

# EVENT SUMMARY: MYTH6~3 THE WORLD WILL END IN FIRE

This adventure has a significant impact on the Battle Interactive!

Slot Number:

Table Number:

DM's Name:

Q1. Did the PCs recover the fungus?

- A. Yes
- B. No

Q2. Did the PCs defeat the leaders of the Order of Blue Fire?

- A. Yes
- B. No

Q3. How many PCs have just completed the Major Quest by playing MYTH6-1, 6-2, and 6-3 in order? (To be clear, it's not mandatory to play them in order, we're just curious how many people were able to do it that way.)

0 1 2 3 4 5 6

# 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 Loriston Windsong. The spellarcher's plum-colored cloak was draped over his chair, his fine darkwood lute resting comfortably against the edge of the table.

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

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

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

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

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

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

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

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

The advisors left the Coronal alone with her thoughts. She was grateful for the treaty with the fey at the nearby Citadel of Fungus, but the stalemate with the other dark fey army would not be broken any time soon. Could one of her advisors be a traitor, leaking information to her enemies? And what of the spreading pocket of Spellplague in the city? So many troubles.

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

## PLAYER'S HANDOUT 2A: HARVESTING FUNGUS

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

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

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## PLAYER'S HANDOUT 2B: SLEEPING BEHEMOTH

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

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

- Dungeoneering
- Nature

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

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

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

The DC for these skill checks do not increase.

## PLAYER'S HANDOUT 3: DISTRACTING THE CULTISTS

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

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

### Skill DCs:

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

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

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

### Special Fungus:

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