

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

### EPIC5~1 PLAGUEWROUGHT PRISM

#### EPIC29 Shar Revealed

The dark goddess Shar was revealed as the ultimate manipulator behind all of the plots of the Epic Campaign. She will no longer catch you unaware.

In your inevitable confrontation with Shar, you gain a +5 bonus to initiative.

#### EPIC30 Calimshan Cleansed

You permanently destroyed the Djinn Calim and the Efreet Memnon, ending their millennia-long oppression of Calimshan.

You retain some of the power of Calim and Memnon. One time only, when you make a damage roll, you can expend this energy to increase the amount of damage. This does not count as an action. You gain a +30 bonus to the triggering damage roll. This bonus damage is fire, lightning, and thunder damage, regardless of the damage type(s) of the triggering attack. Strike through this paragraph when you use the power.

#### EPIC31 Calimemnon Crystal Shard

You retained this shard of the Calimemnon Crystal and have attached it to one of your own magic items.

Calimemnon Crystal Shard	Level 30 Rare
<i>Though the Calimemnon Crystal itself was destroyed, this shard of the artifact still holds immense power. To channel that power you must attach it to a weapon or implement.</i>	
<b>Wondrous Item</b>	3,125.000 gp
<b>Requirement</b>	
The shard only functions when attached to a weapon or implement that does not already have a dragonshard augment. This item's properties and powers apply only to attacks made with the weapon or implement to which the shard is attached.	
<b>Property</b>	
You gain a +5 bonus to damage rolls with the attached weapon or implement.	
<b>Attack Power ♦ Encounter (No Action)</b>	
<i>Trigger:</i> You hit a creature with the attached weapon or implement.	
<i>Effect:</i> That creature is removed from play until the start of its next turn, when it reappears in an unoccupied square adjacent to you. If there is no legal space adjacent to you, the target instead appears in the nearest legal square to where it was removed from play. You gain a minor action, which must be used before the end of your next turn.	
<b>Attack Power ♦ Daily (No Action)</b>	
<i>Trigger:</i> You hit a creature with the attached weapon or implement.	
<i>Effect:</i> The target is dazed and weakened until the end of its next turn.	
<b>Reference:</b> Custom item created for LFR, based on published Epic tier dragonshards.	

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