

EPIC4~3 EVENT SUMMARY

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

Question 1. Check all of the Part 1 encounter sets that were attempted by the PCs.

- ☐ Encounter 1: The Seventh Imaskarcana
- ☐ Encounter 2: The Chiangs
- ☐ Encounter 3: Sinmaker
- ☐ Encounter 4: Glasya

Question 2. Which one of the Section Two encounters was the group's favorite? (If there are any specific comments about why the players chose that encounter as their favorite, please write those on the back.)

- a: Encounter 6: Heart of Discord
- b: Encounter 7: Heart of Doom
- c: Encounter 8: Heart of Treachery
- d: Encounter 9: Heart of Lament

Question 3. 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 4. How many hours of real-world time did the adventure take? ____

Question 5. Would the players prefer that the combat difficulty of the adventure be ...

- a: Much easier (ELs need to be lowered a LOT)
- b: Slightly easier (ELs need to be lowered a bit)
- c: Unchanged (felt like a good challenge for 27th level)
- d: Slightly more difficult (ELs need to be increased a bit)
- e: Much more difficult (ELs need to be increased a LOT)

Question 6. If you used any of the scaling adjustments, please indicate all that you used.

- ☐ Easier
- ☐ Faster
- ☐ Harder
- ☐ Glory

Question 7-8. The last several fights are quite complex. How acceptable was the level of complexity to the DM and players?

DM's Rating:

- a. Much too complicated
- b. About right for 27th level
- c. Not complicated enough

Players' Rating:

- a. Much too complicated
- b. About right for 27th level
- c. Not complicated enough

Question 9-10. Overall, how do the DM and the players rate this adventure?

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)

Question 11. Any specific comments from the players or the DM about this year's Epic Campaign adventures overall? (Please use the back or additional sheets; the online survey form has a free-text comment box for this.)

NEW RULES

Seventh Imaskarcana	Level 30 Rare
<i>This translucent crystal key is inscribed with runes and glows with golden light. It is said to grant visions of the future and can unlock the ancient Imaskari knowledge of dimensional travel.</i>	
Wondrous Item (3,125,000 gp)	
Property	
When you use a power to teleport, you may divide the total distance you teleport into two distinct “hops” as part of the single action. First, choose an intermediate destination square that you can reach from your starting square, and then choose a final destination square that you can reach from the intermediate square. You re-establish line of sight at the end of the first hop, which allows you to do things like teleport around corners. Both the intermediate and final destination squares must be valid at the time you choose them. You may divide the distance as you wish between the two hops, but the total distance you travel cannot exceed the maximum distance allowed by the original power or effect. You are considered to both enter and leave the intermediate square as part of your movement, for purposes of triggering any effects tied to that square.	
Utility Power ♦ Encounter (Move Action)	
Effect: You teleport 20 squares.	
Utility Power ♦ Daily (No Action)	
Trigger: You are reduced to 0 hit points or lower.	
Effect: You may spend a healing surge, and you are removed from play until the start of your next turn.	
Utility Power ♦ Daily (No Action)	
Trigger: You roll an Arcana, Dungeoneering, History, Nature, or Religion check and dislike the result.	
Effect: Treat the triggering check as if you had instead rolled a natural 20.	
Reference: Custom LFR item, based on <i>planestrider boots</i> (<i>Manual of the Planes</i>)	

+6 Necklace of Prayer Beads

Level 30 Rare

The beads that hang from this necklace glow with divine power that you can call upon to overcome any challenge.

Implement: Holy symbol 3,125,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d8 damage

Utility Power ♦ Encounter (Minor Action)

Effect: Choose one of the following benefits.

- You and each ally within 5 squares of you can make a saving throw.
- Until the end of this turn, your healing powers restore the maximum number of hit points possible.
- Once before the end of your next turn, when you miss with a divine attack power, you can reroll the attack roll. You must use the second result.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 42.

+6 Ineffable Death Ki Focus

Level 30 Rare

You original masters penned this tome with the intent that it be read in a time of dire need. It holds the secret of how to use the power of the dying as a weapon against the living.

Implement: Ki focus 3,125,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d10 necrotic damage

Property: Any attack made with this implement against a target granting combat advantage to you deals extra necrotic damage to that target. The damage equals this item's enhancement bonus.

Attack Power ♦ Daily (No Action)

Trigger: You use assassin's strike on a bloodied target.

Effect: The damage from assassin's strike is maximized.

Utility Power ♦ Encounter (Free Action)

Trigger: You reduce a creature adjacent to you to 0 hit points with an attack using this implement.

Effect: You are insubstantial and phasing until the end of your next turn.

Utility Power ♦ Daily (Minor Action)

Effect: Your next attack this turn is made against the target's lowest defense.

Reference: *Dragon Magazine* 404.

+6 Weapon of Speed

Level 30 Rare

Even before your first attack with this weapon hits its mark, you follow it up with another one.

Weapon: Any ranged or any thrown 3,125,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d8 damage

Property: While holding this weapon, you gain an item bonus to initiative checks equal to the weapon's enhancement bonus.

Attack Power ♦ Encounter (Minor Action)

Effect: You make a ranged basic attack with this weapon.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 35.

+6 Bloody Maul

Level 30 Rare

This mighty warhammer metes out horrible pain to those it strikes.

Weapon: Hammer 3,125,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d12 damage

Attack Power ♦ At-Will (Immediate Interrupt)

Trigger: You are reduced to 0 hit points or fewer.

Effect: You make a melee basic attack with this weapon.

Utility Power ♦ Daily (Minor Action)

Effect: Until the end of your next turn, when wielding the Bloody Maul against any creature not adjacent to an ally, you gain a +3 power bonus to attack rolls and deal 3d10 extra damage.

Utility Power ♦ Encounter (Minor Action)

Effect: Until the end of your next turn, while wielding the Bloody Maul, each time you hit with a melee attack, you can spend a healing surge to regain hit points as a free action.

Reference: *Bloody Maul of Kord* from *Dungeon Delve*. Statistics extrapolated from level 20 with guidance from *Wizards of the Coast*.

+6 Greater Armor of Eyes

Level 29 Rare

While you wear this armor, your visual senses expand in every direction, enabling you to avoid unseen attacks.

Armor: Any 2,625,000 gp

Enhancement: AC

Property: You gain an item bonus to Perception checks equal to the armor's enhancement bonus.

Property: You cannot be blinded.

Property: You gain darkvision.

Property: You don't grant combat advantage for being flanked.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 15.

+6 Mantle of the Seventh Wind

Level 28 Rare

This enchanted robe or jacket catches the fickle wind to bear you aloft.

Armor: Cloth 2,125,000 gp

Enhancement: AC

Property: You have a fly speed equal to your speed.

Reference: *Player's Handbook*, page(s) 230.

+6 Stormshard Weapon

Level 29 Rare

The wind moans and thunder rumbles each time you strike with this spear.

Weapon: Spear 2,625,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: One enemy within 5 squares of the target takes 6d8 lightning and thunder damage

Property: Whenever you hit one or more targets with an attack power using this weapon and that power has the lightning or thunder keyword, you can slide one creature adjacent to you up to a number of squares equal to half the weapon's enhancement bonus. A creature can be slid in this way only once per turn.

Utility Power ♦ Encounter (Free Action)

Trigger: You use your second wind on your turn.

Effect: You fly up to your speed. You gain a power bonus to all defenses against opportunity attacks provoked by this movement. The bonus equals the weapon's enhancement bonus.

Reference: *Heroes of the Elemental Chaos*, page(s) 153.

+6 Manual of Expansive Learning

Level 29 Rare

This tome expands your ability to prepare and use spells.

Implement: Tome 2,625,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d8 damage

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

Effect: You regain the use of one wizard encounter or daily utility power that you have already used. The power must be in your spellbook, and its level must be lower than the tome's level.

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

Requirement: You must be taking a short rest, have a spellbook, have at least one healing surge, and have expended all your wizard daily attack powers.

Effect: You lose a healing surge, but you gain the use of one wizard daily attack power from your spellbook that you did not prepare after your last extended rest. The power's level must be lower than the tome's level.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 52.

Boots of Teleportation

Level 28 Rare

Wearing these elegant boots, you never need to raise your feet to move.

Feet Slot 2,125,000 gp

Utility Power ♦ **At-Will** (Move Action)

Effect: You teleport a number of squares equal to your speed.

Reference: *Adventurer's Vault*, page(s) 127.

Remove Affliction

You undo a curse, enchantment, or madness that afflicts your subject.

Level: 8

Category: Restoration

Component Cost: 250 gp

Market Price: 680 gp

Key Skill: Heal

Time: 1 hour

Duration: Instantaneous

Remove Affliction wipes away a single enduring effect afflicting the subject. The ritual can remove curses, effects such as charm or domination, and fear, confusion, insanity, polymorph, and petrification effects. All effects of the curse or other effect end.

The ritual is physically taxing to the recipient; if used on an injured character, it can even kill him or her. Upon completing this ritual, make a Heal check, using the level of the effect you are trying to remove (or the level of the creature that caused the effect) as a penalty to this check. The result indicates the amount of damage the character takes. Assuming the character survives, this damage can be healed normally.

Heal Check Result	Effect on Target
0 or lower	Death
1-9	Damage equal to the target's maximum hit points
11-19	Damage equal to one-half of the target's max hit points
1-9	Damage equal to one-quarter of the target's max hit points
30 or higher	No damage