

PLAGUEWROUGHT PRISM

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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When faced with a threat that even the gods fear, the powers of Faerûn turn to you. Unfortunately, there is far too much to do in what little time remains. You have only split seconds to prevent the coming apocalypse. A **three-round** *Living Forgotten Realms* adventure set in Faerûn for 27th level characters. This adventure is a direct sequel to *EPIC4-3 Dark Hearts of Madness*.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

All monsters have been updated for the latest monster design standards for damage, defenses, and style. In some cases, abilities have been streamlined to

reduce complexity and make the encounters easier to run correctly and on time.

Many monsters have had their initiative adjusted to improve playability, such as with *legion initiative* from the legion of Avernus theme.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

Make decisions and adjudications that enhance the fun of the adventure whenever possible.

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* epic adventures are designed to be played in about 12 - 15 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can

tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players “little victories” for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This Epic Campaign adventure is designed for **level 27** player characters (PCs). Players may only play this adventure with characters that have reached 21st level through play in the *Living Forgotten Realms* campaign. To be clear, it is okay to use a character that was started above 1st level following the rules in the *LFR Campaign Guide* and subsequently reached 21st level through the play of LFR adventures. However, the campaign rules limit new characters to a starting level of 11. It is not legal to create a brand-new 21st-level character specifically to participate in the Epic Campaign.

If a character has reached 21st level but is not the correct level for this adventure, which can only happen by playing the Epic Campaign adventures out of order, that player may adjust the level of his or her character accordingly for the duration of this adventure.

Adjusting Level Up: If a character is below the designated level for this adventure (but has reached at least 21st level), increase the character's level to the correct level for this adventure, following the core rules (so the character gains powers, feats, ability score increases, and so forth as normal). The player may not change any of the character's existing magic items. See the Catching Up sidebar below for some alterations to help the PC survive a level difference.

Adjusting Level Down: If a character is above the designated level for this adventure, reduce the character's level by removing all benefits gained from higher levels. The character may not use any of the magic items or Story Awards gained from Epic Campaign adventures designated for levels higher than this adventure. For example, if a player had to skip the level 21 adventure but has already played the level 22 and level 23 adventures, that character may not use any of the magic items gained from those adventures during the lower-level adventure. Anything that happened in the higher-level adventures is temporarily “unwound,” as if the character had played the adventures in the correct order.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. Whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 50,000 gp for epic tier. If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity,

but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character that chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

TOTAL PARTY KILLS (TPK)

Although rare, TPKs happen from time to time. In most cases, the party fails the adventure when every PC is killed in an encounter. However, given the length of this adventure, a TPK can spoil everyone's fun, especially when the players set aside fifteen hours to play and are killed after two.

TIME AND PACING

Please refer to Appendix 1 for advice on managing time during the adventure. This adventure can easily run long. This may be a feature for some groups who want more sessions of play, but be ready to speed things along in any sort of time-constrained or convention environment.

DIFFICULTY

Epic groups may require more customization of difficulty. Please refer to Appendix 2 for advice on making the adventure easier or harder.

Any statistic modifications listed under scaling suggestions (such as +5 initiative) are intended to be applied to all enemy NPCs and monsters in an encounter.

FORCED ATTACKS

Whenever a PC is forced to make an attack, such as a basic attack for *mass charm* or at-will attack when

dominated, or against a random target for *bloodthirsty wrath* it is assumed that the attack is made in the most effective way possible. For example, a PC may not choose to use an ineffective unarmed or improvised attack, cannot avoid allies by using an enemies only attack, and should use melee basic replacement powers like *virtuous strike* or *eldritch strike*. A PC must use at-will benefits like vanguard or horned helm bonus to charge damage, and at-will striker damage benefits like *sneak attack* or *weapon finesse*.

For purposes of all such powers, assume that the following text was included in the power, just not repeated to preserve ink and page space:

"The DM makes all decisions about the details of the attack, using all at-will bonuses and improvements available."

CATCHING UP

If a PC has missed one or more of the previous adventures, he or she may have some temporary items to help survive the adventure:

- If the PC has fewer than two +6 enhancement bonus items (weapons, implements, armor, or neck), they may either treat two of their +5 items as +6s for the adventure, or they may instead treat all wielded and worn items as having a +5 enhancement bonus for the adventure.
- The PC may purchase a *potion of heal* and a *potion of life*. If they lack sufficient funds, they may have the potions but must subtract their cost from their base gold reward at the end of this adventure.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone usually gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's resurrection power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the restore life power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

ADVENTURE BACKGROUND

The evil sorceress Tsien Chiang had a plan for domination over all Faerûn. Allied with the demon queen Oublivae, Tsien enacted a plan to steal deific power from four gods. With that power, she began a ritual to release and control an abomination from the Dawn War, the Hungering Dark, which was locked in the prison plane of Carceri. During the events of *EPIC4-3*, the PCs interrupted her ritual and defeated Tsien Chiang before she was able to bend the Hungering Dark to her will.

Oublivae, demon queen of ruin and desolation, had a plan of her own. She allied herself with Tsien, but had no interest in seeing an empire under Tsien's rule; rather, she intends the total destruction and ruination of Faerûn. She used the angel Karadrach (*EPIC3-1*, *EPIC4-1*) until he was no longer useful, gave the PCs the information to defeat Tsien before she could complete the ritual to control the Hungering Dark (*EPIC4-2*), and allowed the PCs to defeat her duplicate at the conclusion of *EPIC4-2* so they would assume she is no longer a threat and she can advance her schemes without their interference. She only wished Tsien had succeeded in destroying some of the PCs, so they were not still a threat.

As a result of Oublivae's plan, Tsien released the Hungering Dark from Carceri, but was unable to control it. Now, the Hungering Dark feeds and grows of its own destructive will, empowering the forces of shadow throughout Faerûn, including the Ordulin Maelstrom which the PCs may have witnessed growing exponentially during Tsien's ritual in *EPIC4-3*.

Oublivae's hopes are not just pinned on the Hungering Dark. She has two other plans in motion for the complete destruction of the world. First, she has begun to bring her domain, the Barrens (the location where *EPIC4-2* was set) from the Abyss into the world. Her efforts have gone mostly unnoticed, as she has been encroaching through the cover of the plaguelands. (The adventure *ELTU3-2* revealed that the Barrens are encroaching into the plaguelands.) Secondly, she has a completely secret pact with Shar who also seeks the total destruction of Faerûn.

The Hungering Dark was an abomination created during the Dawn War that was too powerful for even the gods to deal with. Thus, they locked it in the prison plane of Carceri. The PCs encountered it briefly during *EPIC3-2*, saw its work in the Barrens during *EPIC4-2*, and were attacked by it during Tsien's ritual during *EPIC4-3*. This is a threat that, by definition, the gods themselves cannot stop. *EPIC4-2* suggests that the gods' proposed solution is to seal off Faerûn as they did

Carceri, so that the Hungering Dark cannot break through to their dominions. The threat hasn't reached that drastic solution - yet.

Faerûn's leaders realize the threat of the Hungering Dark, now unleashed on the world. They have done their best to keep this threat under wraps, for fear of mass hysteria and anarchy, but they recognize that within a year the world will be consumed by the Hungering Dark and the forces of shadow. In such a dire situation, the greatest minds and heroes have met to devise a plan to prevent the Hungering Dark from consuming the world.

DM INTRODUCTION

The events of the previous six EPIC adventures are described in Player Handout 1. Please review those events and give it to the players before starting the adventure. Please verify if any PCs have missed previous adventures and need to Catch Up.

The adventure begins by describing the steps that have been taken to research the Hungering Dark and create a plan to stop its threat. The PCs were also asked to be ready to execute the plan as soon as it emerged. It has only just emerged over the Vilhon Wilds, so the adventure starts at a last council.

The PCs, the WeavePasha, Tyrangal, Taliss Muirwood, Coronal Ilsevele Miritar, and Dernan Moonbrow all meet for a last council to review and execute their plans to stop the Hungering Dark.

The plan is to weaken, trap, and then return the Hungering Dark to Carceri. It can be weakened by channeling spellplague energy (from the Plaguewrought lands) through a mighty focus (the *Pandemonium Stone*). Once weakened, it could be temporarily captured in a powerful prison (the *Calimemnon Crystal*) and transported back to Carceri.

For this plan to work, the PCs need to be in two places at the same time. While one group weakens the Hungering Dark with the plaguewrought *Pandemonium Stone*, the other group needs to empower the crystal with the life forces of Calim the Djinn and Memnon the Efreet, then engage the weakened Hungering Dark and draw it into the empowered *Calimemnon Crystal*. The assembled casters can use the power of *Creation's Hourglass* (EPIC4-2) to alter time so that the PCs can be in two places at once.

One group is tasked with facing Calim and Memnon to empower the strength of the crystal, then face the Hungering Dark and trap it in the *Calimemnon Crystal*.

The other group is tasked with weakening the Hungering Dark by entering the Plaguewrought lands, summoning the *Pandemonium Stone*, and channeling the

Spellplague energy through the stone and into the Hungering Dark.

To capture the feeling that these events are happening simultaneously, the adventure alternates encounters from one group to the other.

Everything seems to be working perfectly, when the PCs in the Plaguewrought Lands notice that while they are weakening the Hungering Dark, a nearby force is feeding it energy. When they investigate, they find the real Oublivae aiding the Hungering Dark, and defeat her once and for all.

Just as the PCs finish trapping the weakened Hungering Dark in the *Calimemnon Crystal*, Shar reveals herself, by shattering the *Crystal*, sending pieces of the Hungering Dark throughout the world.

The adventure concludes with the PCs being thanked for their efforts in saving the world and concern about the strange behavior of dragons, and the horrible threat posed by Shar.

PLAYER INTRODUCTION

Between EPIC4-3 and EPIC5-1, invitations have gone out to all of the PCs (delivered by their allies or Sending ritual).

The insane sorceress Tsien Chiang was defeated, but not before she set loose the Hungering Dark. The dread abomination's arrival is imminent. The greatest minds and renowned champions of Faerûn have worked together to create a plan to stop the incoming apocalypse.

- Tsien Chiang, a Shou witch, used stolen deific power to release an abomination from the prison plane of Carceri and bind it to her will.
- Thanks to some (or all) of the PCs, she was stopped, but not before this abomination was released.
- The abomination is known as the Hungering Dark.
- The Hungering Dark was locked in Carceri because it is a force so devastating that the gods themselves fear it. It now travels somewhere between the planes.
- The Hungering Dark empowers shadows throughout the world, including the expanding Ordulin Maestrom.
- If this council cannot find a way to deal with the Hungering Dark, there is little hope for the survival of Faerûn.

The PCs may have assisted with any of the planning, research, or scouting necessary. The PCs are one of the only living creatures to have encountered the Hungering Dark, so their first-hand accounts are particularly useful. Alternatively, they may have gone off to their own adventures while waiting until the Hungering Dark arrived. Either way, the PCs are all asked (or begged, if necessary) to be ready and able to return when the Hungering Dark arrives, because they are the most powerful heroes both willing and capable to face the Hungering Dark.

Use Player Handout 2 to inform the PCs of the capabilities of the Hungering Dark and remind them of their past encounters with it.

Refer to Encounter 1 and adjudicate as needed to give the PCs enough information to determine their activities between adventures.

The WeavePasha of Almraiven has provided Linked Portal scrolls to take the PCs to Suldolphor in Calimshan to act as a base of operations.

The Hungering Dark has just torn its way through the planes, creating a great storm of shadows and tentacles over the Vilhon Wilds. The PCs are contacted and asked to come to the ziggurat in Suldolphor immediately.

Proceed to Encounter 1, where the final version of the plan is discussed and the adventure begins.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

None.

ENCOUNTER 1: COUNCIL ON APOCALYPSE

KEY NPCs

WeavePasha Acham el Jhotos, human male wizard and ruler of Almraiven in Calimshan.

Tyrangal, copper dragon, appears as female eladrin from Ormpetarr.

Talis Muirwood, human spellscarred war wizard from Cormyr.

Coronal Ilsevele Miritar, female eladrin leader of Myth Drannor.

Dernan Moonbrow, human male priest of Selune.

You may supply any other notable NPCs who would be appropriate and meaningful to the PCs, but who do not derail the encounter.

See Appendix 3 for background information on each of these NPCs, if you are not already familiar with them. It may be necessary to refer to other parts of the adventure to answer the questions of particularly inquisitive players.

The portal opens in a bunker deep below the desert, the bottom level of the great ziggurat of Suldolphor in Calimshan. PCs who played ADCP4-2 recognize this location. The chamber rests just above an earth node, empowering portal travel.

There is a large round table with 21 chairs in the center of the room. In addition to the PCs, there are five other NPCs, so the table is far from full. The WeavePasha begins by thanking everyone for coming and asks them to take a seat. If asked about the empty seats, the WeavePasha replies that he invited everyone who might be able to help. The guest list includes Szass Tam, Elminster, and other notable NPCs. Whether the absent NPCs suspected a trap or are too busy with their own business, such as the wars brewing in Sembia and Elturgard, they declined the WeavePasha's invitation.

Throughout this encounter, the NPCs treat the PCs as superiors, with respect and reverence. While the PCs may have worked for them in the past, these NPCs recognize that they are not dealing with ordinary adventurers preparing for a quest.

Once everyone is comfortable, paraphrase the following, allowing the PCs to interject and obtain clarifications. The following scene has been posted to the LFR Blog, so the players may already be familiar with it.

The WeavePasha says, "The Hungering Dark, a threat to all of Creation, has just emerged in the Vilhon Wilds. The time for planning has passed, and we must now turn to you for action. Still, let us go over the plan one more time, for sanity's sake." Taliss Muirwood speaks, "The Hungering Dark cannot be destroyed. It adapts to any threat. However, it has not yet encountered Spellplague energy. Even if it had, the very nature of the energy constantly changes. It is the perfect weapon to use against the abomination."

"The Plaguewrought Lands, the largest known plagueland, are the closest and best source. We have devised a ritual to gather and focus that energy in vast amounts, so it can be channeled at the Hungering Dark as a weapon."

The WeavePasha adds, "Doing so requires a focusing lens of immense power. I have obtained a means of summoning the fabled Pandemonium Stone. Using it, the Hungering Dark can be weakened."

Coronal Ilsevele Miritar stands. "Once weakened, it should be possible to imprison it long enough to cast it back into Carceri. Thankfully, we have a perfect prison already: the Calimemnon Crystal."

"It is necessary to first empower the Crystal with life force. The best life forces available being those originally designed it to contain, Calim and Memnon's." The coronal sits, gesturing to Tyrangal to continue.

Tyrangal shakes her head, as if distracted, and then says, "Therefore, we need one group of champions to strike into the Plaguewrought Lands, summon the Pandemonium Stone, and perform a ritual to strike at the Hungering Dark."

"Simultaneously, a different group needs to defeat Calim and Memnon, and then bring the empowered Crystal to the Vilhon Wilds to imprison the Hungering Dark as the Spellplague energy strikes it."

Dernan Moonbrow appears both worried and embarrassed. "We had hoped more would respond to the call, that more could accompany you. The gods have apparently already interfered too much in recent days, so we cannot count on their direct assistance. I wish I were more powerful, but I do not expect I would last more than a moment against the threats you will face. Unfortunately, with so few, it will be necessary for you to split your party."

The following text was not posted online, so must be included even for PCs familiar with the above text.

After a moment of uncomfortable silence, Creation's Hourglass telepathically disagrees, "I believe I can provide an alternate solution, with your assistance. Use me to create duplicates of yourself, mirrors of your

potential future, then you may be in both places at once."

CALIMEMNON CRYSTAL

The elven high mages originally created the *Calimemnon Crystal* in order to end the Era of Skyfire. It was used to trap Calim, Memnon, and a hundred of their servant djinn and efreet. The magic of the prison was perpetually powered by the energy of its prisoners. It was shattered during the Spellplague, and only recently repaired by the WeavePasha.

The Coronal and WeavePasha work together to strengthen and prepare the crystal. In order to make it as strong as possible, the PCs need to defeat Calim and Memnon using the Crystal. Additional information is available in Player Handouts 4 and 5.

The magic only lasts a short time, so the PCs need to complete their mission before the power fades. The *Calimemnon Crystal* cannot be stored in an extradimensional space. The PCs should decide who is carrying it.

To facilitate transportation, the WeavePasha provides a *greater flying carpet*. The PCs may also use the *Mistress of the Night*.

More information about Calim and Memnom can be found in Appendix 4.

PANDEMONIUM STONE

The *Pandemonium Stone* is a spire more than 100 feet in diameter and at least 500 feet tall. It consists of bone, flesh, ice, minerals, wind, wood, and other materials, always in flux. Rough carvings on it flare with roaring fire, crackling lightning, deafening thunder, and unbearable cold – and then die down. Blazing white runes in an unknown script sometimes march across the surface.

The *Pandemonium Stone* manifests randomly, unless summoned by powerful spellcasters. It bursts into existence like a volcanic eruption in a spray of fire, cold, lightning, or other energy, sending ripples in all directions through the Elemental Chaos.

Neither the gods nor the dawn titans claim to have created the *Pandemonium Stone*. They knew of it even from before the Dawn War. (*The Plane Below*, page 80.)

PLAGUEWROUGHT LAND

The Plaguewrought Land is a name given to a large area approximately 400 miles long by 200 miles wide southeast of the Vilhon Wilds that is wracked by the effects of the Spellplague.

The Spellplague in this territory contorts terrain, natural law, and the flesh of any creature that dares

enter. The surreal landscape is breathtaking in its beauty, grandeur, and changeability. Earthmotes aplenty break up the sky in a strange parity with the fractured terrain below. Swaths of moving earth change with mercurial speed, and great ravines empty directly into the Underdark.

Spellscarred individuals and scar pilgrims sometimes journey here because it's the most prominent plagueland in Faerûn, as well as a great hold of the Order of Blue Fire. The stability of the plagueland's border provides an environment where the clever, ambitious, or insane can experiment with the Spellplague and its effects. (*Forgotten Realms Campaign Guide*, page 193.)

SPLIT SECONDS

The gathered spellcasters link to perform a ritual on the hourglass. A ripple in time bends and distorts the area, and the PCs are split into two versions of themselves. One version is less stable than the other, being just out of sync with the regular time reality. This has the following effects.

- Each version has the healing surges and hit points of the original. They should be tracked separately.
- The unstable version of the PC cannot use daily or consumable powers.
- If the PC has any action points, the action points stay with the original.
- Encounters by both versions count towards milestones. When a milestone is reached, the original PC gains the action point. (For most PCs, this means that the original has an action point every encounter and the duplicate never has an action point.)
- If at any time a duplicated PC starts their turn dying or dead, they may expend a charge from *Creation's Hourglass* (EPIC19 *Encroaching Darkness* from EPIC4-2) or 4 healing surges (from either the duplicate or original). If they do, the Hourglass acts to prevent a potential paradox by creating a new copy of the PC at full hit points, standing, in any unoccupied space within 3 squares of their current location.

The PCs can divvy themselves up for the two paths in any way they wish. They can send all of their duplicates down one path, or they can create two parties of mixed characters, some stable and some unstable. No PC should travel with their duplicate, as the time paradox could destroy them both.

TROUBLESHOOTING

If the PCs are interested, you may do more extensive roleplaying of the entire information gathering and planning process before proceeding. This works best when there are no time limits and you are willing to adjust encounters based on their input.

In that case, let the PCs take the lead and you are encouraged to customize the adventure to your PCs.

ENDING THE ENCOUNTER

The PCs now proceed through the encounters in two groups, hereafter referred to as the Even and Odd groups. Appendix 5 may help clarify the flow of the adventure.

The Even group of PCs heads out with the *Calimemnon Crystal* to empower it with Calim and Memnon's essence, and then engage the Hungering Dark. They do Encounters 2, 4, 6A and 6B.

The Odd group heads to the Plaguwrought Lands to summon the *Pandemonium Stone* and use it as a weapon. Tyrangal and Taliss perform rituals to help shield the PCs from dying to the Spellplague, then lead them through a portal to her mansion in Ormpetarr, near the edge of the Plaguwrought Lands. They do Encounters 3A, 3B, 5, 7A, and 7B. Refer to Appendices 6 and 7 for more information about this path.

The Even group goes first. Ask whether the PCs wish to confront Calim in the city of Calimport (Encounter 2) or Memnon in the city of Memnon (Encounter 4) first.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

The PCs going into Calimshan are given a *greater flying carpet*.

ENCOUNTER 2: CRIPPLING CALIM

CREATURES

This encounter includes the following creatures:

Calim the Djinn (C)

2 djinn stormsword (D)

3 djinn skylord (S)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove a skylord from the encounter and Calim's action points.

Six PCs: Add a stormsword to the encounter. The djinn skylords each gain an action point.

Faster: Remove 50 hit points from all creatures. They gain +2 to hit and +5 damage. The djinn surrender when Calim is defeated.

Easier: Remove 50 hit points from all creatures. Calim's *cyclone* and *commander of air* only grant an attack to one ally.

Harder: +5 Initiative. Increase Calim's hit points by 150 in each form.

Glory: All monsters act twice each round, once on its normal initiative and once on an initiative 10 higher. Each creature gets a full set of actions on each initiative.

SETUP

The PCs head out to the city of Calimport where Calim is rebuilding following the events of QUES4-1. They need to capture Calim's lifeforce in the *Calimemnon Crystal* to strengthen it. Calim senses the approaching *Calimemnon Crystal* and takes his most powerful djiin to the desert to intercept the PCs. Calim hopes that the desert provides a more favorable battlefield and he does not want his city to be damaged further by having an epic battle inside the city limits.

The PCs may use the *Mistress of the Night* or any alternative method of transport they desire. If the PCs are using the *Mistress of the Night*, strong winds rising in the area force Captain Panahq to land and wait out what he perceives is a sandstorm. Calim emerges from the storm as the *Mistress of the Night* lands or as the PCs otherwise enter the area.

A violent storm suddenly whips up around you, gale force winds howling. Calim and an entourage of djiin emerge from the clouds and then several of the djiin disappear from view. The fury in Calim's eyes matches

the fury of the storm around him. His voice, like thunder, demands, "Give me the crystal, or perish."

If the PCs already completed Encounter 4 and any of Memnon's power is trapped in the *Calimemnon Crystal*, Calim thanks them for defeating his foe and offers them a reward for bringing him the crystal. Otherwise, Calim and his top djinn loyalists attack immediately.

The PCs can power the *Calimemnon Crystal* by drawing Calim's life force into the crystal before they defeat him. See the Defeating Calim section below.

FEATURES OF THE AREA

Storm: Strong winds swirl around the combat area and lightning and thunder arc all around. All creatures and vehicles have an altitude limit of 5, forced down by the violent storm.

Ruins: Any squares of walls, statue, or obelisk on the map are blocking terrain that is 1 square (5 feet) tall. Areas of rubble marked with a triangle are difficult terrain.

Since Calim is present, each djinn uses *mark of Calim* as a free action at the beginning of the encounter, before initiative is rolled. They each choose a different target.

DEFEATING CALIM

The PCs need to empower the *Calimemnon Crystal* with Calim's life force. Distribute Player's Handout 4. Remind the PCs that their mission is to empower the *Calimemnon Crystal* to engage the *Hungering Dark*.

The PCs can use their skills to get Calim to expose his life force to the crystal. The PCs can maneuver to catch and direct the winds (Acrobatics), trick him (Bluff), can anticipate the movements of his winds (Nature), or recall his tactics in past battles under similar circumstances (History). With each check, the PCs score cumulative points towards the skill challenge. They score points equal to their check result as a standard action, and half of their check result for a minor action. However, this process is dangerous and the PC carrying the crystal takes 25 points of thunder damage for each check.

The PCs may also use their powers to score points, but at-will powers are ineffective. The PC may take a minor action, once per round, and expend a power. The PC does not select targets, make attacks, or gain any effects other than scoring points. Expendng a power that slows, immobilizes, dazes, or has the force keyword is worth 25 points. A power that restrains, stuns, dominates, or removes from play is worth 50 points.

The PCs can accrue a maximum of 250 points (200 for a group of 4, 300 for a group of 6). Reduce Calim's current and maximum hit points (in both forms) by an amount equal to the number of points scored by the PCs. When the PC's have accrued at least 125 points (100 for a group of 4, 150 for a group of 6), Calim gains vulnerable 10 all. When the PCs have accrued that maximum, Calim gains vulnerable 20 all. The reduction of hit points and vulnerability apply to both forms. The vulnerability cannot be removed.

When Calim is defeated, if the PCs have earned maximum points, Calim is utterly destroyed. If the PCs have at least half of the maximum, then Calim is partially absorbed by the crystal, but some day returns to plague Calimshan. In either case, the PC's level of success counts towards their confrontation with the Hungering Dark in Encounter 6B.

If the PCs scored less than half of the maximum points, Calim is banished to the Elemental Chaos. Encounter 6B will be more difficult with the less powered crystal.

TACTICS

Calim moves into position, uses *storm surge* and follows up with *cyclone*. He then alternates between *sound and fury* and *storm surge*, granting attacks to his allies with *cyclone*. If all of the djinn go after the PCs, they delay and move appropriately so they can be grouped up for free attacks from Calim.

The djinn force PCs into and out of zones and auras and group them up for their close attacks. They take advantage of their invisibility to maneuver without provoking. They attack enemies they have not marked, so they have combat advantage.

When Calim is bloodied, he uses *commander of air* and then *subjugating shout*, interrupting the current creature's turn. If that creature is an enemy who might attack further, he will attempt to ensure they cannot attack him effectively before he finishes his immediate turn.

Note: Remember that Calim is immune to being knocked prone.

ROLEPLAYING

Calim the Djinn does not know, nor care, why the PCs possess the *Calimemnon Crystal*, but he knows he must possess it. He primarily wishes to take the *Calimemnon Crystal* to use against his nemesis, Memnon.

Calim threatens the PCs and shows no fear at the beginning of the encounter. If Calim transforms into the raging storm (becomes bloodied) and the PCs have not already defeated Memnon, he realizes that not only are

the PCs a threat, but continuing hostilities leave the victor as easy pickings for Memnon. He warns the PCs that continuing the fight only strengthens Memnon's position, regardless of who wins.

ENDING THE ENCOUNTER

The encounter ends when Calim and the djinn are all defeated. The PCs may take multiple short rests, but not an extended rest.

The scene changes to the other group of PCs. If the PCs have defeated both Calim and Memnon, continue with Encounter 5. Otherwise continue with Encounter 3A.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Calim wears +6 *dawn warrior armor* and carries an *Ollamh harp*. The harp's daily power has already been used by the djinn (the extra damage is factored into their stat blocks).

ENCOUNTER 2: CRIPPLING CALIM

1 Calim the Djinn (C)	Level 29 Elite Lurker (Leader)
Huge elemental humanoid (air)	XP 22000
HP 410; Bloodied never	Initiative +28
AC 43, Fortitude 40, Reflex 42, Will 41	Perception +20
Speed 6, fly 10 (hover), overland 15	Blindsight 15
Immune disease, poison, prone	
Resist 20 lightning, 20 thunder, 10 acid, 10 cold, 10 fire	
Saving Throws +5; Action Points 1	
TRAITS	
Dual Form	
Calim the Djinn is never considered bloodied. When he is reduced to 0 hit points or fewer, he removes all conditions, transforms into Calim the Raging Storm, and each of Calim's allies gains an action point.	
STANDARD ACTIONS	
m Storm Scourge (lightning, thunder) • At-Will	
Attack: Melee 3 (one creature); +32 vs. Reflex	
Hit: 2d10 + 31 (avg 42, crit 6d10 + 51) lightning and thunder damage.	
M Sound and Fury • At-Will	
Effect: Calim makes two basic attacks. He recharges <i>storm surge</i> .	
M Storm Surge (lightning, thunder) • Encounter	
Attack: Close burst 2 (enemies in the burst); +32 vs. Fortitude	
Hit: 4d10 + 25 (avg 47, crit 6d10 + 65) lightning and thunder damage and the target is knocked prone.	
Miss: Half damage.	
MINOR ACTIONS	
C Cyclone • At-Will 1/round	
Attack: Close burst 2 (enemies in the burst) +32 vs. Fortitude	
Hit: The target slides up to 3 squares and is knocked prone.	
Effect: Allies in the burst slide up to 3 squares and make a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Faithful Servant • At-Will	
Trigger: Calim would be subjected to an effect or condition.	
Effect (No Action): One ally within 20 squares is subjected to the effect or condition instead.	
Str 24 (+21) Dex 31 (+24) Wis 22 (+20)	
Con 25 (+21) Int 28 (+23) Cha 26 (+22)	
Alignment evil	Languages Common, Primordial
Equipment +6 dawn warrior armor, <i>ollamh harp</i>	
Note: Based on Sirrajadt and Skylord Moravar.	

1 Calim the Raging Storm	Level 29 Elite Skirmisher (Leader)
Huge elemental humanoid (air)	XP 22000
HP 530; Bloodied always	Initiative +28
AC 43, Fortitude 40, Reflex 42, Will 41	Perception +20
Speed 6, fly 10 (hover), overland 15	Blindsight 15
Immune disease, poison, prone	
Resist 20 lightning, 20 thunder, 10 acid, 10 cold, 10 fire	
Saving Throws +5; Action Points 1	
TRAITS	
Dual Form	
Calim the Raging Storm acts immediately when he enters play, taking a full turn of actions. He then uses the same initiative as Calim the Djinn. Calim the Raging Storm is always considered bloodied.	
O Favorable Winds • Aura 5	
Enemies who start their turn in the aura take 20 lightning and thunder damage and are slid 3 squares. Allies in the aura gain a +5 bonus to attack rolls and a +10 bonus to damage rolls.	
STANDARD ACTIONS	
m Storm Scourge (lightning, thunder) • At-Will	
Attack: Melee 3 (one creature); +32 vs. Reflex	
Hit: 2d10 + 31 (avg 42, crit 6d10 + 51) lightning and thunder damage.	
M Wind Strike • At-Will	
Effect: Calim flies his speed without provoking opportunity attacks and uses <i>storm scourge</i> twice at any point during the movement.	
C Subjugating Shout • Recharge 5-6	
Attack: Close burst 5 (enemies in the burst) +32 vs. Fortitude.	
Hit: 4d10 + 20 (avg 42, crit 6d10 + 60) psychic and thunder damage, and the target is weakened (save ends).	
MINOR ACTIONS	
C Commander of Air • At-Will 1/round	
Effect: All allies with the air keyword within 10 squares of Calim take a standard action. If the target uses this action to make an attack, it rolls two dice for the attack and uses the better result, and does an additional +10 damage.	
TRIGGERED ACTIONS	
Faithful Servant • At-Will	
Trigger: Calim would be subjected to an effect or condition.	
Effect (No Action): One ally within 20 squares is subjected to the effect or condition instead.	
Str 24 (+21) Dex 31 (+24) Wis 22 (+20)	
Con 25 (+21) Int 28 (+23) Cha 26 (+22)	
Alignment evil	Languages Common, Primordial
Equipment +6 dawn warrior armor, <i>ollamh harp</i>	

2 Djinn Stormsword (D)	Level 27 Solder
Large elemental humanoid (air)	XP 11000
HP 246; Bloodied 123	Initiative +22
AC 43, Fortitude 41, Reflex 39, Will 39	Perception +20
Speed 6, fly 8 (hover)	Blindsight 10
Immune disease, poison; Resist 20 lightning, 20 thunder	
STANDARD ACTIONS	
m Scimitar (thunder) • At-Will	
Attack: Melee 2 (one creature); +32 vs. AC	
Hit: 2d10 + 29 (avg 40, crit 6d10 + 49) thunder damage.	
R Spinning Vortex (weapon) • Recharge 6	
Attack: Ranged 10 (one creature); +30 vs. Reflex	
Hit: 4d12 + 26 (avg 52, crit 74) cold and thunder damage, and the target is immobilized (save ends).	
C Whirlwind Dervish (lightning, thunder) • Recharge 6, or when an enemy scores a critical hit against the stormsword	
Attack: Close burst 2 (creatures in the burst); +32 vs. AC	
Hit: 4d8 + 26 (avg 44, crit 6d10 + 58) lightning and thunder damage.	
Miss: Half damage.	
MINOR ACTIONS	
R Come To Me • At-Will 1/round	
Attack: Ranged 10 (one creature); +30 vs. Fortitude.	
Hit: The stormsword pulls the target up to 5 squares.	
C Mark of Calim • At-Will 1/round	
Effect: One enemy within 10 squares is marked until the end of the encounter. While marked, that creature treats the djinn's allies of 27 th level or lower as invisible.	
TRIGGERED ACTIONS	
Rebuking Storm • At-Will	
Trigger: A enemy within 10 squares marked by this djinn makes an attack that does not include the djinn.	
Effect (Immediate Reaction): The triggering enemy is pulled 5 squares and takes 15 lightning and thunder damage.	
Skills Bluff +23, Insight +25	
Str 28 (+22)	Dex 25 (+20) Wis 25 (+20)
Con 22 (+19)	Int 19 (+17) Cha 20 (+18)
Alignment unaligned Languages Common, Primordial	
Note: Added <i>rebuking storm</i> (as in EPIC4-1) and mark of Calim. Tweaked some numbers.	

3 Djinn Skylord (S)	Level 27 Controller
Large elemental humanoid (air)	XP 11000
HP 252; Bloodied 126	Initiative +18
AC 41, Fortitude 40, Reflex 38, Will 38	Perception +24
Speed 6, fly 8 (hover)	Blindsight 10
Immune disease, poison; Resist 20 lightning, 20 thunder	
STANDARD ACTIONS	
m Storm Staff (weapon) • At-Will	
Attack: Melee 2 (one creature); +32 vs. AC	
Hit: 4d10 + 18 (avg 40, crit 58) damage, and the skylord shifts 2 squares and recharges <i>storm shout</i> .	
R Slashing Winds • At-Will	
Attack: Ranged 20 (one or two creatures); +30 vs. Reflex	
Hit: 3d10 + 18 (avg 34, crit 48) damage and the target is slid up to 3 squares.	
C Sandstorm (psychic, zone) • Encounter	
Attack: Close burst 3 (enemies in burst); +30 vs. Will	
Hit: 3d10 + 18 (avg 34, crit 48) psychic damage.	
Effect: The burst creates a zone that lasts until the end of the skylord's next turn. Each enemy that ends its turn in the zone is dazed until the end of its next turn.	
Sustain minor: The zone persists until the end of the skylord's next turn.	
C Storm Shout (thunder) • Recharge 5-6	
Attack: Close blast 5 (creatures in burst); +30 vs. Fortitude	
Hit: 4d10 + 18 (avg 40, crit 58) thunder damage, and the target is pushed 3 squares and knocked prone.	
MINOR ACTIONS	
Elemental Command • At-Will 1/round	
Effect: One creature within 10 squares is slid 1 square.	
C Mark of Calim • At-Will 1/round	
Effect: One enemy within 10 squares is marked until the end of the encounter. While marked, that creature treats the djinn's allies of 27 th level or lower as invisible.	
Skills Bluff +25, Diplomacy +25, Insight +24	
Str 26 (+21)	Dex 20 (+18) Wis 22 (+19)
Con 28 (+22)	Int 25 (+20) Cha 25 (+20)
Alignment unaligned Languages Common, Primordial	
Note: Based on Mihajla. Added Mark of Calim.	

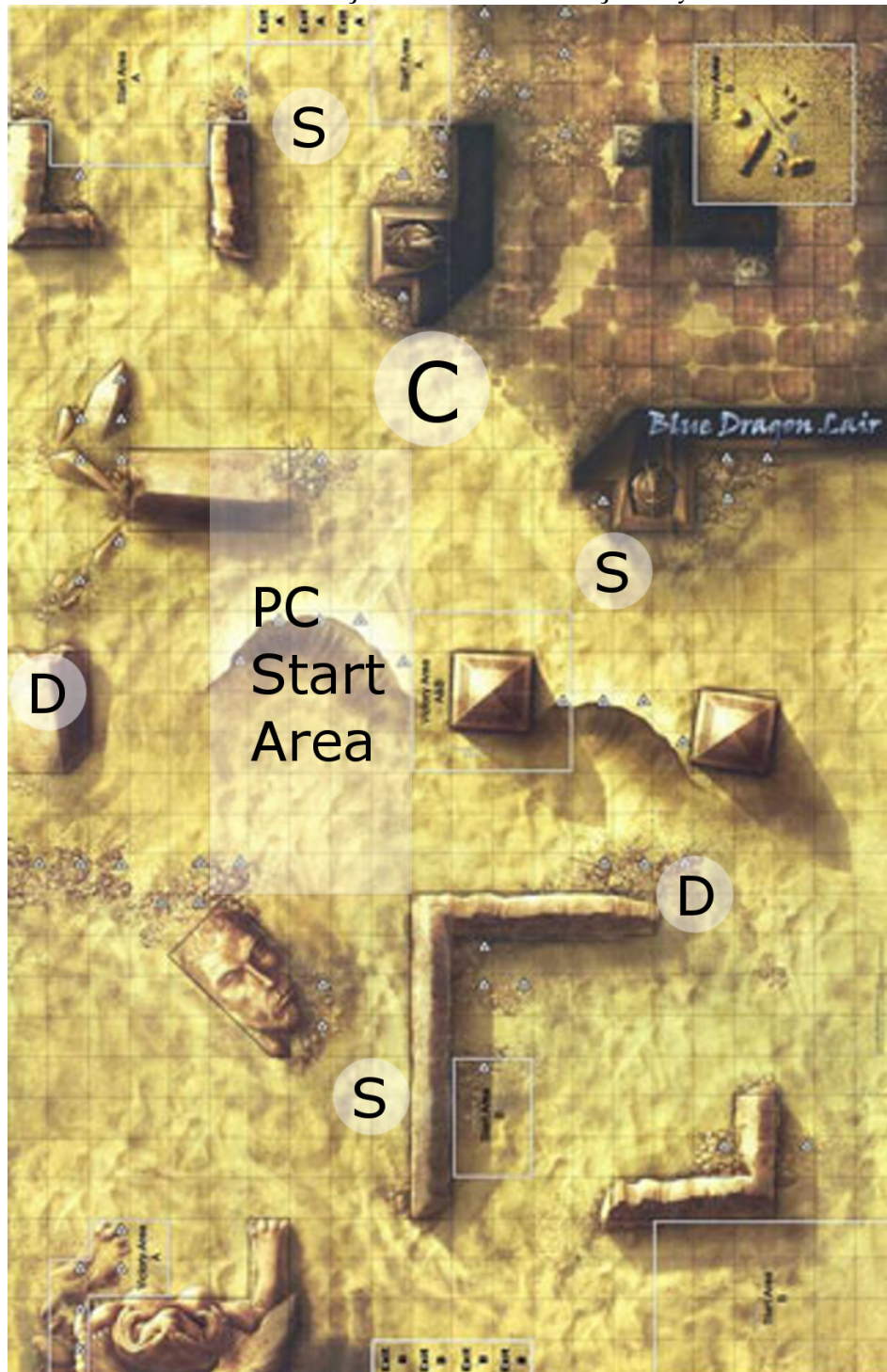
ENCOUNTER 2: CRIPPLING CALIM

TILE SET NEEDED

Gargantuan Blue Dragon poster map.

Ship Tiles (if PCs are using the *Mistress of the Night*, place the ship in the start area)

C = Calim, D = Djinn Stormsword, S = Djinn Skylord



ENCOUNTER 3A: PLUNGING INTO CHAOS

When the PCs are ready, Tyrangal leads them through a portal to her mansion in Ormpetarr near the Plaguewrought Land in the Vilhon Wilds. (See Appendix 6 for additional information about the area.)

The PCs may wish to spend time in Ormpetarr, a city of merchants and thieves that caters to, or preys on, pilgrims, adventurers, and others who seek to venture into the nearby Plaguewrought Land. The PCs may instead wish to head straight to the Plaguewrought Land.

Use the following scenes to guide roleplaying. Emphasize how bizarre and dangerous the Plaguewrought Lands are, but also emphasize how easily the PCs overcome the majority of the obstacles due to their immense, nearly god-like power. The PCs need to go to the center of the Plaguewrought Lands and find a place where the Spellplague energy is the strongest to conduct their ritual.

ORMPETARR

Ormpetarr is a town on the outskirts of the Plaguewrought Lands. The only crimes that are not tolerated in this rough frontier town are ones that would deter the steady stream of pilgrims, and their gold. Townsfolk provide advice, gear, and other services, for a price of course. Prosperous businesses include things like storehouses, places that offer to store a pilgrim's belongings while they are in the Plaguewrought Lands. When the pilgrims inevitably do not return, the storehouses make a tidy profit selling their belongings. The town is filled with merchants, thieves, adventurers, pilgrims, and gangs of orphans whose parents ventured into the Plaguewrought Lands and never returned. The Order of Blue Fire has a strong presence in the town. They help maintain some semblance of order, offer assistance and information to those seeking to venture into the Plaguewrought Lands, and do research on the effects of the Spellplague.

Some places the PCs can visit or NPCs they can talk to:

- **Order of Blue Fire** - Members of the Order can be found in the Changing House. They encourage entering the plaguelands on personal quests of enlightenment and power and they can give advice on how to open oneself up to receive the blessing of blue fire.
- **Finara's Inn** - Finara's is a popular inn where scar-pilgrims gather before their pilgrimage. Finara is the friendly elderly owner. She was once a pilgrim herself, but when she approached the

Plaguewrought Lands she became terrified and turned back. She settled in Ormpetarr and opened an inn catering to other pilgrims. She offers friendly advice and is quick with wild tales of the plaguelands.

- **Merchants** - There are plenty of merchants offering overpriced goods and trinkets that are supposed to protect travelers. They sell supposedly detailed and accurate maps of the Plaguewrought Lands. Merchants also sell expensive salves that they claim give a customer their desired spellscar if they rub it on the skin prior to coming in contact with plaguechanged energy.

ENTERING THE PLAGUEWROUGHT LANDS

As the PCs approach the Plaguewrought Lands, the landscape becomes increasingly alien and bizarre. The air practically hums with magic. The following are some of the things the PCs may see as they travel towards and into the Plaguewrought Lands.

- **Farmers** - On the outskirts of Ormpetarr farmers tend to strange and twisted crops. Corn stalks are often tinged with veins of blue flame that the farmers claim gives people inhuman strength when ground into a powder and snorted. Farm animals have bizarre growths and mutations. A sheep with one scaly reptile wing and one feathered bird wing hovers awkwardly in the air. A chicken's beak is above its eyes. A goat has tentacles that end in crab claws for its hind legs. A duck has three wings on one side of its body and one wing on the other side, so it flies lopsided in large circles. A dog has gaping mouths on its body with rows of sharp teeth that gnash angrily. The farmers themselves are friendly enough, but clearly insane. One farmer has several eye stalks that constantly twitch nervously and he talks about how the blood frog rains should help this year's green chicken crop grow.
- **Moving Earth** - The ground is constantly in motion in the Plaguewrought Lands. A chunk of earth suddenly vaults into the air where it turns sideways and begins rotating slowly. A waterfall falling from an earthmote suddenly begins flowing upwards. A boulder bursts into flames, flash-freezes, and then melts in a violent implosion.
- **Plaguechanged Abominations** - Strange abominations roam the Plaguewrought Lands. A raptor-like thing with a dragon's tail, octopus arms, and an extremely long neck swoops down

on its unsuspecting prey, a rabbit with three sets of long floppy ears and flippers instead of feet.

- **Weather** - The “weather” in the Plaguewrought Lands is bizarre and changes suddenly and drastically. Blue fire races across the sky like lightning. Jagged shards of rock swirl through the air in a dangerous tempest. Large purple blobs of a gel-like substance falls from the sky like rain, sizzling when it spatters on the ground. Some of the blobs “pick themselves up” and start inching along the ground like gelatinous inchworms.

The PCs head into the Plaguewrought lands and seek out the most powerful source of Spellplague energy to power their rituals. At that source, it is impossible to avoid exposure to the powerful Spellplague energy, even with the protections Taliss and Tyrangal provided. See below to determine how this transforms each PC.

SKILL CHECK

Each PC rolls both an Arcana and an Endurance check and add the results together. PCs who have a spellscar add an additional 10 points to their total. These Spellplague effects end at the end of Encounter 5 after the PCs channel Spellplague energy at the Hungering Dark.

If the total is:

- 80 or higher: Generate two different spellplague effects and the PC chooses which one to gain. In addition, the PC is only affected by the benefits of the spellplague effect
- 70-79: Generate two different spellplague effects and the PC chooses which one to gain.
- 60-69: The PC gains one spellplague effect.
- Below 60: The PC gains two different spellplague effects.

Hand out cards from Player Handout 6, or alternatively roll 1d20:

1 - Your legs turn into tentacles -

- You can reduce the distance of forced movement by 1 square.
- You have a -1 penalty to speed.

2 - You gain a second head -

- You gain a +2 bonus to Will defense.
- You have a -5 penalty to initiative.

3 - Flaming blue beholder eye stalks sprout from your head -

- You gain a minor action at-will attack that you can use once per round, the attack is ranged 10 and automatically deals 20 damage (no attack roll required).

- You always grant combat advantage.

4 - You sprout wings of blue fire -

- You gain a fly speed of 10.
- You have a -1 penalty to all defenses.

5 - Your arms and weapons or implements fuse together -

- You gain a +5 bonus to damage rolls.
- You have a -1 penalty to attack rolls.

6 - You become swarm-like -

- You have resist 10 to melee and ranged attacks.
- You are vulnerable 15 to close and area attacks.

7 - Your arms grow freakishly long -

- Your reach increases by 1 square.
- You have a -5 penalty to opportunity attack rolls.

8 - You sprout dozens of gnashing, hungry mouths -

- When you end your turn, adjacent creatures take 20 damage.
- You have a -1 penalty to all defenses.

9 - Your brain pops out of your body and sits on top of your head -

- You gain a +2 bonus to Will defense.
- You gain vulnerable 5 all.

10 - You become nearly weightless -

- You gain a +2 bonus to speed.
- Forced movement powers can move you an additional 2 squares.

11 - Your senses are slightly out of sync with time -

- You gain a +2 bonus to attack rolls against creatures whose initiative result is greater than yours.
- You have a -2 penalty to attack rolls against creatures whose initiative result is less than yours.

12 - Your body bloats and enlarges -

- You gain a +1 bonus to your attack rolls.
- You have a -1 penalty to all defenses.

13 - Your body shrivels up and ages -

- You gain a +1 bonus to your attack rolls.
- You have a -5 penalty to damage rolls.

14 - Your body partly turns gelatinous -

- You gain a +5 bonus to escape checks and saving throws against slow, immobilize, and restrained.
- You have a -1 penalty to attack rolls.

15 - You have a stunted third leg growing from your forehead -

- You can stand up from prone as a minor action.
- You have a -5 penalty to perception checks.

16 - Your eyes literally grow bigger than your stomach -

- You gain a +5 bonus to perception checks.
- You have a -2 penalty to Fortitude defense.

17 - Your blood turns gel-like and hardens when exposed to air -

- When you are bloodied, you gain a +2 bonus to all defenses.
- You take a -5 penalty to initiative.

18 - You gain quills that emerge under stress -

- You have a +10 bonus to damage rolls while you are bloodied.
- You have a -10 penalty to damage rolls while you are not bloodied.

19 - Your skin becomes translucent -

- You gain resist 10 ALL while you are bloodied.
- You gain vulnerable 10 ALL while you are not bloodied.

20 - You gain a large eye in the back of your head

- You do not grant combat advantage.
- You are dizzy so you have a -2 penalty to attack rolls during the first round of combat.

ENDING THE ENCOUNTER

The PCs enter the Plaguewrought Lands and locate a place suitable for their ritual where the plaguechange energy is strongest. The PCs prepare to conduct their ritual to summon the *Pandemonium Stone*. When the PCs are ready to start the ritual, proceed to Encounter 3B.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3B: SUMMONING PANDEMONIUM

ENCOUNTER LEVEL 29

CREATURES

This encounter includes the following creatures:

Ygorl, Bringer of Endings

Shkiv, ancient corrupted dragon

3 black slaad overlords

Pandemonium Stone hazard

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one black slaad overlord. Remove 50 hit points and the action point from Ygorl and Shkiv.

Six PCs: Add one black slaad overlord. Give Ygorl and Shkiv 50 hit points and an extra action point. When Ygorl becomes bloodied *void step* recharges and Ygorl uses it as no action.

Make the following adjustments as necessary for pacing and difficulty:

Faster: When a black slaad overlord misses, its attack automatically hits and it then takes 50 points of damage.

Easier: -50 hit points. The monsters flee as soon as more than half of them have died.

Harder: +5 Initiative and score critical hits on 18-20, with an extra 20 damage on critical hits.

Glory: +2 Attack. Double Ygorl and Shkiv's hit points and give every monster an additional action point.

SETUP

The combat starts after the PCs finish the ritual and summon the *Pandemonium Stone*. Read or paraphrase the following:

As you finish the ritual, the very fabric of the universe is rent asunder and a swirling vortex of pure chaos violently explodes into existence.

The Pandemonium Stone is an immense spire of bone, flesh, ice, minerals, wind, and wood. Lightning swirls and writhes, fires flare only to be flash-frozen with impenetrable ice, blazing white runes in an unknown script dance across its surface.

Random objects and bits of energy torn from other realms howl around the immense spire. Trees, boulders, streaks of acid-lightning, chunks of flowerbeds, rooftops, jewelry, weapons, fish, gravestones, and livestock all fly through the air in a chaotic tempest.

The *Pandemonium Stone* smashes into the ground, a squall of chaotic energy rippling destructively outwards for 600 feet in all directions. Each PC makes an Acrobatics or Athletics check to determine impact.

Spread PCs out and slide PCs behind blocking terrain so they do not have line of effect to each other when initiative is rolled.

Acrobatics or Athletics

DC 39+: The PC is unaffected.

DC 30-38: The PC is slid up to 5 squares.

DC 22-29: The PC is slid up to 10 squares and takes 20 damage.

DC 21 or lower: The PC is slid up to 10 squares, knocked prone, and takes 40 damage.

After resolving the check, read or paraphrase the following.

A menacing black slaad shrouded in the very essence of death flies out from the chaotic storm upon a twisted dragon. An axe instantly rusts and crumbles to dust as it flies past him, and an oak tree withers in a shower of blackened leaves.

The slaad speaks, fixing his cold dead eyes on you: "I am Ygorl, Lord of Entropy, Bringer of Endings. I have seen the death of the universe and gazed into the depths of the eternal void. Her plans finally come to fruition."

The slaad disappears off the dragon, reappearing in your midst. The world will end soon enough, but for you it ends today."

Ygorl is insubstantial until the end of his first turn and starts in any unoccupied space.

FEATURES OF THE AREA

Pandemonium Stone: The stone is over 500 feet tall and 100 feet across. It is located just off the top edge of the map and is blocking terrain.

At the start of the encounter, the *Pandemonium Storm* creates a squall that flings about all those within hundreds of feet (based on an Acrobatics and Athletics check).

At the start of each round, debris attacks the PCs (targeting two PCs each round, randomly or as appropriate for the pace of the encounter). Each attack has a special effect based on the type of debris and the six types described are intended to be used in order.

The hazard also makes flying hazardous. See stat block for additional details.

Buildings: The ruined buildings are blocking terrain. They are 15 feet high and can be climbed with a DC 25 Athletics check. They are stable enough that creatures can stand on top of them.

TACTICS

The *Pandemonium Stone*'s scatters the PCs in all directions, especially separating leaders and fragile PCs. Slide PCs behind blocking terrain so they do not have line of effect to each other when initiative is rolled. Roll randomly each round to determine which PC get attacked by the *swirling debris*.

Ygorl prefers to fight in melee, maximizing the effect of his aura. He tries to keep as many enemies and allies in his *entropic presence* aura as possible. Ygorl uses *inescapable endings* on enemies that have restricted movement and have trouble getting out of his aura.

The black slaad overlords use *eye of the overlord* to teleport next to fragile-looking casters, especially ones that are far away from their allies. Then they use *chaos strike* to pummel them in melee.

Shkiv uses *flux breath* whenever possible. Otherwise he uses *aggressive assault* while in Ygorl's *entropic presence* aura.

ROLEPLAYING

The chaotic planar storm associated with the *Pandemonium Stone* can be particularly interesting because it randomly pulls objects and energy from elsewhere, including other realms. Emphasize that there are all sorts of bizarre things flying through the air. The *swirling debris* attack represents only those objects that might be threatening to an epic level PC. Consider reflavoring the objects and NPCs to ones most interesting and entertaining to your PCs. The PCs are constantly fending off, dodging, or enduring being pummeled by more mundane objects - rocks, jewelry, books, squirrels, coins, daggers, mugs of ale, etc.

The hazard briefly summons a paragon wizard at the start of round 1, and a dying cleric in round 2. The paragon wizard is in complete awe that he met the PC and suddenly appeared in the middle of an epic battle. The wizard talks excitedly about the PC's adventures

and how awesome the PC is. He eagerly tells the PC about himself, his adventuring company, and some of their accomplishments and is sorely disappointed that the PC has never heard of him. His accomplishments are fairly impressive, but they are nothing compared to the phenomenal accomplishments of the PCs. The paragon wizard has participated in many of the battle interactives, worked for kings and queens, sparked or helped stop wars, etc. The wizard is confident and a bit cocky, but he quickly realizes how in over his head he is. After firing a magic missile he apologetically admits that he doesn't think he can be much more help and says that his adventuring company needs him and probably wondered where he went (they'll never believe him when he tells them what happened!). He is quickly swept back up by the storm and disappears.

The cleric from the iron maiden has been tortured and is near death. The cleric quickly succumbs to his wounds after helping the PC. The cleric has a tattoo of Amaunator on his chest.

Ygorl is a powerful and widely feared but reclusive slaad lord, also known as the Lord of Entropy and Bringer of Endings. He has been trying to take advantage of the chaos and destruction caused by the Hungering Dark to further his own goals. Ygorl wants to make sure the world is utterly destroyed and returns to the nothingness of the endless void. His faithful acolyte Skirnex tried to summon the *Pandemonium Stone* to a strong earth node under Suldolphor, but was stopped and killed by adventurers in *QUES4-1 Liberation*. Since Skirnex was killed, Ygorl had to emerge from his solitary fortress and take matters into his own hands. Ygorl has been trying to figure out how to use the *Pandemonium Stone* to spread the chaos and destruction of the Elemental Chaos throughout the realms. See Appendix 6 for additional information about the *Pandemonium Stone* and Appendix 7 for additional information about Ygorl and the slaad.

ENDING THE ENCOUNTER

The encounter ends when the PCs defeat all the combatants. Without the stress of combat, the PCs are able to effectively calm the chaotic storm around the *Pandemonium Stone* (i.e. the hazard does not attack after all the combatants are defeated). The storm still lingers, but the PCs are able to calm it enough that it is no longer a threat.

If the PCs use a method to speak with the dead, the cleric reveals that he was being tortured by

demons. He is grateful for the PCs saving him and is glad he was able to help them, even if just a little bit.

The scene changes to the other group of PCs. If the PCs defeated Calim, continue with Encounter 4. If the PCs defeated Memnon, continue with Encounter 2.

MILESTONE

This encounter counts toward a milestone. For clarity, PCs and their duplicates should reach their first milestone at this point. The original PCs (not their duplicate) gain the action point for reaching a milestone, regardless of which path the original is on. Both the PC and their duplicate count as having reached a milestone for purposes of game effects that reference milestones.

TREASURE

Ygorl's weapon is a +6 *greater luckblade* and he wears a +6 *drifmetal armor*.

ENCOUNTER 3B: SUMMONING PANDEMONIUM

Ygorl	Level 29 Elite Soldier (Leader)
Large elemental humanoid (slaad)	XP 30000
HP 544 Bloodied 272	Initiative +24
AC 43, Fortitude 40, Reflex 40, Will 40	Perception +23
Speed 8, teleport 8; phasing	Low-light vision
Immune disease, fear; Resist 10 radiant, 10 psychic	
Saving Throws +2; Action Points 1	
TRAITS	
O Entropic Presence • Aura 5	
Each ally within the aura rolls twice and takes the higher result when making melee basic attacks. Bloodied enemies cannot leave the aura.	
Lord of Entropy	
Ygorl may roll twice and take the higher result for any d20 roll. He scores critical hits on a 19 or 20. All attack rolls against Ygorl must roll twice and take the lower result.	
STANDARD ACTIONS	
m Scythe (weapon) • At-Will	
Attack: Melee 2 (one creature); +34 vs. AC	
Hit: 4d12 + 11 (avg 37, crit 6d8 + 3d12 + 59) damage, and the target is knocked prone.	
C Entropic Arc (weapon, zone) • At-Will	
Attack: Close burst 2 (enemies in burst); +34 vs. AC	
Hit: 2d12 + 15 (avg 28, crit 6d8 + 3d12 + 39) damage.	
Effect: The burst creates a zone of entropic destruction that lasts until the end of Ygorl's next turn. Any enemy that enters the zone or ends its turn there takes 20 damage.	
MOVE ACTIONS	
Void Step • Encounter	
Effect: Ygorl teleports 20 squares and becomes insubstantial until the end of his next turn. This teleportation does not require line of sight to his destination.	
MINOR ACTIONS	
C Inescapable Endings (necrotic) • At-Will	
Attack: Close burst 5 (enemies in burst); +32 vs. Fortitude	
Hit: The target gains vulnerable 20 all and ongoing 20 damage (save ends both).	
Special: While the target is within Ygorl's entropic presence aura, it cannot make saving throws to end this condition.	
TRIGGERED ACTIONS	
Profit from Pain • At-Will	
Trigger: Ygorl is affected by a harmful condition.	
Effect (No Action): Ygorl takes 30 damage and ends the harmful condition.	
Driftmetal Armor (teleportation) • Encounter	
Trigger: Ygorl is targeted by a melee attack.	
Effect (Immediate Interrupt): Ygorl swaps places with the triggering attacker. That attacker takes a -2 penalty to attack rolls until the end of its next turn.	
Skills Arcana +26, Insight +23, Intimidate +26, Stealth +24	
Str 29 (+23)	Dex 21 (+19) Wis 19 (+18)
Con 24 (+21)	Int 25 (+21) Cha 24 (+21)
Alignment chaotic evil Languages Common, Primordial	
Equipment +6 greater luckblade, +6 driftmetal armor	

Note: Updated to more current design standards, removing his ability to duplicate healing onto himself and making his overall design more proactive. Teleportation added.

Shkiv	Level 27 Elite Artillery
Large natural magical beast (dragon)	XP 22000
HP 390 Bloodied 195	Initiative +25
AC 40, Fortitude 41, Reflex 39, Will 37	Perception +20
Speed 8; fly 10 (hover), overland flight 12	Darkvision
Resist 30 fire	
Saving Throws +2; Action Points 1	
TRAITS	
Instinctive Action	
On an initiative of 10 + its initiative check, Shkiv can fly his speed and use chaos fire or a melee basic attack as a free action. If he cannot use a free action to move and make this attack due to any effect, then the effect ends instead of Shkiv making the attack.	
STANDARD ACTIONS	
m Bite (fire) • At-Will	
Attack: Melee 2 (one creature); +34 vs. AC	
Hit: 4d8 + 17 (avg 35, crit 49) damage and ongoing 20 fire damage (save ends).	
m Claw • At-Will	
Attack: Melee 2 (one creature); +34 vs. AC	
Hit: 4d8 + 17 (avg 35, crit 49) damage.	
M Aggressive Assault • At-Will 1/round	
Effect: Shkiv shifts 2 squares and then makes two claw attacks and one bite attack. These attacks score a critical hit on 19-20. He cannot move on his turn after using this attack, and, if flying, he must land.	
R Chaos Fire (fire) • At-Will	
Attack: Ranged 20 (one creature); +32 vs. Reflex	
Hit: 4d8 + 17 (avg 35, crit 49) fire damage, and each enemy adjacent to the target is dazed (save ends).	
C Flux Breath (varies) • Recharge 5-6	
Attack: Close blast 10 (all enemies in blast); +32 vs. Reflex	
Hit: 4d10 + 17 (avg 39, crit 57) damage.	
Miss: Half damage.	
Effect: All creatures in the blast are teleported up to 5 squares.	
TRIGGERED ACTIONS	
Bloodied Breath • Encounter	
Trigger: Shkiv becomes bloodied.	
Effect (Free Action): Flux breath recharges, and Shkiv uses it.	
Skills Arcana +22, Athletics +27, Insight +20, Intimidate +24	
Str 28 (+22)	Dex 24 (+20) Wis 14 (+15)
Con 27 (+21)	Int 19 (+17) Cha 22 (+19)
Alignment chaotic evil Languages Draconic, Primordial	
Note: Upgraded to elite. Removed random energy step from flux breath and added teleport.	

3 Black Slaad Overlord	Level 27 Skirmisher
Large elemental humanoid, (slaad)	XP 11000
HP 244; Bloodied 122	Initiative +25
AC 41, Fortitude 38, Reflex 40 Will 38	Perception +21
Speed 6, teleport 3	Low-light vision
Immune disease	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +32 vs. AC	
Hit: 4d8 + 17 (avg 35, crit 49) damage, and the target is slowed until the end of its next turn.	
M Chaos Strike • Recharge 4-6	
Effect: The black slaad overlord shifts 3 squares and makes two claw attacks. If both attacks hit the same target, the target loses a healing surge.	
R Eye of the Overlord (teleportation) • At-Will	
Attack: Ranged 20 (one creature); +30 vs. Will	
Hit: 4d10 + 13 (avg 35, crit 53) damage.	
Effect: The overlord teleports to within 5 squares of the target.	
TRIGGERED ACTIONS	
C Oblivion's Embrace • Encounter	
Trigger: The overlord drops to 0 hit points.	
Attack (No Action): Close burst 2 (enemies in the burst); +30 vs. Reflex	
Hit: 4d10 + 17 (avg 39, crit 57) damage.	
Miss: Half damage.	
Skills Athletics +25, Stealth +28	
Str 25 (+20)	Dex 30 (+23)
Con 27 (+21)	Int 15 (+15)
	Wis 26 (+21)
	Cha 19 (+17)
Alignment chaotic evil	Languages Primordial

Pandemonium Stone	Level 27 Elite Blaster
Hazard	XP 22000
Hazard	
The Pandemonium Stone creates a chaotic planar rift that is an unstable, plane-crossing phenomenon that randomly steals objects and energy from elsewhere. These objects fly through the air and form a dangerous storm.	
Chaos Affinity	
Ygorl and his allies are not targeted by swirling debris.	
STANDARD ACTIONS	
C Swirling Debris (varies) • At-will	
Special: At the start of each of the first three rounds, this hazard attacks two enemies in 20.	
Attack: Close burst 20 (two enemies in burst); +32 vs. Reflex and use the list below, in order, for an additional effect.	
Hit: 4d8 + 15 (avg 33, crit 47) damage.	
Miss: Half damage.	
1 - Alchemist's Lab: Hundreds of vials shatter as a full alchemist's lab crashes into the ground.	
Hit: The target is blinded (save ends).	
Effect: A paragon wizard appears nearby, fallen from his alchemist's lab. The wizard deals 20 damage to a target of the PC's choice, and then disappears.	
2 - Frost Giant's Greatsword: A Frost Giant's greatsword flies through the air.	
Hit: The target is slid 5 squares towards its nearest enemy.	
Effect: The greatsword ricochets on to slash into the target's nearest enemy for 20 damage.	
3 - Iron Maiden: An iron maiden hurtles at the target.	
Hit: The target is entombed within the iron maiden (escape or thievery DC 30 ends). While entombed, the target has line of sight and line of effect to no creature, and no creature has line of sight or line of effect to the target. The iron maiden can be destroyed by doing 40 damage to it.	
Effect: A dying, tortured cleric is in the iron maiden (tumbling out of it on a miss). He grants the target a +2 power bonus to all defenses for the encounter then succumbs to his wounds and dies.	
4 - Muck of Molor: Revolting muck from Molor, the Stinking Realm in the Abyss, pummels the target.	
Hit: The target is immobilized (save ends at a -5 penalty).	
Failed Save: The target is instead petrified (save ends).	
Effect: The muck coats the target and gives them resist 5 all until the end of the encounter.	
5 - Mansion: A mansion crashes to the ground.	
Hit: The target is knocked prone.	
Effect: The splintering bits of mansion provide cover for one full round, until the mansion is blown away in the storm.	
6 - Swarm of Acid Toads: A swarm of acid toads fall from the sky and then burrow into the ground and disappear.	
Hit: The target takes ongoing 20 acid damage (save ends).	
Effect: Creatures adjacent to the target take 10 acid damage.	
TRIGGERED ACTIONS	
Flying Debris • At-will	
Trigger: A creature ends its turn while flying.	
Effect: The target is hit by flying debris and takes 40 damage.	
COUNTERMEASURES	
Watch Out!	
A PC who would be hit by swirling debris can make a Perception check as an immediate interrupt. If their roll equals or exceeds the swirling debris attack roll, then the attack misses and the PC takes no damage.	

Note: Elements of Chaotic Planar Rift hazard added.

ENCOUNTER 3B: SUMMONING PANDEMONIUN

TILE SET NEEDS

Book of Vile Darkness poster map



The *Pandemonium Stone* is immense and is located just off of the top of the map.

The PCs place themselves first and may start anywhere on the map.

Shkiv begins the combat flying 10 squares above the first row of buildings.

The black slaad overlords are scattered across the map, not grouped up.

Ygorl places himself in the midst of the PCs.

ENCOUNTER 4: MAIMING MEMNON

CREATURES

This encounter includes the following creatures:

Memnon the Efreet (M)

2 efreet pyresinger (P)

3 efreet flamestrider (F)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove a flamestrider from the encounter and Memnon's action points.

Six PCs: Add a pyresinger to the encounter and the pyresingers all gain an action point.

Faster: Remove 50 hit points from all creatures. They gain +2 to hit and +5 damage. The efreet surrender as soon as Memnon is defeated.

Easier: Reduce Memnon the Inferno's hit points by 300.

Harder: Increase Memnon's hit points by 200 in both forms.

Glory: The efreet and *Memnon the Inferno* take a full turn of actions before and after the PC they are attuned to. If a creature cannot take a turn due to an effect or condition, it ends that effect or condition at the end of its turn.

SETUP

The PCs travel to the city of Memnon, where the efreet lord Memnon is rebuilding the city after the events of QUES4-1. Memnon awaits the PCs in a palace of brimstone. If the PCs are using the *Mistress of the Night*, they must leave it outside to enter the palace.

In the heart of the city of Memnon stands an impressive palace, with walls of brimstone and archways that ripple and flow like molten lava. Waves of oppressive heat wash over you as you enter the palace. A tear in reality roars with fire from the Elemental Chaos.

The efreet lord Memnon stands near a blazing ring of fire, formed of flaming molten rock and brimstone. He wields a massive blade of pure fire and light. Several menacing efreet stand by, eagerly waiting for the signal to attack. Memnon speaks, his voice like a raging inferno, "You have saved me the trouble of hunting you down. Now, surrender the crystal!"

If the PCs completed Encounter 2, Memnon thanks them for defeating Calim and offers them a reward for delivering the crystal. Otherwise, Memnon and his top efreet advisors attack immediately. During the combat, the PCs can try and trap some of Memnon's life force to power the *Calimemnon Crystal*. See the Defeating Memnon section below.

Since Memnon is present, each efreet uses *memnon's decree* to attune itself to a different PC as a free action at the beginning of the encounter, before initiative is rolled. They must each choose a different target.

FEATURES OF THE AREA

Ring of Fire: The multicolored circle on the map is a ring of fire which functions as a one-way portal from the Elemental Chaos. Any creature entering or starting its turn in one of its squares takes 20 fire damage.

Flames and Lava: Any creature that enters or starts its turn in a fiery square on the map takes 20 fire damage.

Ceiling: The palace is domed 4 squares (20 feet) tall.

Thick Walls: The thick brimstone walls are blocking terrain.

Other Terrain: The mundane features on the map, including any possible columns and thin walls, do not hinder the epic combatants in any way.

DEFEATING MEMNON

The PCs need to empower the *Calimemnon Crystal* with Memnon's life force. Distribute Player's Handout 5. Remind the PCs that their mission is to get the *Calimemnon Crystal* powered to engage the Hungering Dark.

The PCs can use their skills to draw Memnon's life force through the ring of fire portal that Memnon is attuned to. The portal is a ring of flaming molten rock and brimstone.

The PCs can remove fiery boulders (Athletics), endure the pain of moving many pieces (Endurance), draw directly on Memnon's life force (Heal), or pry free key chunks of brimstone (Thievery) to weaken the structure. With a standard action check, a PC scores cumulative points to the ring of fire equal to their check. As a minor action, a PC scores half the value of their check. Either way, the PC takes 25 fire damage each time they attempt a check. Keep a running total of the points scored against the ring.

The PCs may also use their powers to score points, but at-will powers are ineffective. The PC may take a minor action, once per round, and expend a power. The PC does not select targets, make attacks, or gain any

effects other than scoring points. Expending a power that blinds, applies forced movement or teleportation of at least 5 squares, or has the cold keyword is worth 25 points. A power that weakens, dominates, or removes from play is worth 50 points.

The PCs can accrue a maximum of 250 points (200 for a group of 4, 300 for a group of 6). Reduce Memnon's current hit points (of both forms) by an amount equal to the number of points scored by the PCs. When the PC's have accrued at least 125 points (100 for a group of 4, 150 for a group of 6), Memnon gains vulnerable 10 all. When the PCs have accrued that maximum, Memnon gains vulnerable 20 all. The reduction of hit points and vulnerability apply to both forms. The vulnerability cannot be removed.

When Memnon is defeated, if the PCs have earned maximum points, Memnon is utterly destroyed. If the PCs have at least half of the maximum, then Memnom is partially absorbed by the crystal but will some day return to plague Calimshan. In either case, the PC's level of success counts towards their confrontation with the Hungering Dark in Encounter 6B.

If the PCs scored less than half of the maximum points, Memnom is banished to the Elemental Chaos. Encounter 6B will be more difficult with the less powered crystal.

TACTICS

Memnon maneuvers to maximize the power of his aura. Once he becomes bloodied, Memnon the Inferno spreads out his attacks to spread ongoing damage and vulnerability. He preferentially attacks the PC who most recently acted.

The pyresingers and flamestriders work together to restrain PCs in *sheets of flame*.

ROLEPLAYING

Memnon the Efrete does not know, nor care, why the PCs possess the *Calimemnon Crystal*. He primarily wishes to take the *Calimemnon Crystal* to use against his nemesis, Calim, but is willing to settle for destroying his former prison. Memnon threatens the PCs and shows no fear.

When Memnon becomes bloodied, he enters a berserk rage, attacking the PCs indiscriminately until defeated. If the PCs have not already defeated Calim, Memnon rants that this combat is foolish as there will be no victor. The winning side will be depleted of resources and be easy pickings for Calim.

ENDING THE ENCOUNTER

The encounter ends when Memnon and the efreets are all defeated. The PCs may take a short rest.

The scene changes to the other group of PCs. If the PCs have defeated both Calim and Memnon, continue with Encounter 5. Otherwise continue with Encounter 3 (beginning with 3A).

MILESTONE

This encounter counts toward a milestone.

TREASURE

Memnom is wearing a +6 *greater necklace of fireballs*.

ENCOUNTER 4: MAIMING MEMNON

1 Memnon the Efreet (M)	Level 29 Soldier (Leader)
Huge elemental humanoid (fire)	XP 26000
HP 532; Bloodied never	Initiative +24
AC 45, Fortitude 41, Reflex 40, Will 42	Perception +26
Speed 6, fly 8 (hover), teleport 6	
Immune fire	
Saving Throws +5; Action Points 1	
TRAITS	
O Efreet Lord's Aura • Aura 5	
While within the aura, allies gain a +2 bonus to attack rolls with fire attacks.	
O Fiery Soul (fire) • Aura 1	
A creature that enters or begins its turn in the aura takes 10 fire damage. Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.	
Indomitable Resolve	
At the end of his turn, Memnon can remove one effect or end one condition affecting him.	
STANDARD ACTIONS	
m Blazing Blade (fire, radiant, weapon) • At-Will	
Attack: Melee 3 (one creature); +34 vs. AC	
Hit: 3d8 + 25 (avg 38, crit 6d8 + 49) fire and radiant damage, ongoing 20 fire damage (save ends), and the target gains vulnerable 10 fire until the end of the encounter.	
M Slash and Burn • At-Will	
Effect: Memnon makes two basic attacks.	
A Burning Wrath (fire) • Recharge 5-6	
Attack: Area burst 2 within 10 (enemies in burst); +32 vs. Reflex	
Hit: 3d10 + 23 (avg 40, crit 53) fire damage.	
Effect: Targets cannot benefit from fire resistance (save ends).	
TRIGGERED ACTIONS	
M Fiery Vengeance • At-Will	
Trigger: An enemy within 3 squares of Memnon attacks one of Memnon's allies.	
Effect (Free Action): Memnon makes a melee basic attack against the triggering enemy.	
Skills Athletics +28, Acrobatics +28, Diplomacy +29, Intimidate +29	
Str 26 (+22)	Dex 26 (+22) Wis 25 (+21)
Con 28 (+23)	Int 25 (+21) Cha 31 (+24)
Alignment Evil Languages Common, Primordial	
Equipment +6 greater necklace of fireballs	
Note: Based on Bashumgarda.	

1 Memnon the Inferno	Level 29 Brute
Large elemental humanoid (fire)	XP 26000
HP 652; Bloodied always	Initiative <i>Special</i>
AC 42, Fortitude 41, Reflex 40, Will 42	Perception +26
Speed 6, fly 8 (hover), teleport 6	
Immune fire	
Saving Throws +5; Action Points 1	
TRAITS	
Dual Form	
Instead of acting on his previous initiative, Memnon the Inferno acts immediately after each PC, taking a full turn after each PC's turn. Memnon the Inferno is always considered bloodied.	
O Fiery Soul (fire) • Aura 1	
A creature that enters or begins its turn in the aura takes 10 fire damage. Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.	
Indomitable Resolve	
At the end of his turn, Memnon can remove one effect or end one condition affecting him.	
Inferno	
Memnon can score critical hits on 17, 18, 19, or 20. Whenever he scores a critical hit against an enemy, all other enemies within 5 squares of that enemy take 10 fire damage.	
STANDARD ACTIONS	
m Blazing Blade (fire, radiant, weapon) • At-Will	
Attack: Melee 3 (one creature); +34 vs. AC	
Hit: 4d10 + 25 (avg 47, crit 6d10 + 65) fire and radiant damage, ongoing 20 fire damage (save ends), and the target gains vulnerable 10 fire until the end of the encounter.	
r Fiery Death (fire, necrotic) • At-Will	
Attack: Ranged 20 (one creature); +32 vs. Reflex	
Hit: 3d10 + 25 (avg 42, crit 6d10 + 55) fire and necrotic damage and the target cannot benefit from fire resistance (save ends).	
TRIGGERED ACTIONS	
C Efreet Lord's Decree • At-Will	
Trigger: An enemy hits Memnon with an attack.	
Effect (No Action): The triggering enemy gains vulnerable 5 fire until the end of the encounter. If the target is already vulnerable to fire damage, the vulnerability increases by 5.	
Attack (No Action): Close burst 20 (enemies in burst); the target takes 5 fire damage.	
Skills Diplomacy +29, Intimidate +29	
Str 26 (+22)	Dex 26 (+22) Wis 25 (+21)
Con 28 (+23)	Int 25 (+21) Cha 31 (+24)
Alignment Evil Languages Common, Primordial	
Equipment +6 greater necklace of fireballs	
Note: Based on Bashumgarda.	

2 Efreet Pyresigner (P)	Level 27 Controller
Large elemental humanoid (fire)	XP 7000
HP 249; Bloodied 124	Initiative Special
AC 42, Fortitude 39, Reflex 38, Will 38	Perception +17
Speed 6, fly 8 (hover)	
Immune fire	
TRAITS	
○ Fiery Soul (fire) • Aura 1	
A creature that enters or begins its turn in the aura takes 10 fire damage. Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.	
Memnon's Decree	
At the beginning of combat, the efreet attunes itself one enemy as a free action. The efreet's initiative is set to just after the creature it is attuned to.	
STANDARD ACTIONS	
m Scimitar (fire, weapon) • At-Will	
Attack: Melee 2 (one creature); +32 vs. AC	
Hit: 4d6 + 21 (avg 35, crit 6d10 + 45) damage, and ongoing 20 fire damage (save ends).	
R Fire Bolt (fire) • At-Will	
Attack: Ranged 10 (one creature); +32 vs. AC	
Hit: 4d6 + 21 (avg 35, crit 45) fire damage, and ongoing 20 fire damage (save ends).	
A Sheets of Flame (fire, zone) • Recharge 4-6	
Effect: Area burst 3 within 20; The efreet creates a zone of roaring flame that lasts until the end of the encounter or until the efreet is reduced to 0 hit points. Any creature that enters or starts its turn in the zone takes 20 fire damage. Creatures in the zone cannot teleport out of the zone.	
Skills Arcana +23, Bluff +26, Diplomacy +26, Insight +22, Intimidate +26	
Str 29 (+22)	Dex 26 (+21) Wis 18 (+17)
Con 25 (+20)	Int 20 (+18) Cha 26 (+21)
Alignment evil	Languages Primordial

Note: Memnon's Decree added, *Sheets of flame* modified.

3 Efreet Flamestrider (F)	Level 27 Skirmisher
Large elemental humanoid (fire)	XP 5100
HP 249; Bloodied 124	Initiative Special
AC 41 Fortitude 40, Reflex 39, Will 38	Perception +17
Speed 6, fly 8 (hover)	
Immune fire	
TRAITS	
○ Fiery Soul (fire) • Aura 1	
A creature that enters or begins its turn in the aura takes 10 fire damage. Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.	
Memnon's Decree	
At the beginning of combat, the efreet attunes itself one enemy as a free action. The efreet's initiative is set to just after the creature it is attuned to.	
Frozen Fire	
Whenever the efreet takes cold damage, it is slowed and can only teleport 5 squares using fire step until the end of its next turn.	
STANDARD ACTIONS	
m Quarterstaff (fire, weapon) • At-Will	
Attack: Melee 2 (one creature); +32 vs. AC	
Hit: 4d6 + 21 (avg 35, crit 45) damage, and ongoing 20 fire damage (save ends).	
R Fiery Chains (fire) • Recharge 4-6	
Attack: Ranged 10 (one creature); +30 vs. Reflex	
Hit: 6d10 + 20 (avg 53, crit 80) fire damage, and ongoing 20 fire and restrained (save ends).	
Failed Save: The target is slid up to 3 squares.	
MOVE ACTIONS	
Fire Step (teleportation) • At-Will	
Effect: The efreet teleports up to 20 squares to a square adjacent to a fire or fire creature.	
Skills Bluff +24, Insight +22	
Str 27 (+21)	Dex 24 (+20) Wis 18 (+17)
Con 25 (+20)	Int 16 (+16) Cha 22 (+19)
Alignment evil	Languages Primordial
Equipment chainmail, quarterstaff	

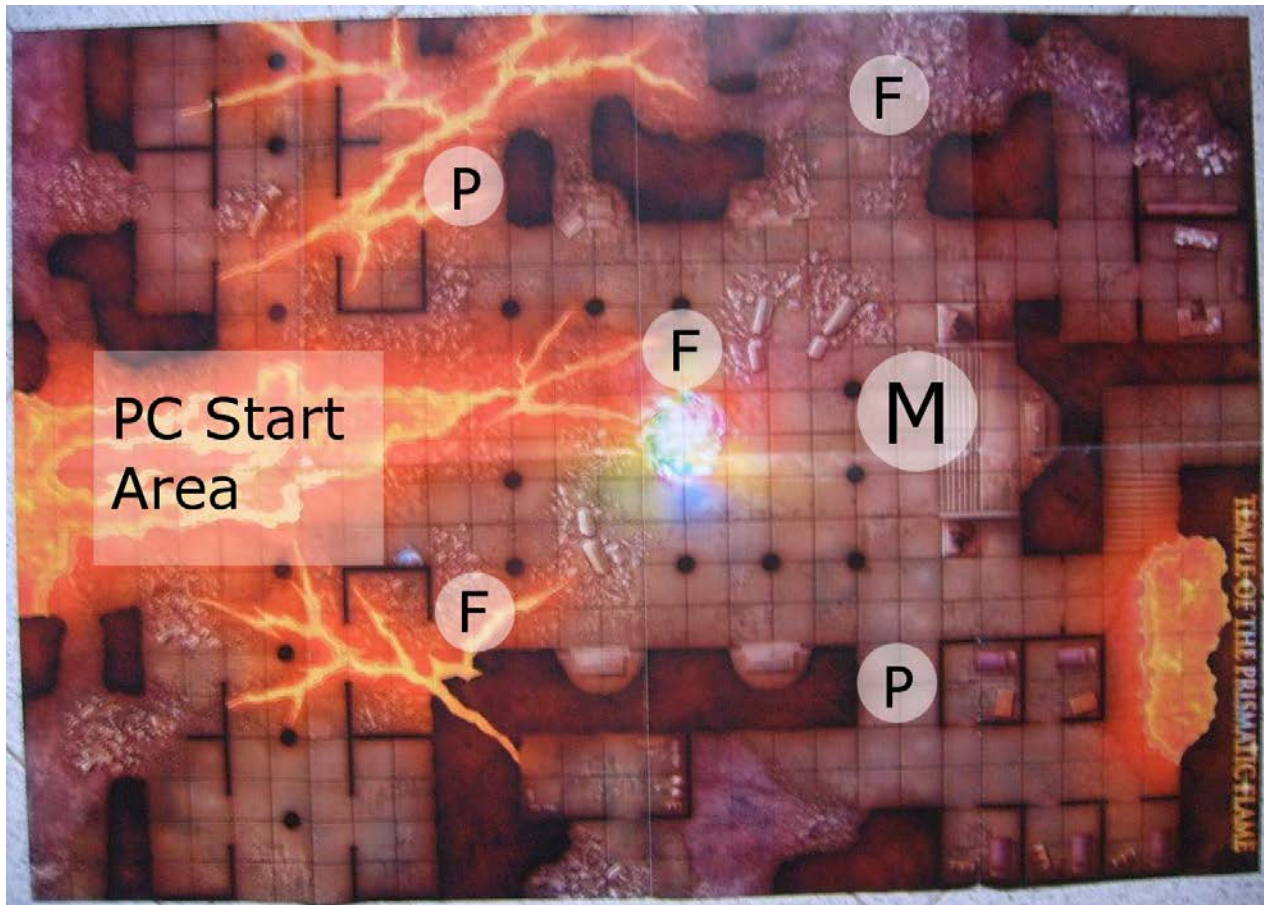
Note: Memnon's Decree added.

ENCOUNTER 4: MAIMING MEMNON

TILE SETS NEEDED

Haunted Temples map pack or *Fantastic Location: Hellspike Prison* poster map

M = Memnon, P = Efreet Pyresinger, F = Efreet Flamestrider



ENCOUNTER 5: CHANNELING CHAOS

CREATURES

This encounter includes the following creatures:

- 1 ancient balhannoth (B)
- 2 spawns of madness (S)
- 3 mind slashers (M)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one mind slasher and the balhannoth's action point.

Six PCs: Add one spawn of madness and increase the balhannoth's hit points by 100.

Faster: Remove 50 hit points from all creatures. They gain +2 to hit and +5 damage.

Easier: -2 Attack. The spawn of madness's *ripple of betrayal* is an encounter power and its *touch of strife* power is recharge 5-6.

Harder: All monsters gain an action point and 50 hit points.

Glory: +5 Initiative. Add an additional ancient balhannoth. The monsters can disrupt the ritual within 10 squares of the Pandemonium Stone.

SETUP

After defeating the slaads and calming the chaos storm, the PCs performed their ritual to channel the plaguechange energy into the *Pandemonium Stone*. The ritual draws energy from the plaguelands, sucking energy from the land and from the plaguechanged creatures. Powerful plaguechanged creatures are drawn to the area and attempt to disrupt the ritual.

Remind the players that the last thing these characters did was summon the *Pandemonium Stone*, defeat a group of slaads, and calm the associated chaos storm. The next thing the characters need to do is channel spellplague energy into the *Pandemonium Stone* which amplifies it and direct the energy at the Hungering Dark. As epic-level adventurers, the PCs are powerful enough to complete the ritual without difficulty, so no skill checks are required.

When they are ready to begin the ritual, have the players place their minis on the map.

As you intone the ritual, it is as if the entire world is rushing towards you in a thunderous roar. Chunks of the landscape are ripped up and dissolve into pure energy as they streak towards the Pandemonium Stone. Plaguechanged creatures writhe and flail wildly as they careen towards the Pandemonium Stone and melt into its surface.

Some of the most powerful Spellplague creatures manage to stop themselves from being absorbed by the pull of the Pandemonium Stone. The creatures gather Spellplague energy to themselves and seem intent on doing whatever it takes to stop this ritual that is draining their homeland of all life and energy.

The monsters attempt to stop the ritual. The players can use skill checks to hamper the monsters or otherwise prevent them from hampering the ritual. Give the players Handout 7 which includes details about the skill challenge.

At the start of combat:

- All of the monsters have resist 20 all until the end of their first turn.
- The ancient balhannoth is invisible until the end of its first turn.
- The spawns of madness have used far realm reflection on different mind slashers.

PROTECTING THE RITUAL

The monsters are trying to disrupt the ritual and the PCs need to stop them. The PCs begin the encounter with 20 successes to empower the ritual. Because the ritual has already begun, the PCs can no longer empower it directly, but they can prevent the monsters from disrupting it. If the monsters succeed in removing all successes, they flee as the ritual can no longer consume them. What little energy the PCs gathered still fires at the Hungering Dark, but Encounter 6B is much more difficult.

At the end of every round, each monster automatically disrupts the ritual (removes two of the PC's successes) if they are within 5 squares of the *Pandemonium Stone* (top side of the map) and can take free actions. (You can use the grassy area on the map to approximate the area where the monsters can disrupt the ritual.)

The PCs can prevent the monsters from weakening the ritual by using the following tactics:

- Move the monster so they are more than 5 squares from the *Pandemonium Stone*.
- Prevent the monster from taking free actions (such as by stunning, dominating, or knocking it unconscious).

- Kill the monster.
- Make one of the following skill checks as a minor action:
 - While within 5 squares of the monster, Arcana, Dungeoneering, or Intimidate.
 - While adjacent to the monster, Athletics.
 - DC 30: Prevent the monster from removing one success this round.
 - DC 39: Prevent the monster from removing any successes this round.

FEATURES OF THE AREA

Pandemonium Stone: The *Pandemonium Stone* is immense blocking terrain located immediately off of the top edge of the map.

Buildings: The ruined buildings have collapsed in the wake of the ritual and storm and are now all difficult terrain.

TACTICS

The creatures try to position themselves so they are close enough to make their skill checks at the end of each round.

The ancient balhannoth uses its *antimagic field* to suppress any zones the PCs have and to reduce the PC's defenses. The ancient balhannoth tries to stay within 5 squares of his allies so he can use *manipulating chaos* when they miss with attacks.

The spawn of madness uses *touch of strife* and *ripple of betrayal* on strikers. It uses *far realm reflection* on a mind slasher or on a PC that frequently teleports.

The mind slasher uses its powers to attack and then teleport back into position.

ENDING THE ENCOUNTER

At the end of the encounter, all of the Spellplague effects the PCs gained in Encounter 3A disappear since the Spellplague energy is channeled into the Hungering Dark. The encounter ends when the monsters are all defeated.

You siphon the very essence of the plaguelands around you and channel this dangerously concentrated chaos through the Pandemonium Stone in a riotous cacophony of color and raw energy. As the impossibly bright beam of pure chaos strikes the oppressive blanket of darkness in the sky, the Hungering Dark reels violently and screeches, the inhuman sound like a thousand souls being ripped from their bodies.

Proceed to Encounter 6A, switching to the other group.

MILESTONE

This encounter counts toward a milestone. For clarity, PCs and their duplicates should reach their second milestone at this point. The original PCs (not their duplicate) gain the action point for reaching a milestone, regardless of which path the original is on. Both the PC and their duplicate count as having reached an additional milestone for purposes of game effects that reference milestones.

TREASURE

The PCs can recover a *pitted flowstone* from the remains of the ancient balhannoth.

ENCOUNTER 5: CHANNELING CHAOS

1 Ancient Balhannoth (B)	Level 29 Elite Lurker, Leader
Large aberrant magical beast (blind)	XP 22000
HP 400; Bloodied 200	Initiative +30
AC 43, Fortitude 40, Reflex 41, Will 42	Perception +28
Speed 5, climb 5 (spider climb)	Blindsight 10
Immune blinded, gaze; Resist 15 acid	
Saving Throws +2; Action Points 1	
TRAITS	
○ Antimagic Field • Aura 5	
Any enemy zone has no effect within the aura. Each enemy in the aura takes a -4 penalty to all defenses.	
Aberrant Recovery	
Whenever the balhannoth starts its turn, it can attempt one saving throw. Whenever the balhannoth ends its turn, any dazing, stunning, or dominating effect on it ends.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +34 vs. AC	
Hit: 3d8 + 24 (avg 37, crit 48) damage.	
C Tentacle Lash • At-Will	
Attack: Close burst 3 (enemies in the burst); +34 vs. AC	
Hit: 3d8 + 24 (avg 37, crit 48) damage, and the balhannoth slides the target up to 3 squares to another space in the burst.	
MOVE ACTIONS	
Reality Distortion (teleportation) • Recharge 4-6	
Effect: The balhannoth teleports up to 10 squares and becomes invisible until the end of its next turn.	
MINOR ACTIONS	
M Acidic Maw (acid) • At-Will	
Attack: Melee 1 (one creature granting combat advantage to the balhannoth) +32 vs. Fortitude	
Hit: 3d8 + 24 (avg 37, crit 48) damage, and ongoing 20 acid damage (save ends).	
C Call of Chaos (charm) • At-Will	
Attack: Close burst 10 (enemies in the burst); +32 vs. Will	
Hit: The target is pulled up to 6 squares.	
Miss: The target is pulled up to 3 squares.	
TRIGGERED ACTIONS	
Manipulating Chaos • At-Will	
Trigger: An ally within 5 squares of balhannoth misses with an attack.	
Effect (Immediate Interrupt): The ally rerolls the attack and uses the new result instead.	
Bloodied Thrashing • Encounter	
Trigger: The balhannoth is first bloodied.	
Effect (Free Action): The balhannoth recharges and uses <i>reality distortion</i> , then uses <i>tentacle lash</i> .	
Skills Stealth +26	
Str 22 (+20)	Dex 25 (+21)
Con 20 (+19)	Int 11 (+14)
	Wis 28 (+23)
	Cha 16 (+17)
Alignment chaotic evil	Languages Deep Speech
Note: <i>Call of chaos</i> and <i>bloodied thrashing</i> added. Initiative adjusted.	

1-3 Spawn of Madness (S)	Level 26 Controller
Large aberrant humanoid	XP 9000
HP 241; Bloodied 120	Initiative +27
AC 40, Fortitude 37, Reflex 39, Will 38	Perception +25
Speed 8	Darkvision
Immune dominate	
TRAITS	
Mad Commands	
Whenever the spawn forces an enemy to make an attack, the spawn chooses who that enemy considers allies and enemies.	
STANDARD ACTIONS	
m Bluefire Strike (cold, fire) • At-Will	
Attack: Melee 1 (one creature); +29 vs. Reflex	
Hit: 4d8 + 16 (avg 34, crit 48) cold and fire damage, and the target is dazed until the end of its next turn.	
M/R Touch of Strife (charm, psychic) • At-Will	
Attack: Melee 1 or Ranged 20 (one creature); +29 vs. Will	
Hit: 3d10 + 5 (avg 22, crit 35) psychic damage, and the target makes an at-will attack of the spawn's choice as a free action.	
C Ripple of Betrayal (charm, psychic) • Recharge 5-6	
Attack: Close burst 1 (enemies in the burst) +29 vs. Will	
Hit: 3d10 + 5 (avg 22, crit 35) psychic damage, the target slides 3 squares, and is dominated (save ends).	
MINOR ACTIONS	
Far Realm Reflection • At-Will	
Effect: Choose one creature the spawn can see. The spawn forms an eldritch bond with that creature until the end of the encounter or until the spawn uses this power again. Whenever the target of this power teleports, the spawn can teleport an equal number of squares as a free action.	
TRIGGERED ACTIONS	
Psionic Boost (psychic) • Recharge when the spawn takes psychic damage	
Trigger: The spawn hits with bluefire strike or touch of strife.	
Effect (Free Action): The attack deals 3d10 extra psychic damage.	
Spellplague Chaos • Encounter	
Trigger: The spawn is reduced to 0 hit points.	
Effect (No Action): An ally within 5 squares may take a standard action as a free action.	
Skills Stealth +26, Diplomacy +26, Insight +25	
Str 22 (+19)	Dex 29 (+22)
Con 25 (+20)	Int 26 (+21)
	Wis 24 (+20)
	Cha 27 (+21)
Alignment evil	Languages Common, Deep Speech
Note: Based on Spawn of Ulban. Initiative adjusted and <i>spellplague chaos</i> added.	

3 Mind Slasher (M)		Level 28 Skirmisher
Large aberrant humanoid		XP 13000
HP 254; Bloodied 127		Initiative +29
AC 42, Fortitude 39, Reflex 41, Will 40		Perception +19
Speed 8, teleport 5		Darkvision
Resist 15 psychic		
STANDARD ACTIONS		
m Force Slash (psychic) • At-Will		
Attack: Melee 1 (one creature); +31 vs. Fortitude		
Hit: 2d12 + 24 (avg 37, crit 48) force damage.		
R Mind Pierce (psychic) • Recharge when first bloodied		
Attack: Ranged 10 (one creature); +31 vs. Will		
Hit: 4d10 + 24 (avg 46, crit 64) psychic damage, and ongoing 20 psychic damage (save ends). Until the effect ends, the slasher is invisible to the target.		
Miss: This power is not expended.		
M Spatial Slash (teleportation) • Encounter		
Effect: The slasher may teleport 5 squares twice, using force slash twice at any point in the movement.		
TRIGGERED ACTIONS		
Bloodied Jolt • Encounter		
Trigger: The mind slasher is first bloodied.		
Effect (Free Action): The mind slasher teleports up to 5 squares and uses <i>mind pierce</i> .		
Str 14 (+16)	Dex 30 (+24)	Wis 10 (+14)
Con 22 (+20)	Int 12 (+15)	Cha 24 (+21)
Alignment unaligned		Languages telepathy 20
Note: Initiative adjusted, <i>mind pierce</i> turned into a ranged attack, and <i>bloodied jolt</i> added.		

ENCOUNTER 5: CHANNELING CHAOS

TILE SETS NEEDED

Book of Vile Darkness poster map

B = Ancient Balhannoth, M = Mind Slasher, S = Spawn of Madness



The *Pandemonium Stone* is immense and is located just off of the top side of the map.
The PCs place themselves first and may start anywhere on the map.

ENCOUNTER 6A: MAW OF DARKNESS

SETUP

The Even team PCs have traveled from Calimshan to the Vilhon Wilds where the Hungering Dark has rent a hole into Faerûn. Tyrangal approaches the PCs while they examine it, having left the other team some hours ago.

A gathering storm of darkness blots out the sun where the Hungering Dark has rent a hole into Faerûn. Tendrils reach out in all directions, seizing living creatures and dragging them back to an enormous maw. Bleats and screams of fear and dying can be heard for miles.

Perception

DC 22: The Hungering Dark is most gathered under a planar tear where it has formed a huge maw. Tendrils reach for miles to drag living prey back to it. Bones litter the area underneath its feast.

DC 30: Most things flee from the storm of devouring darkness, but many dragons circle around it. Some fly too close, and are grabbed by tendrils.

DC 39: While many of the dragons are devoured, some fly away wreathed in shadow.

Tyrangal flies up to the PCs. As she does, a vortex of blue fire can be observed in the Plaguewrought lands around the distant *Pandemonium Stone*. It is gathering strength, and preparing to strike.

Tyrangal ensures the PCs understand what needs to happen. Give out Player Handout 8 and explain that the prison needs to be brought underneath the bulk of the Hungering Dark (the central 11 x 12 area of 6B's map marked off in stones) and the Hungering Dark's attention kept fixed so it does not evade the strike of Spellplague energy from the other team.

PCs may make Arcana monster knowledge checks at this time to observe the capabilities of the monsters they will face in 6B.

The PCs are encouraged to donate some healing surges to the *Calimemnon Crystal* to further empower it. They may each donate a maximum of two healing surges in this encounter before they must attack (there is no limit in the next encounter).

Tyrangal plans to distract the other dragons, so they cannot interfere with the PCs. She bids the PCs farewell when it is time to proceed.

"The Hungering Dark grows rapidly. There may be only one chance at this. The fate of the world rests on you. I'll keep those dragons occupied."

Tyrangal bows before you, then flies away.

ENDING THE ENCOUNTER

Proceed to Encounter 6B.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

None.

ENCOUNTER 6B: PRISON OF LIFE

CREATURES

- 1+ maw of darkness (M)
- 2+ devouring tentacles (D)
- 2+ shadow storms (S)

SCALING THE ENCOUNTER

Four PCs: Remove one devouring tentacle and shadow storm. The target to overcome the Hungering Dark is 3000 hit points.

Six PCs: Add one devouring tentacle and shadow storm. The target to overcome the Hungering Dark is 4000 hit points.

Faster: The creatures gain +2 attack and +5 damage. Reduce the hit points of the devouring tentacles and maws of darkness by 100.

Easier: -2 to attack rolls. Target decreases by 500; remove the action point from the maws of darkness.

Harder: 18 - 20 crit range for +20 damage. Target increases by 500; reinforcements appear on their initiative and act then, instead of at the end of the round.

Glory: +10 initiative. Target increases by 1000. Start with two maws on separate initiatives, and keep two spawned (on their initiatives) instead of one.

SETUP

Refer to Player Handout 8. The PCs must accrue at least 3500 points to imprison the Hungering Dark, adjusting for number and strength of the PCs.

The *Calimemnon Crystal* can be passed to or taken from an adjacent ally as a single minor action. Their enemies cannot pick it up so long as the PCs live.

Tendrils of flesh and darkness slither through piles of bones. A massive toothy maw opens and roars, shaking the ground. Whirlwinds of shadow spin out from the bellow to meet your approach.

Whispers sound in your mind, thoughts from the Hungering Dark coming almost on top of each other in a rapid litany. "Delicious. Bones to crack. Blood to drink. Souls to savor. A grand feast."

If the maw of darkness is not alive at any point during its turn, create a new maw of darkness anywhere within the central area and the new maw takes its turn.

At the end of each round, create a new devouring tentacle and shadow storm in an unoccupied space within the central area.

When there is 1000 points or less left to trap it:

The Calimemnon Crystal flares with power, drawing shadows into it. The Hungering Dark thunders, "Tasty gift. So bright. Burning life. Mine!"

All enemies gain a +2 bonus to attack rolls and an extra action point. The Hungering Dark now focuses its attention almost completely on the current bearer of the crystal.

FEATURES OF THE AREA

Illumination: The area is dark, except for light brought by the PCs. If the *Calimemnon Crystal* is carried in a visible manner, the area is brightly lit.

Storm of Darkness: Any PC that ends its turn more than 6 squares up takes 20 necrotic damage, is slid 5 squares, then knocked prone.

Bones: All areas of bones on the map are difficult terrain. Any PC that ends its turn in an area of bones takes 20 necrotic damage.

TACTICS

The devouring tentacles attempt to keep enemies within their aura, using *flurry of strikes* as often as possible. They work with the maw of darkness to gather PCs into its aura. The shadow storms and maw of darkness deal additional damage to PCs made vulnerable by the maw of darkness.

The shadow storms prefer targets in the aura, so they gain combat advantage, or hidden PCs. They start close enough that dispersal can be used to shift allies out of attacks, then move to maximum range.

The maw of darkness does everything it can to get its enemies within 3 squares, using *void reach* to slide enemies up to it, then using *void grip* on as many different enemies as possible. It uses its action point as soon as created.

Once the threat seems real, the maw focuses attacks on the current bearer of the *Calimemnon Crystal*. If imprisonment seems imminent, it takes every effort to kill that PC, not stopping when the PC falls unconscious.

The Hungering Dark (and its creations) is drawn to the *Calimemnon Crystal*. They never use forced movement to make the bearer of the crystal leave the central area of the map.

ROLEPLAYING

The Hungering Dark whispers to the PCs in a constant litany about its hunger.

It screams in pain as the lance of energy hits it, tentacles thrashing for miles. With each maw that they kill, it roars in frustration, shredding at all combatants.

As the prison grows in strength, the Hungering Dark becomes increasingly focused on the delicious gift they have brought it, a grand feast of burning life.

ENDING THE ENCOUNTER

The combat encounter ends as soon as the PCs could imprison the Hungering Dark.

The Hungering Dark screams in frustration as it is pulled, like a spinning maelstrom of shadow, into the Calimemnon crystal. It struggles to hold itself out of the prison, while above a torrent of blue fire weakens it. Slowly and steadily it sinks into the crystal.

The torrent of Spellplague energy surprisingly begins to weaken in strength, far too soon! The Hungering Dark threatens to burst out...

Proceed to Encounter 7A.

MILESTONE

This encounter counts towards a milestone.

TREASURE

None.

ENCOUNTER 6B: PRISON OF LIFE

Shadow Storm (S)	Level 27 Lurker (Leader)
Large shadow animate (construct)	XP 11000
HP 200; Bloodied 100	Initiative +27
AC 41, Fortitude 38, Reflex 40, Will 39	Perception +20
Resist 10 cold, 10 necrotic	Blindsight 10
Speed 8, fly 6 (hover)	
TRAITS	
Combat Advantage	
The shadow storm deals 3d12 (avg 20, crit 36) extra damage to any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Slam (cold, necrotic) • At-Will	
Attack: Melee 2 (one creature); +32 vs. AC	
Hit: 3d12 + 17 (avg 36, crit 3d12 + 53) cold and necrotic damage.	
r Shadow Jet (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +30 vs. Reflex	
Hit: 4d10 + 7 (avg 29, crit 47) cold and necrotic damage, and the target is blinded until the end of its next turn.	
M/R Slashing Shadows • Recharge when this creature is bloodied	
Effect: The shadow storm makes two basic attacks, and it shifts up to 2 squares between attacks.	
TRIGGERED ACTIONS	
Bloodied Vortex • Encounter	
Requirement: The shadow storm is first bloodied.	
Effect (No Action): The shadow storm turns into a vortex until the start of its next turn. The storm ends all harmful effects, and becomes immune to all damage and effects until the start of its next turn. All creatures within 3 squares are slid up to 3 squares.	
C Dispersal • Encounter	
Trigger: The shadow storm is hit by a close or area attack.	
Effect (Immediate Interrupt): Close burst 10 (one ally in the burst); the ally shifts up to its speed as a free action.	
Str 24 (+20)	Dex 30 (+23) Wis 25 (+20)
Con 26 (+21)	Int 24 (+20) Cha 28 (+22)
Alignment chaotic evil Languages telepathy	

Note: Marid Wavecaller, dispersal reduced in power, waterspout form made more predictable results.

Devouring Tentacle (T)	Level 27 Brute
Large shadow magical beast	XP 11000
HP 309; Bloodied 154	Initiative +23
AC 40, Fortitude 40, Reflex 38, Will 38	Perception +18
Speed 8	Darkvision
TRAITS	
O Darkness • Aura 3	
Enemies in the aura can only see into adjacent squares. Enemies outside of the aura cannot see any creature fully in the aura except devouring tentacles.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 4 (one creature); +32 vs. AC	
Hit: 4d12 + 18 (avg 44, crit 66) damage, and the target is pulled up to 3 squares.	
m Bite • At-Will	
Attack: Melee 1 (one creature); +32 vs. AC	
Hit: 4d12 + 18 (avg 44, crit 66) damage and the target is grabbed (escape DC 30 ends).	
M Flurry of Strikes • Recharge 5-6	
Effect: The devouring tentacle may make a <i>slam</i> attack against all enemies within reach then a <i>bite</i> attack against all adjacent enemies.	
TRIGGERED ACTIONS	
M Biting Grasp • At-Will	
Trigger: An enemy shifts out of an adjacent square.	
Effect (Immediate Interrupt): The devouring tentacle uses <i>bite</i> against the triggering enemy.	
Str 31 (+23)	Dex 30 (+23) Wis 20 (+18)
Con 29 (+22)	Int 5 (+10) Cha 20 (+18)
Alignment chaotic evil Languages telepathy	
Note: Giant squid with increased Dex and ink cloud turned into an aura.	

ENCOUNTER 6B: PRISON OF LIFE (CONT)

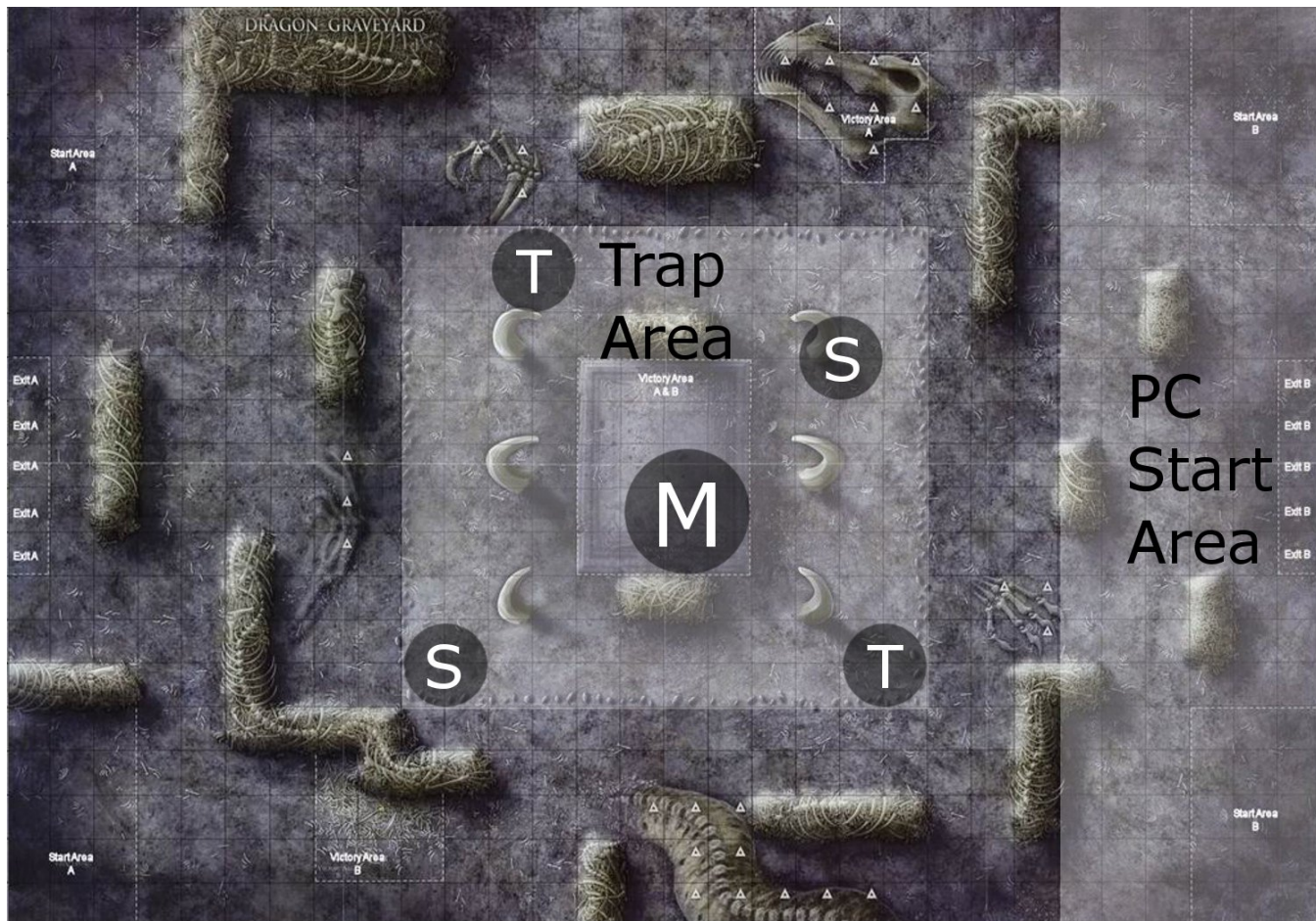
Maw of Darkness (M)	Level 27 Elite Controller
Huge shadow magical beast (ooze)	XP 22000
HP 500; Bloodied 250	Initiative +16
AC 41, Fortitude 39, Reflex 37, Will 41	Perception +21
Speed 6, fly 6 (hover)	Blindsight 3
Immune charm, dominated, fear, forced movement, teleportation, removed from play, sleep, stunned, unconscious; Resist 15 necrotic, 15 psychic	
Saving Throws +2; Action Points 1	
TRAITS	
O Voidharrow Whispers • Aura 3	
Any enemy that starts its turn in the aura gains vulnerable 20 necrotic until the end of its next turn.	
STANDARD ACTIONS	
m Void Grip (necrotic, psychic) • At-Will	
Attack: Melee 3 (one creature); +30 vs. Fortitude	
Hit: 4d10 + 13 (avg 35, crit 53) necrotic and psychic damage, and the target is dazed and takes ongoing 20 necrotic and psychic damage (save ends both).	
m Void Reach (fear, necrotic, psychic) • At-Will	
Attack: Melee 10 (one creature); +30 vs. Will	
Hit: 4d10 + 13 (avg 35, crit 53) necrotic and psychic damage and the target slides up to its speed.	
M Void Fury • At-Will	
Effect: The maw makes three basic attacks.	
MINOR ACTIONS	
C Mind Harrow (charm) • Recharge 5-6	
Effect: Burst 10 (one creature taking ongoing psychic damage within burst); The creature charges or uses an at-will attack power against an enemy of the maw's choice, as a free action.	
TRIGGERED ACTIONS	
C Harrowing Misdirect • Encounter	
Trigger: An enemy within 20 squares hits the Maw with an attack.	
Attack (Immediate Interrupt): Close burst 20 (triggering enemy); +30 vs. Will	
Hit: The attack is redirected from the maw of darkness onto the triggering enemy.	
C Roar of Destruction • Encounter	
Trigger: The maw is reduced to 0 hit points or lower.	
Effect: Close burst 20 (creatures in burst); the target takes 20 damage. This damage cannot be resisted or redirected.	
Str 24 (+20)	Dex 30 (+23)
Con 26 (+21)	Int 24 (+20)
Wis 25 (+20)	Cha 28 (+22)
Alignment chaotic evil Languages telepathy	
Note: Voidharrow with several alterations for ease of play and to fit being part of a much larger whole.	

ENCOUNTER 6B: PRISON OF LIFE MAP

TILE SETS NEEDED

Dragon Graveyard or *Haunted Temples* map pack poster map.

M = Maw of Darkness, S = Shadow Storms, T = Devouring Tentacles



ENCOUNTER 7A: EDGE OF THE ABYSS

SETUP

The PCs observe interference with their ritual. Investigation determines that the Abyss is growing into the Plaguewrought Lands. The PCs must stop Oublivae permanently or the Hungering Dark is not imprisoned.

SCENE 1: INTERFERENCE

The amount of spellplague energy being drawn into the Pandemonium Stone, though massive, does not match the amount predicted by the earlier summit.

For miles around, the land has been stripped of the spellplague, but to the east the land still looks strange and altered. Threads of darkness seem to lift from that area and pull at the energy sent from the Pandemonium Stone, weakening it.

The PCs can tell that the ritual's attempts to draw power from the area to the east fail, are perhaps even counterproductive, as if something there is interfering.

The interference is sufficient that the Hungering Dark will not be sufficiently weakened.

Arcana DC 39: The power being used is Abyssal in nature, tremendously powerful and evil.

The PCs have little choice: they must stop the interference or their efforts have failed.

SCENE 2: DEMONS TO BE

Traveling to the east, the PCs discover partially transformed animals. The spellplague has been removed by their ritual, but strange and violent alterations (horrific claws, wings, and tentacles) are still present.

Examination shows that the animals have been afflicted with flesh warp, a demonic disease that changes normal creatures into demons.

SCENE 3: TRUE DEMONS

The PCs reach the corrupted area and see that it is taking on elements of the Abyss. The PCs soon recognize it as bearing elements much like their own visit to the Barrens in EPIC4-2.

If any PC played ELTU3-2 *Blue Wounds*, they previously ended up at a pocket of the Barrens in a Spellplague area. This is much like that, but on a much larger scale.

A host stirs before the PCs, demons flying to the attack, to slow and keep the PCs away. The PCs are attacked by hundreds of demons.

Make an attack against each PC, representing the few inevitable attacks that make it through to the PCs:

Attack: +32 vs. AC

Hit: 20 damage and the target is exposed to flesh warp (must make a saving throw or catch the disease).

Flesh Warp	Level 28 Disease
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The infected creature's flesh warps and twists into disgusting demonic forms as it slowly and painfully transforms into a child of the Abyss.

Stage 0: The target is cured.

Stage 1: Initial Effect: The target's body warps to take on a demonic form, as determined by the DM. The target loses a healing surge that it cannot regain until cured of the disease. In addition, the target takes a -2 penalty to attack rolls that target demons.

Stage 2: The target's body continues to warp, losing almost all semblance of its original form. The target loses two more healing surges that it cannot regain until cured of the disease. In addition, whenever the target hits a demon with an attack, the target takes 15 psychic damage.

Stage 3: Final State: The target becomes a free willed sibriex spawn. Special: This final state occurs if the target progresses to it normally, or if the target dies while infected with flesh warp.

Check: At the end of each extended rest, the target makes a check if it is at stage 1 or 2.

25 or lower: The stage of the disease increases by one.

26-30: No Change

31 or higher: The stage of the disease decreases by one.

Allow use of triggered powers to avoid the attack, as appropriate. There is no time for a short rest or ritual, due to the constant attacks, but it is possible to take a few standard actions (such as to use a Keoghtom's ointment).

Give out Player Handout 9, which explains flesh warp and other features of the Barrens.

The PCs otherwise kill all of the demons in their way, and they may learn something of the demons as they do so.

Most of the demons you kill are animals or people that have been warped into demonic spawn. The process toughens them, allowing them to resist most normal damage, though they are still fragile for adventurers of your caliber. When they die, they burst in a violent explosion of acidic bile. Even standing near them can overwhelm you with psychic horror.

A few are far more powerful. Appearing as enormous demonic faces with no bodies, they trail chains to the ground. They use those chains to seize prey

and graft demonic pieces onto them, creating more spawn.

Each PC should make an Arcana check.

Automatic: The demons have resist 15 all, an aura 3 of fear that harms anyone that ends its turn in it, and a burst 2 explosion of acid when they die.

Arcana

DC 22: The demons are known as sibriex spawn and flesh crafters.

DC 30: The sibriex were created from the obyriths, creatures of an alien universe. Sibriex consider all other creatures as raw material for their experiments.

DC 39: Sibriex flesh crafters create unending hordes of spawn and can instantly infect their enemies with stage 1 and even 2 of flesh warp.

SCENE 4: TOWER OF DESOLATION

There is a black tower in the distance. From it comes both a stream of sibriex spawn as well as threads of dark power heading to the Hungering Dark.

A line of statues lead up to the tower, though not all are finished. Each statue depicts the current ruler of a nation or a national symbol, listing a nation's name, the year the nation was formed, and next year as its end (much like the statues at the end of *EPIC4-2*).

Oublivae speaks to the PCs, from a distance.

"I should never have let that hourglass get away from me, to let you use it. I did need a duplicate to throw you off my trail, though. No matter.

Welcome, once again, to my realm. You may wish to turn back now. It will take some time to destroy creation. You should have perhaps a year or so to cling to your loved ones and wait out the doom."

Oublivae genially discusses aspects of her plot, now that it has entered its endgame.

- The PCs only faced a weak duplicate of Oublivae, so that they'd leave her and her realm alone and go deal with Tsien.
- The Spellplague created tears in reality through which the Abyss could expand. Its effects upon the world are a true delight.
- Mystra created the Weave as a form of protection, but her death caused as much damage as she sought to contain. "But what are weaves, except collections of holes, and holes are made to be rent and torn asunder. Destruction was always inevitable."
- She claims some measure of influence in arranging Mystra's death, though it was not her

hand that committed the deed (and whether it is true or not is unclear as well).

- Soon the Hungering Dark will devour the world and she will watch from a front row seat, claiming the ruins left in its wake.

SCENE 5: BLESSED ORDER

If (and only if) any of the PCs have EPIC17 (Hope of the Blessed Order from *EPIC4-1*) and have both "Hope" and "Continue fighting the demons" checked off, then they come across members of the Blessed Order fighting their way towards the tower.

They have many wounds and have been fighting for months since separating from the PCs, but the Blessed Order hails the PCs as heroes and are eager to join the PCs in a final battle against the demon who destroyed their civilization.

Any qualifying PC is assisted by a Blessed Order NPC in Encounter 7B. At the end of each round, the NPC automatically deals 20 radiant damage to one enemy in the encounter and allows the qualifying PC to regain 20 hit points.

The NPC can also interrupt any attack (preferably a coup de grace that might drop the PC) that hits the PC by leaping in the way and taking the hit instead (which slays the NPC).

If no PCs qualify, then skip Scene 5.

ENDING THE ENCOUNTER

Proceed to Encounter 7B without a rest.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

None.

ENCOUNTER 7B: DOWN WITH DESOLATION

CREATURES

Oublivae (O)

4 sibriex flesh crafter (F)

8 sibriex spawn (S)

SCALING THE ENCOUNTER

Four PCs: Reduce the sibriex flesh crafter hit points by 50 and Oublivae's hit points by 200. Reduce Oublivae and sibriex flesh crafter damage rolls by 5.

Six PCs: Add an additional sibriex flesh crafter and give each flesh crafter an action point.

Faster: Remove resist all from the sibriex. The sibriex gain a +2 bonus to attack rolls.

Easier: -5 to damage rolls; minions deal 2 less damage. Oublivae only inflicts Helpless until the end of the first round.

Harder: +5 initiative. All of the sibriex flesh crafters gain an action point.

Glory: +2 attack. The sibriex flesh crafters use instant warp as a minor action. Add an additional sibriex flesh crafter to the combat. Oublivae gains an additional turn, now acting on initiatives 53, 48, and 43.

SETUP

Oublivae waits in her lair, channeling power to the Hungering Dark so it can escape the prison, surrounded by sibriex flesh crafters that are converting local life into demons.

Two large demonic faces surrounded in chains work feverishly at grafting demonic pieces onto animals held in their chains.

Oublivae smiles from the far end of the room. "Welcome to the end of your world. I'm terribly busy, so I apologize if I'm forced to kill you too quickly."

The rattle of chains and cries of pain come from the large pit in the middle of the room.

At the start of the encounter, the PCs and any companions all become Helpless (which in no way hinders your ability to act) until the end of the encounter. The text for Helpless and Coup de Grace are printed below to help ensure the mechanics are properly used.

Refer to Player Handout 10 for other penalties, or for using Hope to remove the penalties. Oublivae

attempts to inflict the full weight of Despair upon them, doing more, but make it clear to the PCs that having conquered her already the PCs shrug off her attempts (such as to steal their action points or inflict despair penalties like she did in EPIC4-2)

When the sibriex flesh crafters act, a grinding noise opens the ceiling over the PC Start Area (expanding it to 4 squares tall) where a sibriex flesh crafter and spawns lurks. The entrance to the tower begins to grind closed and will close at the end of the second round (sealing any ranged PCs outside). The wall sealing the door closed has 100 hit points or may be broken open with a DC 39 Strength check.

Helpless: While a creature is helpless, it grants combat advantage and can be the target of a coup de grace.

Coup de Grace: A coup de grace must be a standard action attack against an adjacent helpless enemy. If the attack hits, it automatically scores a critical hit against the target. If the critical hit deals damage greater than or equal to the target's bloodied value, the target dies.

FEATURES OF THE AREA

Illumination: The room is brightly lit.

Ceiling: The ceiling is 4 squares (20 feet) tall.

Dying: If a PC ends their turn with 0 hit points or less, they are treated as having just failed a death save. The PC must still also make death saving throws as normal. Dying PCs cannot be stabilized by a Heal check.

Pit: The pit is 8 squares (40 feet) deep. The bottom of the pit is covered in body parts, which do not reduce falling damage in any way.

All non-minions (including the PCs) gain the following power.

TRIGGERED ACTIONS

Oublivae's Influence • At-Will 1/round

Trigger: The creature makes a damage roll.

Effect (No Action): The creature 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.

Special: Oublivae can use this power on every attack, not just 1/round.

TACTICS

Do not roll initiative for the sibriex spawn: they act immediately after the sibriex flesh crafters.

Oublivae starts by attempting to hurl strikers and controllers into the pit, and uses *isolation* on a leader or defender. In later turns, she moves into melee so she can tempt enemies into getting impaled and coup de grace with her claws to slide enemies into the pit.

The sibriex flesh crafters move up to infect at least two PCs with *flesh warp*, then use *instant warp* to progress those PCs to stage two.

All PCs become Helpless twice during the encounter - at the start, then again once Oublivae is bloodied. The monsters should have many opportunities to try and coup de grace PCs, though it should be extremely difficult for them to outright kill a PC with their damage output, except possibly a low hit point controller in the later part of the combat.

ROLEPLAYING

Oublivae is glad to discuss things with her prey until she is bloodied. Once she is bloodied, she goes into a rage at which she wants only to tear into the PCs.

The sibriex have no interest in conversing with the PCs. They care only for how they might turn the PCs into new experiments.

ENDING THE ENCOUNTER

With Oublivae defeated, *Creation's Hourglass* speaks.

***Oublivae's interference and false influence is now over.
Creation will still likely soon end, of course.***

Proceed to the Conclusion.

MILESTONE

This encounter counts towards a milestone.

TREASURE

Oublivae has gathered many magic items over the ages, represented by the gold and treasure bundles the PCs select.

ENCOUNTER 7B: DOWN WITH DESOLATION

Oublivae (O)	Level 30 Solo Controller
Huge elemental humanoid (demon)	XP 35,000
HP 1096; Bloodied 548	Initiative +28 (special)
AC 44, Fortitude 40, Reflex 44, Will 44	Perception +30
Speed 8, climb 8 (spider climb), teleport 8	Darkvision
Saving Throws +5; Action Points 2	
TRAITS	
O Perish Alone • Aura 20	
Any enemy that ends its turn within the aura and is not adjacent to an ally takes 30 damage.	
Queen of Desolation	
Oublivae acts on initiative count 48 and 38 and may take a minor, move, and standard action each turn. At the end of each turn, remove one harmful effect on her.	
Majestic Disdain	
Oublivae does not provoke opportunity attacks.	
STANDARD ACTIONS	
m Claw of Dread • At-Will	
Attack: Melee 2 (one creature); +35 vs. AC	
Hit: 3d12 + 19 (avg 38, crit 55) damage and the target is slid 3 squares.	
Miss: Half damage.	
Special: While bloodied, this attack automatically scores a critical hit if it hits a helpless enemy.	
r Isolation • At-Will	
Attack: Ranged 20 (one creature); +33 vs. Will	
Hit: 4d10 + 15 (avg 37, crit 55) psychic damage and the target is not considered anyone's ally and has no allies (save ends).	
Miss: Half damage.	
M Frenzied Attack • At-Will	
Requirement: Oublivae must be bloodied.	
Effect: Oublivae makes a <i>claw</i> attack against two different targets.	
MINOR ACTIONS	
C Hurl Into the Abyss • At-Will 1/round	
Attack: Close burst 10 (one or two creatures in burst); +33 vs. Fortitude	
Hit: 3d12 + 19 (avg 38, crit 55) damage and the target is knocked prone and appears in an unoccupied square at the bottom of the pit.	
Miss: Half damage and the target is slid 1 square towards the pit.	
TRIGGERED ACTIONS	
M Tail Spike • At-Will	
Requirement: Oublivae must not have a creature impaled on her tail.	
Trigger: An enemy enters a square adjacent to Oublivae.	
Attack (Immediate Reaction): Melee 2 (triggering target); +35 vs. AC	
Hit: 3d12 + 19 (avg 38, crit 55) damage and the target is impaled on Oublivae's tail (escape DC 32 ends). While impaled, the target is restrained. Whenever Oublivae moves, the target is slid adjacent.	
Demonic Rampage • Encounter	
Trigger: Oublivae is first bloodied.	
Effect (No Action): Oublivae removes one harmful effect or condition. All enemies become helpless until the end of the encounter. As a free action, Oublivae makes a <i>claw of dread</i> attack against all enemies within 2 squares and an <i>isolation</i> attack against all enemies more than 2 squares away.	
Only Dies Alone • At-Will	
Trigger: Oublivae would be reduced below 1 hp.	
Requirement: A living ally within 20 squares	
Effect (No Action): An ally within 20 squares dies. Oublivae regains hit points equal to the number of hit points the ally had remaining and removes one harmful condition. This ability bypasses any effect that prevents recovery of hit points.	
Skills Athletics +28, Bluff +27, History +26, Insight +27, Nature +27,	

Stealth +28		
Str 32 (+23)	Dex 32 (+23)	Wis 30 (+22)
Con 26 (+20)	Int 29 (+21)	Cha 31 (+22)
Alignment chaotic evil	Languages Abyssal, Common	
Note: Higher level version of Oublivae from EPIC4-2.		

Sibriex Flesh Crafter (F)	Level 27 Controller
Large elemental magical beast (demon)	XP 11,000
HP 250; Bloodied 125	Initiative +22
AC 41, Fortitude 39, Reflex 39, Will 40	Perception +22
Speed 4, fly 6 (hover)	Blindsight 10, Darkvision
Immune disease; Resist 15 all; Vulnerable 10 radiant	
TRAITS	
O Sibriex Horror (fear, psychic) • Aura 3	
Any enemy that is not immune to fear that ends its turn within the aura takes 15 psychic damage.	
STANDARD ACTIONS	
m Chain (weapon) • At-Will	
Attack: Melee 3 (one creature); +32 vs. AC	
Hit: 4d12 + 9 (avg 35, crit 57) damage, and the target is slid 2 squares and slowed until the end of its next turn.	
R Bile Spit (acid) • Encounter	
Attack: Ranged 10 (one creature); +30 vs. Reflex	
Hit: 4d12 + 9 (avg 35, crit 57) acid damage, and the target takes ongoing 20 acid and is blinded (save ends both).	
Miss: Half damage.	
C Cyclone of Flesh Crafting • Encounter	
Attack: Close burst 2 (enemies in burst); +30 vs. Fortitude	
Hit: 4d12 + 9 (avg 35, crit 57) acid damage, and the target is infected with flesh warp (initial stage).	
Miss: Half damage.	
Instant Warp • Encounter	
Effect: One or two creatures within 3 squares of the flesh crafter who are infected with flesh warp move to stage two of the disease.	
MINOR ACTIONS	
Craft Spawn • At-Will 1/round	
Effect: Add a sibriex spawn minion adjacent to the flesh crafter. That spawn acts at the same time as the other sibriex spawn.	
TRIGGERED ACTIONS	
C Dying Explosion (acid) • Encounter	
Trigger: The sibriex flesh crafter drops to 0 hit points.	
Attack (No Action): The flesh crafter recharges <i>cyclone of flesh crafting</i> and uses it.	
Str 23 (+19)	Dex 22 (+19)
Con 26 (+21)	Int 30 (+23)
Wis 28 (+22)	Cha 19 (+17)
Skills Arcana +28, History +28, Intimidate +22	
Alignment chaotic evil Languages Abyssal, telepathy 10	

Note: Redesigned and simplified as a standard instead of elite, removing restrained, stunned, and the ability to instantly kill enemies by progressing flesh warp to its final stage.

8+ Sibriex Spawn (S)	Level 27 Minion Brute
Medium elemental magical beast (demon)	XP 1,500
HP 1; missed attack never damages a minion	Initiative +22
AC 40, Fortitude 40, Reflex 39, Will 39	Perception +19
Resist 15 all; Vulnerable 10 radiant	Blindsight 10, Darkvision
Speed 6, fly 6 (hover)	
TRAITS	
O Sibriex Horror (fear, psychic) • Aura 3	
Any enemy that is not immune to fear that ends its turn within the aura takes 15 psychic damage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 3 (one creature); +32 vs. AC	
Hit: 20 (crit 40) damage.	
TRIGGERED ACTIONS	
C Bile Explosion (acid) • Encounter	
Trigger: The spawn drops to 0 hit points.	
Attack (No Action): Close burst 2 (enemies in the burst); +30 vs. Fortitude	
Hit: 15 acid damage.	
Str 21 (+18)	Dex 20 (+18)
Con 24 (+20)	Int 10 (+13)
Wis 22 (+19)	Cha 10 (+13)
Alignment chaotic evil Languages understands Abyssal	

Note: Sibriex Spawn with minor alterations. Not entirely sure why it can bite out to 3 squares, but let's assume it has a combination of tentacles, wing buffets, chains, and other grafted attacks.

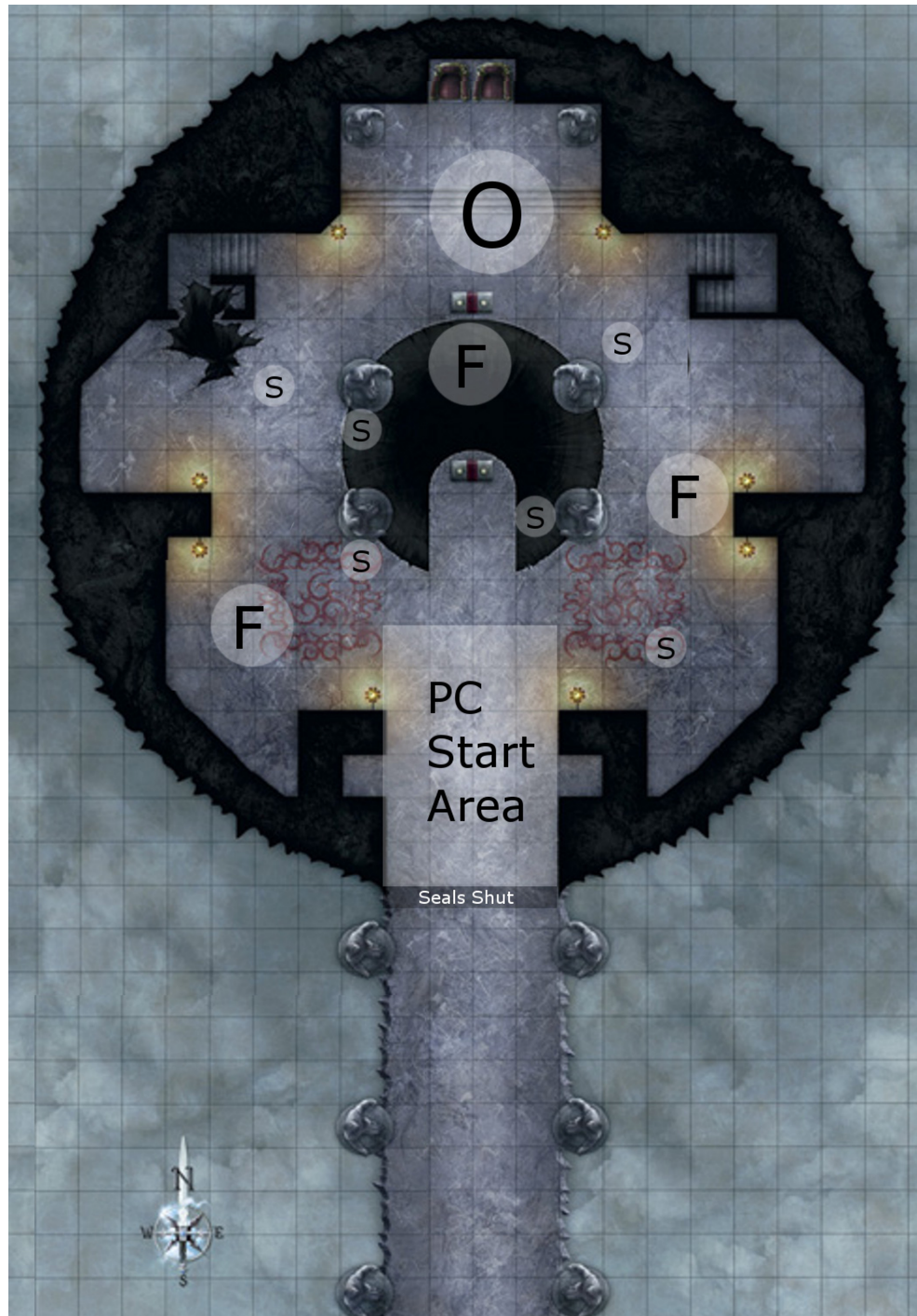
ENCOUNTER 7B: DOWN WITH DESOLATION

TILE SETS NEEDED

Haunted Temples Map Pack or *P3 Assault on Nightwyrm Fortress* poster map

O = Oublivae, F = Sibriex Flesh Crafter, S = Sibriex Spawn

Only 2 flesh crafters and 4 spawn are visible at start of the encounter. 1 flesh crafter and 2 spawn are down in the pit. 1 flesh crafter and 2 spawn emerge from a hidden chamber in the ceiling over the PC Start Area on their initiative, as the wall moves away to seal the entrance (at the end of the second round).



CONCLUDING THE ADVENTURE

The Hungering Dark suddenly seems to lose its source of strength and it falls silent as it is pulled entirely into the crystal.

For a moment, all is still and sunlight can be seen where once all was covered in a storm of shadows.

A beautiful woman cloaked in darkness appears next to the Calimemnon Crystal. Shar, rage contorting her features, hisses, "You will not cage my creation!"

Even as she speaks, her hand slashes down like a claw, shattering the crystal before anyone can react. In a massive explosion of fire, shadow, and shards of crystal, shreds of the Hungering Dark are flung free from the trap.

Shar is nowhere to be seen.

The PCs all gain EPIC29 Shar Revealed, which will help them the next time they face Shar.

The goddess Selune appears. Other gods appropriate for your PCs may also appear. Selune thanks the PCs once again (they have previously aided her aspect Sehanine), and makes sure they realize their heroics have not been in vain.

"Shar has always worked from the shadows, but you have forced her to reveal her duplicity. This is no small feat and suggests that she is driven to desperation, willing to risk all on her plan. She claimed the abomination as her own. It is true that she helped kill Cavorex in the attempt to stop its creation. Perhaps she subverted its birth, even then.

"Shar has worked with Oublivae for some time. Could their plans have stretched back before the Spellplague, as the demon suggested? You have weakened it, and her act freed it only in tattered remnants. I will speak with the other gods and see what can be done. It may be time to finally do something about my meddling sister."

The Council NPCs (Encounter 1) join the PCs. If the PCs permanently destroyed both Calim and Memnon, the WeavePasha hugs them and thanks them for saving Calimshan with tears in his eyes. The PCs all gain EPIC29 Calimshan Cleansed.

Coronal Ilsevele Miritar studies the residue left from your battle. Suddenly, she turns to you, her troubled expression replaced by one of excitement. "Although the Hungering Dark is not imprisoned as we had hoped, this outcome may even be better. It has been scattered throughout the realm, but these smaller manifestations

might be destroyed. We could destroy this threat once and for all!"

Dernan says, "Innumerable infestations of shadow. We will need to gather all faithful, all heroes. Even hire any available mercenaries. With enough adventuring bands we could hunt and destroy these pieces of the Hungering Dark together."

They believe it may take some time to muster this assistance, especially with all of the wars. It will also be necessary to force Shar's protection away from it beforehand. Perhaps in a year or less they can gather a host of adventurers to end this threat.

Tyrangal reports that they have cleansed an immense section of the deadly Plaguewrought Lands, which will also not soon be forgotten. She is troubled, however by the influence that affects her and the other dragons. It continues to grow and it feels disturbingly similar to the Rage that once sent dragons, including herself, rampaging through Faerûn.

Even as she speaks, the WeavePasha reacts with alarm to some hidden divination. An image appears before him of Almraiven. Multiple dragons, cloaked in darkness, swoop over the city, laying waste to it.

**The story continues in
EPIC5-2 Dragons Dark**

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND GOLD

In the Epic Campaign, characters do not need to track XP. All characters reach level 27 upon completing this adventure (regardless of whether they died during the adventure or not).

Base Gold per PC
925,000 gp

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes two selections for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist’s weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist’s dagger*, the player writes that information down on the PC’s adventure log and the item is forever after that specific weapon.

THREE ROUNDS, TWO TREASURES

The Living Forgotten Realms Epic Campaign consists of 10 three-round adventures, each of which covers a single level of the Epic tier of play. To keep the PCs’ rewards in line with the campaign’s expected advancement rate, the PCs have the opportunity to

select TWO of the listed Treasures (including More Gold). We settled on two Treasures instead of three, because characters are really not expected to find three magic items per level, even at the Epic tier. We structured the Base Gold and More Gold awards such that a character who chooses More Gold as both of his or her Treasures still ends up with enough cash to buy a level 27 magic item at market price.

All the PCs are considered to be 28th level at the time they are making their Treasure selections from this adventure, so they can choose any of the listed items. A character who wishes to find two magic items for his or her two Treasures still has to have two available found-item slots (including the new slot that is unlocked for reaching 28th level).

To be clear, a character who chooses More Gold twice receives no other Treasures. That character would earn 500,000 gp in addition to the Base Gold award, for a grand total of 1,125,000 gold pieces gained from this adventure.

In order to avoid metagaming, PCs gain access to all Treasure bundles, regardless of encounters chosen or whether the PCs took time to grab treasure during encounters.

EACH PC SELECTS TWO OF THE FOLLOWING:

Treasure A: *Calimemnon Crystal shard* (level 30; *custom rare item*)

PCs who choose this item as one of their Treasures also gain EPIC31 (which includes the game statistics)

Treasure B: *+6 driftmetal armor* (level 28; *MotP*)

Treasure C: *+6 greater luckblade* (level 30; *MME*)

Treasure D: *+6 greater necklace of fireballs* (level 30; *MME*)

Treasure E: *+6 black star pendant* (level 30; *Dungeon 193*)

Treasure F: *+6 greater medallion of the mind* (level 29; *MME*)

Treasure G: *+6 dawn warrior armor* (level 30; *E1 Death’s Reach*)

Treasure H: *+6 torc of bin a’kin* (level 29; *Demonomicon*)

Treasure I: *+6 torc of fortune* (level 29; *P1 King of the Trollhaunt Warrens*)

Treasure J: *ollamh harp* (level 29; *PH2*)

Treasure K: *pitted flowstone* (level 29; HoEC).

Treasure L: *greater flying carpet* (level 30; MME).

Treasure M: Any armor or neck slot item (common or uncommon) of level 30 or lower from a player resource.

Treasure U (Upgrade an Item): A character may upgrade one existing +5 enhancement bonus magic item (and only a +5 enhancement bonus magic item) to a +6 enhancement bonus. The upgraded item is the same item, but the character now has the +6 version of that item instead of the +5 version.

If the original +5 item was selected using a found-item slot, then the upgrade does NOT consume another found-item slot. However, if the original item was not paid for with a found-item slot, then selecting the upgrade DOES consume one of the character's found-item slots.

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. This item must come from a player resource (as defined in the LFR Campaign Guide).

The player may choose a Common magic item of 30th level or less, or an Uncommon magic item of 28th level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Potions plus Gold): A character may choose to gain 1 *potion of heal* (level 30) and 1 *potion of life* (level 30) plus 200,000 (two hundred thousand) gold pieces instead of another Treasure. The player should write the consumables gained on his or her Adventure Log. Consumables obtained in this fashion do not take up found-item slots.

Treasure Z (More Gold): A character may choose to receive coin, astral diamonds, or other valuables worth 350,000 (three hundred fifty thousand) gold pieces (in addition to the Base Gold amount) instead of another Treasure.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

All PCs should gain EPIC29. If the PCs permanently destroyed both Calim and Memnon, they gain EPIC30.

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.

Only PCs who choose Treasure A as one of their two selections for this adventure gain EPIC31.

EPIC31 Calimemnon Crystal Shard

Though the Calimemnon Crystal itself was destroyed, this shard of the artifact still holds immense power.

(See the New Rules section for game statistics which are also printed on the Story Award.)

EVENT SUMMARY: EPIC5~1 PLAGUEWROUGHT PRISM

Please fill out the following questionnaire and return it to the Senior DM for your event. If you are running this game at home, or the Senior DM directs you to do so, you may instead fill out the survey online:

<https://www.surveymonkey.com/s/EPIC0501LFR>

Question 1. Were Calim and Memnon permanently destroyed?

- a. Both were permanently destroyed.
- b. Only Calim was destroyed.
- c. Only Memnon was destroyed.
- d. Neither Calim nor Memnon were destroyed.

Question 2. Which of the encounters was most fun and entertaining?

- a. Encounter 2: Crippling Calim
- b. Encounter 3: Summoning Pandemonium
- c. Encounter 4: Maiming Memnon
- d. Encounter 5: Channeling Chaos
- e. Encounter 6: Prison of Life
- f. Encounter 7: Down with Desolation

Question 3. Which of the encounters was the most interesting challenge?

- a. Encounter 2: Crippling Calim
- b. Encounter 3: Summoning Pandemonium
- c. Encounter 4: Maiming Memnon
- d. Encounter 5: Channeling Chaos
- e. Encounter 6: Prison of Life
- f. Encounter 7: Down with Desolation

Question 4. 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 5. How many hours did the adventure take? ____

Question 6. Would you prefer that the difficulty of the adventure be...

- a. Much easier.
- b. Slightly easier.
- c. Unchanged.
- d. Slightly more difficult.
- e. Much more difficult.

Question 7. If you used any of the scaling adjustments, please indicate all that apply.

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

Question 8. How well did the Hourglass duplication work? (1-5 scale; 1 = worst, 5 = best)

Question 9-10. How do the DM and the players rate this adventure? (1-5 scale; 1 = worst, 5 = best)

NEW RULES

Calimemnon Crystal Shard

Level 30 Rare

Wondrous Item

3,125,000 gp

Requirement: To gain the benefits of this shard, you must attach it to a weapon or implement that does not already have a dragonshard attached to it. This item's properties and powers apply only to attacks made with that weapon or implement.

Property: You gain a +5 bonus to damage rolls.

Attack Power ♦ Encounter (No Action)

Trigger: You hit a creature.

Effect: That creature is removed from play until the start of its next turn, when it reappears in an unoccupied space adjacent to you. If there is no legal space adjacent to you, the target instead appears in the nearest legal space to where it was removed from play. You gain a minor action, which must be used before the end of your next turn.

Attack Power ♦ Daily (No Action)

Trigger: You hit a creature.

Effect: The target is dazed and weakened until the end of its next turn.

Reference: This is a custom LFR item, based on Epic level dragonshards like the *syberis shard of the mage*.

+6 Greater Luckblade

Level 30 Rare

Weapon: Heavy blade or light blade 3,125,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d8 damage

Utility Power ♦ Encounter (Immediate Interrupt)

Trigger: An enemy hits you with an attack while you're bloodied.

Effect: The enemy must reroll the attack and use the new result.

Utility Power ♦ Daily (No Action)

Trigger: You miss with an attack roll.

Effect: You reroll the attack and use the new result.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 28.

+6 Driftmetal Armor

Level 28 Uncommon

Armor: Chain or scale 2,125,000 gp

Enhancement: AC.

Property: Resist 10 radiant and resist 10 psychic.

Utility Power ♦ Encounter (Immediate Interrupt)

Trigger: You are targeted by a melee attack.

Effect: You and that enemy swap places, and that enemy takes a -2 penalty to attack rolls until the end of your next turn.

Reference: *Manual of the Planes*, page(s) 152.

+6 Greater Necklace of Fireballs

Level 30 Rare

Neck Slot 3,125,000 gp

Enhancement: Fortitude, Reflex, and Will.

Attack Power ♦ Encounter (Standard Action)

Attack: Area burst 2 within 10 squares (each creature in the burst); +33 vs. Reflex

Hit: 8d8 + 6 fire damage.

Miss: Half damage.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 74.

+6 Blackstar Pendant

Level 30 Rare

Neck Slot 3,125,000 gp

Enhancement: Fortitude, Reflex, and Will.

Property: You gain a +6 item bonus to Stealth checks. In addition, if you start your turn in darkness, you gain phasing until the end of your turn.

Utility Power ♦ Daily (Minor Action)

Effect: You gain insubstantial until the end of your next turn.

Reference: *Dungeon Magazine* 193.

+6 Greater Medallion of the Mind

Level 29 Rare

Neck Slot 3,125,000 gp

Enhancement: Fortitude, Reflex, and Will.

Property: You gain a +6 item bonus to Insight checks.

Property: You can communicate telepathically with any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two-way communication. The telepathic communication fulfills the requirement of any feature or power that a target be able to hear you.

Utility Power ♦ Encounter (Free Action)

Trigger: An enemy attacks you.

Effect: The triggering enemy grants combat advantage until the end of your next turn.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 73.

+6 Dawn Warrior Armor

Level 30 Uncommon

Armor: Any 3,125,000 gp

Enhancement: AC

Property: You gain resist 10 acid, 10 cold, 10 fire, and 10 lightning.

Utility Power (Radiant) ♦ Daily (Minor Action)

Effect: Until the end of your next turn, any creature that hits you with a melee attack takes 4d8 + Constitution modifier radiant damage.
Reference: *E1 Death's Reach*, page(s) 24.

+6 Torc of Bin A'kin

Level 28 Uncommon

Neck Slot 2,125,000 gp

Enhancement: Fortitude, Reflex, and Will.

Property: You gain a +2 item bonus to Diplomacy and Insight checks.

Property: You can understand any language, even if you cannot speak it.

Property: When you are subject to an effect that imposes the dominated condition that a save can end, you can make a saving throw against that effect.

Utility Power ♦ Daily (Immediate Interrupt)

Trigger: An attack misses you, but still damages you.

Effect: You take no damage from the missed attack.

Utility Power ♦ Daily (Move Action)

Effect: You move twice your speed. While you move, you are insubstantial and are phasing.

Reference: *Demonomicon*, page(s) 93.

+6 Torc of Fortune

Level 29 Uncommon

Neck Slot 2,625,000 gp

Enhancement: Fortitude, Reflex, and Will.

Property: You can shift 2 when you succeed on a saving throw on your turn.

Utility Power ♦ Daily (Free Action)

Trigger: You roll a d20.

Effect: Add 2 to the result of the d20 roll you just made. Use the new result.

Reference: *P1 King of the Trollhaunt Warrens*, page(s) 23.

Ollamh Harp

Level 29 Uncommon

Wondrous Item 2,625,000 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +6 enhancement bonus to attack and damage rolls, and it deals 6d6 extra damage on a critical hit.

Utility Power ♦ Daily (Standard Action)

Effect: Use this power during a short rest. At the end of the short rest, you and each ally who remained within 20 squares of you during the rest are affected by this power. Until the end of each affected character's next short rest or extended rest, his or her attacks deal 5 extra lightning damage.

Reference: *Player's Handbook 2*, page(s) 211.

Pitted Flowstone

Level 29 Rare

Wondrous Item 2,625,000 gp

Property: Your origin changes to elemental.

Property: You can benefit from only one primordial shard at a time. If you gain more than one, none of them function.

Property: You gain a +5 item bonus to skill checks made as part of the escape action.

Property: You can shift through enemies' spaces. Once per turn, you can deal 5 acid damage to an enemy when you enter its space by shifting.

Utility Power ♦ Encounter (Immediate Reaction)

Trigger: You take acid damage from an enemy's attack.

Effect: You shift up to half your speed.

Reference: *Heroes of the Elemental Chaos*, page(s) 157.

Greater Flying Carpet

Level 30 Rare

Wondrous Item 3,125,000 gp

Property: A greater flying carpet carries creatures and objects at a speed of 6 and can hover. A character on the carpet can mentally command it to fly as a move action.

The carpet is 2 squares by 3 squares and can carry up to six Medium or Small creatures and their gear (up to a normal load for each creature). If additional weight is placed on it, the carpet falls to the ground.

If more than one character on the carpet attempts to mentally command it, the carpet responds to each command in turn according to the characters' initiative order.

If no rider is upon it, a greater flying carpet hover in place 1 foot above the ground if it is unrolled, or sits on the ground if it is rolled up.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 85.

Potion of Heal

Level 30 Uncommon

Consumable: Potion 125,000 gp

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

Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 4d8 + 30 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. In addition, you can make a saving throw against each effect on you that a save can end. If neither of these things is true, there is no effect.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 96.

APPENDIX 1: TIME MANAGEMENT

This adventure is designed to run in 12 - 15 hours. Some groups can easily run longer, through roleplaying or slower combat. In a time-sensitive environment, you may need to carefully manage time. Consider the following methods for DMing faster while still having fun. Please don't lose track of time and do a disservice by cutting out roleplaying or rushing the final battle.

- Pre-Draw Maps - This is absolutely vital! All of the maps are available in poster form.
- Pre-Roll Initiative - In addition to saving some time each encounter, this lets you consider monster tactics in advance.
- Use Average Damage - Average damage is listed for all monsters. This may be less exciting for some players.
- Call Fights - If a fight's conclusion seems foregone, narrate a resolution and move on. Feel free to charge 1 healing surge for every unbloodied non-minion, plus 1 per elite and/or 6 minions left alive.
- Play Quickly - Everyone should decide and execute turns quickly. Don't rewind time or allow group consensus tactics if doing so bogs the game down.
- Fun First, Worry Second - Don't worry about optimal rules perfect play. Make a call, forget unimportant details. Focus on the enjoyment of the table!
- Pace Play - Keep an eye on the clock and have a good idea of what's left to play.

Each combat encounter includes a suggestion under scaling for a way to make that particular encounter run more quickly. These suggestions are primarily intended for tables that are more defensive than offensive, so take longer to defeat enemies. If the table is already having trouble, the increased damage output may cause them difficulty; instead just treat the party as one smaller or don't give the monsters the benefits listed for Faster, only the penalties.

The Faster suggestions are not intended for initiative and damage optimized parties, and may make the adventure easier.

In a very time restricted environment, it may be necessary to take more drastic steps to shorten the adventure. Consider the following:

- Abbreviate Encounter 1, diving immediately into the action.
- In Encounter 3, have all combatants (including Ygorl) flee once bloodied.
- Reduce the amount of points needed in Encounter 6 by any necessary amount.
- In Encounter 7, the PCs gain an extra bonus to their Obliviae's Influence damage equal to 5 times the number of Hope points they individually possess at the start of the encounter (EPIC18 Oblivion Overcome from EPIC4-2).

APPENDIX 2: DIFFICULTY MANAGEMENT

Epic tables have amazing variation in effectiveness. Some tables are a perfect synergy of characters optimized to breeze through any combat, while other tables might severely lack a key aspect like damage output, healing, or control.

Most of the encounters in this adventure can be made easier or harder simply by using different tactics, such as focus firing key PCs and matching attacks to weak defenses for tough groups and spreading out damage and using less dangerous powers for more fragile groups.

For other groups, it may be necessary to make greater adjustments for optimal enjoyment. Many of the encounters contain information for scaling for difficulty to make the challenge easier or harder. Do not use these options without discussing difficulty with the table first. Feel free to offer weaker tables the option to face an easier challenge so they can finish the adventure faster and stronger tables the option to show off with a more legitimate challenge. In general, Easier tries to give the PCs a little more control by blunting key monster synergies, Harder tries to give the monsters a greater chance to be able to act, and Glory changes the encounter in a tactical way to challenge intentionally optimized parties.

In some cases, it may be appropriate to treat the group as having a different number of PCs for scaling. Only particularly strong or weak groups require both scaling for a different number of PCs and easier/harder difficulty. Be very careful doing so unless a group seems guaranteed to TPK or begs for more challenge.

If you seem to have absolutely no chance to threaten a PC with death, because the monsters never get to act or just can't seem to hit or damage the PCs, it's worthwhile to verify if that's truly the experience that the players desire. Some players never want to be challenged, while others want to play on glory tier as a larger party. Do remember, though, that Tsien has conducted a great deal of research into the PCs and fought them before; it is more than reasonable for the monsters to use her knowledge to appropriately aim for low defenses, gang up entirely on linchpin characters, or take appropriate actions to nullify certain power usage.

APPENDIX 3: COUNCIL NPCs

The WeavePasha: The WeavePasha Acham el Jhotos is an old and powerful wizard who has ruled Almraiven for centuries. He wears desert garb embroidered with ancient arcane symbols and runes and has the lingering odor of musty tomes. He is cautious, pragmatic, and sincere. The WeavePasha is also headmaster of the arcane college in Almraiven, which attracts many promising young apprentices. The WeavePasha's entire life has been dedicated to defending Almraiven against djinn, efreet, and other menaces, and freeing all of the slaves of Calimshan.

Coronal Ilsevele Miritar: The Coronal of Myth Drannor is a regal eladrin female wearing a suit of golden weavemail and a thin coronet above her brow. She is dignified, confident, and determined. Before being granted the *Ruler's Blade*, she was a reputable spellarcher and commander of the army of Myth Drannor.

Tyrangal: Tyrangal has elven features, but is easily a head taller than a human. Her skin is the color of copper, and she has gold-colored eyes. Her long, flowing dress is the color of rust. Tyrangal is actually a shape-changed copper dragon, and the PCs may be able to learn more about her with the following checks:

Arcana DC 20: Tyrangal looks distinctly different from most eladrin (known as moon or sun elves) in Faerun, but she may be native to the Feywild, a magical world that is the motherland of all fey.

Insight DC 20: Tyrangal seems trustworthy and is not attempting deception.

Arcana DC 35: A shapechange effect would explain Tyrangal's appearance.

History DC 35: A copper dragon named Gaulauntyr lost her mind and caused great devastation during the Rage of Dragons (1373 DR). It is said the dragon recovered and returned after Mystra's death, using the name Tyrangal instead. She involves herself in many affairs, but mainly those involving the Spellplague. Her motives are cloaked in mystery and she often acts through intermediaries.

Taliss Muirwood: Taliss was an adventurer, war wizard, and archmage of Cormyr before the Spellplague. He became spell-scarred and put himself into magical suspension until his apprentices could find a cure. A few years ago, Taliss awoke from the suspended animation and immediately came into conflict with the Netherese. Taliss fragmented himself into three physical beings with different personalities. One personality was a lich archmage, one was a dandy, and the third is a war wizard.

Dernan Moonbrow: Dernan is a human Silverstar of Selune who quested for and found the *Last Grasp of Shadowbane*, an artifact weapon to use against his most hated enemies, the Shadovar of Netheril. He is a constant voice against Shar and Netheril, and has worked with heroes in the past, even against the wishes of the rest of his church.

APPENDIX 4: VILLAINS

Oublivae: Oublivae is a demon lord of the Abyss, ruler of the Abyssal layer known as the Barrens. She is known as the Angel of the Everlasting Void, the Demon Monarch of the Barrens, and the Queen of Desolation. Oublivae's eternal work is to divide what is united, isolate those divided pieces, and leave only barren, lifeless desolation in her destructive wake. Oublivae's followers in the Abyss live by her example of hopelessness, driving their victims to madness and cannibalism.

The Queen of Desolation reveals the future to would-be heroes, allowing them to experience the ruin of their civilization and all they hold dear while she savors their abandoned hopes. She particularly relishes the grief of those enemies who die alone. Oublivae likewise delights in the horror of creatures forced to watch their allies slain and consumed, their blood lapped up by her long, ghoulish tongue.

Calim and Memnon: The efreet Memnon and the djiin Calim are ancient enemies. Before the Spellplague, the two enemies and their followers were bound in the Calimemnon Crystal. The catastrophic power of the Spellplague shattered the crystal and released them. Once freed from their prison, Calim and Memnon resumed their bloody war and thousands of genasi joining the fight on the side of air or fire in what was known as the Second Era of Skyfire. After years of fighting, Calim and Memnon disappeared under mysterious circumstances. The genasi of Calimport and Memnon continued fighting in Calimshan, even with their epic leaders gone.

The Calimshan story area includes the following adventures: *CALI3-1* through *CALI3-3*, *CALI4-1* through *CALI4-3*, *SPEC4-3*, *SPEC4-4*, *ADCP4-2*, and *QUES4-1*. Adventurers recovered the *Battlecloak of Vycanea*, recovered shards of the *Calimemnon Crystal*, escalated hostilities between the cities of Calimport and Memnon, established a stronghold at the lost city of Suldolphor, and ultimately freed the slaves of Calimshan by directly assaulting the cities of Calimport and Memnon. Calim and Memnon have returned to their cities to help rebuild following these events.

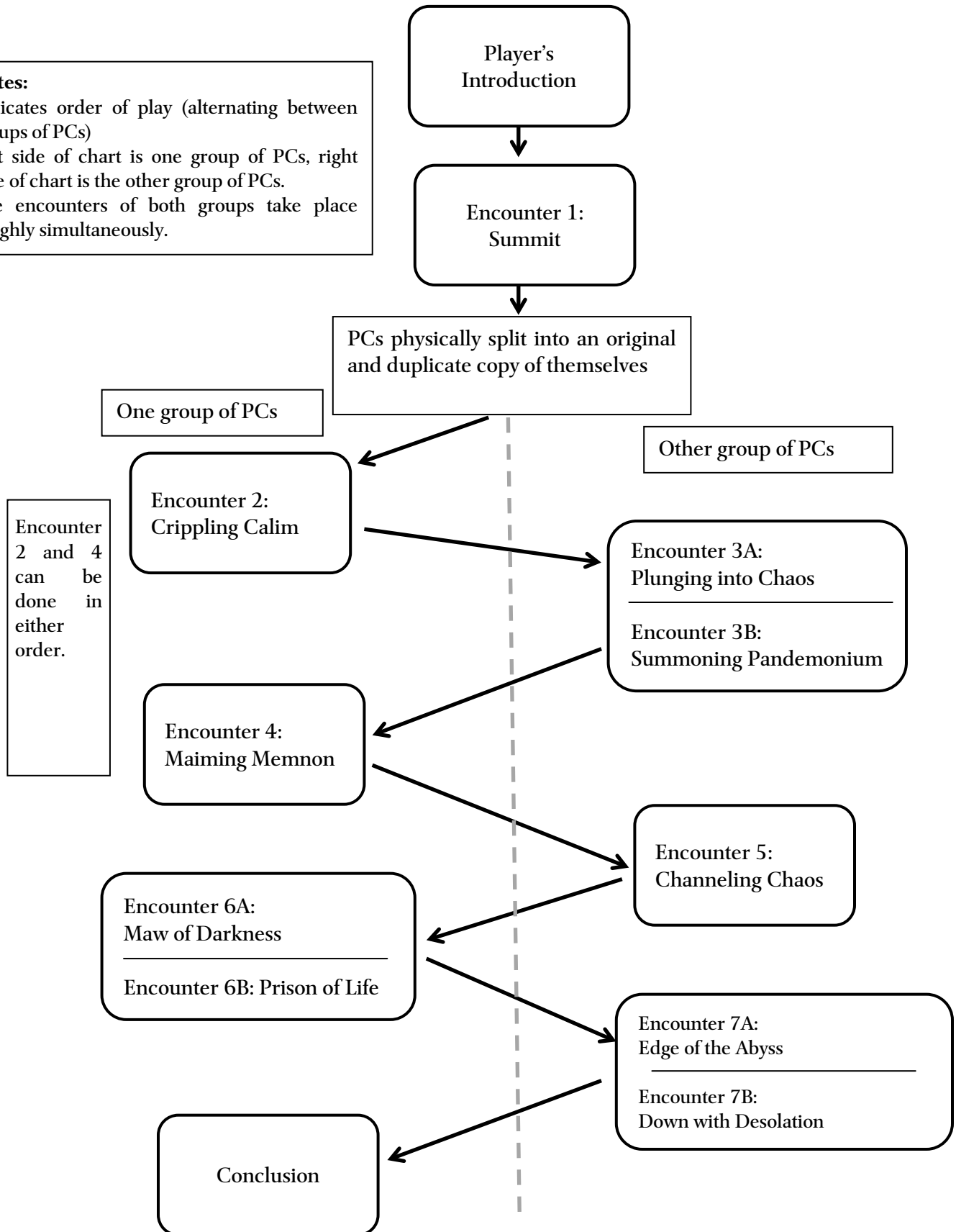
Ygorl and Shkiv: Ygorl is the best known and most dreaded slaad lord of destruction, known as the Lord of Entropy and the Bringer of Endings. He rides atop a twisted and corrupted dragon named Shkiv. See Appendix 4 for additional information.

Hungering Dark: The Hungering Dark is an immensely powerful abomination created during the Dawn War. The gods themselves are afraid of the Hungering Dark and, unable to destroy it, they imprisoned the Hungering Dark in Carceri. See Player Handout 2 for additional information.

APPENDIX 5: ADVENTURE FLOW

Notes:

Indicates order of play (alternating between groups of PCs)
Left side of chart is one group of PCs, right side of chart is the other group of PCs.
The encounters of both groups take place roughly simultaneously.



APPENDIX 6: INTO THE PLAGUEWROUGHT LANDS

Vilhon Wilds: The untamed lands formed by the draining of much of the Vilhon Reach and the destruction of Chondath are known as the Vilhon Wilds. Wracked by the Spellplague and the continuing threat posed by the Plaguewrought Land, the Vilhon Wild is a true frontier.

Like other frontiers, the Vilhon Wilds is an ungoverned wilderness. The only vestige of civilization is the small, near-lawless city of Ormpetarr, where merchants and thieves prey on pilgrims who seek something from a visit to the Spellplague-riddled land nearby. (*Forgotten Realms Player's Guide*, page 126.)

Plaguewrought Land: The Spellplague is still active in this territory, contorting terrain, natural law, and the flesh of any creature that dares enter. The surreal landscape is breathtaking in its beauty, grandeur, and changeability. Earthmotes aplenty break up the sky in a strange parity with the fractured terrain below. Swaths of moving earth change with mercurial speed, and great ravines empty directly into the Underdark.

Spellscarred individuals and scar pilgrims sometimes journey here because it's the most prominent plagueland in Faerûn, as well as a great hold of the Order of Blue Fire. The stability of the plagueland's border provides an environment where the clever, ambitious, or insane can experiment with the Spellplague and its effects. (*Forgotten Realms Campaign Guide*, page 193.)

Pandemonium Stone: When the *Pandemonium Stone* exists, it appears only in the Elemental Chaos unless it is induced to materialize elsewhere by powerful wizards or sorcerers. A spire more than 100 feet in diameter and more than 500 feet tall, it consists of bone, flesh, ice, minerals, wind, wood, and other materials, always in flux. Rough carvings on it flare with roaring fire, crackling lightning, deafening thunder, and unbearable cold – and then die down. Blazing white runes in an unknown script sometimes march across the surface.

The *Pandemonium Stone* manifests randomly; even efreet using *al-buraj* cannot predict its appearances. It bursts into existence like a volcanic eruption in a spray of fire, cold, lightning, or other energy, sending ripples in all directions through the Elemental Chaos.

Neither the gods nor the dawn titans claim to have created the *Pandemonium Stone*. They knew of it even before the Dawn War. (*The Plane Below*, page 80.)

APPENDIX 7: YGORL AND SLAADS

Slaads: Embodying disorder and entropy, slaads claim all of the Elemental Chaos as their stomping grounds. They are not primordial, elementals, nor demons, but chaos made flesh, and they delight in the fury of the clashing elements.

Slaads recognize no god and kneel to no primordial, but they all revere the slaad lords: mysterious beings as old as the universe. Although these powerful creatures do not demand service, the slaads fear and respect them. Each slaad lord personifies a form of destruction that can bring about the end of reality that all slaads crave.

Those slaads that prize knowledge and intelligence more highly than instinct know several hundred origin myths regarding their kind. Most such stories contradict each other, but one theme is shared by all of them: Slaads claim that they are the only sentient beings to inhabit the universe, and that all other creatures that believe themselves to be self-aware have that belief only in their own fevered imaginings.

The conflict between the slaads' origin stories invalidates all of the tales, in the opinion of most sages, and is just one more example of the chaos that slaads embrace. However, one controversial theory claims that all the stories are true because many alternate realities exist – possibly even an infinite number. That individual slaads tell different stories indicates that these unique creatures descended from different universes and perhaps can yet see dimly into realms other than the one they occupy. Perhaps multiple universes collapsed into a single cosmos, and only slaads still remember the infinite possibilities of other timelines. Now trapped in a single reality, they rebel against its strictures and embrace chaos as a way of breaking free into the wider multiverse.

Scholars generally consider this idea ludicrous at best. Slaads' thoughts are clouded with maddening images, and they seem aware of things beyond the perception of other creatures, but these facts do not prove the existence of a wider reality. (*The Plane Below*, p 62)

Ygorl: The best known and most dreaded slaad lord is Ygorl, Lord of Entropy, also known as the Bringer of Endings. He is the shadow cast by the Elemental Chaos; wherever he travels, death follows. Plants wither, animals sicken, and color leaches from the surroundings. All who behold him see their demise reflected in his cold, uncaring eyes. (*The Plane Below*, p 156-157)

Arcana DC 17: Ygorl is one of the mighty slaad lords who dwell in the Elemental Chaos. Ygorl embodies the force of decay; he is dedicated to unraveling the bonds of creation and scattering its remnants into the void. Slaad legends say that Ygorl came into being when the universe died and now moves backward through time.

Arcana DC 26: The Lord of Entropy has learned over his long existence to choose his battles carefully. Just as they crushed the primordials in the Dawn War, the gods would join forces to stop Ygorl should he act overtly. Having already witnessed creation's demise, he has no need to bring it about quickly. Instead, he subtly saps the bonds between mortals and the gods, and weakens reality's fabric to ensure that the end he knows will come.

Ygorl's plots depend on the slaads, though he feels no affection or concern for them. Slaads spill out in the hundreds or thousands from the Elemental Chaos to wipe out a settlement, tear down a mountain, or retrieve a discarded magic item. These missions seem to serve little purpose, but the slaads perform them obediently.

Arcana DC 31: When he is not roaming, Ygorl withdraws to his solitary fortress. Like the Pandemonium Stone, this stronghold appears at random, vanishing for a time and reappearing elsewhere in the Elemental Chaos. Here the slaad lord reflects on reality's end and plans his next move.

Shkiv: Shkiv came to Ygorl's service after his kin were slain by humans. Disgusted with human excess and overcome with grief, the dragon sought out the Lord of Entropy to get revenge. The slaad lord accepted the dragon's service, and the melancholic beast has been Ygorl's constant companion ever since.

Service to a slaad lord comes at a steep price. The chaotic energy swirling about Ygorl corrupts any who spend too much time in his presence. Shkiv's body is twisted and shrunk, prone to sudden eruptions and transformations. His wings are tattered, his scales are tarnished, and his flesh sags from the bones, testifying to the dragon's great age. (*The Plane Below*, p 156-157)

PLAYER HANDOUT 1: THE STORY SO FAR...

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

Two years ago, the flow of abominations from Carceri to Arvandor 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 with crafting a poison powerful enough to bring certain death to Corellon. 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 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 1: THE STORY SO FAR... (CONTINUED)

EPIC4~1, EPIC4~2, AND EPIC4~3

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. Unbeknownst to them, they had actually entered the Barrens, a duplicitous layer of the abyss that is actually a post-apocalyptic version of reality. Its Demon Lord, Oublivae, Angel of the Everlasting Void, appeared as a misguided angel. She attempted to inflict supernatural despair against the PCs and delay them from stopping Tsien's ritual in time.

The PCs traveled for an indeterminate time in the Barrens, slaying all manner of evil and shadowy creatures, while witnessing allies tortured and destroyed. Everywhere they went, the PCs saw the effects of Tsien having successfully summoned the Hungering Dark out from Carceri and taken control of it.

The PCs threw off the effects of Oublivae's despair, and struck back at the most dreadful forces she could muster against them. Bit by bit, they proved themselves stronger than her power, kindling a force of Hope to strike back against her magic.

Eventually, the demon monarch confronted the PCs in a final showdown. In a final fight over a bottomless pit down into the Abyss, the PCs defeated Oublivae and managed to escape her realm back to reality.

There, the PCs hurried to gather information and resources necessary to stop Tsien Chiang's ritual to summon and control the Hungering Dark.

Across four locations in and above Faerûn, the PCs fought against Tsien Chiang, liberating the power of the gods Auril, Corellon, Lolth, and Sehanine that she'd stolen, destroying her magic hearts, then finally defeating the sorceress moments before the Hungering Dark arrived in Faerûn.

Though Tsien Chiang was stopped, the Hungering Dark was freed from Carceri and lost somewhere between the planes. It is only a matter of time until the abomination finds a way into Faerûn, where it will attempt to devour all of creation.

PLAYER HANDOUT 2: HUNGERING DARK

Appearance: The Hungering Dark is an immense mass of tentacles and mouths cloaked in impenetrable darkness. It continually creates limbs and mouths, some connected to the whole, and others autonomous.

History: The Hungering Dark was birthed in the last days of the Dawn War. Driven to desperation, the dawn titans attempted to create any number of creatures that might destroy the gods. One dawn titan, Cavorex the Devourer, performed a risky ritual to create the perfect killing weapon. The gods attacked him in the midst of his ritual, slaying him, but even in his death the Hungering Dark spewed forth and devoured his form and most of the army brought by the gods.

The Hungering Dark consumed everything it could reach, destroying huge sections of the Elemental Chaos. It grew stronger and more intelligent the more that it devoured, and soon its tendrils found ways to leave the Chaos, making their way to other planes.

By this point, the dawn titans had surrendered to the gods, accepting exile to Abeir. The gods banded together to assault the Hungering Dark. Failing to destroy it, they did manage to imprison it on Carceri at great cost. It slept in Carceri for millennia, until reawakened by the manipulation of Tsien Chiang.

Capabilities: The Hungering Dark cannot be destroyed, but it can be distracted or slowed. It adapts to any threat and grows continually. It sometimes pauses when presented with a feast of life or souls. It can create any number of servant abominations and limbs. It most often exhibits the following capabilities:

- Obscuring darkness, blinding attacks, and invisibility.
- Attacks which grab, slow, paralyze, swallow, and restrain its enemies.
- Physical attacks of flesh and tooth.
- Energy attacks of cold, necrotic, and psychic.
- Attacks which cause its enemies fear, betrayal, or hopeless starvation.

Past encounters:

EPIC3-2: You were forced to run away from the Hungering Dark as it devoured prisoners in Carceri. If your group managed to save Morne, a Painbearer of Ilmater, who then sacrificed his life to hold the Hungering Dark back for a few seconds. It created a horde of abominations that grabbed onto enemies and inflicted psychic starvation.

EPIC4-2: In the Barrens, you witnessed a version of reality in which the Hungering Dark was used as a weapon to devour entire cities, blanketed the sky in darkness that would lash at and hurl down any creature that flew too high. You also fought several abominations it created that would swallow enemies whole.

EPIC4-3: As Tsien Chiang drew the Hungering Dark closer to Faerûn, it created hungry abominations like it did in Carceri as well as tendrils of darkness that extended from it through the planes. It may have also created areas of damaging darkness and drained healing surges.

PLAYER HANDOUT 3: COUNCIL'S PLAN

As the Hungering Dark breaks into Faerûn, some of the greatest minds in the realm have formulated a plan to weaken it, trap it again, and cast it back into Carceri.

Step 1: In order to perform all of the necessary tasks at once, use the power of *Creation's Hourglass* to allow the PCs to be in two places at the same time.

Duplicates start with the same number of healing surges as the original PC and no action points. Track hit points and healing surges separately thereafter.

Duplicates cannot use daily powers or powers with the consumable keyword.

Action points from milestones go to the original PC.

If at any time a duplicate PC starts his or her turn dying or dead, he or she may expend a charge from *Creation's Hourglass* (EPIC19 Encroaching Darkness from EPIC4-2) or 4 healing surges (from either the duplicate or original PC). If they do, the *Hourglass* acts to prevent a potential paradox by creating a new copy of the PC at full hit points, standing, in any unoccupied space within 3 squares of the duplicate's current location.

The two groups must then simultaneously do the following steps.

Group Even

Step 3A: Empower the Calimemnon crystal with the life essence of Calim and Memnon.

Step 4A: Imprison the Hungering Dark within the Calimemnon Crystal.

Group Odd

Step 3B: Summon the *Pandemonium Stone* in the heart of the Plaguewrought Lands.

Step 4B: Channel Spellplague energy to attack the Hungering Dark.

Step 5: Cast the *Calimemnon Crystal* through a portal to Carceri.

Step 6: Celebrate saving the world from the Hungering Dark.

PLAYER HANDOUT 4: CAPTURING CALIM

Djinn Lord Calim is a formidable foe. He is a brilliant commander who is known to toy with his enemies. When Calim is particularly injured or threatened, he transforms into a devastating storm, commanding his allied air elementals with precision. If one must face Calim in battle, consider disabling that his allies as quickly as possible.

To siphon Calim's power into the crystal, draw away the power of his winds. Decide which PC is carrying the Calimemnon Crystal. All PCs can use powers or skills to score points as long as they are within 10 squares of the PC carrying the crystal.

You may take or pass the *Calimemnon Crystal* to an adjacent ally as a single minor action. Your enemies cannot pick it up so long as the PCs live.

Once per round, each PC may expend certain powers to siphon Calim's power, so he can be destroyed and his power absorbed into the *Calimemnon Crystal*. This requires a minor action and must be done within 10 squares of the PC carrying the crystal. The chosen power is expended, but does not select any targets or gain any effects other than adding a success; no attack roll is required.

- For 25 points, expend an encounter or daily attack power that applies the slowed, immobilized, or dazed condition or has the force keyword.
- For 50 points, expend an encounter or daily attack power that applies the restrained, stunned, or dominated condition or removes from play.

In addition, a PC may score points by making a skill check as a standard action or minor action. You score points equal to the check result if attempted as a standard action, or half of the check result if attempted as a minor action. You may use Acrobatics to maneuver yourself and the winds, Bluff to trick Calim into the correct path, History to deduce Calim's tactics, or Nature to predict the wind's movements. With each Acrobatics, Bluff, History, or Nature check, the PC carrying the crystal takes 25 thunder damage from the siphoned energy.

Keep a running total of points scored by the group. Calim's hit points and maximum hit points are reduced by an amount equal to the total number of points scored.

Once you reach 125 points (100 for a group of 4, 150 for a group of 6), Calim's essence has been partially absorbed into the crystal and it is empowered. He takes vulnerable 10 to all damage.

Once you reach 250 points (200 for a group of 4, 300 for a group of 6), Calim's essence has been fully absorbed and he can be permanently killed. His vulnerability to all damage increases to 20, and no further points can be scored.

Special: The skill challenge ends immediately when Calim is reduced to 0 hit points. If the skill challenge is not complete, Calim is merely banished to the Elemental Chaos. If the skill challenge is fully complete, Calim is killed. Imprisoning the Hungering Dark will be easier the more you absorb Calim.

PLAYER HANDOUT 5: MAIMING MEMNON

Efrete Lord Memnom is ruthless. He enjoys watching his foes slowly burn to death. When Memnom is particularly threatened or wounded, he transforms into a raging inferno intent on incinerating his enemies. He draws much of his power from the Ring of Fire.

To siphon Memnom's power into the crystal, draw away the power of his Ring of Fire. Decide which PC is carrying the Calimemnon Crystal. All PCs can use powers or skills to score points as long as they are adjacent to the Ring of Fire and within 10 squares of the PC carrying the crystal.

You may take or pass the *Calimemnon Crystal* to an adjacent ally as a single minor action. Your enemies cannot pick it up so long as the PCs live.

Once per round, each PC may expend certain powers to siphon Memnom's power, so he can be destroyed and his power absorbed into the *Calimemnon Crystal*. This requires a minor action and must be done adjacent to the Ring of Fire and within 10 squares of the PC carrying the crystal. The chosen power is expended, but does not select any targets or gain any effects other than adding a success; no attack roll is required.

- For 25 points, expend an encounter or daily attack power that blinds, applies forced movement or teleportation of at least 5 squares, or has the cold keyword.
- For 50 points, expend an encounter or daily power that applies the weakened or dominated condition or removes from play.

In addition, a PC may score points by making a skill check as a standard action or minor action. You score points equal to the check result if attempted as a standard action, or half of the check result if attempted as a minor action. You may use Athletics or Endurance to dismantle the Ring of Fire, Heal to draw directly on Memnom's life force, or Thievery to remove key structural pieces of the ring. With each Athletics, Endurance, Heal, or Thievery check, the acting PC takes 25 fire damage from the Ring of Fire.

Keep a running total of points scored by the group. Memnom's hit points and maximum hit points are reduced by an amount equal to the total number of points scored.

Once you reach 125 points (100 for a group of 4, 150 for a group of 6), Memnom's essence has been partially absorbed into the crystal and it is empowered. He takes vulnerable 10 to all damage.

Once you reach 250 points (200 for a group of 4, 300 for a group of 6), Memnom's essence has been fully absorbed and he can be permanently killed. His vulnerability to all damage increases to 20, and no further points can be scored.

Special: The skill challenge ends immediately when Memnom is reduced to 0 hit points. If the skill challenge is not complete, Memnom is merely banished to the Elemental Chaos. If the skill challenge is fully complete, Memnom is killed. Imprisoning the Hungering Dark will be easier the more you absorb Memnom.

PLAYER HANDOUT 6: MUTATIONS

<p>1 - Your legs turn into tentacles -</p> <ul style="list-style-type: none"> • You can reduce the distance of forced movement by 1 square. • You have a -1 penalty to speed. 	<p>11 - Your senses are slightly out of sync with time -</p> <ul style="list-style-type: none"> • You gain a +2 bonus to attack rolls against creatures whose initiative result is greater than yours. • You have a -2 penalty to attack rolls against creatures whose initiative result is less than yours.
<p>2 - You gain a second head -</p> <ul style="list-style-type: none"> • You gain a +2 bonus to Will defense. • You have a -5 penalty to initiative. 	<p>12 - Your body bloats and enlarges -</p> <ul style="list-style-type: none"> • You gain a +1 bonus to your attack rolls. • You have a -1 penalty to all defenses.
<p>3 - Flaming blue eye stalks sprout from your head -</p> <ul style="list-style-type: none"> • You gain a minor action at-will attack that you can use once per round, the attack is ranged 10 and automatically deals 20 damage (no attack roll required). • You always grant combat advantage. 	<p>13 - Your body shrivels up and ages -</p> <ul style="list-style-type: none"> • You gain a +1 bonus to your attack rolls. • You have a -5 penalty to damage rolls.
<p>4 - You sprout wings of blue fire -</p> <ul style="list-style-type: none"> • You gain a fly speed of 10. • You have a -1 penalty to all defenses. 	<p>14 - Your body partly turns gelatinous -</p> <ul style="list-style-type: none"> • You gain a +5 bonus to escape checks and saving throws against slow, immobilize, and restrained. • You have a -1 penalty to attack rolls.
<p>5 - Your arms and weapons or implements fuse together -</p> <ul style="list-style-type: none"> • You gain a +5 bonus to damage rolls. • You have a -1 penalty to attack rolls. 	<p>15 - You have a stunted third leg growing from your forehead -</p> <ul style="list-style-type: none"> • You can stand up from prone as a minor action. • You have a -5 penalty to perception checks.
<p>6 - You become swarm-like -</p> <ul style="list-style-type: none"> • You have resist 10 to melee and ranged attacks. • You are vulnerable 15 to close and area attacks. 	<p>16 - Your eyes literally grow bigger than your stomach</p> <ul style="list-style-type: none"> • You gain a +5 bonus to perception checks. • You have a -2 penalty to Fortitude defense.
<p>7 - Your arms grow freakishly long -</p> <ul style="list-style-type: none"> • Your reach increases by 1 square. • You have a -5 penalty to opportunity attack rolls. 	<p>17 - Your blood turns gel-like and hardens when exposed to air -</p> <ul style="list-style-type: none"> • While bloodied, you gain a +2 bonus to all defenses. • You take a -5 penalty to initiative.
<p>8 - You sprout dozens of gnashing, hungry mouths -</p> <ul style="list-style-type: none"> • When you end your turn, adjacent creatures take 20 damage. • You have a -1 penalty to all defenses. 	<p>18 - You gain quills that emerge under stress -</p> <ul style="list-style-type: none"> • You have a +10 bonus to damage rolls while you are bloodied. • You have a -10 penalty to damage rolls while you are not bloodied.
<p>9 - Your brain pops out of your body and sits on top of your head -</p> <ul style="list-style-type: none"> • You gain a +2 bonus to Will defense. • You gain vulnerable 5 all. 	<p>19 - Your skin becomes translucent -</p> <ul style="list-style-type: none"> • You gain resist 10 ALL while you are bloodied. • You gain vulnerable 10 ALL while you are not bloodied.
<p>10 - You become nearly weightless -</p> <ul style="list-style-type: none"> • You gain a +2 bonus to speed. • Forced movement powers can move you an additional 2 squares. 	<p>20 - You gain a large eye in the back of your head</p> <ul style="list-style-type: none"> • You do not grant combat advantage. • You are dizzy so you have a -2 penalty to attack rolls during the first round of combat.

“PLAYER” HANDOUT 7: HALTING THE RITUAL

Some extremely powerful, legendary heroes are siphoning the Spellplague power of your homeland. You are the only creatures in the area powerful enough to try to stop them. The fate of the Plaguedwrought Lands rests in your hands/claws/tentacles.

The legendary heroes are using a powerful ritual to drain the power of the land and native creatures. They are channeling Spellplague energy into a colossal magical stone from the Elemental Chaos. It is suspected that these adventurers cannot be reasoned with, so you must interfere with the ritual directly. You must stop the ritual before the very essence of your being is drawn into the stone and the Plaguedwrought Lands are drained of all energy, leaving them a barren wasteland.

When they cast the ritual, the legendary heroes earned 20 successes in empowering the ritual. You must now weaken and stop the ritual.

Because you are infused with spellplague energy, it is relatively easy for you to disrupt the ritual. At the end of every round, if you are close enough to the stone (i.e. if you are within 5 squares of the left side of the map) and able to take free actions, you automatically succeed at weakening their ritual (i.e. you remove two of the adventurers' initial 20 successes).

WARNING!

The legendary heroes do not stand idly by while you attempt to disrupt their ritual. Now that the ritual is already in progress, the adventurers cannot strengthen the ritual again, they can only prevent you from disrupting it. The adventurers may employ the following tactics to hinder you.

- Move you too far away from the stone (more than 5 squares away).
- Stop you from taking free actions, such as by stunning, dominating, or knocking you unconscious.
- Kill you, of course.
- Make one of the following skill checks as a minor action. DC 30 makes you remove only one success instead of two. DC 39 makes it so you automatically fail to disrupt the ritual that round.
 - Arcana (while within 5 squares of you) - The adventurer's mumbo-jumbo makes it harder for you to disrupt the ritual.
 - Athletics (while adjacent to you) - The adventurer tackles you, making it harder to concentrate.
 - Dungeoneering (while within 5 squares of you) - The adventurer knows of your weaknesses and uses them against you to distract you.
 - Intimidate (while within 5 squares of you) - The adventurer's icy gaze fills you with terror, making it momentarily difficult to remember why you are here.

PLAYER HANDOUT 8: PRISON OF LIFE

The Hungering Dark is drawn to sources of life, so the combination of life force (Calim, Memnon, and your own), magnified by the work of the WeavePasha and Coronal upon the *Calimemnon Crystal* mystically draws its attention to the prison

In order to succeed at trapping the Hungering Dark within the *Calimemnon Crystal*, you must empower the crystal and weaken the Hungering Dark until the prison is more powerful than it. You can weaken the Hungering Dark by defeating any of its near infinite abominations. It is most effective to destroy its maw, when exposed.

You may take or pass the *Calimemnon Crystal* to an adjacent ally as a single minor action. Your enemies cannot pick it up so long as the PCs live.

The prison's strength starts at 50 per surge donated in Encounter 6A, immediately prior to attacking (maximum of 2 per PC).

The Hungering Dark is weakened by

- 500 per maw of darkness defeated
- 100 per shadow storm or devouring tentacle defeated

At the end of each round, if the *Calimemnon Crystal* is carried by a living PC within the central area of the map, add:

- 100 if Calim was entirely absorbed by the crystal (Encounter 2).
- 50 if Calim was instead partially absorbed by the crystal (Encounter 2).
- 100 if Memnon was entirely absorbed by the crystal (Encounter 4).
- 50 if Memnon was instead partially absorbed by the crystal (Encounter 4).
- 10 per success at striking the Hungering Dark from the Pandemonium Stone (Encounter 5).
- Each PC may also take a free action to donate one healing surge to the prison which adds 50 per surge donated. Each PC may donate only one surge per round.

The prison may be further strengthened by including it as a target in any healing power, so long as it is in the central area of the map. For this purpose, its surge value is considered to be 50 and it has infinite surges.

PLAYER HANDOUT 9: BARRENS FEATURES

TRIGGERED ACTIONS

Oublivae's Influence • 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.

Flesh Warp

Level 28 Disease

The infected creature's flesh warps and twists into disgusting demonic forms as it slowly and painfully transforms into a child of the Abyss.

Stage 0: The target is cured.

Stage 1: Initial Effect: The target's body warps to take on a demonic form, as determined by the DM. The target loses a healing surge that it cannot regain until cured of the disease. In addition, the target takes a -2 penalty to attack rolls that target demons.

Stage 2: The target's body continues to warp, losing almost all semblance of its original form. The target loses two more healing surges that it cannot regain until cured of the disease. In addition, whenever the target hits a demon with an attack, the target takes 15 psychic damage.

Stage 3: Final State: The target becomes a free willed sibriex spawn. Special: This final state occurs if the target progresses to it normally, or if the target dies while infected with flesh warp.

PLAYER HANDOUT 10: HOPE AND DESPAIR

Refer to EPIC24 End of Tsien (from *EPIC4-3*). If you did NOT use Words of Destruction, you avoided being further corrupted by Oublivae and gain resist 10 all against Oublivae's attacks for the encounter.

Refer to EPIC18 Oblivion Overcome (from *EPIC4-2*).

If you:

- Shed all Despair before you fought Oublivae: You gain a +2 bonus to attack rolls in this encounter.
- Gained *destroy them* by dying and being returned by the Barrens: If you have any boon active other than *bloodthirsty wrath*, it becomes inactive and is replaced by *bloodthirsty wrath*.
- Gained *devour them*: At the start of the encounter after rolling initiative, Oublivae forces you to shift up to half your speed and make an at-will attack against an ally or yourself as a free action.
- Were Lost in the Abyss: You take a -5 penalty to saves against falling or being hurled into the pit.
- Suffered a Total Party Kill (TPK): You take a -10 penalty to death saves in this encounter.
- Surrendered to Oublivae: You gain vulnerable 10 to Oublivae's attacks.

You may have a number of Hope points you can expend against Oublivae. Hope points may be spent in this battle (by either original or duplicate PCs), as no action, for any of the following benefits.

- You remove one harmful effect or condition (such as helpless, one of the above penalties, or flesh warp)
- You become immune to one (and only one) of the following for the encounter:
 - Oublivae's *perish alone* aura
 - *sibriex horror* auras
 - *flesh warp* disease
- Spend a healing surge to regain hit points equal to your bloodied value.
- Reroll a missed attack roll with a +5 bonus.
- Gain resist 15 all until the start of your next turn.

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>	
Wondrous Item	3,125.000 gp
Requirement	
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.	
Property	
You gain a +5 bonus to damage rolls with the attached weapon or implement.	
Attack Power ♦ Encounter (No Action)	
<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.	
Attack Power ♦ Daily (No Action)	
<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.	
Reference: Custom item created for LFR, based on published Epic tier dragonshards.	

DUNGEONS & DRAGONS

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Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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