

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM

MYTH6~3 THE WORLD WILL END IN FIRE

MYTH07 Battling the Spellplague

Part of the reason the eladrin of Myth Drannor pulled back from the alliance with Cormyr was because a large pocket of Spellplague opened inside their city. The eladrin have been dealing with the contagious spellscarred population and protecting citizens from their transformed brethren. The Coronal of Myth Drannor asked for your help in obtaining a ritual component that can be used to cure people of their spellscars. You were also asked to stop the Order of Blue Fire's ritual to spread the Spellplague.

MYTH08 Curing the Spellplague

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

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

CLEANSE SPELLPLAGUE

You can unleash a devastating attack on the Spellplagued and other unnatural creatures.

Cleanse the Unnatural • Consumable (Free Action)

Trigger: You hit a spellscarred or aberrant creature with an attack.

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

MYTH09 Spellplague Empowered!

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

When you have completed 5 adventures, the penalty to defenses expires and you may void this Story Award.

MYTH10 Fey and Flames

You are on this Major Quest. You complete the quest once you have played MYTH6-1, 6-2, and 6-3 (in any order) with this character.

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