

PLAYER HANDOUT 1: PRELIMINARY QUESTIONS

This handout is best given to the players before the adventure in an email to help the judge prep the adventure. If this cannot be done, please make multiple copies and hand it to the players as they arrive at the table.

1. What nation or group did you call on for aid in *EPIC4-1*'s assault on the island of I'Cath?
2. What regions in Faerûn are the most dear to you or interest you the most?
3. Briefly describe a few living NPCs who are most important to your character. These might be friends, family, allies, nobles, etc. If you are not attached to any NPCs from previous adventures, feel free to make up appropriate family members or childhood best friends. If any were part of the group you called on for question 1, please indicate so.

PLAYER HANDOUT 2: THE STORY SO FAR...

EPIC3~1, EPIC3~2, AND EPIC3~3

A year ago, the flow of abominations, horrific weapons created by the gods and primordials during the Dawn War, from Carceri, the astral prison used by the gods, to Arvandor, astral dominion of Corellon and the Seldarine, increased dramatically. Many of the abominations appearing in Arvandor were tainted with a virulent poison capable of corrupting mortals and immortals alike. Arvandor had become so overwhelmed by these incursions that many of them spread beyond Arvandor into Faerûn itself. Fearing that these incursions were too much for the exalted of Arvandor to handle, Corellon sent for aid from the fey kingdoms of Faerûn.

Adventurers traveled to Arvandor and joined the Glorious Hunt. Through their heroics, they cleansed Corellon and his *ruesti* of the poison that threatened their very existence and destroyed the abominations that carried it. After their victory, Corellon set the adventurers on a quest to travel into Carceri, discover the source of the poison and increased flow of abominations, and put a stop to it.

Lolth had taken control over the metaphysical funnel that links Carceri's isle of Agathys to Arvandor through use of a powerful ritual. Understanding that a direct assault upon Arvandor would prove to be fruitless, she employed Sinmaker, an enigmatic apothecary currently detained in Carceri, with crafting a poison powerful enough to bring certain death to Corellon, offering Sinmaker his freedom in return. Her plan to increase the flow of abominations into Arvandor and infuse them with Sinmaker's virulent poison was working perfectly until the PCs interceded. Her plan foiled, Lolth retreated back to the Demonweb, leaving a number of powerful servants stationed within Agathys to maintain control over the funnel. Typical of her nature, she did not hold up her end of the bargain with Sinmaker before taking her leave.

The adventurers followed Lolth's treachery into Carceri and, with Sinmaker's aid, managed to defeat the forces that maintained Lolth's hold over the funnel. With the denizens of Carceri bearing down on them, the adventurers managed to escape the prison plane through a portal to the Demonweb that Lolth's forces had planned to use for their own escape. Corellon then requested that the PCs assist him once more by seeking out Lolth as his emissaries.

Tsien Chiang, a Shou sorceress of immeasurable power and knowledge, devised a scheme to distract Lolth long enough to siphon energy from the Demonweb for her evil schemes. Disguised as a young priestess of Lolth, she manipulated a drow matron, Zarylene, into discovering the means by which Lolth could corrupt Corellon and his realm of Arvandor. Zarylene prayed to the Spider Queen with her new apprentice's scheme. Lolth heard her prayers and launched her campaign against Arvandor shortly thereafter. Following Lolth's departure, Tsien disappeared into the depths of the Demonweb Pits bearing the shard of an ancient artifact. She planted the artifact and quickly fled the Demonweb before Lolth's return. Once planted, the artifact began to siphon power from the Demonweb and channel it through a planar conduit to Tsien.

Shortly after Tsien's disappearance, the Demonweb began to unravel, erupting into chaos as entire sections dissolved and long-imprisoned demons escaped into Faerûn. Lolth returned to her realm severely weakened and furious that she had allowed herself to be tricked. All of her power bent on keeping the Demonweb together, Lolth was in need of help.

The PCs navigated their way through the dissolving Demonweb to Lolth's throne, where she negotiated several concessions in exchange for destruction, or removal, of the shard. The PCs defeated the shard, thus bringing stability back to the Demonweb.

PLAYER HANDOUT 2: THE STORY SO FAR... (CONTINUED)

EPIC4~1 RECAP

Having stolen power from Corellon and Lolth, Tsien Chiang made plans to drain power from Sehanine. Following her trail, the PCs stopped Candlekeep from burning to the ground and made their way to Myth Dyraalis, where several of Sehanine's most devout followers had been petrified while holding a vestige of the goddess' power.

The PCs interrupted Tsien's attempt before she could completely drain Sehanine's power, but were unable to defeat the sorceress, due in large part to enchanted gems; the hearts that originally freed Tsien to return to Faerûn. Tsien took the power she had drained and stole the Mistress of the Night, heading to another plane to work further on her ritual.

It was then that Sehanine offered her assistance to the PCs, aiding them to muster an army to attack at I'Cath, Tsien's stronghold, while the sorceress was out. The PCs quickly gathered armies from all over Faerûn and assaulted the island, fought their way into the Palace of Bones and overcame Tsien's generals and daughters. They then learned that the corrupted angel Karadrach, last seen orchestrating Corellon's poisoning, was an ally of Tsien who had aided her in creating her magic defenses, and knew a way to defeat them.

The PCs traveled through a portal to a strange land where ancient divine defenders had been misled by Karadrach and another evil angel who called up demons to face the PCs and used some strange magic to alter the flow of time around the heroes.

Karadrach used a powerful magic, called Words of Destruction - perversions of the Words of Creation the gods used to create the world - to strip the PCs of their defenses, but they still prevailed against him, and secured the research about the words which would allow them to remove the defenses of Tsien's hearts the next time they fought.

The PCs returned to the Palace of Bone through the portal, only to find that many years had passed since they stepped through hours ago...

CONCLUSION FOR *EPIC4~1*

The teleportation chamber in Faerûn has greatly changed. The magical lights are extinguished and a thick layer of dust coats the surface. The portal sputters from the effort of your arrival, then fizzles out, exhausted forever.

Outside the silent and empty palace of bones, the island of I'Cath is a tangled wilderness. Bushes and vines have spread up to cover the entire hill around the palace. Trees have grown decades in height overnight.

Thousands of skeletons are impaled upon spikes. Time has stripped the skeletons of all flesh, and largely destroyed their equipment, but they are clearly the remains of your armies.

The angel had told Karadrach, "The world needs time without their interference and even a few moments will let the future play out as it must."

Apparently horrible things can happen in a few moments.

PLAYER HANDOUT 3: FEATURES

The following are the current general features for Faerûn:

Lighting: *Darkness has swallowed the light.* Unless otherwise specified, all areas are dimly lit.

Flying: *The skies are a churning mass of hungry shadows.* If you end your turn flying more than ten squares above the ground, you take 30 necrotic damage and are knocked prone.

Planar Lock: *The gods have sealed off the world to its own destruction.* It is impossible to leave Faerûn, so planar travel largely fails. Effects which briefly access another plane, such as to remove a target from play to a demiplane, hurl an enemy through hostile dimensions, or allow a creature to escape danger briefly in the Feywild, still work at the discretion of the DM. They instead send the target into a twisting maelstrom of darkness within the Hungering Dark at the boundary of the planar ward. Any creature ending its turn in that darkness takes 30 damage and loses a healing surge.

Any form of permanent planar travel, such as opening a planar portal, cannot be used at all. In addition, any attempt to attract the attention or intervention of other planar powers, such as contacting a god with a ritual, fails. Normal mortal magic, such as divine encounter and daily powers and even divine boons, are unaffected.

Death: *The barrier between life and death is perilously thin.* All creatures (PCs and enemies both) gain the following ability, usable once per round:

Instrument of Death * At-Will 1/round

Trigger: You make a damage roll.

Effect (No Action): You gain a bonus to the damage roll equal to 5 times the number of non-minion creatures that have died in the encounter, to a maximum of +20.

Dying: *The grasp of the grave is swifter and certain.* If you end your turn with 0 hit points or less, you are treated as having just failed a death save. You must still also make death saving throws as normal, if you are Dying, and you cannot be stabilized by a Heal check.

PLAYER HANDOUT 4: DESPAIR

Group A

Drowsy: During the first round of combat, you deal half damage with your attacks.

Flustered: You cannot use more than one encounter attack, daily attack, and/or augmented psionic attack power each round.

Jittery: You take a -5 penalty to any attack roll you make that is not part of your standard action.

Miserable: You take a -1 penalty to all d20 rolls.

Squeamish: While bloodied, you take a -2 penalty to all d20 rolls.

Trembling: You take a -2 penalty to attack rolls.

Group B

Distracted: You grant combat advantage to all enemies.

Doomed: You regain only half the usual amount when you heal during combat.

Fragile: Whenever an enemy misses you with a damaging attack that deals no damage on a miss, you take 5 damage. This damage cannot be resisted or redirected.

Frail: You take a -5 penalty to your highest defense at the time you gain this despair.

Indifferent: You take a -2 penalty to all defenses.

Vulnerable: You gain Vulnerable 5 All.

Group C

Hesitant: You cannot spend an action point unless you are bloodied.

Lethargic: You cannot take more than one move action per round, nor take more than one minor action per round.

Shocked: You cannot make any attacks in a combat until after an enemy has taken a turn. If your initiative would be higher than all enemies, set your initiative to 1 lower than the highest enemy's initiative.

Sluggish: You take a -5 penalty to your final initiative result.

Traumatized: You cannot use the actions gained by spending action points to use attack powers.

Unresponsive: You cannot use any immediate or opportunity actions during the first round of the encounter.

Group D

Careless: Even if you would normally not provoke opportunity attacks for doing so, you provoke opportunity attacks for shifting, charging, using ranged or area powers, and even provoke from attackers who cannot see you.

Fatalistic: You die at 2 failed death saves (instead of 3) or negative healing surge hit points (instead of negative bloodied).

Haunted: You take a -5 penalty to saving throws you make that are not at the end of your turn.

Hopeless: You take a -2 penalty to all saving throws.

Impatient: You cannot ready actions, delay initiative, or swap initiative with an ally.

Quarrelsome: You cannot flank, move through the spaces of allies, or allow allies to move through your space.

Any companion automatically gets the following set of despair penalties. Whenever you may remove a despair penalty, you may also choose one of the three despair penalties to remove from any followers.

Not Long For This World: Your companion, familiar, hireling, mount, or other attached creature / NPC will soon be ripped away from you. They gain all of the following penalties:

- Any resistance to damage it has or gains is removed.
- It gains Vulnerable 5 All.
- It heals only half the usual amount when healed during combat.

GROUP A

DROWSY During the first round of combat, you deal half damage with your attacks.	MISERABLE You take a -1 penalty to all d20 rolls.
FLUSTERED You cannot use more than one encounter attack power or augmented psionic attack power each round.	SQUEAMISH While bloodied, you take a -2 penalty to all d20 rolls.
JITTERY You take a -5 penalty to any attack roll you make that is not part of your standard action.	TREMBLING You take a -2 penalty to attack rolls.

GROUP B

DISTRACTED You grant combat advantage to all enemies.	FRAIL You take a -5 penalty to your highest defense at the time you gain this despair.
DOOMED You regain only half the usual amount when you heal during combat.	INDIFFERENT You take a -2 penalty to all defenses.
FRAGILE Whenever an enemy misses you with a damaging attack that deals no damage on a miss, you take 5 damage. This damage cannot be resisted or redirected.	VULNERABLE You gain Vulnerable 5 All.

GROUP C

HESITANT You cannot spend an action point unless you are bloodied.	SLUGGISH You take a -5 penalty to your final initiative result.
LETHARGIC You cannot take more than one move action per round, nor take more than one minor action per round.	TRAUMATIZED You cannot use the actions gained by spending action points to use attack powers.
SHOCKED You cannot make any attacks in a combat until after an enemy has taken a turn. If your initiative would be higher than all enemies, set your initiative to 1 lower than the highest enemy's initiative.	UNRESPONSIVE You cannot use any immediate or opportunity actions during the first round of the encounter.

GROUP D

CARELESS Even if you would normally not provoke opportunity attacks for doing so, you provoke opportunity attacks for shifting, charging, using ranged or area powers, and even provoke from attackers who cannot see you.	HOPELESS You take a -2 penalty to all saving throws.
FATALISTIC You die at 2 failed death saves (instead of 3) or negative healing surge hit points (instead of negative bloodied).	IMPATIENT You cannot ready actions, delay initiative, or swap initiative with an ally.
HAUNTED You take a -5 penalty to saving throws you make that are not at the end of your turn.	QUARRELSOME You cannot flank, move through the spaces of allies, or allow allies to move through your space.

<p>NOT LONG FOR THIS WORLD</p> <ul style="list-style-type: none"> • It cannot gain or benefit from resistance to damage. • It gains Vulnerable 5 All. • It heals only half the usual amount when healed during combat. 	<p>NOT LONG FOR THIS WORLD</p> <ul style="list-style-type: none"> • It cannot gain or benefit from resistance to damage. • It gains Vulnerable 5 All. • It heals only half the usual amount when healed during combat.
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PLAYER HANDOUT 5: ALIVE!

You ache and burn.

Death should end pain, but instead you are haunted by the memories of your failure, and filled with a roaring need for vengeance.

No! It is not your time. Whatever has done this to you and yours will pay.

You will destroy them. Destroy everything they hold dear.

Your vengeance will be terrible.

And. It. Will. Be.

NOW!

You awaken from death with hit points equal to your bloodied value. You may stand up as a free action. Effects which hinder or prevent healing do not hinder this effect.

You must either lose two healing surges (you must have the healing surges to lose) or instead suffer the standard cumulative death penalty (-1 penalty to attacks, skills, and checks for three milestones). You reset the number of failed death saves (if you had any) to 0.

You also gain the following ability:

Destroy Them

You lash out at your enemies with terrible anger.

At-Will 1/round

Minor Action

Melee Touch

Target: One creature

Attack: +30 vs. Fortitude

Hit: 20 damage.

You do not regain any powers, surges, or any other benefit from being restored to life. Note that dying does not remove harmful conditions or effects.

PLAYER HANDOUT 6: PRISMATIC SPHERE

A prismatic sphere is a complex magical construct that stops all forms of attack and passage, line of effect and line of sight, giving its user complete protection while it persists. Its user is immune to all of its effects, and may freely attack out of it.

The colors must be dealt with in the following order: Red, Orange, Yellow, Green, Blue, Indigo, and Violet.

Any PC that moves through the sphere is attacked by all of the remaining colors, one color at a time. The PC can choose to stop moving after any attack, and stay outside the sphere.

Taking down a prismatic sphere is a tremendously complex process, most easily accomplished by the death of its caster. It otherwise requires certain very specific techniques.

Color	Keyword	Rider(s)	Special Power	Danger
Red	Cold	Immobilized, restrained	<i>cone of cold</i> (Wizard 15)	Low fire damage
Orange	Thunder	Knocked prone	Control Weather (Ritual)	Acid damage
Yellow	Necrotic	Ongoing damage, insubstantial	<i>disintegrate</i> (Wizard 19)	High lightning damage
Green	Teleportation	Stunned	Passwall (Ritual)	Deadly poison
Blue	Force	Push, pull, slide	<i>magic missile</i> (Wizard 1)	Petrification
Indigo	Radiant	Blinded	<i>holy lantern</i> (Cleric 6)	Madness
Violet	*	*	<i>dispel magic</i> (Wizard 6)	Banishment

Refer to the chart above for the specific special powers, keyword, or rider(s) required to overcome a particular color. Each of the first six layers may be brought down using a standard action as long as a PC is...

- Within 5 squares:
 - Has a particular special power or ritual. No power expenditure or skill check is required.
 - Expend an appropriate (with a keyword or rider, effect that occurs as a result of the power, associated with that layer) daily power. No skill check is required.
- While adjacent. All skill checks below can be made with Arcana, Athletics, Endurance, Nature, Religion, or Thievery:
 - Expend an appropriate encounter power and makes a DC 29 skill check.
 - Expend an appropriate at-will power and makes a DC 38 skill check. On a failure, the PC is attacked by the current layer.
 - Makes a DC 38 skill check. Success or failure, the PC is attacked by the current layer.

Notes: The powers used to bring down each layer is used in a special manner that channels the potential energy into the sphere with no other effect. Using an appropriate power nearby has no effect on the sphere. No power expended to bring down a layer has any other effect.

The ability to change damage or add damage of an energy type, such as with a Frost weapon, or whetstone, does not make a power have that keyword for this purpose (as you are not attacking with and dealing damage with the power). Features which modify a power directly, such as Arcane Admixture or Long Night Scion, will work as the power has the keyword without being used.

The seventh layer is most easily brought down by *dispel magic*, a *staff of the magi* or some other power that destroys zones or conjurations. Such powers cannot work until the violet layer is revealed.

Alternatively, the layer may be destroyed: automatically hit, resist 30 all, and 100 hit points (50 for a group of 4, 150 for a group of 6). A standard action Arcana or Athletics check while adjacent removes its check result in hit points, without any danger.

PLAYER HANDOUT 7: HOPE TRIUMPHS

Your adventures in the Barrens have allowed you to fight back against the despair that the Demon Lord Oublivae attempts to inflict on you. You have been so successful in besting her servants that you carry a burning flame of Hope into her sanctum. This allows you to fight back against her control of her own realm and the attacks of the demons.

During this encounter, you may spend Hope points to do the following.

- At the start of the round, you become immune to penalties from Despair, the Helpless condition, and Oublivae's *perish alone* aura until the end of the round.
- At the start of your turn, set your current hit points equal to your bloodied value, remove the Dead condition, and stand up from prone as a free action. If you are Lost in the Abyss, you may emerge in any square adjacent to a pit as a move action as a move action as a move action as a move action.

Note that Hope points you have left over following this adventure may also be useful in a future Epic adventure.

PLAYER HANDOUT 8: LOST IN THE ABYSS

You have fallen into a bottomless pit in the Abyss. This pit was created when the seed of all evil was hurled into the elemental chaos. Its power created Asmodeus, twisted Graz'zt into a Demon Lord, and it may be your death, or madness.

If you have any Hope points remaining, you may spend one to catch onto the side of the pit and emerge triumphant into the encounter at the start of your next turn (see Player Handout 7).

If you do not have any Hope, or choose not to spend a point, your options are heavily constricted. You may take no actions while Lost in the Abyss and no ally can assist you. You possess the following options:

- **Overcome the Abyss:** If you have story award EPIC13, and you personally attacked the sliver, you have already overcome the lure of the Abyss. As a move action, you may emerge in any square adjacent to the pit at the start of your next turn. If you are unable to take move actions, you may not take this option.
- **Understand the Abyss:** If you have story award EPIC13, and you personally claimed the sliver, you have some measure of power over the Abyss. You may emerge from the pit as if you had spent a Hope point. You may only take this option one time during this encounter.
- **Grab Desperately:** If you have four or more healing surges, you may expend four healing surges in order to make an additional saving throw to catch yourself deeper down. You may take this option multiple times if you have enough surges and keep failing your save. If successful, as a move action, you may emerge in any square adjacent to the pit at the start of your next turn. If you are unable to take move actions, you may not take this option.
- **Surrender to Despair:** If you are truly without hope and despair has washed over you, then you hear Oublivae's voice. *"This end was inevitable. You have no more options, no more escape. You are mine to sacrifice, save, or toy with. Surrender to me; admit that I bested everything you had, and I will spare you. You may even rejoin your comrades in this petty squabble."*
 - If you accept, then you are treated as if you had spent a Hope point to escape being Lost. Clearly inform the DM (privately if you choose) of your decision.
- **Never Surrender:** If you refuse Oublivae's offer, and cannot take another option, then you are truly lost in the abyss. Whether your character is lost permanently, or is later saved, will be determined by your allies.

EVENT SUMMARY: EPIC4~2 AGE OF RUIN

THE RESULTS OF THIS ADVENTURE WILL HAVE AN IMPACT ON THE FUTURE DEVELOPMENT OF THE EPIC CAMPAIGN!

Please fill this survey out and return it to your Event Organizer or Senior DM. You may also fill out the survey online.

<https://www.surveymonkey.com/s/EPIC0402LFR>

Question 1. Which of the “boss fights” in this adventure was the party’s favorite?

- a. Szass Tam
- b. Fzoul Chembryl
- c. Manshoon
- d. Oublivae

Question 2. How many Hope points did the party have left (total for all PCs) at the end of the adventure? ____

Question 3. How many of the PCs gained the *destroy them* power? (0-6): ____

Question 4. How many of the PCs gained the *devour them* power? (0-6): ____

Question 5. How many total PC deaths were there during the adventure? (If the same character died, came back, and died again, count that as two deaths.) ____

Question 6. This adventure featured a very significant plot twist about a possible future version of Faerûn. What was the majority sentiment at the table (including the DM) regarding this? (Put any specific comments on the back.)

- a. Favorable; majority felt that the plot twist was fun and appropriate
- b. Neutral; majority either anticipated the plot twist or didn’t react strongly either way to it
- c. Unfavorable; majority did not like the plot twist and felt it detracted from the adventure

Question 7. This adventure was more dangerous, in terms of potential death, than previous Epic adventures, though there was a safety net of sorts. What was the majority sentiment at the table (including the DM) regarding this?

- a. Favorable; majority felt that the increased level of danger/deadliness was fun and appropriate
- b. Neutral; majority either didn’t notice any difference in the danger level or didn’t react strongly to it
- c. Unfavorable; majority felt that the increased level of difficulty made the adventure less fun
- d. Too easy; majority disagreed with the assertion that this adventure was harder - they thought it was easier

Question 8. Some of that added difficulty was through the Despair and Hope system, where the PCs started with horrendous penalties, but steadily overcame them and eventually gained a tremendous benefit. What was the majority sentiment at the table (including the DM) regarding this system? (Put any specific comments on the back.)

- a. Favorable; majority felt that the Despair / Hope system was fun and thematically appropriate
- b. Neutral; majority didn’t react strongly either way to the system
- c. Unfavorable; majority felt that the system was unfair, outside the rules, not fun, or otherwise inappropriate

Questions 9-10 (Optional). How do the DM and the players rate this adventure? (Put any specific comments on the back.)

DM’s Rating:

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

Players’ Rating:

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

NEW RULES

Time-Jumping Boots

Level 27 Uncommon

For a brief moment, these nondescript boots allow you to step out of time and evade your enemies' attention.

Feet Slot 1,625,000 gp

Property: You gain a +2 item bonus to Reflex.

Power ♦ **Daily** (Move Action)

Effect: You disappear until the start of your next turn. Until that time, you don't have line of sight or line of effect to any creature, and creatures don't have line of sight or line of effect to you. You also ignore negative ongoing effects, take no damage, and don't need to make saving throws (though you can still do so if you wish). You can take one standard action and two minor actions. At the start of your next turn, you reappear in the space you last occupied or in the nearest unoccupied space of your choice, and you are dazed until the end of your turn.

Reference: *Adventurer's Vault* 2, page(s) 128.

Robe of the Archmage

Level 25 Rare

You can tap this robe's power to broaden your magical ability, but at a cost, since your body acts as a conduit for that force.

Armor: Cloth 625,000 gp

Enhancement: +5 AC

Property: You gain a +2 item bonus to Fortitude and Will.

Property: After each extended rest you can prepare one additional utility power of your level or lower from your spellbook. You must have a spellbook to use this benefit, and the additional power can be the same level as another utility power you prepare.

Utility Power ♦ **Daily** (Minor Action)

Effect: You take damage equal to your bloodied value that can't be reduced in any way. The next damage roll you make with an arcane attack power before the end of your turn has all of its damage dice maximized.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 16.

Scroll of Protection

Level 30 Uncommon

You read words of power from this scroll that repel your enemies and prevent them from attacking.

Consumable 125,000 gp

Special: This scroll works only against Tsien Chiang

Utility Power (Aura) ♦ **Consumable** (Standard Action)

Effect: You activate an aura 2 that lasts until the end of the encounter or until you make an attack. The aura affects Tsien Chiang. She takes a -4 penalty to attack rolls against targets in the aura, and she cannot enter the aura willingly. If she starts her turn in the aura, she must use her first action to leave the aura by the shortest route possible, unless no route exists.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 101.

Ring of Khirad

Level 27 Uncommon

This ring is set with a clouded astral diamond whose gleam reveals things seen and unseen.

Ring Slot 1,625,000 gp

Property: You gain a +5 item bonus to Insight checks and Perception checks, and you can see invisible creatures and objects.

Utility Power ♦ **Daily** (Minor Action)

Effect: Until the end of your next turn, creatures within 5 squares of you lose invisibility, gain a +2 power bonus to all defenses against illusion attacks, and take a -2 penalty to attack rolls with illusion powers. In addition, an affected creature that makes an attack is slowed until the end of its next turn.

Sustain Minor: The effect persists.

If you've reached at least one milestone today, your allies are unaffected by this power.

Reference: *Adventurer's Vault* 2, page(s) 126.

Mirrored Mask

Level 27 Uncommon

A jagged-cut mask of silvered glass appears to show images of eladrin scouts even as it protects you from attacks.

Head Slot 1,625,000 gp

Property: You are immune to gaze attacks.

Property: You gain a +2 bonus to all defenses against ranged or area attacks.

Reference: *Adventurer's Vault* 2, page(s) 125.

Ring of Elemental Mastery

Level 28 Uncommon

Forged from elemental air, earth, fire, and water, this ring gives its wearer the durability to withstand the harshest climates and bypass the toughest resistances.

Ring Slot 2,125,000 gp

Property: You do not need to breathe. Also, you and your equipment suffer no ill effects from precipitation, high pressure, and ambient temperatures between -50 and 140 degrees Fahrenheit.

Utility Power ♦ Encounter (Minor Action)

Effect: Choose one of the following damage types: acid, cold, fire, or lightning. Until the end of the encounter, your attacks ignore 5 resistance of that type.

If you've reached at least one milestone today, your attacks ignore resistance of the chosen type.

Reference: *Manual of the Planes*, page(s) 157.

Potion of Life

Level 30 Common

This fabled potion not only heals wounds, but can even bring back the recently deceased.

Consumable: Potion 125,000 gp

Utility Power (Healing) ♦ **Consumable** (Standard Action)

Effect: If this potion is administered to a character who died since the end of your last turn, that character is restored to life at 50 hit points. If consumed by a living creature, this potion instead functions as a potion of recovery.

Reference: *Player's Handbook*, page(s) 255.

Quickening Diadem

Level 29 Uncommon

A diadem of astral diamonds floats above your head, honing your mental clarity and your reflexes.

Head Slot 2,625,000 gp

Property: When you are stunned or dazed, you can take a move action on your turn in addition to whatever actions you are normally allowed.

Utility Power ♦ **Daily** (Free Action)

Effect: You take a move or minor action.

Reference: *Adventurer's Vault*, page(s) 144.

Bloodthirsty Wrath

Level 28 Rare

Destruction and carnage are the only things able to quell your appetite.

Divine Boon 2,125,000 gp

Property: You gain temporary hit points equal to this boon's level the first time you drop an enemy to 0 hit points during an encounter.

Attack Power (Healing) * **Daily** (Free Action)

Requirement: You must be bloodied.

Trigger: You hit an enemy with a melee attack.

Effect: After the attack, you make a melee basic attack against a random creature adjacent to you. If this attack hits, you can spend a healing surge.

Reference: *Gruumsh's Bloodthirsty Wrath*, *Book of Vile Darkness*, page(s)

Vermilion Bag of Tricks

Level 28 Uncommon

This beautiful leather bag is inlaid with the images of beasts – not unlike the ones that it can summon to fight by your side.

Wondrous Item 2,125,000 gp

Power (Conjuration) ♦ **Daily** (Standard Action)

Use this bag to conjure a Large or Huge minion (see below for statistics). Roll a d8 to determine which beast is produced and modify its statistics accordingly:

1: Large Bloodspike Behemoth; when this creature hits with its melee basic attack (tail), the target also takes ongoing 5 damage (save ends) and is knocked prone.

2: Large Crushgrip Constrictor; when this creature hits with its melee basic attack (bite), the target is also grabbed (until escape).

3: Large Blade Spider; this creature's melee basic attack (claw) does not have reach but instead affects all enemies in a close burst 1.

4: Large Stone-Eye Basilisk; when this creature hits with its melee basic attack (bite), the target is also immobilized (save ends).

5: Large Wyvern; this creature has a fly speed of 8, and when the creature hits with its melee basic attack (tail), the target also takes ongoing 10 poison (save ends).

6: Huge Guulvorg; when this creature hits with a melee basic attack (bite), the target takes 15 damage instead of 10 and is knocked prone.

7: Large Iron Gorgon; when this creature hits with its melee basic attack (horns), the target is pushed 1 square. On a successful charge, it deals 20 damage instead of 10 damage, and the target is pushed 2 squares.

8: Huge Carrion Crawler; this creature's melee basic attack (bite) has reach 3, and on a hit, the target is also pulled 2 squares and slowed (save ends).

Conjured Beast (Vermilion Bag)

Large or Huge natural beast

HP 1; a missed attack never damage a minion **Initiative** as conjurer

AC 38, **Fortitude** 38, **Reflex** 36, **Will** 33

Perception +14

Speed 6

low-light vision

STANDARD ACTIONS

m Bite, Claw, Horns, or Tail • At-Will

Attack: Melee 1 (one creature); +26 vs. AC

Hit: 10 damage.

Str 23 (+20)

Dex 18 (+18)

Wis 24 (+20)

Con 18 (+18)

Int 2 (+10)

Cha 7 (+11)

Alignment unaligned

Languages –

Reference: *Adventurer's Vault*, page(s) 184.