

HANDOUT 2: MISSION BRIEFINGS (ROUND 1)

The main battle for Suzail is being fought in the usual way - soldiers on the ground and in the air, the clash of steel, the thrum of arrows, and the crackle of magic. But there is a deeper and more important war being waged alongside the obvious struggle on the battlefield near Suzail. Both sides have a handful of powerful agents who are not likely to set foot on the front lines, but whose plots and powers will make all the difference in the tide of the battle. You are among them. The best use of powerful heroes like you in this battle will be to travel to places where ordinary soldiers cannot go - and would have no chance of survival even if they could go.

The best way for you to help win the overall war is by completing as many of the following objectives as you can in the available time, while also staying alert. As the situation unfolds there may be brief windows of opportunity to take on special objectives that are unknown or unavailable at the outset. We will let you know if and when such opportunities arise. For the moment, these are the missions that are available. You may complete them in any order you choose.

Mission 1.1 - The Order of Blue Fire appears to be getting reinforcements from their fomorian allies through the use of a fey crossing. We do not know exactly where the crossing is located or how it is controlled, but we have been able to identify a general area. It will likely be guarded by powerful agents of the dark fey (who are willing to support the Order but do not want to see a counterattack into the Feywild by Cormyr and Myth Drannor). Travel to the area and search for the fey crossing. Deal with any guardians you find. Hopefully you will find a way to shut the fey crossing down, whether permanently or temporarily, so that the Order will be denied further reinforcements.

Mission 1.2 - A powerful infusion of Spellplague energy has been detected in the forest not far from Myth Drannor. Considering recent events in that area, we are obviously concerned. It may be that another plagueland is forming of its own accord - or that it is being "helped" to form by someone. Go to the area, find the source of the Spellplague energy, and deal with it so that it cannot threaten Myth Drannor. Although the eladrin have returned to the alliance, if they think their homeland is being threatened again, there is a risk that they could leave their positions on the battlefield. Deal with this so that they won't have to.

Mission 1.3 - The Netherese have brought a large contingent of hill giants who serve as living artillery pieces. A number of heavily fortified positions behind the Netherese lines are being used by the giants to bombard the city of Suzail and the Cormyrean lines. The loss of life will be great if someone can't get to those hill giants and take them out. We can get you past the front lines, so you won't have to engage the ordinary Netherese troops, but you'll have to deal with the giants yourself.

Mission 1.4 - We recently intercepted a set of procurement orders headed to Sembia. These orders appear to be intended for a detachment of Netherese troops that are being sent to a location called Draigdurroch Tower. It's far from Suzail, but if the Netherese think it's important, we want to know why. The requisitions suggested an advance force would secure the area before a specialized spellcasting unit moves in later. There must be a strong source of energy that the Netherese believe they can incorporate into the Shadow Weave. Head to the tower and secure it so that Netheril cannot use this resource.

Mission 1.5 - Recently there have been a handful of recruits who deserted the Cormyrean army prior to enlistment. It is rare for Cormyreans to forsake their duty to King and Country. In talking with the families of those who went missing, one common thread emerged: they had all been contacted by the followers of an elf calling herself Tyrangal. There was a very famous Tyrangal who worked to oppose the Order of Blue Fire in Elturgard, but she disappeared when the city fell. At any rate, this elf claims to be able to cure the Spellplague. She has set up a base of operations in an abandoned keep some miles outside the city and is accepting all pilgrims who wish to partake of her miraculous cure. Cormyr hasn't been hit as hard as Myth Drannor was by the Spellplague, but we can't afford to lose any more recruits (or active-duty soldiers) to these wild claims. We don't want to cause a civilian panic, so we want someone a little more discreet than the Purple Dragon Knights to investigate these rumors.

Mission 1.6 - The War Wizards of Cormyr and the High Mages of Myth Drannor have sensed a strong emanation of shadow energy coming from the ruins of Zhentil Keep. Some years ago there was a relic of Shar discovered there by adventurers. It may be that the Netherese have discovered more ancient artifacts of Shar that they could use against us in the battle. Go to the temple and capture or destroy any relics or other items of power.