

APPENDIX C1: MISSION CONSEQUENCES (FAVORABLE)

Each of the following consumable powers may be used by any PC (in other words, you don't need to decide who is "carrying" these benefits, even the ones that are described as potions or other physical items). The character activating the benefit uses the action specified and then makes any targeting decisions and/or die rolls required.

Reinforcements from the Sharksbane Wall	Victory
<i>The defenses of Myth Nantar are bolstered by reinforcements. You are able to call down suppressive fire from the sea elves.</i>	
Special Consumable	
Utility Power ♦ Consumable (Minor Action)	
Effect: You and all your allies gain a +2 bonus to all defenses until the end of your next turn.	
Reference: Mission 1.1 Success	

Blessing of Deep Sashelas	Victory
<i>You purified the Dolphin Prince's sacred altar and may now call upon his blessing.</i>	
Special Consumable	
Utility Power ♦ Consumable (Minor Action)	
Effect: You and all your allies gain a +2 bonus to attack rolls until the end of your next turn.	
Reference: Mission 1.5 Success	

Ancient Cormyrean War Magic	Victory
<i>The ritual books of a former Royal Mage are filled with useful incantations.</i>	
Special Consumable	
Utility Power (varies) ♦ Consumable (Minor Action)	
Choose an energy type: acid, cold, fire, lightning, or thunder.	
Effect: All melee and ranged attacks made by you and your allies until the end of your next turn deal an extra 5 damage of the chosen energy type.	
Paragon Tier: 10 energy damage.	
Reference: Mission 1.2 Success	

Vial of Merrow Blood	Victory
<i>The blood of an aquatic troll? I'm sure the alchemists of Myth Nantar can find something to make out of that.</i>	
Special Consumable	
Utility Power (healing) ♦ Consumable (Minor Action)	
Effect: You drink this potion but do not spend a healing surge. Until the end of the encounter, you gain regeneration 5 while you are bloodied.	
Reference: Mission 1.6 Success	

The Protector's Breath	Victory
<i>Khuralos flies over the battlefield, blasting your enemies with fire.</i>	
Special Consumable	
Attack Power (Fire) ♦ Consumable (Minor Action)	
Make an attack: Area burst 2 within 20 (enemies in burst);	
AL + 5 vs. Reflex	
Hit: fire damage equal to the AL + 5, and the target is knocked prone.	
Miss: Half damage.	
Reference: Mission 1.3 Success	

Eyeball of the Deep	Victory
<i>After slaughtering an aquatic beholder, you took this severed eyestalk as a souvenir. Looks like it's still got a little bit of juice in it!</i>	
Special Consumable	
Attack Power ♦ Consumable (Minor Action)	
Make an attack: Ranged 10 (one creature)	
Character level + 5 vs. Reflex	
Hit: The target takes ongoing 2d20 damage (save ends).	
Miss: The target takes ongoing 10 damage (save ends).	
Reference: Mission 1.7 Success	

Glob of Aboleth Jelly	Victory
<i>While freeing prisoners from the clutches of the Abolethic Sovereignty, you got a glob of this disgusting stuff on your boots.</i>	
Special Consumable	
Attack Power (psychic) ♦ Consumable (Minor Action)	
Make an attack: Ranged 10 (one creature)	
Character level + 5 vs. Will	
Hit: The target is dazed (save ends). If the target is immune to dazing, it instead takes psychic damage equal to 10 + twice the AL.	
Miss: The target takes psychic damage equal to 5 + the AL.	
Reference: Mission 1.4 Success	

APPENDIX C2: MISSION CONSEQUENCES (UNFAVORABLE)

Each of the following consumable powers is available to the monsters during the second round of the battle. Inflict these unhappy circumstances on the PCs at whatever time you think appropriate, or as described (for the Battlefield Effects). Do not use multiple triggered powers back-to-back, though – give them a couple of rounds to recover. When a power refers to “the triggering creature” that means whichever creature you chose to spend its minor action to activate that effect.

Not Enough Troops to Go Around	Defeat
<i>Without the reinforcements from the Sharkbane Wall, the defenders of Myth Nantar are stretched dangerously thin.</i>	
Battlefield Effect	
Instantaneous ♦ Beginning of Mission 2.1	
Effect: The PCs are ambushed by sahuagin raiders on their way to their next mission. All characters start Mission 2.1 with damage equal to their healing surge value.	
Reference: Mission 1.1 Failure	

They've Seized the Supplies	Defeat
<i>The forces of Dagon have taken control of several sections of the city. The hobgoblins have seized control of the city's supplies of alchemist's fire and now rain destruction down upon the defenders.</i>	
Special Consumable	
Attack Power (Fire) ♦ Consumable (Minor Action)	
Make an attack: Area burst 2 within 20 (PCs in burst);	
AL + 5 vs. Reflex	
Hit: fire damage equal to the AL + 5, and the target is knocked prone.	
Miss: Half damage.	
Reference: Mission 1.6 Failure	

Ancient Cormyrean War Magic	Defeat
<i>The ritual books of a former Royal Mage are filled with useful incantations. Too bad those incantations are in the hands of your enemies!</i>	
Special Consumable	
Utility Power (varies) ♦ Consumable (Minor Action)	
Choose an energy type: acid, cold, fire, lightning, or thunder.	
Effect: All melee and ranged attacks made by the monsters until the end of the triggering creature's next turn deal an extra 5 damage of the chosen type.	
Paragon Tier: 10 energy damage.	
Reference: Mission 1.2 Failure	

Blessing of Blibdoolploop	Defeat
<i>The power of the corrupted shrine of Deep Sashelas is channeled against the defenders of Myth Nantar.</i>	
Special Consumable	
Utility Power ♦ Consumable (Minor Action)	
Effect: All PCs suffer a -2 penalty to attack rolls until the end of the triggering creature's next turn. When you activate this power, be sure to describe the sound of chanting kuo-toa, mumbling their insane prayers to their alien goddess.	
Reference: Mission 1.5 Failure	

The Protector, Corrupted	Defeat
<i>A misshapen aberration that might once have been a mighty bronze dragon flies over the battlefield, its unsettling presence punctuated by deadly blasts of psychic energy.</i>	
Special Consumable	
Attack Power (Psychic) ♦ Consumable (Minor Action)	
Make an attack: Area burst 2 within 20 (PCs in burst);	
AL + 5 vs. Will	
Heroic Tier: The target takes psychic damage equal to the AL and gains ongoing 5 psychic damage (save ends).	
Paragon Tier: The target gains ongoing 10 psychic damage and is dazed (save ends both).	
Reference: Mission 1.3 Failure	

Eyes of the Deep	Defeat
<i>The deadly eye rays of aquatic beholders rake across the battlefield. Sure would have been nice if somebody took those things out earlier.</i>	
Battlefield Effect	
Instantaneous ♦ Beginning of Mission 2.3	
Heroic Tier: All PCs begin Mission 2.3 taking ongoing 1d10 damage (save ends).	
Paragon Tier: All PCs begin Mission 2.3 taking ongoing 1d20 damage (save ends).	
Reference: Mission 1.7 Failure	

Loyal Subjects of the Abolethic Sovereignty	Defeat
<i>The kidnapped citizens of Myth Nantar have been transformed into hideous aboleth servitors and sent to rejoin the battle against their former friends and family.</i>	
Battlefield Effect	
Instantaneous ♦ Beginning of Mission 2.2	
Effect: Add an extra 4 frenzied cultists to the battlefield at the beginning of Mission 2.2. They have the same statistics as the other frenzied cultists, but describe them as former citizens of Myth Nantar who have been transformed into aboleth servitors.	
Paragon: AL 12 - 16: +5 cultists; Paragon AL 18-20: +6 cultists	
Reference: Mission 1.4 Failure	

HANDOUT: ITEMS THE PCs CAN FIND DURING THE BATTLE

Fragment of the Emerald Eye of Kyron	Artifact
<i>This artifact has been involved in more wars and coups than can be imagined.</i>	
Implement: Can function as any implement	
Enhancement Bonus: Attack rolls and damage rolls	
Critical: +1d6 damage (AL 2, 4); +2d6 damage (AL 6, 8, 10); +3d6 damage (AL 12, 14); +4d6 damage (AL 16, 18, 20)	
Property	
You gain a +1 item bonus to the attack rolls of fear powers and charm powers used with this implement.	
Property	
When you use an attack power with this implement that deals necrotic damage, you ignore the first [5 / 10 / 15] points of the target's necrotic resistance, if any.	
Attack Power (Fear) ♦ Daily (No Action)	
<i>Trigger:</i> You hit a creature with an attack using this implement.	
<i>Effect:</i> You push the target up to its speed. If the target ends its turn closer to you than where it started the turn, you regain the use of this power.	
Reference: based on <i>skull of terror</i> (<i>The Book of Vile Darkness</i>)	
Found During: Mission 2.1	

Alchemist's Fire	Common
<i>When shattered, this flask fills an area with alchemical flame.</i>	
Alchemical Item: Volatile	
Attack Power (fire) ♦ Consumable (Standard Action)	
Make an attack: Area burst 1 within 10 (creatures in burst); Character level + 3 vs. Reflex	
<i>Hit:</i> 2d6 fire damage.	
<i>Miss:</i> Half damage.	
Reference: Adventurer's Vault (simplified version)	
Found During: Mission 1.6	

HANDOUT 1: MAP OF MYTH NANTAR

Source: TSR 11393 *Sea of Fallen Stars* by Steven E Schend; Cartography by Dennis Kauth and Rob Lazzaretti
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HANDOUT 2: MYTH NANTAR LORE

The largest inland ocean of Faerûn, the **Sea of Fallen Stars** is also called the Inner Sea. It continues to be a crucial trade way, despite its diminished expanse, and even in spite of the ever-present threat of the Soaring City, Xxiphu. Below the surface is another world, with undersea kingdoms and strange beings embroiled in conflicts both new and very old. Below the surface, water-breathing fey called **sea elves** are the dominant civilized culture. **Myth Nantar** is the name of their marvelous aquatic city. The sea elves' most prolific and tenacious enemies are the sahuagin tribes that dominate the eastern stretches of the Inner Sea.

The partial draining of the Sea of Fallen Stars was one of the most traumatic effects of the Spellplague in Faerûn. A portion of the Inner Sea drained into the Underdark. When the sea level reached its new equilibrium (after about 10 years of gradual draining), the average drop in water level measured nearly 50 feet. Once-submerged features were exposed to the air, as well as the tops of various formerly drowned ruins. Prior to the Spellplague, Myth Nantar was located entirely below sea level on the slopes of Mount Halaath in the Sea of Fallen Stars. When the Spellplague caused the sea level to drop precipitously, portions of the city were exposed to the surface.

MYTH NANTAR OVERVIEW

With a population of about 35,000, Myth Nantar is the center of sea elf society and the capital of an ever-growing undersea kingdom, and it is protected by a powerful **mythal**, a creation of ancient elven High Magic similar to the one in Myth Drannor. Despite the lurking presence of the Abolethic Sovereignty above the water, the sea elves have enjoyed decades of relative peace below. Myth Nantar, now partly revealed by the lower sea level, lies both above and below the waves. With some of its accommodations completely free of water, sea elves and surface races can and do mingle here, both for trade and for councils regarding the threats facing modern Faerûn.

Aside from its mythal, the city is defended by terrain features both natural and magical. One of the most noteworthy is the **Sharksbane Wall**. Built by sea elves to contain the sahuagin kingdom in the eastern reaches, the top of this 135-mile-long wall was originally far enough below the surface that ships could pass over it and not even know it was there. Now, however, the water has drained to the point that the wall towers some 30 feet above the surface. It traverses the straits south of Thay and continues for miles inland to both north and south. Beneath the water, the wall is

patrolled by sea elves on the west and by sahuagin to the east.

The first thing one notices about Myth Nantar is that it glows slightly, illuminating the waters around the city more than normal for its depth. Despite that glow from the mythal or coral (or both), the city seems shrouded, and surface dwellers comment that the city looks as if it were coated in cobwebs, though they fail to successfully explain that image to the sea elves.

Coral has insinuated itself everywhere across the city, covering and fusing buildings together, strangely weaving from tower to tower and arch to arch even though coral rarely grows in such a fashion. While inconvenient in terms of exploring the ages-old city, the coral is quite beautiful and the residents have only tentatively carved away small sections of the reefs to reclaim parts of Myth Nantar without sacrificing this unique beauty of untamed coral.

AREAS OF INTEREST

With more than 75% of the city covered in thick reefs of overgrown coral, it's obvious the names and uses for the city's quarters belong to past eras and only tradition maintains their names.

The Elves Quarter is the northeastern quarter of the city. This quarter houses many libraries, villas, and palaces of sea elfen artistry deeply buried beneath aqua-colored coral. Among the few sites that are not compromised by thick coral sheathes is the temple of Deep Sashelas.

Trade Quarter covers the southeastern zone of Myth Nantar. Formerly the markets and entertainment area of the city, only the Stadium of Tavynos and the environs of Seven Temples Square are free of the tiger-coral reefs that grow everywhere. The staging areas beneath the stadium have become the hospital.

Law Quarter marks the southwestern location of the tallest buildings in Myth Nantar, which have been made even taller by the high spindles of tiger coral everywhere. Five separate buildings remain clear and are in use in this quarter by the Nantarn Council and its representatives.

The northwestern zone of **Dukar Quarter** is the only place to truly judge the structure of the city as it once was, since it's the only area aside from isolated sites that is not overgrown. Nestled up against the mountain, this area is well lit by the lucent coral dotting its slopes, as well as street lamps of glowing magic placed strategically about the quarter.

While not technically part of the city, **Mount Halaath** and the **Three Gates Reef** have become part

of Myth Nantar's landscape and structure since the coral of the reef has spread and merged with the city so completely. The reef merges with the overgrowth within the city, though the original purpose of the encircling reef was for defense. The mountain and its caverns act as garrison, lookout, and additional storage of food and other goods.

Beyond the city itself, one more site has ties to the city. **The Shipwreck Plains** are the dumping ground for all ships that have sunk in this part of the Sea of Fallen Stars, as the mythal's magic channels sinking ships to slide down its boundary and come to rest in this area.

LAWS AND GOVERNANCE

Myth Nantar has ever been a city of knowledge, scholarship, and magic, not unlike Silverymoon, Waterdeep, or Myth Drannor in Faerûn. However, over the millennia, the city has also become a place of politics, ideals, and trade, in addition to its lorekeepers and scholars.

The governing body of Myth Nantar is the Nantarn Council, which is headed by the Coronal, the ruler of the sea elves. The current Coronal is **Aravae Daudil**, who assumed her office in DR 1358 and has guided her people and her city through the last several centuries with a calm and steady hand. Also holding seats on the Council are the current heads of the various Dukar mage orders and the city's military, religious, and civilian leaders.

The laws of Myth Nantar are simple and are quite elven in nature: Treat others, their ideas, and their property as you would wish yourself or your possessions to be treated. The only overt crimes within the city limits are willful unauthorized destruction of the coral reefs, attacks on fellow citizens, or theft or destruction of another's property; all of these are punished by the Dukars under the authority of the Nantarn Council. First offenses of anything less than murder usually get a labor sentence at helping to clear away areas authorized for reconstruction, though harsher crimes lead to harsher punishments of banishment from the mythal or death.

THE DUKAR ORDERS

In ancient times the Dukars were the keepers of elven High Magic among the Nantari. These days they are organized into four orders, each of which promotes a particular specialization and school of thought relating to the theory and practice of magic. The most distinguishing characteristics of a Dukar mage are his or her coral skeletal implants, organic implements through which all Dukar magic flows. The coral—is implanted

during mysterious, final initiation ceremonies and provides the potential for a variety of magical powers taught by the order the initiate joins.

To the general public, who are less concerned about the nuances of theosophy, Dukars fall into two categories: the Lorekeepers, who maintain the histories and knowledge of the past and present; and the Peacekeepers, who strive to maintain the peace in Myth Nantar (serving as the local police force when needed) and gather knowledge by exploring the deeps.

RELIGION

Most sea elves worship Deep Sashelas, Sailor's Friend, the Dolphin Prince (exarch of Corellon). It was Deep Sashelas, so the legends tell, who first created the sea elves by allowing surface elves to transform themselves into the *Alu'Tel'Quessir*. Mystra was, of course, venerated by the Dukars before the Spellplague, and the so-called Five Temples Square found within the Trade Quarter still contains the ancient buildings once sacred to Mystra and Azuth, along with active temples to Oghma (Scrivener's Harbor) and two other members of the Seldarine (Milil and Eldath). Other surface gods are worshipped by visitors to the city at the many shrines that can be found throughout the ruins.

Rumors of darker powers also swirl within Myth Nantar. The kuo-toa have long sought to glorify their goddess Blibdoolploop, while the sahuagin serve their fish-goddes Sekolah, believed to be an aspect of Umberlee. The demon lord Dagon, Prince of the Depths, is also said to have amassed a sizable cult of worshippers among sea elves and surfacers.

HANDOUT 3: SITUATION REPORT

The combined attack of the Abolethic Sovereignty and the forces of the demon lord Dagon has thrown Myth Nantar into chaos. Your assistance is desperately needed all over the city, and you only have a limited amount of time to stabilize the situation. During the first part of the Battle Interactive, you will choose your own missions from this list.

The brief summaries provided here are simply to help you choose the missions you'd like to tackle and the order. Each mission has a detailed briefing, in which the DM will explain the primary and secondary objectives for that mission. The more total objectives you complete, the better the outcome for Myth Nantar's precarious situation - and the greater your own rewards and glory.

Remember, you have three and a half hours of real time to complete as many of these missions as you can. Each mission is designed to take about 45 minutes. You won't play them all, so it's more important that you achieve as many of your objectives as possible during the missions you undertake.

- **Mission 1.1:** A large contingent of the Myth Nantar army is pinned down away from the city by an attacking force of sahuagin at the Sharksbane Wall. Reinforcements are needed to drive back the sahuagin and secure the area so that the troops can stage a fighting withdrawal and redeploy to join the main battle.
- **Mission 1.2:** Dignitaries from Cormyr are visiting Myth Nantar to negotiate a series of trade and military agreements. They have not been seen since the battle started. The sea elf noble who is serving as their host is very concerned that they may have been swept up in all the chaos. Head to the Cormyreans' last known location and make sure they are safe.
- **Mission 1.3:** An ancient brass dragon named Khuralosothantar has laired on Mount Halaath for over a thousand years. Khuralos used to be known as "the Protector" for his willingness to aid the people of Myth Nantar, but he has not been heard from in the last several centuries. If ever the Protector was needed, now is the time. Find the dragon's lair and convince him to join the battle on our side.
- **Mission 1.4:** Innocent citizens of Myth Nantar are being dragged from their homes by servants of the Abolethic Sovereignty! With fighting going on everywhere, there's no way for the city's defenders to protect everyone. Catch these slavers in the act, find out where the captives are being taken, and liberate the prisoners.
- **Mission 1.5:** Deep Sashelas, the god of the sea elves, is an exarch of Corellon, but his worship is still the most important faith in Myth Nantar. The Temple is also a nexus of magical power and one of the main wellsprings of the mythal's energy. Kuo-toa invaders are attempting to steal the temple's power for their patron goddess Blibdoolploop, which would be the ultimate insult to the Dolphin Prince. Show them the error of their ways and resanctify this sacred site.
- **Mission 1.6 (Heroic Tier Only):** Although there are flashpoints all over the city, somebody has to do the heavy lifting on the front lines. Join the defenders of Myth Nantar and help turn the tide of battle against a horde of koalinths (aquatic hobgoblins), merrow (aquatic ogres), and scraggs (aquatic trolls).
- **Mission 1.7 (Paragon Tier Only):** Myth Nantar is under attack both above and below sea level. The most powerful heroes are needed to deal with an invading aquatic force including ixitxachitls (demon rays) and eyes of the deep (aquatic beholders). These demons and aberrations are wreaking havoc on the defending army, which is not prepared to deal with such a powerful foe.

HANDOUT 4: EFFECTS OF THE MYTHAL (GENERAL)

Myth Nantar is warded by a powerful barrier of ancient elven High Magic, called a *mythal*. The mythal wards an area three miles in diameter measured from the city center of Myth Nantar. All beings within its protection gain the following benefits:

MYTHAL ADAPTATIONS

- You can breathe underwater. (You can still breathe air.)
- You gain a swim speed equal to your normal speed.
- You do not suffer penalties to attack rolls when fighting underwater.
- No matter how cold the water, you suffer no discomfort (this does not grant you cold resistance).

Note: despite your underwater adaptation, you do not gain the aquatic keyword. Therefore, creatures with the aquatic keyword still have an advantage against you in underwater combat.

The mythal also blocks large-scale teleportation magic. You can use teleportation powers and effects during combat within your local area, but teleportation circles and other large-scale rituals do not function. This is a benefit to the city in that it keeps Myth Nantar from being overrun by an army popping up inside the city walls, but is a drawback when under siege from without, as reinforcements must come in the hard way.

HANDOUT 5: EFFECTS OF THE MYTHAL (SPECIAL)

Certain characters find that their physiology reacts especially well to the mythal's magic. The magic was created by the sea elves for their own benefit, and this power extends to their surface cousins. Water genasi have an innate nature that is powerfully enhanced by the mythal. Characters who have the Story Award SPEC50 In the Clutches of the Abolethic Sovereignty discover certain latent mutations they still carry are also triggered by the mythal's power - but in this case, it works to your benefit.

If you are an elf (not an eladrin), a water genasi, or have Story Award SPEC50, then you gain the following benefits:

MYTHAL ADAPTATIONS, GREATER

- You gain the aquatic keyword.
- You can breathe underwater. (You can still breathe air.)
- You do not suffer penalties to attack rolls when fighting underwater, and you gain a +2 bonus to attack rolls and damage rolls while fighting creatures in the water that do not have the aquatic keyword.
- You gain a swim speed equal to your normal speed.
- No matter how cold the water, you suffer no discomfort (this does not grant you cold resistance).
- You gain enhanced senses underwater. You have darkvision to a range of 60 feet while you are underwater.
- The water itself acts to staunch your wounds. You gain a +5 bonus on death saves.

HANDOUT 6: A CORMYREAN NOBLE'S JOURNAL

You have discovered the personal journal of Phariel Alsevir, a young nobleman of Suzail. Phariel was sent to open trade negotiations with Myth Nantar on behalf of the Forest Kingdom, bringing with him two Purple Dragon Knights, Agror and Rathien, and a War Mage, Duwyn.

Phariel is a meticulous chronicler, detailing each day what he and his companions ate, where they went, who they spoke to, and other details. You get the sense from reading his thoughts that Phariel is both curious and quite perceptive.

Phariel has a great deal to say about his companions as well. Of the two Knights, Agror is consistently described with words like “courageous” and “the bravest man I ever met.” Rathien, on the other hand, is described as “friendly and talkative.” Reading through their exploits, Agror seems like the one who usually gets into trouble, while Rathien seems to favor diplomacy, only resorting to the sword when necessary.

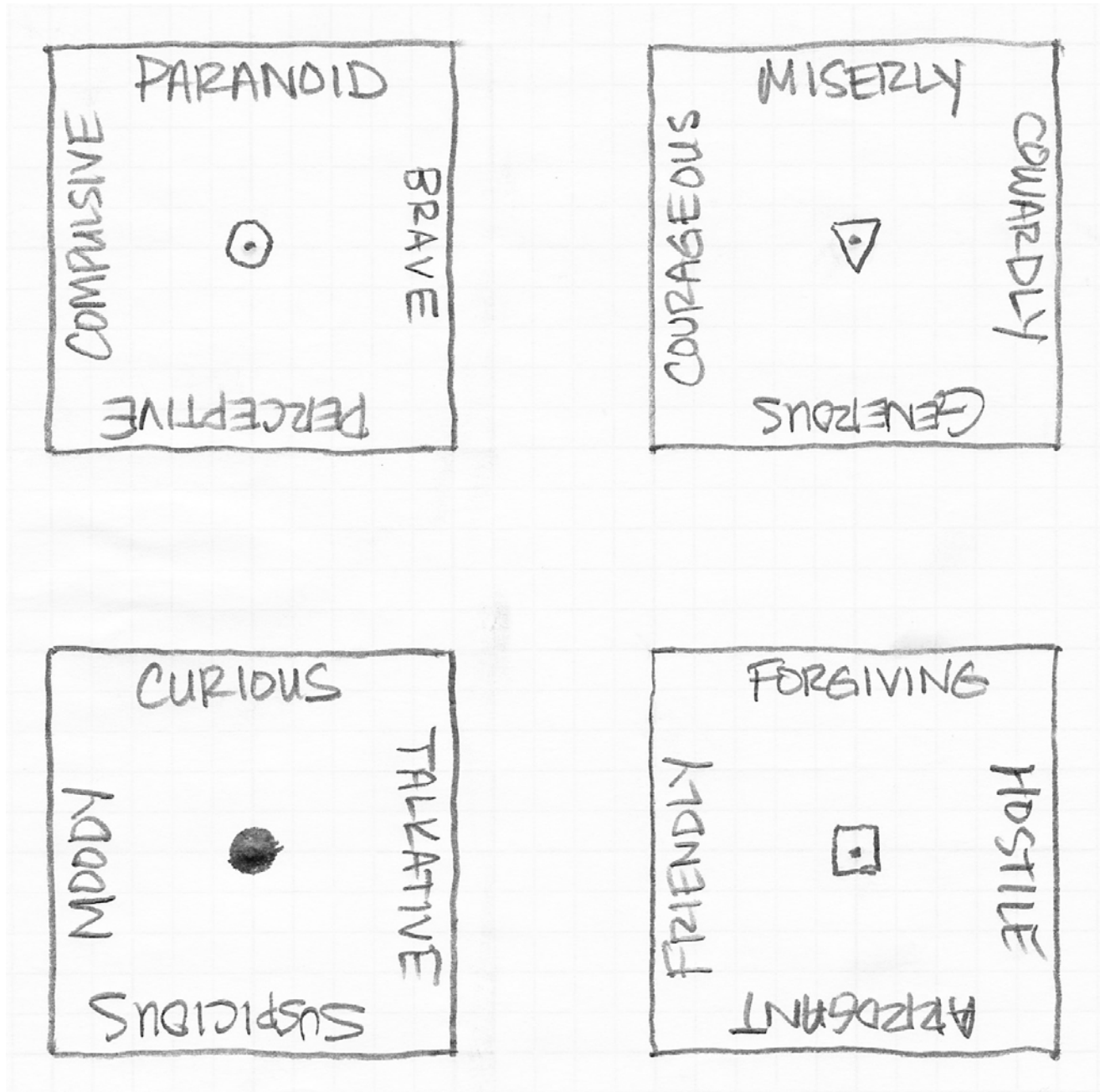
As for the War Wizard, Phariel is reticent in his descriptions of her. There is a sense that perhaps the two of them were romantically involved at one point, but the relationship may be over. Phariel perhaps feels some guilt over this; although details are scarce, he regularly mentions that Duwyn is “generous” and “forgiving.”

Phariel's diary also reveals that he had a personal reason for coming to Myth Nantar. He believes that he is a descendant of an ancient Royal Mage of Cormyr named Jorunhast who was exiled from his homeland and eventually settled in Myth Nantar. Though Jorunhast's name was cleared, he chose not to return to Cormyr and instead lived out the rest of his days in the City of Destinies, even serving on the Nantarn Council.

According to Phariel's research, Jorunhast had a personal research library and alchemical lab elsewhere in the city. Perhaps you are not the first to read this journal...

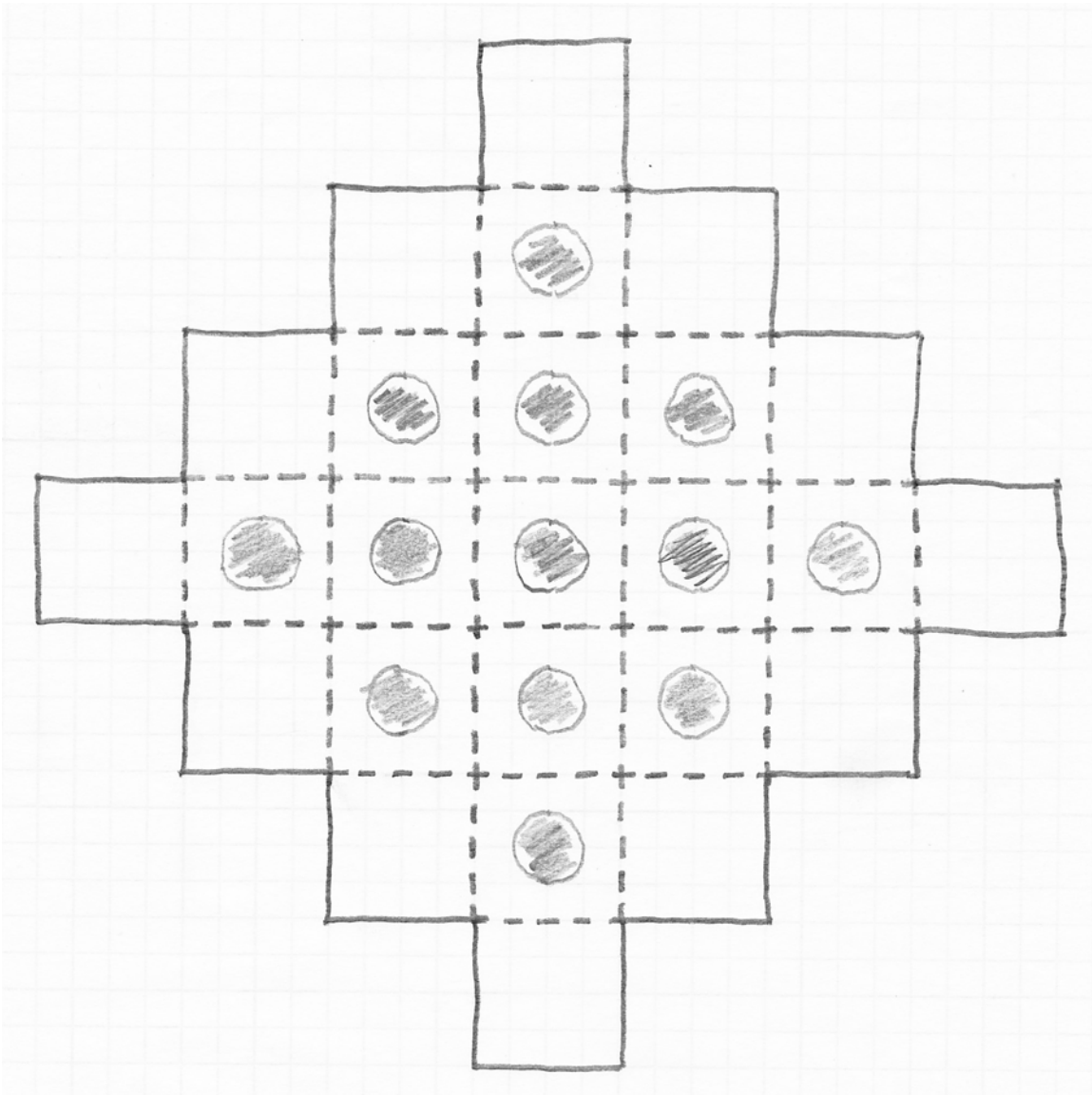
HANDOUT 7: PERSONALITY TEST (MISSION 1.2 PUZZLE)

Puzzle description: Four squares, each labeled with a different personality trait on all four sides (so there are a total of 16 personality traits). The correct configuration to solve the puzzle is when each matching pair of personality traits that describes one of the Cormyrean NPCs is aligned (see Handout 6; for example, Phariel is described as “curious” and “perceptive” and those are two of the personality traits, found on two different squares). There is only one way to arrange the four squares into a 2x2 grid so that each pair of matching personality traits is connected. The correct solution is shown below (so make sure you cut the squares out BEFORE you give them to the players).



HANDOUT 8: CORRUPTED ALTAR (MISSION 15 PUZZLE)

Puzzle description: A grid of squares, representing the altar. Most of the squares are filled with black dots, representing the corruption of the altar. Each time the PCs make a successful skill check, they get to place one “purification token” in any empty square. Each time the PCs place a purification token, draw a line from that token to all other purification tokens. Any corruption tokens that are touched by the line are removed from the board (horizontally, vertically, and/or diagonally). This is not quite the same as the game of Reversi (also known as Othello), because the tokens in the middle are not “reversed” (i.e. corruption tokens do not turn into purification tokens; they are simply taken off the board). At DDXP we estimated that the fastest solution to this version of the puzzle probably requires a minimum of 7 purification tokens.



ADCP4~1 EVENT SUMMARY

If you are running this adventure at a convention or other large event, please fill out this form and turn it in to the Senior DM. If you are running the adventure at a smaller gathering or at home, please fill out the online survey at the following link. We would like one survey (report) to be completed for each individual table that played the BI.

<https://www.surveymonkey.com/s/ADCP0401LFR>

Table Number and DM's Name:

1. What Adventure Level (AL) did your table play?

2 4 6 8 10 12 14 16 18 20

2. Which of the available Round 1 missions did your table ATTEMPT (circle all that apply)?

- a. Mission 1.1 - The Sharksbane Wall
- b. Mission 1.2 - Visiting Nobles
- c. Mission 1.3 - The Protector
- d. Mission 1.4 - Aberrant Cyst
- e. Mission 1.5 - Temple Raiders
- f. Mission 1.6 - Waves Upon Waves
- g. Mission 1.7 - Eyes of the Deep

3. Of the Round 1 missions you played, which was the players' favorite, which was their least favorite, and why? (Use the back of this page if necessary.)

Favorite Mission:

Least Favorite:

4. How many mythal surges TOTAL did your table use during Round 1?

Mythal Surges Used:

5. What was the outcome of Mission 2.1?

- a. Success (PCs destroyed the Mad Coronal)
- b. Failure (PCs did not destroy the Mad Coronal)

6. What was the outcome of Mission 2.2?

- a. Total success (PCs placed all relics and killed all cult leaders)
- b. Partial success (PCs placed all relics but did not kill all cult leaders)
- c. Failure (PCs did not place all relics - does not matter whether they killed the cult leaders or not)

7. What was the outcome of Mission 2.3?

- a. PCs defeated Dagon in his Empowered form
- b. PCs defeated Dagon in his Normal form
- c. PCs did not defeat Dagon
- d. PCs reduced Dagon to 0 hit points but were unable to complete the skill challenge

8. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. 1 (worst possible rating)
- b. 2 (below expectations)
- c. 3 (average / met expectations)
- d. 4 (above expectations)
- e. 5 (best possible rating)

9. How does the DM rate this adventure, using the same 5-point scale?