

EVENT SUMMARY: MYTH6~1 PREEMPTIVE STRIKE

The results of this adventure have a significant impact on the Battle Interactive ADCP6-1!

Slot Number:

Table Number:

DM's Name:

Q1. Did the PCs successfully complete the adventure by defeating Encounter 5?

- A. Yes
- B. No

Q2. Did the PCs capture the Shade Prince (Encounter 5)?

- A. Yes
- B. No, they killed him
- C. No, he escaped

Q3. Did the PCs capture Ashryx (Encounter 5)?

- A. Yes
- B. No, they destroyed the plague fragment
- C. No, they were defeated or the plague fragment escaped

Q4. Did the PCs capture Jartelk (Encounter 3)?

- A. Yes
- B. No, they killed Jartelk instead of capturing him
- C. No, they did not defeat Jartelk or he escaped

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

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.

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: ACTIVATING 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]