14 (+8)
Alignment chaotic evil	
Languages Common, Elven, Goblin	

ENCOUNTER 3: INTO THE BREACH MAP

Dungeon Tiles Master Set: The Dungeon
DT2 Arcane Corridors



Note: PCs start in the black rectangle at the bottom of the map.

ENCOUNTER 4: INSIDE THE FORTRESS

SETUP

After completing Encounter 3 the PCs find themselves in the entrance hall to the main keep. Read or paraphrase the following:

After your victory over the outer guards, the inhabitants of the fortress are hesitant to risk directly opposing you. You see a mix of humans and fey in the wings, many obviously spellscarred, but for the moment none of them move to contest your presence.

For the moment the eladrin ritual is holding, but you can feel the mages within the fortress battering it down already. You will not have long to investigate the fortress before the shield shatters.

As you catch your breath you here a whimpered query from nearby. "H...hello? Did I hear somebody coming? Help me, please, before he comes back."

PCs have a limited amount of time before the shade prince brings down the shield. Scenes 1-6 are optional. As the PCs progress through the fortress, you should provide clues so that the PCs have the option of interacting with each scene, or choosing to bypass it. At each decision point, make it clear to PCs that they are under time pressure and should consider how much time they have before pursuing a particular scene. They may stumble upon a scene option at your discretion, or learn about the option through NPCs in earlier scenes. After they complete a scene, refer to Scene 0 to provide clues about how much time is remaining.

Go to scene 7 when PCs decide to continue to Encounter 5 - which they may do at any time. PCs can technically go to any scene at any time and in any order, but the only obvious choices at the start of the encounter are scenes 1, 6, and 7.

Each scene of this encounter (except scene 7) has a single skill check associated with it to determine how quickly the PCs deal with the challenges of the scene. As many PCs may assist on the check as they desire. Reference the following table for the effects of each check:

- **Less than easy DC:** add three cracks to the shield. PCs suffer the bane for that scene
- **Easy DC:** Add two cracks to the shield. PCs suffer the bane for the scene.
- **Moderate DC:** Add two cracks to the shield. PCs gain the boon for the scene.

- **Hard DC:** Add one crack to the shield. PCs gain the boon for the scene.

All of the banes add cracks to the shield keeping the fortress sealed off from the outside. The cracks represent the efforts of the alliance to break the shield. Once the shield has ten cracks it is possible for the leaders to escape the fortress. See Encounter 5 for more details on the leaders' escape.

SCENE 0: CRACKS (SKILL: N/A)

PCs do not know how many cracks it takes to break the shield, nor how many are on it currently, but this scene covers the narrative description of the shield's status. Read or paraphrase the following when the number of cracks reaches or exceeds the following values:

0+ cracks:

When you look close you can still see the green and gold shield imbued in the fortress walls. Looking even closer you can make out tiny shadowy cracks eating away the magics.

3+ cracks:

The shield is holding strong, but the shadowy cracks are growing, clearly starting to find a hold.

6+ cracks:

The shadows are starting to win the battle with the eladrin shield. It won't be long before a talented mage could find a hole.

9+ cracks:

The shadowy cracks are now everywhere and practically large enough to walk through. The shield looks like it will collapse under its own weight soon.

SCENE 1: TORTURED PRIEST (SKILL: HEAL)

Run this scene if the PCs investigate the whimpered query.

Scattered about this small room are implements of torture. An eladrin male is chained to the far wall, unconscious. His body shows signs of injuries old and new. It is clear he won't survive his most recent ones for long without aid.

The eladrin is Evandrellyn, a priest of Corellon. He is barely alive, PCs need to heal him quickly to save him.

Evandrellyn is barely coherent after his ordeal, but if released and healed he can give PCs the following information:

- Until recently he was living in a isolated home in the Feydark near Myth Drannor. A large group of spellplagued cultists came through and he wasn't able to get away from them. They brought him here, where he's been under the tender ministrations of the fomorians.
- He's not sure what the fomorians want with him, he thinks the jailor just likes inflicting pain.
- The fomorians and Order of Blue Fire cultists don't trust each other. It may be possible to turn one side against the other (scenes 3 and 4).
- A Shade Prince of Netheril is here. Evandrellyn believes he is the lynchpin keeping the alliance together.
- There are a great deal more prisoners held further into the fortress. Evandrellyn hasn't seen them, but he has heard their wailing during breaks in his own torture.

Boon: Evandrellyn grants the PCs the blessing of Corellon; this restores them as if they had spent a short rest and counts toward a milestone.

Bane: None.

SCENE 2: PRISONERS (SKILL: THIEVERY)

Run this scene if the PCs wish to investigate the additional prisoners Evandrellyn told them about.

The giant-sized cells in this area have been crudely reworked to hold much smaller creatures than originally intended. The cramped cells in this area are full practically to overflowing with dark fey.

The fomorians have captured a tribe of xivorts, cousins of gnomes that have been warped by fell magic during long captivity by the fomorians. Most of them are hardly strong enough to walk. One of them seems to be better off than the others, and approaches the PCs.

Most of the tribe just want to flee back into the Feywild as soon as they're released. One of them, Xirit, sticks around long enough to talk with the PCs. He can share the following information:

- The fomorians are being very quickly exposed to spellplague energies and gaining powers from it.
- The lab where these infusions are researched and undertaken is nearby, Xirit can lead PCs there if they desire (Scene 5).
- The fomorians and cultists only patrol and defend the major halls. Xirit knows some side passages the PCs can take to get around the defenders and to the leaders (makes Scene 7 easier)

Boon: Xirit shows the PCs back routes through the fortress. Ignore the banes for scene 8 when the PCs get there.

Bane: None.

SCENE 3: UNCERTAIN ALLIES – FEY (SKILL: BLUFF, DIPLOMACY, OR INTIMIDATE)

Run this scene if the PCs wish to approach the fomorians about turning on their Order of Blue Fire allies.

You single out a lone fomorian standing apart from the crowd. He eyes you warily as you approach.

In halting common he addresses you; “You here for shady?”

Not all of the fomorians are comfortable with their new allies. They could be convinced to help the PCs deal with the breaking up the alliance.

Boon: The fomorian visits the alliance leadership shortly before the PCs do. While there he breaks down the door. It starts open when PCs get to Encounter 5.

Bane: His visit with the alliance leadership makes them hyper-vigilant to assault. The PCs are surprised when they get to Encounter 5.

SCENE 4: UNCERTAIN ALLIES – CULTISTS (SKILL: BLUFF, DIPLOMACY, OR INTIMIDATE)

Run this scene if the PCs wish to approach the Order of Blue Fire about turning on their fomorian allies.

You approach the small crowd of cultists watching you hesitantly from the wings. They bluster and threaten, but don't appear eager for a fight. After a short while the crowd collectively pushes one of its numbers slightly forward.

The appointed negotiator addresses you; “What have you come for?”

The Order of Blue Fire is not enamored by the new alliance. This crowd could be convinced to help the PCs deal with the breaking up the alliance.

Boon: The cultists turn down the plague braziers in Encounter 5 once that encounter starts. Reduce the burst radius of each brazier by 1 at the end of each round.

Bane: The cultists are more concerned about losing their leader than fighting the shade and the fey. Add one spellplagued banshrae warrior to Encounter 5.

SCENE 5: LAB (SKILL: PERCEPTION OR ENDURANCE)

Run this scene if the PCs wish to investigate the lab that Xirit tells them about.

This lab is large and obviously well-used. The purpose of most of the distillations is not immediately clear.

The lab is being used to infuse the fomorian army with spellplague powers. Most of it is not immediately useable for the PCs, but some of the byproducts can be converted into flasks that can be used to temporarily counteract the effects of the spellplague.

Boon: The PCs find flasks that can fortify them against the braziers in encounter 5. PCs choosing to drink the concoction are immune to the weakness from the braziers.

Bane: The fumes in the room are disorienting. PCs take a -1 penalty to defenses until their next extended rest.

SCENE 6: SHORT REST (SKILL: ANY)

Run this scene if the PCs wish to take a short rest.

After the PCs' successful assault through the fortress' front gate, the remaining inhabitants are not particularly interested in trying their luck in a pitched battle. Still, they harry any attempts to rest.

Any skill the PCs can justify to delay or dissuade the fortress' inhabitants from bothering them can be used. Suggestions: stealth to hide, intimidate to scare them away, athletics to build a barricade, thievery to set traps.

Boon: The PCs can take a single short rest.

Bane: None.

Special: This scene can be repeated as many times as desired, but the PCs must make a skill check each time and add the appropriate cracks to the shield.

SCENE 7: MOVING ON

Run this scene once the PCs decide to move on to take down the alliance leaders.

The alliance starts to put together more resistance as the PCs approach their leaders. Each PC must make an Acrobatics, Athletics, Endurance, Intimidate, or Stealth check (Moderate DC) to make it to push through the fey and cultists to get to the inner keep.

Each PC who fails the check loses one healing surge. Additionally, for every PC who fails add one crack to the shield.

ENDING THE ENCOUNTER

The encounter ends once PCs complete scene 7.

MILESTONE

This encounter counts toward a milestone.

TREASURE

None.

ENCOUNTER 5: SHOWDOWN

CREATURES

This encounter includes the following creatures:

- 1 Lamorak Tanthul, shade prince (P)
- 2 spellscarred shadar-kai painbearers (S)
- 1 Ashryx, spellplague embodiment (A)
- 2 spellplagued banshree warrior (B)

SCALING THE ENCOUNTER

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

Four PCs: Remove one spellplagued banshree warrior.

Six PCs: Add one spellscarred shadar-kai painbearer.

SETUP

As the adventurers enter the inner keep read or paraphrase the following:

This room is shrouded in hazy bluish clouds that emanate from braziers placed around the room.

An unlikely entourage meets you here in the inner sanctum. The dark fey and the Order of Blue Fire cultists are unlikely allies, but at least you expected them. The shadar-kai bruisers guarding the far door were not as expected. None of them appear interested in explaining their alliance to you.

The shade prince and plague fragment are the remaining alliance leaders. The shade prince can only be captured by placing the fey shackles on him.

Note: if there are 10+ cracks in the shield when PCs reach this encounter remove the shade prince (he's already escaped).

FEATURES OF THE AREA

Light: The room is brightly lit.

Ceiling: The height to the top of the room is 20 feet (4 squares).

Door: The double doors separating the Prince's area from the main area are 10 feet tall (2 squares). They are closed and locked. They can be opened by an Easy DC Strength check or a Moderate DC Thievery check as a standard action while adjacent. They may also be broken down by doing 2x AL damage with ranged or melee attacks (close and area attacks have no effect). For

purposes of breaking the door, forced movement effects do 5 damage per square of forced movement.

If the PCs talked with the fomorians in Encounter 4 scene 3, the door has been destroyed already.

Portal: The portal is not activated, and cannot be activated until the shield has 10 or more cracks. Should the portal be activated, it leads to Shade Enclave.

Plague braziers: The braziers emit a cloud of noxious fumes in a burst 3. Any creature that starts its turn in the fumes is exposed to blistering corruption and also weakened until the start of its next turn. Spellplagued or spellscarred creatures (including the living plague fragment) are immune to this effect.

If the PCs talked with the cultists in Encounter 4 scene 4, the size of the burst is reduced by 1 at the end of every round.

If the PCs found the flasks in Encounter 4 scene 5, they are immune to the weakness from the braziers, but are still exposed to blistering corruption if they start their turn in range.

Tables: These tables are sized for large creatures. They provide superior cover for medium or smaller creatures (normal cover for large or larger creatures).

Throne: The 2x2 throne is massive but not completely immobile. It blocks line of sight, and creatures can move into its space only by succeeding at an Acrobatics or Athletics check (moderate DC). Failing the check ends that move action. Forced movement powers cannot force creatures into the throne.

Throne Steps: The steps around the throne are difficult terrain.

DOUSING THE BRAZIER

Setup: The plague braziers affect most of the room. PCs can attempt to turn them down as a minor action while adjacent to a brazier.

Goal: Turn down/off a brazier. Each brazier must be turned down independently.

Complexity: special

Primary Skills: Arcana, Athletics, Dungeoneering, Nature, Thievery

Success: The aura is reduced by 1.

Failure: The PC takes fire and poison damage equal to the AL.

AN ESCAPING PRINCE

Setup: The prince is trying to break down the barrier locking him in. If not interrupted, he adds one crack to the shield at the end of every round. Once there are ten cracks in the shield he moves adjacent to the portal,

opens it (minor action), and flees through it (move action).

Goal: Prevent the Prince from weakening the shield.

Complexity: special

Primary Skills: Arcana, Athletics

Success: The Prince fails to weaken the shield this round.

Failure: If no PC has succeeded at a check to interrupt the Prince by the end of the round, add one crack to the shield.

Special: The PCs gain a success for the round if they inflict any of the following conditions on the Prince: dazed, stunned, restrained, dominated, unconscious.

TACTICS

The shade prince stays in the back room attempting to break the shield and activate the portal out. Breaking the shield requires concentration (which can be disrupted, see *An Escaping Prince*), but does not take any actions on his part. He uses his blast scepter to disrupt PCs trying to interfere with his escape.

The painbearers do their best to keep PCs in the main room. They stay within 5 squares of each other to make use of each others' aura. They try to remove shackles from the prince if he gets shackled (standard action while adjacent to the prince).

Ashryx attacks as many PCs as possible with plague burst.

The banshvae warriors use *staggering palm* as often as possible, preferably targeting PCs stuck in the living plague fragment's aura. They try to remove shackles from Ashryx if he's shackled but not conscious (standard action while adjacent to Ashryx, only possible if PCs make him helpless via an effect that then wears off).

ENDING THE ENCOUNTER

The encounter ends when the shade prince is captured and plague fragment is killed or captured. Any remaining enemies surrender once their leaders are defeated.

TREASURE

Blast Scepter (+3 at AL12, +4 at AL14-16, +5 at AL18-20)

ENCOUNTER 5: SHOWDOWN (AL 12)

Shade Prince	Level 14 Hazard
Medium shadow humanoid	XP -
HP 90; Bloodied 45	Initiative +8
AC 30, Fortitude 24, Reflex 27, Will 28	Perception +6
Speed 6, teleport 3	Darkvision
TRAITS	
Shielded by Shadows	
Any damage the Shade Prince would take is reduced to zero.	
Resilient	
At the start of his turn all effects on the Shade Prince end.	
STANDARD ACTIONS	
⊕ Blast Scepter Attack (charm) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: The target is dazed until the end of its next turn.	
⬇ Blast Scepter attack (charm) • Recharge 6	
Attack: Melee 1 (one creature); +16 vs. Fortitude	
Hit: The target is stunned (save ends).	
⬅ Blast Scepter attack (thunder) • At-Will	
Attack: Close blast 3 (creatures in blast); +16 vs. Reflex	
Hit: 10 thunder damage and the target is pushed 3 squares.	
Skills Arcana +20, Bluff +20, Stealth +18	
Str 12 (+7)	Dex 12 (+7) Wis 9 (+5)
Con 13 (+7)	Int 22 (+12) Cha 22 (+12)
Alignment evil Languages Common, Netherese	
Equipment <i>blast scepter</i> +3	

Spellscarred Shadar-Kai Painbearer	Level 10 Skirmisher
Medium shadow humanoid	XP 500
HP 102; Bloodied 51	Initiative +13
AC 24, Fortitude 22, Reflex 24, Will 22	Perception +8
Speed 7	Low-light vision
TRAITS	
○ Shadow Weft • Aura 5	
Each shadar-kai ally within the aura shifts 1 as a free action after it hits with a melee attack.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
STANDARD ACTIONS	
⊕ Shadow Chain (weapon) • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 1d8 + 14 damage, and the target is slid 1 square and shrouded in gloom (save ends).	
⬇ Shadow Dance (necrotic) • Recharge 5-6	
Effect: The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
MINOR ACTIONS	
Dimension Shift (teleportation) • Encounter	
Effect: The shadar-kai painbearer teleports 2 squares.	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	
Trigger: An ally within 10 squares of the shadar-kai painbearer misses	

with an attack.		
Effect (<i>Immediate Reaction</i>): The triggering ally rerolls the attack roll.		
Skills Acrobatics +16, Stealth +16		
Str 18 (+9)	Dex 22 (+11)	Wis 16 (+8)
Con 14 (+7)	Int 12 (+6)	Cha 9 (+4)
Alignment evil		Languages Common, Netherese
Equipment leather armor, spiked chain		
Note: Added <i>dimension shift</i> power from Spellscarred Harbinger theme.		

Ashryx, spellplague embodiment	Level 11 Controller	
Large natural animate	XP 600	
HP 117; Bloodied 58	Initiative +8	
AC 26, Fortitude 25, Reflex 23, Will 23	Perception +9	
Speed 6		
Resist 15 all; Immune disease		
TRAITS		
○ Inflamed Contagion • Aura 2		
An enemy that has been exposed to a disease and ends its turn within the aura must make a saving throw against infection if it has not yet made the saving throw. Any enemy that has already been infected and ends its turn within the aura must make an Endurance check against the disease as if it had just completed an extended rest.		
Empowered by Fumes		
Reduce the spellplague embodiment's resistance by 5 for every plague brazier turned off (reduced to burst).		
STANDARD ACTIONS		
⊕ Writhing Touch • At-Will		
Attack: Melee 2 (one creature); +14 vs. Fortitude		
Hit: 2d6 + 13 damage, and the target sprouts hostile tentacles (save ends). While the target is affected by the hostile tentacles, it takes ongoing 10 damage, and any ally of the target that ends its turn within 2 squares of the target takes 10 damage.		
⬅ Plague Burst (disease, poison) • Recharge 5-6		
Attack: Close burst 5 (enemies in burst); +14 vs. Fortitude		
Hit: 1d10 + 15 poison damage, and the target is exposed to one of the following diseases. Roll a d4 to determine which, and roll separately for each target hit. See Appendix A for effects of these diseases.		
1. Spellplague Rage		
2. Spellplague Fever		
3. Spellplague Corruption		
4. Spellplague Rot		
Special: If the power fails to recharge the <i>Inflamed Contagion</i> aura increases by 1.		
Note: If a target has a disease and is hit by this power a second time and the result is the same disease, the target must attempt a saving throw. On a failure, the disease progresses to the next stage.		
MINOR ACTIONS		
⬇ Seeping Tendril • At-Will		
Attack: Melee 4 (one creature); +14 vs. Reflex		
Hit: The plague fragment slides the target 3 squares.		
Str 13 (+6)	Dex 17 (+8)	Wis 18 (+9)
Con 21 (+10)	Int 11 (+5)	Cha 5 (+2)
Alignment evil Languages Common, Netherese		
Note: Renamed Living Plague Fragment. Replaced the diseases in <i>Plague Burst</i> .		

Spellplagued Banshrae Warrior		Level 10 Skirmisher
Medium fey humanoid		XP 700
HP 104; Bloodied 52		Initiative +13
AC 24, Fortitude 20, Reflex 22, Will 20		Perception +7
Speed 8		Low-light vision
TRAITS		
Skirmish		
If, on its turn, a banshrae warrior ends its move at least 4 squares away from its starting point, it deals an extra 2d8 damage on its melee attacks until the start of its next turn.		
STANDARD ACTIONS		
Ⓣ Slam • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 10 damage.		
Ⓢ Blowgun Dart (weapon) • At-Will		
Attack: Range 5/10 (one creature); +15 vs. AC		
Hit: 3d4 + 10 damage and the target is exposed to spellplague corruption.		
Ⓣ Staggering Palm • Recharge after the use of mantid dance		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 10 damage, and the banshrae warrior slides the target 3 squares.		
Ⓢ Bluefire Dart Flurry (fire, weapon) • Recharge 6		
Attack: Range 5/10 (one, two, or three creatures); +15 vs. AC		
Hit: 3d4 + 10 fire damage and the target is exposed to spellplague corruption.		
MOVE ACTIONS		
Ⓢ Mantid Dance • Recharge 4- 6		
Effect: Until the end of its next turn, the banshrae warrior gains a +2 bonus to all defenses and all noncritical ranged attacks automatically miss it.		
TRIGGERED ACTIONS		
Ⓢ Melee Agility • At-Will		
Trigger: Usable immediately after hitting with a melee attack.		
Effect (Free Action): The banshrae warrior shifts 1 square.		
Str 17 (+8)	Dex 22 (+11)	Wis 14 (+7)
Con 16 (+8)	Int 13 (+6)	Cha 19 (+9)
Alignment unaligned		Languages telepathy 20
Equipment blowgun, darts		

ENCOUNTER 5: SHOWDOWN (AL 14)

Shade Prince	Level 16 Hazard
Medium shadow humanoid	XP -
HP 100; Bloodied 50	Initiative +9
AC 33, Fortitude 27, Reflex 30, Will 31	Perception +7
Speed 6, teleport 3	Darkvision
TRAITS	
Shielded by Shadows	
Any damage the Shade Prince would take is reduced to zero.	
Resilient	
At the start of his turn all effects on the Shade Prince end.	
STANDARD ACTIONS	
⚔ Blast Scepter Attack (charm) • At-Will	
Attack: Melee 1 (one creature); +21 vs.AC	
Hit: The target is dazed until the end of its next turn.	
⚔ Blast Scepter Attack (charm) • Recharge 6	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: The target is stunned (save ends).	
⚡ Blast Scepter attack (thunder) • At-Will	
Attack: Close blast 3 (creatures in blast); +22 vs. Reflex	
Hit: 10 thunder damage and the target is pushed 3 squares.	
Skills Arcana +21, Bluff +21, Stealth +19	
Str 12 (+9)	Dex 12 (+9)
Con 13 (+9)	Int 22 (+14)
	Cha 22 (+14)
Alignment evil	Languages Common, Netherese
Equipment <i>blast scepter</i> +4	

Spellscarred Shadar-Kai Painbearer	Level 12 Skirmisher
Medium shadow humanoid	XP 700
HP 119; Bloodied 59	Initiative +14
AC 24, Fortitude 22, Reflex 24, Will 22	Perception +9
Speed 7	Low-light vision
TRAITS	
○ Shadow Weft • Aura 5	
Each shadar-kai ally within the aura shifts 1 as a free action after it hits with a melee attack.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
STANDARD ACTIONS	
⊕ Shadow Chain (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 2d8 + 11 damage, and the target is slid 1 square and shrouded in gloom (save ends).	
⚔ Shadow Dance (necrotic) • Recharge 5-6	
Effect: The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
MINOR ACTIONS	
Dimension Shift (teleportation) • Encounter	
Effect: The shadar-kai painbearer teleports 2 squares.	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	
Trigger: An ally within 10 squares of the shadar-kai painbearer misses	

with an attack.		
Effect (<i>Immediate Reaction</i>): The triggering ally rerolls the attack roll.		
Skills Acrobatics +17, Stealth +17		
Str 19 (+10)	Dex 23 (+12)	Wis 17 (+9)
Con 15 (+8)	Int 13 (+7)	Cha 10 (+6)
Alignment evil	Languages Common, Netherese	
Equipment leather armor, spiked chain		
Note: Added <i>dimension shift</i> power from Spellscarred Harbinger theme.		

Ashryx, spellplague embodiment	Level 13 Controller
Large natural animate	XP 800
HP 134; Bloodied 67	Initiative +10
AC 27, Fortitude 26, Reflex 24, Will 24	Perception +10
Speed 6	
Resist 20 all; Immune disease	
TRAITS	
○ Inflamed Contagion • Aura 2	
An enemy that has been exposed to a disease and ends its turn within the aura must make a saving throw against infection if it has not yet made the saving throw. Any enemy that has already been infected and ends its turn within the aura must make an Endurance check against the disease as if it had just completed an extended rest.	
Empowered by Fumes	
Reduce the Living Plague Fragment's resistance by 5 for every plague brazier turned off (reduced to burst).	
STANDARD ACTIONS	
⊕ Writhing Touch • At-Will	
Attack: Melee 2 (one creature); +16 vs. Fortitude	
Hit: 2d6 + 14 damage, and the target sprouts hostile tentacles (save ends). While the target is affected by the hostile tentacles, it takes ongoing 10 damage, and any ally of the target that ends its turn within 2 squares of the target takes 10 damage.	
⚡ Plague Burst (disease, poison) • Recharge 5-6	
Attack: Close burst 5 (enemies in burst); +16 vs. Fortitude	
Hit: 1d10 + 16 poison damage, and the target is exposed to one of the following diseases. Roll a d4 to determine which, and roll separately for each target hit. See Appendix A for effects of these diseases.	
1. Spellplague Rage	
2. Spellplague Fever	
3. Spellplague Corruption	
4. Spellplague Rot	
Special: If the power fails to recharge the <i>Inflamed Contagion</i> aura increases by 1	
Note: If a target has a disease and is hit by this power a second time and the result is the same disease, the target must attempt a saving throw. On a failure, the disease progresses to the next stage.	

MINOR ACTIONS		
⚔ Seeping Tendril • At-Will		
Attack: Melee 4 (one creature); +16 vs. Reflex		
Hit: The plague fragment slides the target 3 squares.		
Str 14 (+8)	Dex 18 (+10)	Wis 19 (+10)
Con 22 (+12)	Int 12 (+7)	Cha 6 (+4)
Alignment evil	Languages Common, Netherese	
Note: Renamed Living Plague Fragment. Replaced the diseases in <i>plague burst</i> .		

Spellplagued Banshrae Warrior		Level 12 Skirmisher
Medium fey humanoid		XP 700
HP 121; Bloodied 60		Initiative +14
AC 26, Fortitude 22, Reflex 24, Will 22		Perception +8
Speed 8		Low-light vision
TRAITS		
Skirmish		
If, on its turn, a banshrae warrior ends its move at least 4 squares away from its starting point, it deals an extra 2d8 damage on its melee attacks until the start of its next turn.		
STANDARD ACTIONS		
Ⓣ Slam • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d8 + 11 damage.		
Ⓢ Blowgun Dart (weapon) • At-Will		
Attack: Range 5/10 (one creature); +17 vs. AC		
Hit: 3d4 +13 damage and the target is exposed to spellplague corruption.		
Ⓣ Staggering Palm • Recharge after the use of mantid dance		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d8 + 11 damage, and the banshrae warrior slides the target 3 squares.		
Ⓢ Bluefire Dart Flurry (fire, weapon) • Recharge 6		
Attack: Range 5/10 (one, two, or three creatures); +17 vs. AC		
Hit: 3d4 +13 fire damage and the target is exposed to spellplague corruption.		
MOVE ACTIONS		
Ⓢ Mantid Dance • Recharge 4-6		
Effect: Until the end of its next turn, the banshrae warrior gains a +2 bonus to all defenses and all noncritical ranged attacks automatically miss it.		
TRIGGERED ACTIONS		
Ⓢ Melee Agility • At-Will		
Trigger: Usable immediately after hitting with a melee attack.		
Effect (Free Action): The banshrae warrior shifts 1 square.		
Str 18 (+10)	Dex 23 (+12)	Wis 15 (+8)
Con 17 (+9)	Int 14 (+8)	Cha 20 (+11)
Alignment unaligned		Languages Telepathy 20
Equipment blowgun, darts		

ENCOUNTER 5: SHOWDOWN (AL 16)

Shade Prince	Level 18 Hazard
Medium shadow humanoid	XP -
HP 110; Bloodied 55	Initiative +10
AC 35, Fortitude 28, Reflex 32, Will 33	Perception +8
Speed 6, teleport 3	Darkvision
TRAITS	
Shielded by Shadows	
Any damage the Shade Prince would take is reduced to zero.	
Resilient	
At the start of his turn all effects on the Shade Prince end.	
STANDARD ACTIONS	
⚔ Blast Scepter Attack (charm) • At-Will	
Attack: Melee 1 (one creature); +23 vs.AC	
Hit: The target is dazed until the end of its next turn.	
⚔ Blast Scepter Attack (charm) • Recharge 6	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: The target is stunned (save ends).	
⚡ Blast Scepter attack (thunder) • At-Will	
Attack: Close blast 3 (creatures in blast); +21 vs. Reflex	
Hit: 10 thunder damage and the target is pushed 3 squares.	
Skills Arcana +18, Bluff +18, Stealth +17	
Str 12 (+10)	Dex 12 (+10) Wis 9 (+8)
Con 13 (+10)	Int 23 (+15) Cha 23 (+15)
Alignment evil Languages Common, Netherese	
Equipment <i>blast scepter</i> +4	

Spellscarred Shadar-Kai Painbearer	Level 14 Skirmisher
Medium shadow humanoid	XP 1000
HP 136; Bloodied 68	Initiative +16
AC 28, Fortitude 26, Reflex 28, Will 26	Perception +11
Speed 7	Low-light vision
TRAITS	
○ Shadow Weft • Aura 5	
Each shadar-kai ally within the aura shifts 1 as a free action after it hits with a melee attack.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
STANDARD ACTIONS	
⚔ Shadow Chain (weapon) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 2d8 + 14 damage, and the target is slid 1 square and shrouded in gloom (save ends).	
⚔ Shadow Dance (necrotic) • Recharge 5-6	
Effect: The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
MINOR ACTIONS	
Dimension Shift (teleportation) • Encounter	
Effect: The shadar-kai painbearer teleports 2 squares.	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	
Trigger: An ally within 10 squares of the shadar-kai painbearer misses	

with an attack.		
Effect (<i>Immediate Reaction</i>): The triggering ally rerolls the attack roll.		
Skills Acrobatics +19, Stealth +19		
Str 20 (+12)	Dex 24 (+14)	Wis 18 (+11)
Con 16 (+10)	Int 14 (+9)	Cha 11 (+7)
Alignment evil		Languages Common, Netherese
Equipment leather armor, spiked chain		
Note: Added <i>dimension shift</i> power from Spellscarred Harbinger theme.		

Ashryx, spellplague embodiment	Level 15 Controller
Large natural animate	XP 1200
HP 151; Bloodied 75	Initiative +11
AC 29, Fortitude 28, Reflex 25, Will 26	Perception +12
Speed 6	
Resist 20 all; Immune disease	
TRAITS	
○ Inflamed Contagion • Aura 3	
An enemy that has been exposed to a disease and ends its turn within the aura must make a saving throw against infection if it has not yet made the saving throw. Any enemy that has already been infected and ends its turn within the aura must make an Endurance check against the disease as if it had just completed an extended rest.	
Empowered by Fumes	
Reduce the Living Plague Fragment's resistance by 5 for every plague brazier turned off (reduced to burst).	
STANDARD ACTIONS	
⚔ Writhing Touch • At-Will	
Attack: Melee 2 (one creature); +18 vs.Fortitude	
Hit: 3d6 + 12 damage, and the target sprouts hostile tentacles (save ends). While the target is affected by the hostile tentacles, it takes ongoing 15 damage, and any ally of the target that ends its turn within 2 squares of the target takes 15 damage.	
⚡ Plague Burst (disease, poison) • Recharge 5-6	
Attack: Close burst 5 (enemies in burst); +18 vs.Fortitude	
Hit: 1d10 + 18 poison damage, and the target is exposed to one of the following diseases. Roll a d4 to determine which, and roll separately for each target hit. See Appendix A for effects of these diseases.	
1. Spellplague Rage	
2. Spellplague Fever	
3. Spellplague Corruption	
4. Spellplague Rot	
Special: If the power fails to recharge the <i>Inflamed Contagion</i> aura increases by 1	
Note: If a target has a disease and is hit by this power a second time and the result is the same disease, the target must attempt a saving throw. On a failure, the disease progresses to the next stage.	

MINOR ACTIONS		
⚔ Seeping Tendril • At-Will		
Attack: Melee 4 (one creature); +18 vs. Reflex		
Hit: The plague fragment slides the target 3 squares.		
Str 15 (+9)	Dex 19 (+11)	Wis 20 (+12)
Con 23 (+13)	Int 13 (+8)	Cha 7 (+5)
Alignment evil		Languages Common, Netherese
Note: Renamed Living Plague Fragment. Replaced the diseases in <i>plague burst</i> .		

Spellplagued Banshrae Warrior	Level 14 Skirmisher
Medium fey humanoid	XP 1000
HP 138; Bloodied 69	Initiative +16
AC 28, Fortitude 24, Reflex 26, Will 24	Perception +10
Speed 8	Low-light vision
TRAITS	
Skirmish	
If, on its turn, a banshrae warrior ends its move at least 4 squares away from its starting point, it deals an extra 2d8 damage on its melee attacks until the start of its next turn.	
STANDARD ACTIONS	
Ⓣ Slam • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC Hit: 2d8 + 14 damage.	
Ⓢ Blowgun Dart (weapon) • At-Will	
Attack: Range 5/10 (one creature); +19 vs. AC Hit: 4d4 +12 damage and the target is exposed to spellplague corruption.	
Ⓣ Staggering Palm • Recharge after the use of mantid dance	
Attack: Melee 1 (one creature); +19 vs. AC Hit: 2d8 + 14 damage, and the banshrae warrior slides the target 3 squares.	
Ⓢ Bluefire Dart Flurry (fire weapon) • Recharge 6	
Attack: Range 5/10 (one, two, or three creatures); +19 vs. AC Hit: 4d4 +12 fire damage and the target is exposed to spellplague corruption.	
MOVE ACTIONS	
Mantid Dance • Recharge 4-6	
Effect: Until the end of its next turn, the banshrae warrior gains a +2 bonus to all defenses and all noncritical ranged attacks automatically miss it.	
TRIGGERED ACTIONS	
Melee Agility • At-Will	
Trigger: Usable immediately after hitting with a melee attack. Effect (Free Action): The banshrae warrior shifts 1 square.	
Str 19 (+11)	Dex 24 (+14)
Con 18 (+11)	Int 15 (+9)
Wis 16 (+10)	Cha 21 (+12)
Alignment unaligned	Languages telepathy 20
Equipment blowgun, darts	

ENCOUNTER 5: SHOWDOWN (AL 18)

Shade Prince		Level 20 Hazard
Medium shadow humanoid		XP -
HP 120; Bloodied 60		Initiative +11
AC 36, Fortitude 29, Reflex 33, Will 34		Perception +9
Speed 6, teleport 3		Darkvision
Saving Throws +2; Action Points 1		
TRAITS		
Shielded by Shadows		
Any damage the Shade Prince would take is reduced to zero.		
Resilient		
At the start of his turn all effects on the Shade Prince end.		
STANDARD ACTIONS		
⚔ Blast Scepter Attack (charm) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: The target is dazed until the end of its next turn.		
⚔ Blast Scepter Attack (charm) • Recharge 6		
Attack: Melee 1 (one creature); +23 vs. Fortitude		
Hit: The target is stunned (save ends).		
⚡ Blast Scepter attack (thunder) • At-Will		
Attack: Close blast 3 (creatures in blast); +23 vs. Reflex		
Hit: 15 thunder damage and the target is pushed 3 squares.		
Skills Arcana +23, Bluff +23, Stealth +21		
Str 12 (+11)	Dex 12 (+11)	Wis 9 (+9)
Con 13 (+11)	Int 23 (+16)	Cha 23 (+16)
Alignment evil		Languages Common, Netherese
Equipment <i>blast scepter</i> +5		

Spellscarred Shadar-Kai Painbearer		Level 16 Skirmisher
Medium shadow humanoid		XP 1400
HP 153; Bloodied 76		Initiative +17
AC 30, Fortitude 28, Reflex 30, Will 28		Perception +12
Speed 7		Low-light vision
TRAITS		
○ Shadow Weft • Aura 5		
Each shadar-kai ally within the aura shifts 1 as a free action after it hits with a melee attack.		
Shrouded in Gloom		
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.		
STANDARD ACTIONS		
⚔ Shadow Chain (weapon) • At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 2d8 + 15 damage, and the target is slid 1 square and shrouded in gloom (save ends).		
⚔ Shadow Dance (necrotic) • Recharge 5-6		
Effect: The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.		
MINOR ACTIONS		
Dimension Shift (teleportation) • Encounter		
Effect: The shadar-kai painbearer teleports 2 squares.		
TRIGGERED ACTIONS		
Shadow Boon • Encounter		

MYTH6-1 Preemptive Strike

<i>Trigger:</i> An ally within 10 squares of the shadar-kai painbearer misses with an attack.		
<i>Effect (Immediate Reaction):</i> The triggering ally rerolls the attack roll.		
Skills Acrobatics +20, Stealth +20		
Str 21 (+13)	Dex 25 (+15)	Wis 19 (+12)
Con 17 (+11)	Int 15 (+10)	Cha 12 (+9)
Alignment evil		Languages Common, Netherese
Equipment leather armor, spiked chain		
Note: Added <i>dimension shift</i> power from Spellscarred Harbinger theme.		

Ashryx, spellplague embodiment		Level 17 Controller
Large natural animate		XP 1600
HP 168; Bloodied 84		Initiative +13
AC 31, Fortitude 30, Reflex 28, Will 28		Perception +13
Speed 6		
Resist 20 all; Immune disease		
TRAITS		
○ Inflamed Contagion • Aura 3		
An enemy that has been exposed to a disease and ends its turn within the aura must make a saving throw against infection if it has not yet made the saving throw. Any enemy that has already been infected and ends its turn within the aura must make an Endurance check against the disease as if it had just completed an extended rest.		
Empowered by Fumes		
Reduce the Living Plague Fragment's resistance by 5 for every plague brazier turned off (reduced to burst).		
STANDARD ACTIONS		
⚔ Writhing Touch • At-Will		
Attack: Melee 2 (one creature); +20 vs. Fortitude		
Hit: 3d6 + 14 damage, and the target sprouts hostile tentacles (save ends). While the target is affected by the hostile tentacles, it takes ongoing 10 damage, and any ally of the target that ends its turn within 2 squares of the target takes 10 damage.		
⚡ Plague Burst (disease, poison) • Recharge 5, 6		
Attack: Close burst 5 (enemies in burst); +20 vs. Fortitude		
Hit: 1d10 + 20 poison damage, and the target is exposed to one of the following diseases. Roll a d4 to determine which, and roll separately for each target hit. See Appendix A for effects of these diseases.		
1. Spellplague Rage		
2. Spellplague Fever		
3. Spellplague Corruption		
4. Spellplague Rot		
<i>Special:</i> If the power fails to recharge the <i>Inflamed Contagion</i> aura increases by 1		
Note: If a target has a disease and is hit by this power a second time and the result is the same disease, the target must attempt a saving throw. On a failure, the disease progresses to the next stage.		
MINOR ACTIONS		
⚔ Seeping Tendril • At-Will		
Attack: Melee 4 (one creature); +20 vs. Reflex		
Hit: The plague fragment slides the target 3 squares.		
Str 16 (+11)	Dex 20 (+13)	Wis 21 (+13)
Con 24 (+15)	Int 14 (+10)	Cha 8 (+7)
Alignment evil		Languages Common, Netherese
Note: Renamed Living Plague Fragment. Replaced the diseases in <i>plague burst</i> .		

Spellplagued Banshrae Warrior		Level 16 Skirmisher
Medium fey humanoid		XP 1400
HP 155; Bloodied 77		Initiative +17
AC 30, Fortitude 26, Reflex 28, Will 26		Perception +11
Speed 8		Low-light vision
TRAITS		
Skirmish		
If, on its turn, a banshrae warrior ends its move at least 4 squares away from its starting point, it deals an extra 2d8 damage on its melee attacks until the start of its next turn.		
STANDARD ACTIONS		
⊕ Slam • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 3d8 + 11 damage.		
⊗ Blowgun Dart (weapon) • At-Will		
Attack: Range 5/10 (one creature); +21 vs. AC		
Hit: 4d4 +14 damage and the target is exposed to spellplague corruption.		
↓ Staggering Palm • Recharge after the use of mantid dance		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 3d8 + 11 damage, and the banshrae warrior slides the target 3 squares.		
↻ Bluefire Dart Flurry (fire, weapon) • Recharge 6		
Attack: Range 5/10 (one, two, or three creatures); +21 vs. AC		
Hit: 4d4 +14 fire damage and the target is exposed to spellplague corruption.		
MOVE ACTIONS		
Mantid Dance • Recharge 4-6		
Effect: Until the end of its next turn, the banshrae warrior gains a +2 bonus to all defenses and all noncritical ranged attacks automatically miss it.		
TRIGGERED ACTIONS		
Melee Agility • At-Will		
Trigger: Usable immediately after hitting with a melee attack.		
Effect (Free Action): The banshrae warrior shifts 1 square.		
Str 20 (+13)	Dex 25 (+15)	Wis 17 (+11)
Con 19 (+12)	Int 16 (+11)	Cha 22 (+14)
Alignment unaligned		Languages telepathy 20
Equipment blowgun, darts		

ENCOUNTER 5: SHOWDOWN (AL 20)

Shade Prince	Level 22 Hazard
Medium shadow humanoid	XP -
HP 131; Bloodied 65	Initiative +12
AC 40, Fortitude 33, Reflex 37, Will 38	Perception +11
Speed 6, Teleport 3	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Shielded by Shadows	
Any damage the Shade Prince would take is reduced to zero.	
Resilient	
At the start of his turn all effects on the Shade Prince end.	
STANDARD ACTIONS	
⚔ Blast Scepter Attack (charm) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: The target is dazed until the end of its next turn.	
⚔ Blast Scepter Attack (charm) • Recharge 6	
Attack: Melee 1 (one creature); +25 vs. Fortitude	
Hit: The target is stunned (save ends).	
⚡ Blast Scepter Attack (thunder) • At-Will	
Attack: Close blast 3 (creatures in blast); +34 vs. Reflex	
Hit: 20 thunder damage and the target is pushed 3 squares.	
Skills Arcana +25, Bluff +25, Stealth +22	
Str 13 (+12)	Dex 13 (+12) Wis 10 (+11)
Con 14 (+13)	Int 24 (+18) Cha 24 (+18)
Alignment evil Languages Common, Netherese	
Equipment <i>blast scepter</i> +5	

Spellscarred Shadar-Kai Painbearer	Level 18 Skirmisher
Medium shadow humanoid	XP 2000
HP 170; Bloodied 85	Initiative +19
AC 32, Fortitude 30, Reflex 32, Will 30	Perception +14
Speed 7	Low-light vision
TRAITS	
○ Shadow Weft • Aura 5	
Each shadar-kai ally within the aura shifts 1 as a free action after it hits with a melee attack.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
STANDARD ACTIONS	
⚔ Shadow Chain (weapon) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 12 damage, and the target is slid 2 squares and shrouded in gloom (save ends).	
⚔ Shadow Dance (necrotic) • Recharge 5-6	
Effect: The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 3d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
MINOR ACTIONS	
Dimension Shift (teleportation) • Encounter	
Effect: The shadar-kai painbearer teleports 2 squares.	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	

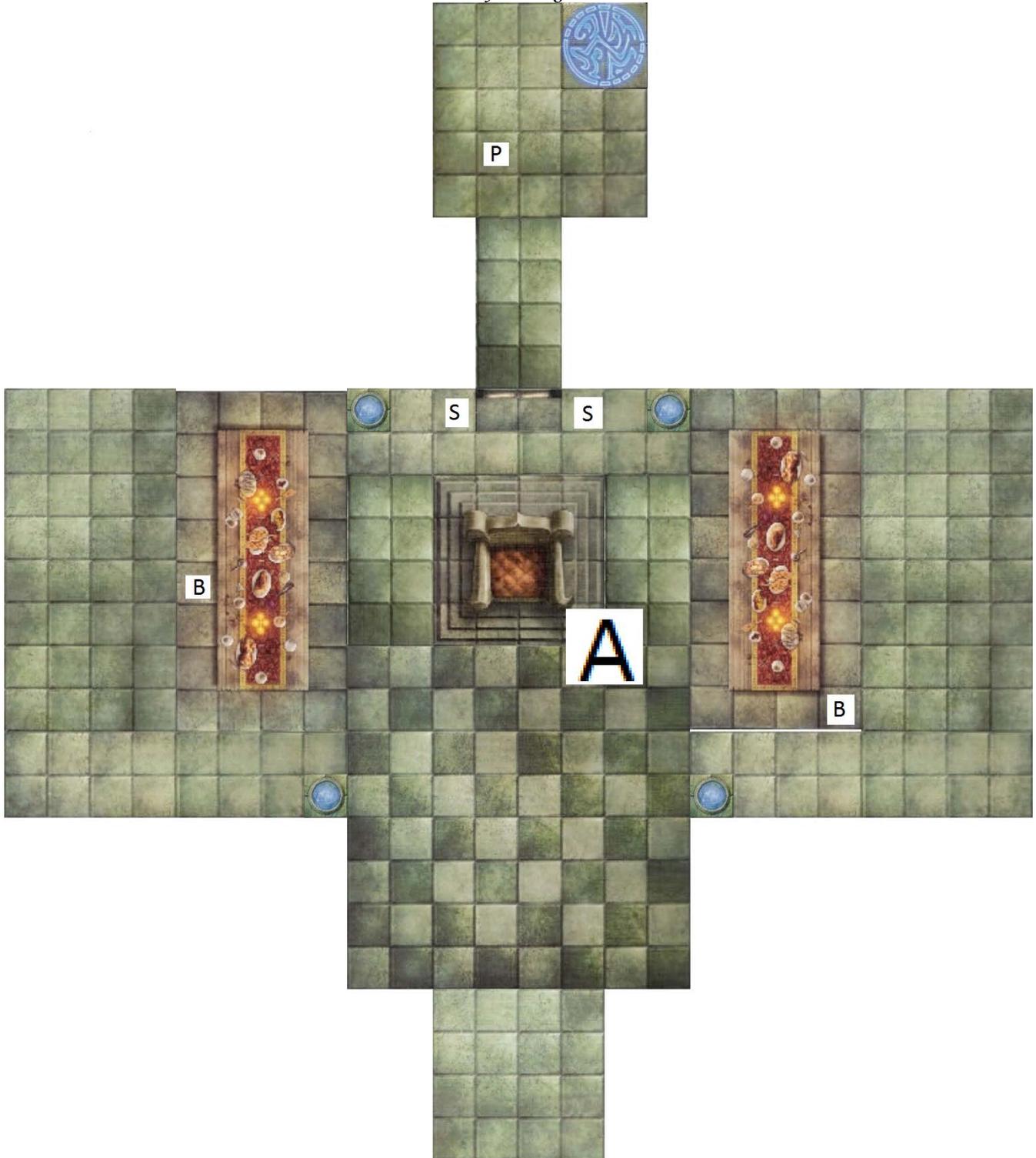
<i>Trigger:</i> An ally within 10 squares of the shadar-kai painbearer misses with an attack.		
<i>Effect (Immediate Reaction):</i> The triggering ally rerolls the attack roll.		
Skills Acrobatics +22, Stealth +22		
Str 22 (+15)	Dex 26 (+17)	Wis 20 (+14)
Con 18 (+13)	Int 16 (+12)	Cha 13 (+10)
Alignment evil		Languages Common, Netherese
Equipment leather armor, spiked chain		
Note: Added <i>dimension shift</i> power from Spellscarred Harbinger theme.		

Ashryx, spellplague embodiment	Level 19 Controller
Large natural animate	XP 2400
HP 185; Bloodied 92	Initiative +14
AC 33, Fortitude 32, Reflex 29, Will 30	Perception +15
Speed 6	
Resist 20 all; Immune disease	
TRAITS	
○ Inflamed Contagion • Aura 3	
An enemy that has been exposed to a disease and ends its turn within the aura must make a saving throw against infection if it has not yet made the saving throw. Any enemy that has already been infected and ends its turn within the aura must make an Endurance check against the disease as if it had just completed an extended rest.	
Empowered by Fumes	
Reduce the Living Plague Fragment's resistance by 5 for every plague brazier turned off (reduced to burst).	
STANDARD ACTIONS	
⚔ Writhing Touch • At-Will	
Attack: Melee 2 (one creature); +22 vs. Fortitude	
Hit: 4d6 + 13 damage, and the target sprouts hostile tentacles (save ends). While the target is affected by the hostile tentacles, it takes ongoing 15 damage, and any ally of the target that ends its turn within 2 squares of the target takes 15 damage.	
⚡ Plague Burst (disease, poison) • Recharge 5-6	
Attack: Close burst 5 (enemies in burst); +22 vs. Fortitude	
Hit: 2d10 + 16 poison damage, and the target is exposed to one of the following diseases. Roll a d4 to determine which, and roll separately for each target hit. See Appendix A for effects of these diseases.	
1. Spellplague Rage	
2. Spellplague Fever	
3. Spellplague Corruption	
4. Spellplague Rot	
<i>Special:</i> If the power fails to recharge the <i>Inflamed Contagion</i> aura increases by 1	
Note: If a target has a disease and is hit by this power a second time and the result is the same disease, the target must attempt a saving throw. On a failure, the disease progresses to the next stage.	
MINOR ACTIONS	
⚔ Seeping Tendril • At-Will	
Attack: Melee 4 (one creature); +22 vs. Reflex	
Hit: The plague fragment slides the target 3 squares.	
Str 17 (+12)	Dex 21 (+14) Wis 22 (+15)
Con 25 (+16)	Int 15 (+11) Cha 9 (+8)
Alignment evil Languages Common, Netherese	
Note: Renamed Living Plague Fragment. Replaced the diseases in <i>plague burst</i> .	

Spellplagued Banshrae Warrior		Level 18 Skirmisher
Medium fey humanoid		XP 2000
HP 172; Bloodied 86		Initiative +19
AC 32, Fortitude 28, Reflex 30, Will 28		Perception +13
Speed 8		Low-light vision
TRAITS		
Skirmish		
If, on its turn, a banshrae warrior ends its move at least 4 squares away from its starting point, it deals an extra 2d8 damage on its melee attacks until the start of its next turn.		
STANDARD ACTIONS		
⊕ Slam • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d8 + 12 damage.		
⊗ Blowgun Dart (weapon) • At-Will		
Attack: Range 5/10 (one creature); +23 vs. AC		
Hit: 5d4 +14 damage and the target is exposed to spellplague corruption.		
↓ Staggering Palm • Recharge after the use of mantid dance		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d8 + 12 damage, and the banshrae warrior slides the target 3 squares.		
↻ Bluefire Dart Flurry (fire, weapon) • Recharge 6		
Attack: Range 5/10 (one, two, or three creatures); +23 vs. AC		
Hit: 5d4 +14 fire damage and the target is exposed to spellplague corruption.		
MOVE ACTIONS		
⚡ Mantid Dance • Recharge 4-6		
Effect: Until the end of its next turn, the banshrae warrior gains a +2 bonus to all defenses and all noncritical ranged attacks automatically miss it.		
TRIGGERED ACTIONS		
⚔ Melee Agility • At-Will		
Trigger: Usable immediately after hitting with a melee attack.		
Effect (Free Action): The banshrae warrior shifts 1 square.		
Str 21 (+14)	Dex 26 (+17)	Wis 18 (+13)
Con 20 (+14)	Int 17 (+12)	Cha 23 (+15)
Alignment unaligned		Languages telepathy 20
Equipment blowgun, darts		

ENCOUNTER 5: SHOWDOWN MAP

Dungeon Tiles Master Set: The Dungeon
DT7: Fane of the Forgotten Gods



CONCLUDING THE ADVENTURE

The party returns to the Coronal to make their report. Read or paraphrase the following if the PCs captured the shade prince, Ashryx, and Jartelk.

You have thoroughly crushed the fey-blue fire alliance before it could really begin. To add to it, all of the leaders are now in custody in Myth Drannor, and the cultists and fey seem more than willing to inform on each other. The shade prince seems less amenable to talking, but is a much bigger prize than expected at the start of this.

Read or paraphrase the following if the PCs captured Ashryx and/or Jartelk but failed to capture the shade prince.

You have thoroughly crushed the fey-blue fire alliance before it could really begin. To add to it, at least some of the leaders are now in custody in Myth Drannor. The presence of a shade prince was unexpected, and it's unfortunate that you weren't able to bring him in, but just the knowledge that he was there is telling.

For either of the above endings, the PCs receive Story Award **MYTH01 Blue Fey Alliance** and **MYTH02 Forewarned**.

Read or paraphrase the following if the PCs failed to defeat encounter 5.

You were unable to break up the fey-blue fire alliance. You did learn something at least. The presence of a shade prince was unexpected, and it's unfortunate that you weren't able to bring him in, but just the knowledge that he was there is telling.

The PCs receive Story Award **MYTH01 Blue Fey Alliance** and **MYTH03 Rampant Spellplague**.

Any PC who has received **MYTH01** (from MYTH6-1), **MYTH04** (from MYTH6-1), and **MYTH07** (from MYTH6-3) also receives story award **MYTH10**.

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

Capture Ashryx: +320 XP

Capture Jartelk: +320 XP

Capture the shade prince: +480 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

Capture Ashryx: +460 XP

Capture Jartelk: +460 XP

Capture the shade prince: +680 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

Capture Ashryx: +640 XP

Capture Jartelk: +640 XP

Capture the shade envoy: +960 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

Capture Ashryx: +910 XP

Capture Jartelk: +910 XP

Capture the shade envoy: +1380 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

Capture Ashryx: +1280 XP

Capture Jartelk: +1280 XP

Capture the shade envoy: +1920 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 A, F, G, and H come at different item levels based on the Adventure Level played (not the PC's level). Treasures B, C, and E are only available at the listed ALs.

Treasure A: *blast scepter* (+3 level 12 at AL 12, +4/level 17 at AL 14-16, +5/level 22 at AL 18-20; *Halls of Undermountain*) Found in Encounter 4 (only if the shade prince is captured)

Treasure B (AL 14+): *bands of equilibrium* (level 18; *Dragon Magazine*). Found in Encounter 2

Treasure C (AL 20): *fey warrior's boots* (level 24; *Dragon Magazine*). Found in Conclusion

Treasure D: *death spiral ring* (level 16; *Adventurer's Vault 2*). Found in Encounter 6

Treasure E (AL 16+): *battle standard of the stalwart* (level 19; *Adventurer's Vault*). Found in Conclusion

Treasure F: *evil eye fetish* (+3/level 13 at AL 12, +4/level 18 at AL 14-20; *Adventurer's Vault*). Found in Encounter 2

Treasure G: *formidable armor* (+3/level 14 at AL 12, +4/level 19 at AL 14-20; *Adventurer's Vault 2*). Found in Encounter 2

Treasure H: *deep impact weapon* (+3/level 14 at AL 12, +4/level 19 at AL 14-20; *Dragon Magazine*). Found in Conclusion

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): T 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: *elixir of defense* (level 13) plus 350 gp

AL 14: *elixir of defense* (level 13) plus 1100 gp

AL 16: *elixir of defense* (level 18) plus 100 gp

AL 18: *elixir of defense* (level 18) plus 3600 gp

AL 20: *elixir of defense* (level 18) plus 7600 gp

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

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure.

MYTH01 Blue Fey Alliance

You uncovered an alliance of dark fey and the Order of Blue Fire encamped near Myth Drannor. More disturbing, you returned with evidence that the alliance also includes forces from Netheril.

Check this circle if you also captured the Shade Prince ○.

MYTH02 Forewarned

You managed to capture several leaders of the alliance, including the fomorian and order of blue fire. The eladrin gain useful knowledge from interrogating the prisoners. You gain the following consumeable power. Strike through the power once you use it.

TRIGGERED ACTIONS

Forewarned

Trigger: You roll initiative while fighting creatures with the shadow or spellscarred keyword.

Effect (free action): You gain a +2 bonus to attack rolls against creatures with the shadow or spellscarred keyword until the end of the encounter.

MYTH03 Rampant Spellplague

You were unable to corral the dark fey and Order of Blue Fire leaders of the new alliance. Their plans may catch you off-guard in the near future. You take a -5 penalty to initiative in encounters that include spellscarred enemies. This penalty is reduced by one each time you complete an adventure ○○○○○.

MYTH10 Fey and Flames

Your 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.



NEW RULES

Bands of Equilibrium

Level 18

Price: 85,000 gp

Property: When you score a critical hit, the target is also dazed until the end of its next turn. Natural creatures are immune to this effect.

Power (Daily): Minor Action. Choose a melee weapon you are holding. Until the end of the encounter, that weapon gains the brutal 1 property, but only when you attack with it.

Reference: *Adventurer's Vault*.

Battle Standard of the Stalwart

Level 19

Price: 105,000 gp

Wondrous Item

Power (Encounter • Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. While within the zone, you and your allies gain a +1 power bonus to all defenses.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Reference: *Adventurer's Vault*.

Blast Scepter

Level 12/17/22 rare

Lvl 12 +13,000 gp

Lvl 17 +125,000 gp

Lvl 22 +325,000 gp

Implement: Rod

Enhancement: Attack rolls and damage rolls

Property: While holding this implement you have resist10 fire and resist 10 lightning.

Power (Daily): Standard Action. Melee 1 (one creature); Intelligence, Constitution, or Charisma + the scepter's enhancement bonus vs. Fortitude

Hit: the target is stunned (save ends).

Power (At-Will • Thunder): Standard Action. Close blast 3 (creatures in the blast); Intelligence, Constitution, or Charisma + the scepter's enhancement bonus vs. Reflex.

Hit: 10 (15 at +5) thunder damage, and you push the target up to 3 squares.

Reference: *Mordenkainen's Magnificent Emporium*.

Death Spiral Ring

Level 16

Lvl 16 +45,000 gp

Item Slot: Ring

Properties: You gain resist 5 necrotic.

Power (Daily, Teleport): Immediate Reaction. Trigger: A creature within 10 squares of you drops to 0 hit points or fewer. Effect: You teleport into the creature's space or to a square adjacent to it. If you've reached a milestone today, you can use the power a second time during this encounter.

Reference: *Adventurer's Vault 2*.

Deep Impact Weapon

Level 13/18

Lvl 14 +21,000 gp

Lvl 19 +105,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Power (Daily): Free Action. Trigger: You hit with a melee basic attack using this weapon. Effect: The target falls prone and is restrained (save ends).

Reference: *Dragon Magazine*.

Elixir of Defense

Level 13/18

Lvl 13 +650 gp

Other: Consumable

Special: When this elixir is created, the crafter chooses a defense: Fortitude, Reflex, or Will.

Power (Consumable): Minor Action. Effect: You drink the elixir. Once before the end of the encounter, you can use an immediate interrupt when an attack targeting the chosen defense hits you. Against that attack, your defense equals 13 + the elixir's level.

Reference: *Mordenkainen's Magnificent Emporium*.

Evil Eye Fetish

Level 13/18

Lvl 13 +17,000 gp

Lvl 18 +85,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: An enemy with combat advantage against you that hits you takes necrotic damage equal to this item's enhancement bonus.

Reference: *Adventurer's Vault*.

Fey Warrior's Boots

Level 24

Price: 525,000 gp

Item Slot: Feet

Property: You gain a +2 item bonus to Reflex.

Power (Teleportation): Immediate Reaction. Trigger: An attack misses you. Effect: You teleport 3 squares.

Reference: *Adventurer's Vault 2*.

Formidable Armor

Level 14/19

Lvl 14 +21,000 gp

Lvl 19 +105,000 gp

Armor: Hide, Chain

Enhancement: AC

Power (Daily): Immediate Interrupt. Trigger: An attack hits you and doesn't score a critical hit. Effect: The triggering attack deals the minimum damage.

Reference: *Adventurer's Vault 2*.

Sliver of Stability

Level 13

Lvl 13 +650 gp

Power (Consumable): Minor Action. The next time you fall prone before the end of the encounter, you can stay standing instead.

Reference: *Dragon Magazine*.

Talent Shard

Level 13/18

Lvl 13 +650 gp

Lvl 18 +3,400 gp

Power (Consumable): Minor Action. Choose one skill. You gain a +3 bonus (level 18, +4) to checks with that skill until the end of the encounter.

Reference: *Player's Handbook 3*.

APPENDIX A: DISEASES (AL 12)

Blistering Corruption	Level 10 Disease
<i>Sores, blisters, and boils fester across the creature's body, oozing with a dark, contaminating ichor.</i>	
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: While affected by this stage, the target takes a -2 penalty to Fortitude.	
Stage 2: While affected by this stage, the target takes a -2 penalty to Fortitude. In addition, the target regains only half the normal number of hit points from spending a healing surge, and the target's hit point total cannot exceed its bloodied value.	
Stage 3: While affected by this stage, the target suffers the effects of stage 2 and has an aura 2 (poison) that cannot be deactivated. Any creature that ends its turn in the aura loses a healing surge.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2. 15 or lower: The stage of the disease increases by one. 16-20: No change. 21 or higher: The stage of the disease decreases by one.	

Spellplague Rage	Level 10 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: While affected by this stage, the target takes a -2 penalty to attack rolls as its hands begin to grow fur and claws.	
Stage 2: The target gains a strength-based claw attack that deals 1d6 damage. The target can no longer wield weapons or hold implements. This effect remains as long as the target is diseased.	
Stage 3: The target's predatory instincts take over. When the target attacks a creature in combat, it can attack no other creatures until that target is dead or until the end of the encounter.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2. 15 or lower: The stage of the disease increases by one. 16-20: No change. 21 or higher: The stage of the disease decreases by one.	

Spellplague Fever	Level 11 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target loses a healing surge.	
Stage 2: The target takes a -2 penalty to AC, Fortitude, and Reflex.	
Stage 3: The target takes a -2 penalty to AC, Fortitude, and Reflex. The target loses all healing surges and cannot regain hit points.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2. 16 or lower: The stage of the disease increases by one. 17-21: No change. 22 or higher: The stage of the disease decreases by one.	

Spellplague Corruption	Level 12 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target loses one healing surge.	
Stage 2: The target takes a -2 penalty to attack rolls and a -2 penalty to its speed.	
Stage 3: The target takes a -4 penalty to attack rolls, is slowed, and takes 5 extra damage from all damage-dealing attacks. The target loses all healing surges and cannot regain hit points. If subsequently reduced to 0 hit points, the target is dead and bursts, with all creatures within 5 squares contracting filth plague (no attack roll).	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2. 17 or lower: The stage of the disease increases by one. 18-22: No change. 23 or higher: The stage of the disease decreases by one.	

Spellplague Rot	Level 13 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target regains only half the normal number of hit points from healing effects.	
Stage 2: The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease.	
Stage 3: The target dies.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2. 17 or lower: The stage of the disease increases by one. 18-22: No change. 23 or higher: The stage of the disease decreases by one.	

APPENDIX A: DISEASES (AL 14)

Blistering Corruption	Level 12 Disease
<i>Sores, blisters, and boils fester across the creature's body, oozing with a dark, contaminating ichor.</i>	
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: While affected by this stage, the target takes a -2 penalty to Fortitude.	
Stage 2: While affected by this stage, the target takes a -2 penalty to Fortitude. In addition, the target regains only half the normal number of hit points from spending a healing surge, and the target's hit point total cannot exceed its bloodied value.	
Stage 3: While affected by this stage, the target suffers the effects of stage 2 and has an aura 2 (poison) that cannot be deactivated. Any creature that ends its turn in the aura loses a healing surge.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
17 or lower: The stage of the disease increases by one.	
18-22: No change.	
23 or higher: The stage of the disease decreases by one.	

Spellplague Rage	Level 12 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: While affected by this stage, the target takes a -2 penalty to attack rolls as its hands begin to grow fur and claws.	
Stage 2: The target gains a strength-based claw attack that deals 1d6 damage. The target can no longer wield weapons or hold implements. This effect remains as long as the target is diseased.	
Stage 3: The target's predatory instincts take over. When the target attacks a creature in combat, it can attack no other creatures until that target is dead or until the end of the encounter.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
17 or lower: The stage of the disease increases by one.	
18-22: No change.	
23 or higher: The stage of the disease decreases by one.	

Spellplague Fever	Level 13 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target loses a healing surge.	
Stage 2: The target takes a -2 penalty to AC, Fortitude, and Reflex.	
Stage 3: The target takes a -2 penalty to AC, Fortitude, and Reflex. The target loses all healing surges and cannot regain hit points.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
17 or lower: The stage of the disease increases by one.	
18-22: No change.	
23 or higher: The stage of the disease decreases by one.	

Spellplague Corruption	Level 14 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target loses one healing surge.	
Stage 2: The target takes a -2 penalty to attack rolls and a -2 penalty to its speed.	
Stage 3: The target takes a -4 penalty to attack rolls, is slowed, and takes 5 extra damage from all damage-dealing attacks. The target loses all healing surges and cannot regain hit points. If subsequently reduced to 0 hit points, the target is dead and bursts, with all creatures within 5 squares contracting filth plague (no attack roll).	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
18 or lower: The stage of the disease increases by one.	
19-23: No change.	
24 or higher: The stage of the disease decreases by one.	

Spellplague Rot	Level 15 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target regains only half the normal number of hit points from healing effects.	
Stage 2: The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease.	
Stage 3: The target dies.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
19 or lower: The stage of the disease increases by one.	
20-24: No change.	
25 or higher: The stage of the disease decreases by one.	

APPENDIX A: DISEASES (AL 16)

Blistering Corruption	Level 14 Disease
<i>Sores, blisters, and boils fester across the creature's body, oozing with a dark, contaminating ichor.</i>	
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: While affected by this stage, the target takes a -2 penalty to Fortitude.	
Stage 2: While affected by this stage, the target takes a -2 penalty to Fortitude. In addition, the target regains only half the normal number of hit points from spending a healing surge, and the target's hit point total cannot exceed its bloodied value.	
Stage 3: While affected by this stage, the target suffers the effects of stage 2 and has an aura 2 (poison) that cannot be deactivated. Any creature that ends its turn in the aura loses a healing surge.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
18 or lower: The stage of the disease increases by one.	
19-23: No change.	
24 or higher: The stage of the disease decreases by one.	

Spellplague Rage	Level 14 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: While affected by this stage, the target takes a -2 penalty to attack rolls as its hands begin to grow fur and claws.	
Stage 2: The target gains a strength-based claw attack that deals 1d6 damage. The target can no longer wield weapons or hold implements. This effect remains as long as the target is diseased.	
Stage 3: The target's predatory instincts take over. When the target attacks a creature in combat, it can attack no other creatures until that target is dead or until the end of the encounter.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
18 or lower: The stage of the disease increases by one.	
19-23: No change.	
24 or higher: The stage of the disease decreases by one.	

Spellplague Fever	Level 15 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target loses a healing surge.	
Stage 2: The target takes a -2 penalty to AC, Fortitude, and Reflex.	
Stage 3: The target takes a -2 penalty to AC, Fortitude, and Reflex. The target loses all healing surges and cannot regain hit points.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
19 or lower: The stage of the disease increases by one.	
20-24: No change.	
25 or higher: The stage of the disease decreases by one.	

Spellplague Corruption	Level 16 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target loses one healing surge.	
Stage 2: The target takes a -2 penalty to attack rolls and a -2 penalty to its speed.	
Stage 3: The target takes a -4 penalty to attack rolls, is slowed, and takes 5 extra damage from all damage-dealing attacks. The target loses all healing surges and cannot regain hit points. If subsequently reduced to 0 hit points, the target is dead and bursts, with all creatures within 5 squares contracting filth plague (no attack roll).	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
19 or lower: The stage of the disease increases by one.	
20-24: No change.	
25 or higher: The stage of the disease decreases by one.	

Spellplague Rot	Level 17 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target regains only half the normal number of hit points from healing effects.	
Stage 2: The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease.	
Stage 3: The target dies.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
20 or lower: The stage of the disease increases by one.	
21-25: No change.	
26 or higher: The stage of the disease decreases by one.	

APPENDIX A: DISEASES (AL 18)

Blistering Corruption	Level 16 Disease
<i>Sores, blisters, and boils fester across the creature's body, oozing with a dark, contaminating ichor.</i>	
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: While affected by this stage, the target takes a -2 penalty to Fortitude.	
Stage 2: While affected by this stage, the target takes a -2 penalty to Fortitude. In addition, the target regains only half the normal number of hit points from spending a healing surge, and the target's hit point total cannot exceed its bloodied value.	
Stage 3: While affected by this stage, the target suffers the effects of stage 2 and has an aura 2 (poison) that cannot be deactivated. Any creature that ends its turn in the aura loses a healing surge.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
19 or lower: The stage of the disease increases by one.	
20-24: No change.	
25 or higher: The stage of the disease decreases by one.	

Spellplague Rage	Level 16 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: While affected by this stage, the target takes a -2 penalty to attack rolls as its hands begin to grow fur and claws.	
Stage 2: The target gains a strength-based claw attack that deals 1d6 damage. The target can no longer wield weapons or hold implements. This effect remains as long as the target is diseased.	
Stage 3: The target's predatory instincts take over. When the target attacks a creature in combat, it can attack no other creatures until that target is dead or until the end of the encounter.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
19 or lower: The stage of the disease increases by one.	
20-24: No change.	
25 or higher: The stage of the disease decreases by one.	

Spellplague Fever	Level 17 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target loses a healing surge.	
Stage 2: The target takes a -2 penalty to AC, Fortitude, and Reflex.	
Stage 3: The target takes a -2 penalty to AC, Fortitude, and Reflex. The target loses all healing surges and cannot regain hit points.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
20 or lower: The stage of the disease increases by one.	
21-25: No change.	
26 or higher: The stage of the disease decreases by one.	

Spellplague Corruption	Level 18 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target loses one healing surge.	
Stage 2: The target takes a -2 penalty to attack rolls and a -2 penalty to its speed.	
Stage 3: The target takes a -4 penalty to attack rolls, is slowed, and takes 5 extra damage from all damage-dealing attacks. The target loses all healing surges and cannot regain hit points. If subsequently reduced to 0 hit points, the target is dead and bursts, with all creatures within 5 squares contracting filth plague (no attack roll).	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
21 or lower: The stage of the disease increases by one.	
22-26: No change.	
27 or higher: The stage of the disease decreases by one.	

Spellplague Rot	Level 19 Disease
Stage 0: The target recovers from the disease.	
Stage 1: Initial Stage: The target regains only half the normal number of hit points from healing effects.	
Stage 2: The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease.	
Stage 3: The target dies.	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
21 or lower: The stage of the disease increases by one.	
22-26: No change.	
27 or higher: The stage of the disease decreases by one.	

APPENDIX A: DISEASES (AL 20)

Blistering Corruption Level 18 Disease

Sores, blisters, and boils fester across the creature's body, oozing with a dark, contaminating ichor.

Stage 0: The target recovers from the disease.

Stage 1: Initial Stage: While affected by this stage, the target takes a -2 penalty to Fortitude.

Stage 2: While affected by this stage, the target takes a -2 penalty to Fortitude. In addition, the target regains only half the normal number of hit points from spending a healing surge, and the target's hit point total cannot exceed its bloodied value.

Stage 3: While affected by this stage, the target suffers the effects of stage 2 and has an aura 2 (poison) that cannot be deactivated. Any creature that ends its turn in the aura loses a healing surge.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

21 or lower: The stage of the disease increases by one.

22-26: No change.

27 or higher: The stage of the disease decreases by one.

Spellplague Rage Level 18 Disease

Stage 0: The target recovers from the disease.

Stage 1: Initial Stage: While affected by this stage, the target takes a -2 penalty to attack rolls as its hands begin to grow fur and claws.

Stage 2: The target gains a strength-based claw attack that deals 1d6 damage. The target can no longer wield weapons or hold implements. This effect remains as long as the target is diseased.

Stage 3: The target's predatory instincts take over. When the target attacks a creature in combat, it can attack no other creatures until that target is dead or until the end of the encounter.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

21 or lower: The stage of the disease increases by one.

22-26: No change.

27 or higher: The stage of the disease decreases by one.

Spellplague Fever Level 19 Disease

Stage 0: The target recovers from the disease.

Stage 1: Initial Stage: The target loses a healing surge.

Stage 2: The target takes a -2 penalty to AC, Fortitude, and Reflex.

Stage 3: The target takes a -2 penalty to AC, Fortitude, and Reflex.

The target loses all healing surges and cannot regain hit points.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

21 or lower: The stage of the disease increases by one.

22-26: No change.

27 or higher: The stage of the disease decreases by one.

Spellplague Corruption Level 20 Disease

Stage 0: The target recovers from the disease.

Stage 1: Initial Stage: The target loses one healing surge.

Stage 2: The target takes a -2 penalty to attack rolls and a -2 penalty to its speed.

Stage 3: The target takes a -4 penalty to attack rolls, is slowed, and takes 5 extra damage from all damage-dealing attacks. The target loses all healing surges and cannot regain hit points. If subsequently reduced to 0 hit points, the target is dead and bursts, with all creatures within 5 squares contracting filth plague (no attack roll).

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

22 or lower: The stage of the disease increases by one.

23-27: No change.

28 or higher: The stage of the disease decreases by one.

Spellplague Rot Level 21 Disease

Stage 0: The target recovers from the disease.

Stage 1: Initial Stage: The target regains only half the normal number of hit points from healing effects.

Stage 2: The target regains only half the normal number of hit points from healing effects. In addition, the target takes 10 necrotic damage, which cannot be healed until the target is cured of the disease.

Stage 3: The target dies.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

23 or lower: The stage of the disease increases by one.

24-28: No change.

29 or higher: The stage of the disease decreases by one.

APPENDIX B: NPCs, ORGANIZATIONS, AND 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. Cormyr and Myth Drannor 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 Faerûn 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.

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

PLAYERS HANDOUT 2: FEY SHACKLES

These manacles of woven vines glow a brilliant blue when placed upon a foe, effectively shackling the creature to the here and now. A small gilded cage woven into the vines symbolizes the extradimensional prison linked to them.

Power (At-Will): Standard Action. To place fey shackles on an adjacent medium or smaller creature, you make an Arcana, Athletics, or Thievery check (Hard DC). You must have combat advantage against a target to use shackles on it. Alternatively you may place the shackles on a large or larger creature, but the creature must be helpless.

A creature held by these shackles is restrained and also cannot teleport or be teleported.

As a standard action, any creature other than the one in the shackles can remove them from an adjacent creature (no check necessary).

Power (At-Will): Standard Action. You send the creature shackled to an extradimensional prison linked to the shackles. This may only be used by the creature who placed the shackles.

Power (At-Will): Standard Action. You release the imprisoned creature. It appears in the shackles in a square adjacent to you.

PLAYERS HANDOUT 3: WARDING THE FORTRESS

The Coronal has given you each a ritual rod and described where around the fortress they need to be placed. The rods are heavy and cumbersome to carry, and a side-effect of their magics makes it such that they cannot be placed in an extra-dimensional space. The rods magics interfere with each other if too many are kept close to each other, as such a single PC can carry at most two rods.

Enacting the ritual is a two-step process in each rod location. First the rods must be placed just right, and then they must be activated in place.

PHASE 1: PLACING A ROD

A rod must be in hand (taking one of the PCs hands) to be placed. A PC who ends their turn in or adjacent to a target square can attempt to place a rod as a free action. A PC who wishes to plant a rod before the end of their turn may attempt to do so as a minor action.

Athletics [Moderate DC]

Dungeoneering [Moderate DC]

Perception [Moderate DC]

PHASE 2: ACTVATING THE RODS

Once a rod is in place A PC may attempt to activate it. This is a minor action while adjacent to the rod.

Arcana [Moderate DC]

Thievery [Moderate DC]

Nature [Moderate DC]

Religion [Moderate DC]