

DRAGONS DARK

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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Dragons wreak destruction and mayhem in the grip of a new Rage of Dragons, gathering sacrifices for a dark apocalypse. Death spreads its wings and casts its shadow over Faerûn, harvesting souls from entire cities and nations, and only the greatest heroes can stop it. A **three-round** *Living Forgotten Realms* adventure set in Faerûn for 28th level characters. We recommend you allow 12-15 hours of game time.

This adventure is a direct sequel to *EPIC5-1 Plaguewrought Prism*. The events of EPIC5-1 and EPIC5-2 take place (in game) before the events of *ADCP5-1 Home's Last Light*, but this

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.

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 28** 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 if available 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."

REMOVING HARMFUL EFFECTS

Some monsters have the ability to "remove a harmful effect". In this adventure those abilities often have a cost, such as losing a creature's next standard action. This definition is left open ended in order to give you the necessary tools to avoid broken combos and maintain fun and challenge at the table, as well as avoid an ability arms race where PCs feel compelled to search for powers that aren't defined conditions but act like them. That said, it should not be overused to unduly harm one particular PC's abilities or render useless every daily power.

As a general rule, avoid using it to remove intrinsic PC abilities like a defender's mark or striker feature (*oath of enmity*, *warlock curse*) or in ways that make the game slower. Consider limiting its use to abilities which are as severe as being stunned or more serious, like dominated or unconscious.

If you know your party, you could also change the monsters to some other form of status protection. Perhaps one monster sheds stunned, while another sheds dominated, and yet another deals 30 damage to all enemies within 10 squares when it ends its turn unable to act.

It's your game. Make it fun.

CATCHING UP

If a PC has missed one or more of the previous adventures, that character may borrow some temporary magic items to help them survive:

- If the PC has fewer than two +6 enhancement bonus items (weapons, implements, armor, or neck slot), they may either treat two +5 items as if they were +6, or treat all wielded and worn items as having a +5 enhancement bonus. Either effect lasts for the duration of the adventure.
- The PC may purchase a *potion of heal* and a *potion of life*. If they lack sufficient funds, they can still have the potions, but the PC must subtract the cost from his or her base gold reward at the end of the 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 will say 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

Shar has ever warred with her sister Selûne over the fate of creation. While Selûne wishes to nurture and guide to improve the imperfect state of things, Shar wishes for the destruction of everything in order to start anew. Shar has nursed her grudge, working with guile from the shadows, content to pull strings and manipulate events to slowly gain power and achieve her ends.

Shar's greatest success came when she manipulated Cyric into slaying Mystra, allowing Shar to reclaim part of her essence and create the Shadowfell. Unfortunately, she believes her plans will soon be undone, and this knowledge has driven her to reckless confrontation.

Knowing that the other gods and the most powerful mortals will attempt to stop her plans, Shar prepared a myriad of plots which all lead to armageddon, starting with unleashing the Hungering Dark.

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. In *EPIC5-1*, the PCs attempted to imprison the Hungering Dark in the Calimemnon Crystal, but Shar intervened, shattering the crystal and scattering shards of the Hungering Dark throughout Faerûn.

Before it was scattered, the Hungering Dark was already being used to corrupt and empower dragons throughout Faerûn (as observed during *EPIC5-1*). Shar made a deal with the Cult of the Dragon, offering to restore their fallen patriarch Sammaster and turn him into a threat capable of destroying her mortal enemies and providing a foil against attention from the other gods.

Dragons, consumed by a new Rage (see Player Handout 2), have fed on pieces of the Hungering Dark. This has increased their power, as well as corrupting them. Good and evil dragons alike are destroying all in their wake throughout the realms.

Appendix 3 contains information on many of the NPCs who are friends or allies of the PCs in this adventure.

Appendix 4 contains information on many of the NPCs and monsters who are enemies of the PCs in this adventure.

DM's INTRODUCTION

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

The adventure begins as PCs learn that part of Shar's plan is to re-awaken the Rage of Dragons. They are encouraged to travel to the location of the dracorage mythal, which must have been compromised for the Rage to return.

The PCs travel to the Great Glacier to learn more. There, they are attacked by an undead Icingdeath, a gargantuan white dragon.

After defeating the mighty dragon, the PCs locate four portals channeling power to another location. Examining the portals reveals some information, including that three of the portals lead to cities under attack by mighty dragons. The portals are also channeling souls from Cormyr, Tymanther, and

Calimshan to another location. The fourth portal is channeling a different type of divine power. The PCs must decide in which order to go through the portals, and taking short rests results in further progression of events on the other side of each portal.

When the PCs are ready, they travel to the final location, where members of the Cult of the Dragon are raising the colossal dragon Sammaster from the dead and empowering him as the new dragon god of death. The PCs fight the cultists to stop them from channeling power to Sammaster, then must fight the dragon god in the skies above Baldur's Gate, and once grounding him, face him in a final battle.

The adventure concludes with the PCs having saved several cities and stopped the creation of a new dragon god of death. Shar remains a threat, but the PCs have prevented her from using the ritual to destroy several of her enemies.

CREATION'S HOURGLASS

At the end of *EPIC4-2*, the PCs recovered the artifact Creation's Hourglass. The artifact possesses some ability to manipulate time and claims to have witnessed creation.

Creation's Hourglass believes that events are still marching steadily towards the end of creation. It is excited to observe fully all of the details, and curious about the ways in which the PCs choose to fight back. It avoids influencing the events with its own suggestions or opinions, preferring to view a more authentic representation of the end times.

In any encounter, Creation's Hourglass can stop time whenever it seems like it might be interesting to do so. No creatures may act while this occurs, but it can allow telepathic communication, even across great distances.

Creation's Hourglass uses its power to ensure it knows the full history and import of any events occurring in an area, bringing leaders or even enemies into the conversation as needed.

Use Creation's Hourglass as a tool to both facilitate more roleplaying and allow you to explain any aspects of a combat situation or goals without impeding the flow or verisimilitude of the encounter. Some encounters include suggested ways this can be used, but there's no requirement to do so if your group would rather dive right into the action. Creation's Hourglass has no wish to be considered overused or intrusive.

DRAGONS IN THE PARTY

If there are any non-PC dragons in the party (likely as mounts or companions), they are being driven insane by the Rage and may not make good companions in this

adventure. Apply the following rules to such companions in any encounters that the PCs insist on bringing them into:

- Whenever bloodied, the dragon is no longer considered an ally except for purposes of effects which allow it to regain hit points. If mounted, it drops its rider as a free action.
- Whenever the dragon ends its turn while bloodied, it either deals 20 damage to the nearest PC or flees, leaving the adventure (PC's choice).

FLYING CREATURES

Most of the combats in this adventure involve flying enemies. At this point, the PCs should be well equipped to deal with enemies at range, through their own mobility, forced movement, or knocking opponents prone (note that a flying creature descends its speed to the ground and lands), but it is possible you end up with an all melee party that lacks essential coping skills. It is 28th level; you may want to ask the party whether they want you to go easy on them or if they want to take time during the downtime to finish retraining (or purchasing) abilities.

That said, many of the combats include terrain features which assist non-flying melee characters to get into range of a flying enemy, such as buildings. For some parties, their mobility is such that you shouldn't waste time explaining or worrying about these terrain features.

Encourage PCs to also use the dragons as terrain. This can be a valuable option for a PC who teleports or can fly but is forced to land. A huge or larger dragon has more than enough room for an enemy to balance on. DC 30 Acrobatics lets a PC stand and fight on a huge dragon, while DC 20 lets a PC stand and fight on a gargantuan dragon. The PC moves along with the dragon wherever it goes without provoking, but also cannot take an opportunity attacks against the dragon for moving.

EPIC DESTINIES

Outside of a convention environment, consider interweaving the events of *EPIC5-1*, *EPIC5-2*, and *EPIC5-3* together with encounters and adventure ideas of your own. Be sure to highlight each PC's own plans and interests, especially in reaching goals defined by their Epic Destinies.

You should not feel confined by the limitations of the content of these adventures, nor should you need to adhere to standard adventure requirements for flushing out the story for each PC as they near retirement.

PCs might decide to go on a solo adventure, wander off in pairs, engage in great combats, or flush out their stories through extensive roleplaying scenes.

Incorporate such events where they make sense during the story arc. These challenges can happen between adventures, or inset as special encounters during the course of one or more of these adventures. Now more than ever, you should customize the content presented in these adventures to be appropriate to the PCs and their Epic Destiny choices.

The Player's Introduction is a good place to include any additional groundwork and story hooks that the PCs should be aware of, as well as a place where you could run a few mini-encounters to advance the personal story of PCs in your group.

PLAYERS' INTRODUCTION

The events of *EPIC5-1* and *EPIC5-2* occur prior to the Winter Fantasy 2013 Battle Interactive *ADCP5-1 Home's Last Light*. There may be some confusion among players who are aware that Tyrangal died during *ADCP5-1*. She leaves almost immediately at the start of this adventure to go meet her fate.

Events pick up for the PCs shortly before the cliffhanger ending to *EPIC5-1*. This allows the PCs to spend some time roleplaying, resting, and performing any required rituals before diving into events. In a time sensitive environment with action oriented players, feel free to skip directly to the action.

EPIC5~1 INTRODUCTION

For PCs who played *EPIC5-1*, run this aftermath scene. The other PCs join in at the *EPIC5-2* Introduction.

The duplicates created in *EPIC5-1* remerge with the PCs, leaving them profoundly exhausted. They need some time to recover. They may be still in the Vilhon Wilds. Several NPCs gathered with them at *EPIC5-1*'s conclusion:

- **Selûne**, Goddess of the Moon
- **Dernan Moonbow**, priest of Selûne
- **Tyrangal**, copper dragon
- **Taliss Muirwood**, spellscarred archmage
- **WeavePasha**, ruler of Almraiven
- **Coronal Ilsevele Miritar**, ruler of Myth Drannor

All of the NPCs are grateful, and now eager to embark on their own important missions and commitments. The PCs have a chance to speak with them and say farewell, at a minimum. Since this occurs while the PCs are exhausted, they should not feel that leaving early with the NPCs is advisable.

- Selûne offers to speak with the other gods and see what can finally be done about her meddling sister, Shar.
- Dernan Moonbow bows deeply to the PCs, then moves to accompany his goddess. He tells them that the artifact Shadowbane's true purpose will likely be revealed soon enough, considering recent events. He plans to do more research and will prepare a full report for the PCs as soon as he is able.
- Tyrangal simply states that time is short and she has unfinished business in Elturgard. She is concerned she feels stirrings within her that she has not felt since the time of the Rage of Dragons. She defiantly states that she will not succumb to the madness of the Dragon Rage again. She then suddenly breaks off with a snarl, launching into the air and flying west towards Elturgard.
- Taliss Muirwood also bows to the PCs, noting that he must return to Cormyr. War with Netheril still seems imminent, and he knows he is needed. He looks to the Coronal.
- Coronal Ilsevele Miritar sighs. She agrees with Taliss, and notes that she has been gone from Myth Drannor longer than she should as well. However, she wishes to stay with the PCs until they have fully recovered; she offers the use of Myth Drannor for their rest. She has sent agents to uncover other plans of Shar's. She wants the PCs close if she learns anything substantial.

If there are other PCs who played *EPIC5-1* with these PCs who are not present for *EPIC5-2*, they also excuse themselves for other important business. The Coronal suggests that she sends word to the few other powerful heroes in the world, in case they can help with any new developments.

The PCs take an extended rest, well earned after their struggle against the Hungering Dark and Oublivae in *EPIC5-1*.

The timing between *EPIC5-1* and *EPIC5-2* is intentionally vague, so the PCs can pursue side interests for a few days, or it can proceed directly to the next adventure after a quick extended rest.

EPIC5~2 INTRODUCTION

Any PCs who did not play *EPIC5-1* are invited by the Coronal to help interfere with Shar's plans. Provide an appropriate invitation to each, appealing to their heroic nature or promising vast rewards. Once all of the PCs have gathered, allow the players to introduce their PC, or provide the introduction the Coronal would use to

introduce them to the rest of the group. At this time, the Coronal provides the following updates, based on her scouts' reports.

- The shreds of the Hungering Dark are seeking monsters to possess and empower or magical sites to corrupt. A call has been sent out to adventurers to hunt down and purify or destroy these creatures, destroying the bits of the Hungering Dark.
- Dragons seem particularly allured by the power of the Hungering Dark shards.
- Dragons have also been showing rapidly progressing signs similar to the Rage of Dragons. The WeavePasha has warded Almraiven against raging dragons.
- The Coronal has sent a team of good dragons and archmages to investigate the source of the Rage.
- Dragons who have been corrupted and empowered by shards of the Hungering Dark, combined with the Rage, pose a potentially dangerous threat that the PCs may need to deal with soon.
- Cormyr and Myth Drannor are preparing for war with Netheril.

The PCs may have questions about the Rage of Dragons or the events in Netheril. The Coronal can provide the following information.

DRACORAGE MYTHAL

- Nearly 30,000 years ago, the dragons attempted to conquer all of Faerûn. After five millennia of suffering, the eladrin secretly crafted a mythal to disrupt the dragon's rule.
- The mythal was tied to the King-Killer Star. The regular arrival of the comet drove the dragons into insanity, removing their ability to plan and driving the dragons to attack anything, including each other.
- Thus, the eladrin saved the world from enslavement by the dragons.
- Unfortunately, one hundred and ten years ago, someone subverted the dracorage mythal for their own purpose. The lich Sammaster and the Cult of the Dragon drove the dragons into the rage off schedule, recruiting an army of dragons to their service with promises to protect the dragons from the Rage.
- Sammaster's plot to take over the dracorage mythal was thwarted by a coalition of good dragons and heroes. They discovered that

Sammaster turned the dracorage mythal into his own phylactery, and destroyed it.

- The dracorage mythal is, or was, located in a hidden site in the Great Glacier. The only way to reach it is through a portal within a hidden elven city there.

NETHERESE WAR

- War with Netheril seems inevitable. Cormyr and Myth Drannor are calling upon all available adventurers to assist in the effort (refer to *ADCP5-1 Home's Last Light* and *ADCP5-2 Best Defense*).
- It will take some time to prepare, but a coordinated, simultaneous strike by the PCs against the Shade Princes or Shade Enclave would be desirable.
- These events are further developed later in the EPIC series. If your table is eager to participate in any planning sessions, please contribute to the Epic Strike at the Shadow thread at community.wizards.com/lfr.

Once the PCs have processed the information, the Coronal becomes concerned about the missing delegation. She had expected them back to report during this briefing. She can provide the following information.

- A team of High Mages and good dragons departed to inspect the dracorage mythal at the first signs of the Rage, but they have sent back no word, and the Rage accelerates at an unprecedented pace.
- The Coronal offers to open a portal to the far north at the Great Glacier, and asks the PCs to determine what is happening, or at least get the report from the group that was sent.
- At the very least, she hopes that the PCs investigate the source of the Dragon Rage for Tyrangal's benefit, before the dragon does anything too rash.

The Coronal opens a portal to an elven waystation in the Great North. While working on the ritual, she explains the full details of the dracorage mythal for the PCs (Player Handout 2) if she has not done so already.

Before they go, she offers a scroll of *Speak with Dead* and a scroll of *Raise Dead* along with the ritual components to a PC ritualist, or the most learned PC, in case that is the only way to get the scouting group's report.

She also tells the PCs about the scouting party's leader, a song dragon named Karasendrieth, who led the last expedition against Sammaster to stop the Dragon Rage. She rediscovered a ritual to abate the dracorage mythal's effects and is the most knowledgeable living expert on the dracorage mythal.

When the PCs travel through the portal, continue with Encounter 1.

QUICK START

If you are playing in a time restricted environment, or if your players are eager to get straight into the action, you can provide the background and player introduction to the players before the session. Most of the information provided is to help the players understand the overall plot and story and get a feel for what is going on.

Another option is to provide them with the short version. The Coronal summons the PCs and explains that the dragons are being corrupted by the Hungering Dark and the Draconic Rage. A delegation was sent to the dracorage mythal to investigate, and has not returned. The PCs should find out what happened to the delegation.

Note that if you use this abbreviated introduction, the PCs may have many questions about why events are happening, so you should be prepared to answer their questions or flashback to the beginning to provide details when they become relevant.

ENCOUNTER 1: ICINGDEATH'S VIGIL

CREATURES

This encounter includes the following creatures:

Ingeloakastimizilian, the Icingdeath (I)

2 dragon winter wights (W)

2 banshee archmages (B)

The dragon winter wights and banshee archmages do **not** start on the map; see Tactics section.

SCALING THE ENCOUNTER

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

Four PCs: Remove a banshee archmage.

Six PCs: Add 300 hit points to Icingdeath, and an action point to each of the three dragons.

Faster: Reduce each dragon's hit points by 100. Each dragon gains +2 attack and +5 damage.

Easier: -5 Damage. Icingdeath's breath weapon does not inflict a speed penalty.

Harder: Icingdeath acts on initiative 40, instead of rolling initiative. Increase Icingdeath's hit points by 50 per PC.

Glory: +2 Attack. Add an additional dragon winter wight. Increase Icingdeath's hit points by 50 per PC and he gains an additional instinctive action at his initiative + 20.

SETUP

The PCs have arrived through a portal at the site of the dracorage mythal, in the Great Glacier. The Cult of the Dragon has reanimated the white dragon wyrm Icingdeath, long ago slain by Wulfgar and Drizzt. Icingdeath has been left to intercept anyone investigating the mythal.

Icingdeath has already slain a pair of ancient dragons that came to investigate, as well as several eladrin archmages. Karasendrieth managed to escape by turning herself invisible, then hiding in a nearby ruined building while Icingdeath was distracted. She is not a fighter, and knew her presence would not change the outcome one way or another, while her knowledge is vital to deal with the problem.

You appear at the base of a ruined and toppled tower. Two spires of ice rise up near to it. Within their sparkling depths are the still forms of two dragons, frozen solid in mid-flight.

Red and white shards scattered all about are all that remains of what might have been a party of elves.

A massive white dragon hovers high overhead. Its wounds, the most notable being a gaping hole clear through its chest, prove the dragon has been long dead. Unless you can stop the undead wyrm, you are doomed to an icy death.

The PCs should learn the following information relevant to this encounter.

- The dragon is known as Icingdeath. Icingdeath was killed by Wulfgar and Drizzt, the most notable wound caused by an enormous stalactite that pierced the mighty dragon.
- Apparently, someone has reanimated Icingdeath. A particularly skilled check can see signs of shadow magic (Shar and the Hungering Dark) as well as the signature work of the Cult of the Dragon, whose members worship dragons and have helped many of them transform into dracoliches.
- The two dragons encased in ice and what is left of the elven scouting party are all quite dead, Icingdeath's trophies.
- Undead Icingdeath has an aura that quickly freezes his foes. The PCs need to defeat him quickly before they are encased in ice.
- The tall ice spire containing a dragon towers over Icingdeath. Toppling it could knock Icingdeath to the ground.

FEATURES OF THE AREA

Portal Circle: A PC in the portal circle can take a standard action to make a DC 20 Arcana check to travel back through the portal, leaving the encounter. Another standard action DC 20 Arcana can return the PC.

Broken Tower: The tower has entirely toppled. The walls surrounding the portal circle are only 5 feet (1 square) tall, as is the fallen rubble of the tower. There is no top to the tower.

Frozen Dragon Spires: The two dragons froze to death while fighting a midair battle against Icingdeath. One is 5 squares tall and the other is 12 squares tall. A PC can climb a spike with a DC 30 Athletics, check or by making both DC 20 Athletics and DC 20 Acrobatics checks.

The taller spire can be smashed over with a DC 40 Athletics check, or by dealing 80 or more damage to it with melee or ranged attacks. Doing so deals 50 damage to Icingdeath and knocks him to the ground.

Freezing Aura: Icingdeath's aura reduces the speed of any enemy that ends its turn in the aura,

eventually petrifying his enemies. Refer to Icingdeath's stat block for specifics.

TACTICS

Icingdeath's aura freezes solid, then slays his enemies, so he avoids melee by flying 10 squares above the battle until forced to the ground.

The dragon winter wights were only recently slain by Icingdeath, turned into undead by the empowerment given by the Cult of the Dragon and the Hungering Dark. The frozen bodies are in blocks of ice. If the PCs attempt to attack them or include them in area effects, they can, but it does not harm the wights as there is no line of effect.

Icingdeath's frozen skeletal wings can be easily damaged. Once bloodied, his wings shatter and he is forced to descend to the ground.

Icingdeath starts the combat alone and remains alone until one of the following events occurs:

- Icingdeath is bloodied.
- The first round ends.
- Icingdeath would be subject to an effect that prevents him from taking free actions (such as dominated, stunned, removed from play, or unconscious).

Once one of those (above) events occur, Icingdeath screams in fury which shatters the spires of ice, releasing the two dragon winter wights and animating the banshee archmages. The wights and banshees all act after the current creature's turn (or at the end of the first round).

The banshees use *chain lightning* to attack all PCs and keep their aura threatening PCs, preferring to push PCs adjacent to the dragon winter wights. The wights are bound to sacrifice themselves for Icingdeath, so leap in front of any attack against the dragon using *Icingdeath's command*.

If the PCs brought any dragon companions or mounts, the dragons may be a liability. See "Dragons in the Party" in the DM's Introduction.

ROLEPLAYING

Icingdeath is not particularly interested in conversation. The dragon was stupid and lazy in life and death has not improved his temperament or capability. He can be easily confused by the PCs and rages against any PC that resembles either Drizzt (drow ranger) or Wulfgar (human barbarian).

TROUBLESHOOTING

The combat should not be difficult, but can turn dangerous when the wights and banshees first act, especially if Icingdeath already acted and managed to inflict a great deal of damage on the PCs. If the PCs are breathed on, then bloody Icingdeath, and haven't separated yet, the damage or speed penalty could cause problems for unlucky PCs.

This danger is intentional, to start the adventure in a more dramatic fashion, but since this is the first encounter, please consider restraint if doing so would completely devastate the PCs. For example, if the PCs are having difficulty, do not use *chain lightning* with both banshees when they first act, and save Icingdeath's *breath weapon* until his real turn.

Should the PCs be in danger of death or TPK, Karasendrieth reveals herself early (see Encounter 2). She flies up and sings a desperate song that allows all allies within 20 squares to spend a healing surge and remove one harmful condition or penalty (for example, petrified).

ENDING THE ENCOUNTER

The encounter ends once all of the creatures are defeated. Proceed directly to Encounter 2 before the PCs take a short rest.

MILESTONE

This encounter counts toward a milestone.

TREASURE

A *potion of life* can be found amongst the remains of the elves, though it can no longer help them.

ENCOUNTER 1: ICINGDEATH'S VIGIL

Icingdeath (I)		Level 30 Controller
Gargantuan natural magical beast (dragon, undead)		
HP 560; Bloodied 280		Initiative +20
AC 45, Fortitude 43, Reflex 41, Will 42		Perception +20
Speed 8 (icewalk), fly 10 (hover)		Tremorsense 10
Immune disease, poison, sleep; Resist 20 cold, 20 necrotic		
Saving Throws +2; Action Points 1		
TRAITS		
Draconic Action		
On the dragon's initiative + 10, it can take a standard action.		
Draconic Resistance		
When the dragon cannot take a standard action due to a harmful effect (such as being dominated, stunned, or removed from play), the dragon loses the standard action and can remove the harmful effect.		
O Freezing Aura (cold) • Aura 20		
Enemies who end their turn in the aura take 30 cold damage and a -2 penalty to speed. This penalty is cumulative. If an enemy's speed is reduced to 0, then that enemy must make a saving throw at the end of its turn or become petrified, but without the resistance to all damage normally granted by the condition. The harmful effects of this aura end when the enemy ends its turn outside the aura.		
STANDARD ACTIONS		
m Bite (cold) • At-Will		
Attack: Melee 3 (one creature); +35 vs. AC		
Hit: 4d10 + 16 (avg 38, crit 56) cold damage, and the target is dazed (save ends).		
Failed Save: The target is instead dazed and vulnerable 30 cold (save ends both).		
Furious Assault • At-Will		
Effect: Icingdeath makes two basic attacks against one creature, then a basic attack against all other enemies within reach.		
C Breath Weapon (cold) • Encounter		
Attack: Close blast 10 (creatures in the blast); +33 vs. Fortitude		
Hit: 4d12 + 30 (avg 56, crit 78) cold damage and the target takes a -2 penalty to speed until it ends its turn outside Icingdeath's <i>freezing aura</i> .		
Miss: Half damage and the target takes a -1 penalty to speed until it ends its turn outside Icingdeath's <i>freezing aura</i> .		
MINOR ACTIONS		
R Frozen Tomb (cold) • At-Will 1/turn		
Attack: Ranged 20 (one creature); +33 vs. Fortitude		
Hit: 4d10 + 16 (avg 38, crit 56) cold damage, and the target is blinded and restrained (escape DC 30 or save ends all).		
TRIGGERED ACTIONS		
Counterstrike • At-Will		
Trigger: An enemy hits Icingdeath.		
Effect (Immediate Reaction): Icingdeath uses <i>frozen tomb</i> or <i>bite</i> against the triggering enemy.		
Frozen Rage • Encounter		
Trigger: The dragon is first bloodied.		
Effect (No Action): For the rest of the encounter, Icingdeath may score critical hits on a 17-20 and has clumsy flight with a flight altitude limit of 1. He descends to the ground without taking damage, recharges his <i>breath weapon</i> and may take a standard action.		
Str 31 (+24)	Dex 14 (+16)	Wis 16 (+17)
Con 32 (+25)	Int 13 (+15)	Cha 13 (+15)
Alignment evil Languages Common, Draconic		
Note: Elder White Dragon with modification.		

Dragon Winter Wight (W)		Level 28 Soldier
Huge natural magical beast (dragon, undead)		
HP 260; Bloodied 130		Initiative Special
AC 44, Fortitude 40, Reflex 39, Will 41		Perception +20
Speed 8, fly 8 (clumsy)		Darkvision
Resist 20 cold, 20 necrotic		
Immune disease, poison, sleep		
STANDARD ACTIONS		
m Bite (cold, necrotic) • At-Will		
Attack: Melee 2 (one creature); +33 vs. AC		
Hit: 3d12 + 16 (avg 36, crit 52) cold and necrotic damage, and the target is dazed (save ends).		
Failed Save: The target is instead dazed and vulnerable 30 cold (save ends both).		
r Death's Grasp (cold, necrotic) • At-Will		
Attack: Ranged 10 (one creature); +31 vs. Fortitude		
Hit: 3d12 + 16 (avg 36, crit 52) cold and necrotic damage, and the target is pulled up to 5 squares.		
Miss: The target is pulled up to 2 squares.		
TRIGGERED ACTIONS		
Icingdeath's Command • At-Will		
Trigger: An enemy makes an attack against Icingdeath.		
Effect (Immediate Interrupt): The dragon winter wight can move up to its speed. As long as it ends that movement adjacent to Icingdeath, or within 2 squares of the triggering enemy, that attack is redirected from Icingdeath to the winter wight. After resolving the attack, the wight makes a bite against the triggering enemy.		
Bloodied Breath (cold, necrotic) • Encounter		
Trigger: The dragon is first bloodied.		
Attack (Free Action): Close blast 5 (living creatures in the blast); +33 vs. Fortitude		
Hit: 3d12 + 27 (avg 45, crit 59) cold and necrotic damage, and the target is dazed (save ends).		
Failed Save: The target is instead dazed and vulnerable 30 cold (save ends both).		
Miss: Half damage.		
Str 28 (+23)	Dex 20 (+19)	Wis 21 (+19)
Con 22 (+20)	Int 18 (+18)	Cha 16 (+17)
Alignment evil		Languages Common, Draconic
Note: Re flavored Winter Wight.		

Banshee Archmage (B)		Level 28 Artillery
Medium fey humanoid (eladrin, undead)		
HP 130; Bloodied 65		Initiative Special
AC 40, Fortitude 38, Reflex 40, Will 42		Perception +20
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison, sleep		
TRAITS		
Insubstantial		
The banshee takes only half damage from any source except those that deal force damage.		
O Terrifying Wail (psychic) • Aura 5		
Enemies who end their turn in the aura take 15 psychic damage and are pushed up to 5 squares.		
STANDARD ACTIONS		
m Spirit Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +33 vs. Reflex		
Hit: 3d10 + 20 (avg 36, crit 50) necrotic damage.		
r Spectral Ram (force) • At-Will		
Attack: Ranged 10 (one creature); +33 vs. Fortitude		
Hit: 2d10 + 25 (avg 36, crit 5d6 + 45) force damage and the target is pushed up to 3 squares and knocked prone.		
Miss: The target is pushed up to 3 squares.		
R Chain Lightning (lightning) • Encounter		
Attack: Ranged 20 (all enemies within range); +33 vs. Reflex		
Hit: 4d6 + 25 (avg 39, crit 5d6 + 49) lightning damage.		
Miss: Half damage.		
Str 19 (+18)	Dex 24 (+21)	Wis 21 (+19)
Con 22 (+20)	Int 28 (+23)	Cha 26 (+22)
Alignment evil		Languages Common, Draconic, Elven
Note: Custom monster based on the banshee using wizard powers.		

ENCOUNTER 1: ICINGDEATH'S VIGIL

Hailstorm Tower poster map

I = Icingdeath is initially the only creature on map

He flies 10 squares up next to spires of ice containing W = Dragon Winter Wight

B = Banshee Archmage are shown only in suggested starting squares.



ENCOUNTER 2: SONGS AND SOULS

CREATURE

This encounter includes the following creature:
Karasendrieth, female song dragon

SETUP

Once the PCs defeat Icingdeath and his servants, Karasendrieth feels it is safe to emerge.

A beautiful woman emerges from hiding in a distant snowdrift. Her delicate face is framed by long silver hair. She speaks from a distance, her words carrying easily through the air with notes like crystal chimes.

“I am Karasendrieth. May I aid you? Icingdeath routed me and slew my companions, but I can still assist you.”

Karasendrieth is a song dragon, who helped stop Sammaster’s Rage of Dragons. She also mastered a ritual Abate Dracorage, which allows her to ignore its harmful effects. She can shapechange between a beautiful woman and her dragon form.

She can add some information about Sammaster’s use of the dracorage mythal, as well as help with interpreting some of the clues, but first (before they spend a while healing up from the fight) she’d like to offer to sing a lullaby of perfect rest for the group, to help them heal.

She smiles shyly and begins to softly sing a gentle lullaby. As she sings, she transforms into a majestic dragon with silver blue scales that glimmer like moonlight on a tranquil lake.

The icicles vibrate and hum in harmony, and the wind rises in an answering chord. The wordless melody is an ecstatic celebration of life, love and beauty that eases tension from sore muscles, caressing heart, body, and mind.

The PCs may each spend a healing surge as a free action. If they do so, they are restored to full hit points. A creature can only benefit from this song outside of combat, but can do so after each Encounter 1 to 6.

After the PCs take their short rest, Karasendrieth leads the PCs to the dracorage mythal.

Shadows writhe and grasp over every inch of the broken dracorage mythal. The shadows pulse with dark magic. Horrible whispers from the Hungering Dark sound in

your mind, “A feast at last. Delicious blood, savory life, and sweet despair. A feast of souls, to make me whole.”

Four dark portals shrouded in mist surround the mythal. From three of those portals, screaming souls stream towards the center, gathering up and being drawn somewhere else.

Karasendrieth gasps, “It was nothing like this last time!”

The PCs can quickly learn the following information:

- The dracorage mythal is still destroyed, but shadows and bits of the Hungering Dark curl around all parts of it. Further, shadow echoes of horrible rituals occur out of the periphery of their vision and they can feel waves of loss.
- The PCs quickly discover (perhaps with Kara’s help) that Shar has created a Shadowfell mirror of the dracorage mythal. She has set it up in its own domain of dread. Domains of dread are small areas of the Shadowfell that can be made completely inaccessible (usually set to allow victims in, but not escape). They usually house one unspeakably evil dark lord (Castle Ravenloft is the most famous example). Though a curtain of shadows and mist prevents all means of divination and travel, the PCs see that the portals connect to it.
- The portals all lead to real cities, drawing power from those cities and sending the power to the Shadowfell.
- Souls only stream from three of the four portals, but the fourth still pulses with power feeding the ritual.

Give the PCs the obvious information for each portal (described below), for information they can see at a quick glance through the shadows and mist. At this point, each PC should make one check to investigate the funnel to the Dread Realm. Afterwards, each PC may choose one of the portals for further investigation.

Any further checks represent several minutes of study and manipulation of the portal to get a clear read of the information.

PCs might use Arcana or Religion to examine the portal, Endurance to stand in the stream of souls and communicate with them, Perception to look through the portal and pick out details, or any other skill the PC can justify. With a DC 30 check, the PC either learns the information provided in the bulleted list or they learn about the power associated with the portal. With a DC 40 check, the PC learns all information (bullet points and powers). In either case, when the PC first rolls initiative after passing through that portal for

Encounters 3 to 6 (but not 8A), they can take their normal initiative result or their skill check result, whichever is higher (have the PCs write down their result at this time so they remember when they go through the portal).

After each PC makes their first check on a portal, the timer starts on the cities under attack.

Any PCs with the Creation's Hourglass story award can expend a charge for one of several benefits in this encounter (now, or in between Encounters 3 to 6) to obtain extra time to:

- Make an additional check to investigate a portal.
- Regain an expended encounter power.
- Regain a healing surge.

FUNNEL TO THE DREAD REALM

Obvious: Hundreds or thousands of souls are being drawn from three of the portals, channeling power to the Dread Realm. The fourth portal is quiet, but still pulses with some more subtle power.

Extras:

- The amount of magic being channeled is staggering - potentially enough to trigger some sort of local apocalypse, weaken or strike down a god, or perhaps some ritual of Ascendancy creating a god.
- Time is of the essence. For every 5 minutes the PCs spend short resting, investigating further, or casting rituals, significant damage is being done to the cities and even more power is being channeled to the Dread Realm. (The PCs can make one quick check each on the other portals without penalty, but close study for additional checks take time and effort.)
- A creature feeding on souls channeled into this portal gains the following trait:

Soul Surge

Something is being powered by the souls drawn through this portal. The quality and quantity of souls determines how often it can use powers gained from the other portals. The longer it takes to stop the other portals, the more powerful it grows.

SUZAIL PORTAL

Obvious: This portal leads to the capital city Suzail of Cormyr. Purple dragon knights and war wizards are struggling to fight against scaly creatures coming from the water by dark and wave tossed docks.

Extras:

- Undead dragon turtles are rampaging through the docks and attacking warships and guard

towers, preventing the city's siege weaponry from coming to bear.

- Wraiths are flying through the area killing citizens, who then become more wraiths. The people are attempting to fight back, but need extra assistance to stop a horde of wraiths from forming.
- An enormous undead dragon with purplish-black scales is using a leash of Hungering Darkness to turn a huge dragon turtle into an undead monstrosity.
- Suzail's souls carry the human spirit of heroism and Cormyr's skill at military command. A creature feeding on enough of these souls gains the following power:

War Master's Assault

Effect: This creature and all allies within 5 squares may make a basic attack or charge, at +10 to attack and damage rolls.

DJERAD THYMAR PORTAL

Obvious: There is fighting inside a massive dragonborn pyramid (Djerad Thymar, capital of Tymander). Dragonborn are dealing with chaining arcs of lightning and two dragons, one gargantuan blue dracolich and a huge vampiric green dragon.

Extras:

- The storm is slaying the dragonborn and gathering their souls, some of the power from which is healing the dragons.
- Balls of lightning form from the souls of the slain, moving into battle and then exploding when they are destroyed.
- Vanquisher Tarhun, leader of the Lance Defenders, is holding the dragons back, but cannot last for long.
- Djerad-Thymar's souls carry the indomitable fighting spirit of the dragonborn (ferocious attacks). A creature feeding on enough of these souls gains the following power:

M Frenzied Attacks

Attack: Melee 4 (one creature); +37 vs. AC; this creature makes this attack 4 times against the same target.

Hit: 3d10 + 16 (avg 32, crit 46) damage and the target is knocked prone.

ALMRAIVEN PORTAL

Obvious: Almraiven in Calimshan is being steadily leveled under the assault of dozens of smaller dragons. The WeavePasha is thinning their ranks, but being overwhelmed.

Extras:

- The WeavePasha is attempting to perform a ritual to break the enchantment on the good dragons.
- The dragons are empowered and controlled by the Hungering Dark. The PCs might even recognize some that flew around it during EPIC5-1.
- The PCs may need to distract the dragons from their focus on destroying the city, if any of Almraiven will be left intact.
- Almraiven's souls carry the oppression and fear of enslavement of its people. A creature feeding on enough of these souls gains the following power:

C Shackle the World (charm, psychic)

Effect: All enemies within 10 squares are pulled adjacent and restrained (save ends).

Each Failed Save: The target takes 50 psychic damage.

RAVAERRIS PORTAL

Obvious: The portal flickers with blue spellplagued energy. Within are collapsed and underground ruins. Uncontrolled streamers of blue fire light the ruins. No movement can be seen within.

Extras:

- Divine energy pulses strongly from the portal, though it seems to want to be unnoticed. The divine energy seems associated with deception, strife, and murder, Cyric's portfolios.
- The city is Raverris, a Zhentarim city that gathered Netherese magic. It was swallowed whole by the Spellplague.
- There are signs that a small group moved out from the portal and downwards into the ruins.
- The Raverris portal carries a different kind of power than the others, which seems aligned with treachery and murder. A creature energized by enough of this power gains the following power:

C Sudden Treachery (charm)

Effect: Close burst 20 (enemies in the burst); Each target makes its most effective At-Will attack against itself as a free action.

CREATION'S HOURGLASS

When the PCs discover the portals and a little about them, the hourglass freezes time so it can find out more about what's going on. It brings leaders from each of Suzail, Almraiven, and Djerad Thymar into the discussion. At that point, each leader passionately requests the assistance of the PCs in saving their city first before any of the others. They begin by talking over each other, but defer as soon as the PCs call them to order. Here are some examples of what the leaders can use to argue their case:

CALIMSHAN/ALMRAIVEN (THE WEAVEPASHA)

- Issue: Dozens of large, and a few huge, dragons are attacking all over the city.
- Reason to help: Some of the dragons are not evil, just rage-crazy. Helping will save the lives of not only the people of Almraiven, but good dragons who have been corrupted by the Hungering Dark. Almraiven is populated mostly with recently freed slaves and cannot defend itself.
- Reason others are less important: Cormyr defeated the Purple Dragon before, they even named their order of knights after him, so they should be able to do so again. The dragonborn have an organized military to deal with such threats. Don't they have confidence in their abilities?

CORMYR/SUZAIL (KING FORIL OR TALISS MUIRWOOD)

- Issue: The Purple Dragon has returned! Most of the military is off at the border preparing for war with the Netherese, servants of the common foe Shar. Innocent citizens being killed.
- Reason to help: If the PCs do not intervene immediately, forces will have to be recalled, giving Shar and the Netherese the upper hand in the region.
- Reason others are less important: Calimshan is just dealing with little dragons, which they should be able to handle, especially with all of the liberated slaves fighting for their freedom. Tymander should be honorable and not need to beg the PCs for help.

TYMANDER/DIERAD THYMAR (VANQUISHER TARHUN)

- Issue: A powerful blue dracolich and his vampiric cohort ambushed the headquarters of the Lance Defenders. The soldiers will soon be wiped out.
- Reason to help: If the Lance Defenders can be saved, they will deploy immediately to other areas around Faerûn, including the other two

cities, to kill all of the raging dragons. After all, reports indicate there are attacks (nothing on this scale) in other cities.

- Reason others are less important: Calimshan is trying to save "good" dragons? They're crazy. All dragons are evil, especially so with the rage. Humanoid lives cannot be compromised to "try" and save a dragon. Cormyr is foolish to be thinking of declaring a war at a time like this. They should recall their troops, rather than bothering the PCs.

After each NPC has presented their case, and respectfully discussed counter-points by the characters, the PCs need to make their decision. After giving the players a reasonable amount of time to come to consensus, Creation's Hourglass begins time again. Remind them that events are progressing on the other side of the portals. Start a 5-minute timer that the players can see, and if the PCs do not decide before the timer runs out, count the PCs as having taken a short rest.

After each encounter, the PCs can resume the discussion. If they've taken a short rest, then they observe the changes in the combats and know that time is running out. Here are some examples of what the NPCs might say in further discussions:

- Calimshan: Even more dragons arrive to attack the city from the skies, killing many citizens below with their breath weapons. The city is becoming damaged, and if the PCs do not act soon, then driving off the dragons will be too late. Opportunists from Calimport and Memnon, looking to recapture slaves to replace those who escaped, will overrun Almraiven, in its weakened state.
- Cormyr: The dragon is corrupting the sea creatures and releasing wraiths throughout the city, turning citizens into even more wraiths. If the PCs do not come soon, the Cormyr defenses will be overrun with more monsters than their entire military can handle.
- Tymantha: The Lance Defenders are taking heavy losses, and their commander is injured. They also sense that the dragons are pulling the essence of their draconic souls to empower their dracomic abilities even further. Without the PCs help, these undead dragons will soon be enhanced by the souls of the dragonborn.
- Everyone: It is really too late to help the others. Things sound really bad, but if you come help me - RIGHT NOW - you can make a difference!

Let the PCs communicate as much or as little as they want. Then they should go through the portal of their choice.

DIFFICULT CHOICES

At this point, be sure the PCs understand that once they take two more short rests, the unvisited locations will be nearly overrun with monsters and much more difficult to deal with. After three short rests, going through a portal is futile as the side objectives are lost and the power channeled through the portals is at maximum effect. At that point, you can narrate the outcome for the other portals, and continue with Encounter 7.

ENDING THE ENCOUNTER

The PCs may now do Encounters 3 to 6 in any order. After each battle, they return to this encounter where Karasendrieth allows them to heal more easily (1 healing surge restores the PC to full hit points). Encounter long bonuses persist as long as the PCs avoid taking a short rest, so are particularly effective in this adventure. The PCs may spend an action point in each encounter.

Whenever they short rest (or for each 5 minutes they spend doing other things, like investigating the portals further or casting rituals), they witness more horrible things happening on the other sides the portals. In addition to the devastation caused, it appears that the Hungering Dark is feeding on the death and despair, making the dragons more powerful.

The PCs should feel they can take a short rest, since the encounters may be too difficult or less fun without powers, but make sure they are aware that things are turning very badly before they take a second (or more) short rests during Encounters 3 to 6. The PCs may need to make serious decisions about which cities, and how many, they try to save before taking their next short rest. In Encounters 3 to 6, there is additional scaling based on those decisions. Rituals cause similar problems with time, so you should advise PCs of the consequences of using rituals before they attempt using them.

If the PCs decide not to attempt one or more encounters, or are forced to flee and do not return, they can still proceed to the end. Note that Sammaster gains even greater power from the location the characters abandoned.

Remember to return to this encounter after each of Encounters 3 to 6, so the PCs can benefit from Karasendrieth's lullaby of perfect rest.

TROUBLESHOOTING

You can use Karasendrieth to attempt to prevent a Total Party Kill (TPK). One time only, she can join a combat and allow all allies within 20 squares to spend a healing surge and remove one harmful condition or penalty. If this is necessary in Encounter 8, then she instantly dies at the end of her turn after doing so, but she's willing to make that sacrifice.

If a PC (or PCs) dies in an encounter, and they do not have a way to quickly recover and continue the adventure, Karasendrieth makes a final sacrifice, spending her life force to bring the PC back from the dead. Karasendrieth dies, and the PC is brought back to life at 1 hit point. Each other PC may spend any number of healing surges to allow the dead PC to heal their healing surge value. Note that when the PC comes back, Karasendrieth is dead, so they cannot benefit from her *lullaby of perfect rest*. PCs brought back to life in this way still suffer the death penalty until they reach 3 milestones.

Technically, a group could choose to split up and do two (or more) encounters at once. Doing so is very dangerous for the PCs, and difficult to run, so is not suggested. Point out that doing two (or more) encounters collectively without a short rest is essentially the same as splitting up and then needing a short rest. The encounters are quite complex, so use your best judgment in steering groups to or away from this option. Also, keep in mind that while one group of PCs is battling in an encounter, the other players are just sitting around. If you allow the PCs to split up, keep everyone engaged. One option is to give some of the players some monsters to run, but this does not create a good dynamic for all groups. Ultimately, make decisions that ensure everyone is having fun.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

There is no treasure.

ENCOUNTER 3: SUZAIL

CREATURES

This encounter includes the following creatures:

Thauglorimorgorus, the Black Doom (T)

1 ancient dragon turtle (D)

3 shadowed turtle hatchling (H)

10 shadowed wraiths (W)

SCALING THE ENCOUNTER

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

Four PCs: The tether has 200 hit points. Remove 1 rancid turtle hatchling and the action points from Thauglor and the ancient dragon turtle.

Six PCs: The tether has 300 hit points. Add 250 hit points to Thauglor, who now takes a full turn on initiative 45 and 35 instead of taking a single draconic standard action.

Faster: Reduce the hp of all non-minion enemies by 50. Each enemy deals 5 extra damage.

Easier: -2 Defense. Remove 1 rancid turtle hatchling.

Harder: +2 Attack. Increase Thauglor and the shadow tether's hit points by 20 per PC.

Glory: +5 Initiative. Increase Thauglor's aura to 20. Increase Thauglor and the shadow tether's hit points by an additional 100 per PC.

Make the following adjustments depending on the number of short rests taken (see Encounter 2).

Each Rest: Add additional shadowed wraiths equal to the number of PCs. The ancient dragon turtle takes 250 damage (until it would be turned undead as described in its *rise again* trait). Thauglor and the dragon turtles gain a cumulative +1 bonus to attack rolls per rest and +2 bonus to damage rolls.

SETUP

The players enter through a portal in the city proper and can see the chaos happening at the docks.

When the PCs first arrive at this encounter, read or paraphrase the following:

Black-tipped waves crash into the docks, flooding the streets with shadowy figures. Many of the ships in the harbor have capsized and are slamming into the buildings on the waterfront.

People are clustering on the roofs of the larger buildings, using anything they can to escape the water

and shadows. Wraiths prowl the streets sucking the life out of the citizens, turning them into more wraiths. The deeper patches of water show skeletal fins above dark shapes.

Refer to Player Handout 3 for additional information.

Knights and nobles of Cormyr (Story awards CORM11, CORM23, or Purple Dragon Knight paragon path), gain a +2 bonus to attack rolls and saves in this combat.

SKILL CHALLENGE: FOR CORMYR!

Goal: Save the citizens and bolster the city defenses.

Complexity: Special

Primary Skills: Any

Victory: Reduce the number of minions created each round by the number of successes in Scenes 1 to 5. The PCs may gain access to additional benefits during the encounter.

Defeat: If the PCs do not obtain at least 3 successes in Scenes 1 to 5 (2 successes for a group of 4, 4 for a group of 6), the city is heavily damaged and many of its citizens turned into wraiths. This empowers Sammaster in 8C and affects Story Award EPIC33 (see Appendix 5).

At the end of each round of the fight, 2 wraiths are created per PC. The PCs may use this skill challenge to reduce that number and gain valuable benefits to assist their fight. Alternatively, they can bypass the people of Suzail to more quickly engage Thauglor.

Although suggestions are provided, allow PCs to choose any appropriate skill for each scene. As always, reward intelligent use of powers, especially encounter or daily powers.

With a DC 30+ check, reduce the number of minions spawned each round by 1.

With a DC 40+ check, the PC gains one additional benefit appropriate to the scene chosen.

Each PC should choose one task to attempt. Multiple PCs may attempt the same task, but each location (1-5) can provide its two different DC 40+ benefits only once each, for a total of up to ten possible benefits across the five locations.

PCs may use Creation's Hourglass now, or standard actions during the combat, to make additional checks for a scene if the skill challenge is not successful or they have not obtained a DC 40 benefit..

At the end of each round, spawn wraiths (2 per PC minus the successes gained). PCs who obtained a benefit from a scene may do the following:

- **Artillery:** Choose one enemy to take 50 damage.

- **First Aid:** Choose one PC to regain 25 hit points.
- **Reinforcements:** Choose one PC to shift its speed, stand up from prone, or make an escape check.
- **Volley:** Choose two wraiths to destroy. Doing so does not trigger scattering shadows. This may be used to effectively prevent new wraiths from spawning.

SCENE 0: ENGAGE THAUGLOR

For any PCs who wish to ignore the city and engage the great dragon as soon as possible, read or paraphrase the following.

A great cloud of hungering darkness surrounds a massive dragon with purplish-black scales. A giant dragon turtle thrashes helplessly in the grip of a shadowy tendril of darkness held by the black dragon. The turtle is covered in wounds, its life rapidly stealing away as it is corrupted into undeath.

The PC's speed in joining the battle allows them to start anywhere on the map. The PC may either attack the shadow tether using a standard action or make an Arcana, Athletics, Religion, Nature, or Thievery check and apply twice the check result in damage to the tether.

Note that this scene does **not** count as one of the scenes for reducing the number of minions.

SCENE 1: THE ENVOY

For any PCs who wish to help the large warship, the Envoy, read or paraphrase the following.

War Wizards and Purple Dragon knights in the royal navy are fighting wraiths and zombie sharks. The ship itself looks undamaged but is useless without the crew to man it. The crew is too demoralized and distracted to make any use of the ship.

The ship's crew needs leadership, so Diplomacy and Intimidate checks are obvious choices here. The PC starts the encounter on the large ship tile (*The Envoy*).

DC 40+ checks provide the artillery or volley benefits.

SCENE 2: CLEARING THE STREETS

For any PCs who wish to help clear the streets so that the Purple Dragon Knights can maneuver through the city more easily, read or paraphrase the following.

The streets are flooded with a few feet of water from the crashing waves. Skeletal fins signal that monsters lurk below the depths. The streets are clogged with debris making it impossible for Cormyrean soldiers and paladins to maneuver. Clearing away some of the larger obstructions in key thoroughfares will allow the guards to muster.

Key paths need to be cleared, so Athletics and Streetwise checks are obvious choices here. The PC starts the encounter anywhere on the docks.

DC 40+ checks provide the first aid or reinforcements benefits.

SCENE 3: CITIZENS ON THE ROOFTOPS

For any PCs who wish to help evacuate citizens on the rooftops, read or paraphrase the following.

People of all races are treating the taller buildings as safe-havens, but they are going to be threatened soon. The sea creatures are mainly staying in the streets, but the wraiths are phasing through walls and flying up to the frightened populace. With the undead closing in on the wounded citizens, they offer feeble prayers for salvation.

Obvious options here are Heal to help the people or Religion to turn back the undead and bolster their faith. The PC starts the encounter adjacent to or on top of one of the warehouses.

DC 40+ checks provide the first aid or reinforcements benefits.

SCENE 4: UNDEAD SEA CREATURES

For any PCs who wish to help the marines on the smaller boats, read or paraphrase the following.

Sharks, giant turtles, large predatory fish and other creatures of the open ocean are attacking the soldiers on the smaller vessels in the harbor. Steadying their boats and predicting the waves will save many lives.

Obvious options here are Acrobatics to steady boats or Nature to help the soldiers steady their ships. The PC starts on any of the smaller boats.

DC 40+ checks provide the reinforcements or volley benefits.

SCENE 5: MANNING THE TOWERS

For any PCs who wish to help the Purple Dragon Knights and War Wizards man the towers in defense of Suzail, read or paraphrase the following.

Rather than manning the defenses and raining death from the towers on either side of the harbor, those in the towers are using poor tactics and choosing poor targets for their spells.

Obvious options here are History to provide tactics or Arcana to direct spells effectively. The PC starts adjacent to or on top of one of the two stone towers.

DC 40+ checks provide the artillery or volley benefits.

ENDING THE SKILL CHALLENGE

After each PC has attempted one skill check, the combat begins. Even if the PCs fail the skill challenge or avoid the optional scenes, Suzail eventually rallies its forces and deal with the problem, but it is a heavy blow for morale and greatly endangers Cormyr's military efforts against Netheril in the days to come.

FEATURES OF THE AREA

Shadow Tether: Thauglor has connected himself to the ancient dragon turtle with a shadow tether to change it into an undead abomination. It is impossible to move Thauglor and the dragon turtle more than 5 squares apart through any means, including through teleportation and remove from play.

The tether itself has 250 hit points (200 for a group of 4, 300 for a group of 6).

Whenever a PC includes Thauglor or the dragon turtle in an attack, the PC can choose to attack the tether instead of either creature. As an object, it is immune to psychic attacks and attacks against Will. All of its other defenses are 10. A PC adjacent to Thauglor or the ancient dragon turtle can make an Arcana, Athletics, Religion, Nature, or Thievery check to break the tether. As a standard action, apply the check result as damage to the tether; as a minor action, apply half the check result as damage to the tether.

At the end of each round, Thauglor deals 250 damage to the ancient dragon turtle with the shadow tether, attempting to reanimate it.

Towers and Warehouses: These buildings are 20 feet high and require a DC 20 Athletics check to climb.

Water: Creatures without swim speeds who end their turn in the turbulent water must make a DC 20 Athletics or Endurance check or be knocked prone.

Ships: A DC 20 Athletics check allows a PC to climb out of the water and into any of the ships, which are all 5 feet above the water's surface. The largest ship is the *Envoy*, a powerful warship.

TACTICS

Thauglor uses his *breath weapon* and *Thauglor's contempt* powers to make enemies easier to hit, then attempts to give as many enemies ongoing damage as possible.

Thauglor does not direct melee or ranged attacks against the ancient dragon turtle, but includes it in breath weapon attacks unless he can hit more PCs in another direction. He is more concerned with killing the PCs and letting the tether kill the turtle for him.

The dragon turtle does not specifically want to kill the PCs, but it is falling victim to the dragon rage. It treats both the PCs and the Thauglor as enemies, unless the group convinces him otherwise. Once released, the PCs can make a minor action DC 30 Bluff, Diplomacy, or Nature check to make the dragon turtle flee, in which case it double moves away from the PCs. Note that Bluff and Diplomacy take a -10 penalty unless the PC speaks Draconic. If a PC either makes two successful DC 40 checks or a DC 50 check, the dragon turtle becomes an ally and helps them fight Thauglor.

The rancid turtle hatchlings spread out their conditions on as many PCs as possible. The wraiths try to swarm PCs hit by the rancid turtle hatchlings or Thauglor.

ENDING THE ENCOUNTER

The encounter ends when Thauglor is defeated. All harmful effects and conditions immediately end, and the undead crumble to dust. The PCs should hurry through the portal, returning to Encounter 2.

EXPERIENCE POINTS

This encounter counts towards a milestone.

TREASURE

If the PCs prevent Thauglor from reanimating the ancient dragon turtle, they discover a *wraith's cord* around the black dragon's wrist that he used to create the shadow tether.

ENCOUNTER 3: SUZAIL

Thauglorimorgorus (T) Level 30 Controller	
Gargantuan natural magical beast (dragon, undead)	
HP 556; Bloodied 278	Initiative +28; see <i>draconic action</i>
AC 45, Fortitude 40, Reflex 43, Will 43	Perception +27
Speed 8, fly 8, swim 8	Blindsight 5
Immune disease, poison, sleep; Resist 30 acid, 30 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
O Shroud of Ichor (necrotic) • Aura 3	
Enemies that end their turn in the aura take 30 necrotic damage.	
Draconic Action	
On the dragon's initiative + 10, it can take a standard action.	
Draconic Resistance	
When the dragon cannot take a standard action due to a harmful effect (such as being dominated, stunned, or removed from play), the dragon loses the standard action and can remove the harmful effect.	
STANDARD ACTIONS	
m Tooth and Claw (necrotic) • At-Will	
Attack: Melee 4 (one creature); +35 vs. AC	
Hit: 4d8 + 20 (avg 38, crit 52) damage, ongoing 20 necrotic (save ends), and the target is slid up to 3 squares.	
Each Failed Save: The target loses a healing surge.	
M Doom and Gloom • At-Will	
Effect: Thauglor makes three basic attacks.	
C Breath Weapon (acid, necrotic) • Recharge 5-6	
Attack: Close blast 10 (living creatures in blast); +33 vs. Fortitude	
Hit: 4d12 + 20 (avg 46, crit 68) necrotic and acid damage.	
Miss: Half damage.	
Effect: The target takes a -4 penalty to all defenses until the target regains hit points.	
MINOR ACTIONS	
r Thauglor's Contempt (charm, psychic) • At-Will	
Special: This power does not provoke opportunity attacks.	
Attack: Ranged 20 (one creature); +33 vs. Will	
Hit: 4d8 + 10 (avg 28, crit 42) psychic damage and the target is dazed (save ends).	
TRIGGERED ACTIONS	
Bloodied Breath • Encounter	
Trigger: The dragon first becomes bloodied.	
Effect (Free Action): <i>Breath weapon</i> recharges and the dragon uses it.	
Shadow Tether • At-Will	
Trigger: Thauglor is damaged or affected by any harmful effect while the shadow tether still exists.	
Effect (No Action): Thauglor redirects half the damage and all harmful effects to the ancient dragon turtle.	
Skills Arcana +31, Endurance +31, Insight +29, Intimidate +31, Religion +31, Stealth +28	
Str 28 (+24)	Dex 32 (+26) Wis 24 (+22)
Con 30 (+25)	Int 22 (+21) Cha 28 (+24)
Alignment evil Languages Common, Draconic	
Note: Based on Dragotha, Ancient Dracolich	

1 Ancient Dragon Turtle (A) Level 28 Soldier	
Huge magical beast (dragon)	
HP 528; Bloodied 264	Initiative +21
AC 44, Fortitude 41, Reflex 38, Will 40	Perception +27
Speed 8, swim 12	Darkvision
Resist 30 fire	
Saving Throws +2; Action Points 1	
TRAITS	
Rise Again	
If the dragon turtle is slain while attached to the shadow tether, it rises on the start of its next turn with 528 hit points and gains the undead keyword. All damage is now necrotic and the dragon turtle gains a +10 bonus to damage rolls.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 3 (one creature); +33 vs. AC	
Hit: 4d10 + 20 (avg 42, crit 60) damage and the target is pulled adjacent to the turtle and grabbed (escape DC 40 ends). While grabbed, the target is automatically hit by all of the turtle's attacks.	
C Scalding Breath (fire) • Recharge 5-6	
Attack: Close blast 10 (creatures in the blast); +31 vs. Reflex	
Hit: 4d10 + 20 (avg 42, crit 60) fire damage and the target is knocked prone.	
Miss: Half damage.	
MINOR ACTIONS	
M Swiping Claw • At-Will	
Attack: Melee 1 (one creature); +31 vs. Fortitude	
Hit: 4d6 + 16 (avg 30, crit 40) damage and the target is knocked prone.	
TRIGGERED ACTIONS	
Bloodied Breath • Encounter	
Trigger: The dragon first becomes bloodied.	
Effect (Free Action): <i>Breath weapon</i> recharges and the dragon uses it.	
Snap Up • At-Will	
Trigger: An enemy enters a square within 3 squares of the dragon turtle.	
Effect (Immediate Reaction): The turtle uses <i>bite</i> on the triggering enemy.	
Skills Athletics +28, Nature +27, Stealth +28	
Str 30 (+24)	Dex 20 (+19) Wis 27 (+22)
Con 32 (+25)	Int 17 (+17) Cha 19 (+18)
Alignment unaligned Languages Draconic	

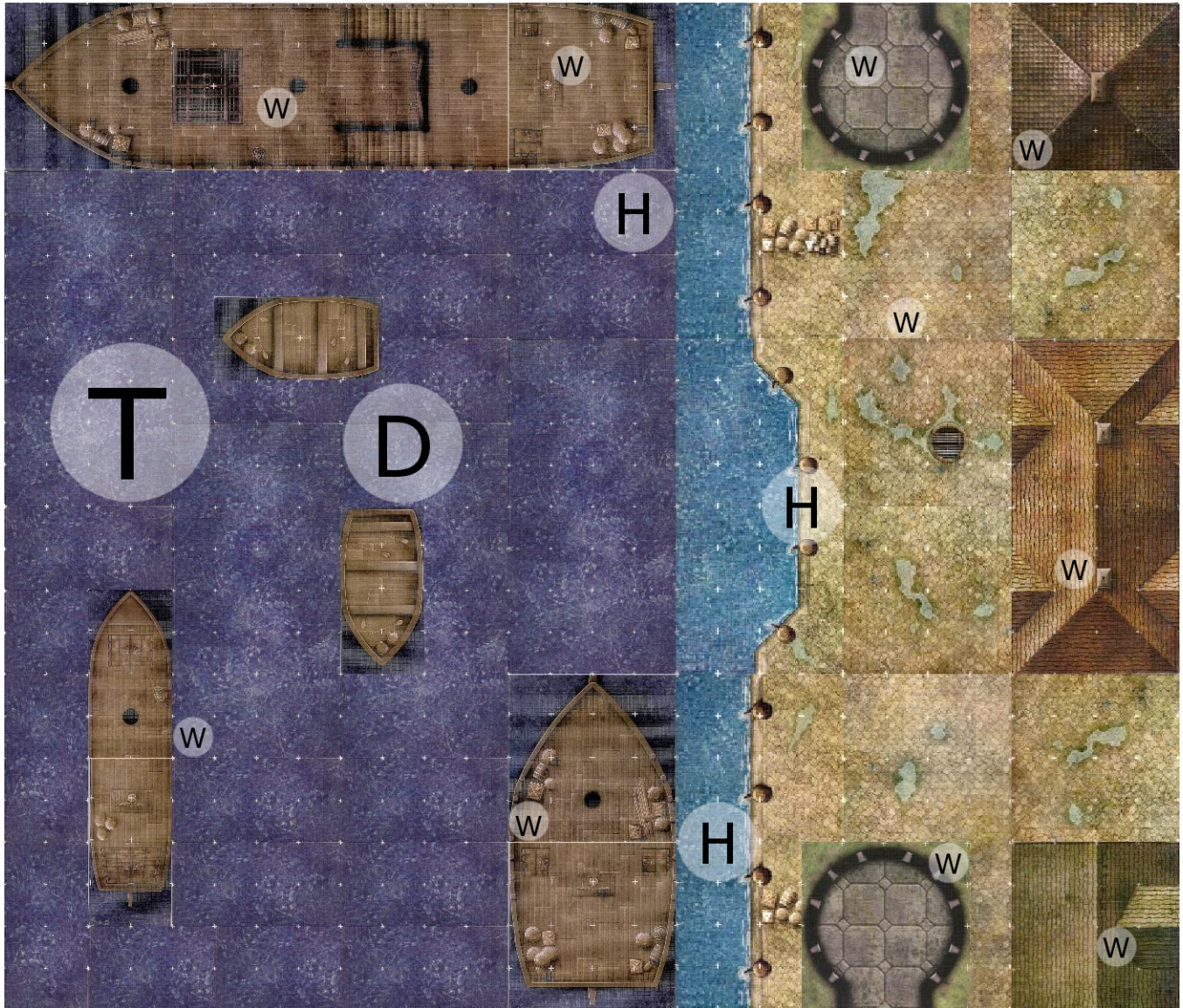
3 Rancid Turtle Hatchling (H)		Level 28 Soldier
Large magical beast (dragon, undead)		
HP 258; Bloodied 129		Initiative +21
AC 44, Fortitude 41, Reflex 38, Will 40		Perception +26
Speed 8, swim 8		Darkvision
Immune disease, poison; Resist 20 necrotic, 20 psychic		
STANDARD ACTIONS		
m Bite (necrotic) • At-Will		
Attack: Melee 2 (one creature); +33 vs. AC		
Hit: 4d8 + 18 (avg 36, crit 50) necrotic damage and the target is pulled adjacent to the turtle and grabbed (escape DC 30 ends). While grabbed, the target is automatically hit by all of the hatchling's attacks.		
r Black Bile Spittle (necrotic) • At-Will		
Attack: Ranged 20 (one creature); +31 vs. Fortitude		
Hit: 3d10 + 16 (avg 32, crit 46) necrotic damage and the target gains vulnerable 20 necrotic until it regains hit points.		
MR Torrent of Terror • Recharge 4-6		
Effect: The rancid turtle hatchling uses <i>bite</i> then <i>black bile spittle</i> without provoking opportunity attacks.		
TRIGGERED ACTIONS		
C Bloodied Breath (necrotic) • Encounter		
Trigger: The rancid dragon turtle is first bloodied.		
Attack: Close blast 5 (creatures in blast); +31 vs. Reflex		
Hit: 4d10 + 18 (avg 40, crit 58) necrotic damage and the target is knocked prone.		
Str 24 (+21)	Dex 20 (+19)	Wis 25 (+21)
Con 26 (+22)	Int 14 (+16)	Cha 18 (+18)
Alignment chaotic evil		Languages Draconic

10+ Shadowed Wraith (W)		Level 28 Minion Skirmisher
Medium natural animate (undead)		
HP 1; a missed attack never damages a minion		Initiative +24
AC 41, Fortitude 39, Reflex 41, Will 40		Perception +20
Speed 6, fly 6 (hover)		blightsight 5
STANDARD ACTIONS		
m Draining Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +31 vs. Fortitude		
Hit: 18 necrotic damage and the target gains vulnerable 20 necrotic until it regains hit points.		
TRIGGERED ACTIONS		
C Scattering Shadows • Encounter		
Trigger: The wraith is reduced to 0 hit points.		
Effect (No Action): One enemy within 10 squares gains vulnerable 20 necrotic until it regains hit points.		
Str 14 (+16)	Dex 26 (+22)	Wis 13 (+15)
Con 15 (+16)	Int 10 (+14)	Cha 12 (+15)
Alignment chaotic evil		Languages understands Common

ENCOUNTER 3: SUZAIL MAP

DTMS - The City x2, Ship Tiles, Castle Grimstead (Towers), Water Tiles

T=Thauglor; D=Ancient Dragon Turtle; H=Rancid Turtle Hatchling; W=Shadowed Wraith



ENCOUNTER 4: STORM OF DEATH

CREATURES

This encounter includes the following creatures:

Alasklerbanbastos, the Great Bone Wyrn (A)

Jaxanaedegor, vampiric green dragon (J)

5+ ball lightnings (B)

deathstorm hazard

Vanquisher Tarhun (V)

SCALING THE ENCOUNTER

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

Four PCs: Remove a ball lightning from the encounter and both dragons' action points. Reduce the hit points of Alasklerbanbastos by 150 in each form. Reduce the number of active dragon skulls by 1.

Six PCs: Add a ball lightning to the encounter. Increase the hit points of Alasklerbanbastos by 150 in each form and he acts twice per round on initiative scores 45 and 35. Add an active dragon skull.

Faster: +10 to non-minion damage rolls. Reduce all non-minion hit points by 100.

Easier: -5 Initiative. Remove Jaxanaedegor's draconic action.

Harder: +2 Attack. Alasklerbanbastos acts twice per round, taking a full turn on initiatives 45 and 35.

Glory: +10 Initiative. PCs take a -5 penalty to saves against all of Alasklerbanbastos' effects. Jaxanaedegor's aura also blocks line of effect, preventing PCs from leaving the aura.

Make the following adjustments depending on the number of short rests taken (see Encounter 2):

Each Rest: Decrease Vanquisher Tarhun's hit points by 40 and add ball lightnings equal to the number of PCs. The dragons gain a cumulative +1 bonus to attack rolls and +2 bonus to damage rolls.

SETUP

The PCs have arrived through the dark portal into the throne room of Djerad Thymar, capital of Tymanther. Alasklerbanbastos and his capricious servant Jaxanaedegor have assaulted the fortress. The dracolich is a powerful caster and has created a ritual to drain the souls of the dragonborn, adding their courage and fighting spirit to the Cult's creation.

The PCs appear in the middle of the throne room, between the two dragons. Vanquisher Tarhun stands by the throne and balls of living lightning move throughout

the room as the skulls on the wall breathe arcs of lightning throughout the fortress.

Vanquisher Tarhun is injured and rapidly taking damage. The PCs should be encouraged to take actions to save him.

Black lightning crackles from huge dragon skulls mounted on the walls. Screaming souls and shadows surround two great dragons that wreak havoc in the throne room.

Vanquisher Tarhun swings a blade at the bone dragon. "Death to the dragons. Glory to Tymanther! Lance Defenders, strike and move."

Dragonborn mounted on great bats swoop around the room's columns and into balconies, dodging lightning strikes, and hurling spears down at the dragons.

The damage of their blows is quickly healed. They cannot hope to defeat the dragons without your aid.

The great bone wyrn says, "Tymanther thought it could contend with its betters. Now all should know the wretches are nothing before true dragons."

Swirling in mist, a huge dragon with yellow and green scales stares at you. It hisses, revealing vampire canines, "Leave now. Our quarrel is not with you."

Player Handout 4 may be of assistance with the encounter's skill challenge.

FEATURES OF THE AREA

Ceiling: The room is forty feet (8 squares) tall.

Illumination: The room is brightly lit.

Columns: There are several columns in the room. These are blocking terrain, but can be easily destroyed (becoming difficult terrain) by the dragons or PCs whenever appropriate. Alasklerbanbastos is particularly likely to walk unconcernedly through the columns, reducing them to rubble. The columns are important to the stability of the room, but the loss of them does not cause an immediate collapse.

Dragon Skulls: The walls of Djerad Thymar are decorated with the skulls of dragons defeated by the dragonborn of Tymanther. Alasklerbanbastos has animated the skulls as a focus for his *deathstorm* ritual. Arcs of lightning spread out throughout Djerad Thymar, slaying dragonborn and funneling their souls back as power. This process creates ball lightnings and keeps the undead dragons healed.

The defenders have destroyed some of the skulls prior to the PCs' arrival, but cannot destroy any more without assistance.

Reinforcements: At the end of each round, a number of *ball lightnings* equal to the number of active skulls appear within 5 squares of those skulls.

Vanquisher Tarhun and the Lance Defenders: Do not make attack rolls for or against these combatants; they are only background noise to the greater heroics of the PCs.

At the end of each round, Vanquisher Tarhun and the Lance Defenders deal 50 damage to one of the dragons.

At the start of the encounter, assume Vanquisher Tarhun has 120 out of 160 hit points, with two healing surges remaining. If relevant, all of his defenses are 35. At the end of each round, he takes 40 damage from Alasklerbanbastos (from being hit, ongoing, whatever is most convenient for the defenders and healers to deal with) and takes 40 damage if the deathstorm hazard is still active. If he is reduced to 0 hit points, he dies and the Lance Defenders are defeated. PCs may take actions to prevent or mitigate the damage Tarhun takes; you should reduce or eliminate damage for the round as best fits the steps the PCs take. For example, allowing a swordmage aegis to prevent damage, or a PC to use *mass resistance* to lightning to prevent its value in damage each round.

If Vanquisher Tarhun is alive when the PCs overcome the deathstorm hazard, the PCs may exhort the dragonborn to a furious assault. At the end of each PC's turn, that PC should make a Diplomacy or Intimidate check. If the PC is a member of the Platinum Cadre, Lance Defenders, or has two or more influential story award for the Tymather region (such as a necklace from house Jalt), the PC gains a +10 bonus to this check. The dragonborn rally and strike at a target chosen by the PC, inflicting damage equal to the skill check's result. Each PC may make this check only once.

If the PCs grant attacks to Vanquisher Tarhun, he automatically hits for a base of 20 damage.

SKILL CHALLENGE: DEATHSTORM

Goal: Stop the deathstorm hazard.

Complexity: 4 (2 successes per skull, a number of skulls equal to the number of PCs)

Primary Skills: Athletics, Endurance, Religion, Thievery

Victory: All effects of the hazard end, and the PCs may now command the Lance Defenders to attack the dragons.

Athletics, Religion, Thievery DC 30 / 40 (Minor Action)

A PC must be adjacent to the dragon skulls (2x2 areas) to make a skill check or attack them.

Endurance DC 30 / 40 (Free Action)

A PC who is adjacent to the dragon skull at the end of their turn may make an Endurance check as a free action. A success grants a success in the skill challenge and ball lightnings cannot form adjacent to that skull this round, but this also inflicts 30 lightning and necrotic damage on the PC. The PC does not also take *lightning strikes* damage from the hazard this round.

Two DC 30 successes or one DC 40 success disables a dragon skull. No further successes can be achieved at that skull, and one fewer ball lightning appears at the end of each round.

The dragon skulls are protected by a magic aura that prevents them from being damaged by non-adjacent sources. The skulls have 30 hit points, resist 10 to all damage, and AC 30, Fortitude 30, Reflex 10. As objects, the skulls are immune to Will attacks and psychic damage.

TACTICS

Jaxanaedegor attempts to maneuver a striker and leader into his aura, focusing his attacks on the leader while using the striker as a weapon.

Alasklerbanbastos begins with either *thundercrash* or his *breath weapon*, saving the other for when his *instinctive action* is triggered. He initially fights at range, casting lightning at his foes. He prefers targets in Jaxanaedegor's aura, since they likely cannot see him so grant combat advantage. When bloodied, Alasklerbanbastos enrages and lashes out at all enemies in feral fury.

The ball lightnings focus on enemies adjacent to each other (see Jaxanaedegor's forced movement). They maximize the number of creatures within 5 squares of them.

Both dragons fight to their temporary deaths.

ROLEPLAYING

Jaxanaedegor and Alasklerbanbastos do not like each other. They are not willing to turn on each other, but the PCs might be able to manipulate their target selection and actions by playing them off each other.

Alasklerbanbastos orders Jaxanaedegor into danger, relishing the pains the lesser dragon takes. The dragons are all too aware that the epic PCs are a serious threat,

but believe that they cannot truly die due to their undead natures.

Vanquisher Tarhun is overjoyed once the combat turns against the dragons. He promises retribution against the dragons, and assistance to the PCs and their allies in any war to come.

ENDING THE ENCOUNTER

The encounter ends when both dragons are defeated. All of the ball lightnings expire harmlessly.

MILESTONE

This encounter counts toward a milestone.

TREASURE

If he is still alive, Vanquisher Tarhun grants his rescuers a *dauntless champion's ring*. If he dies, the ring disappears (but is still available at the end of the adventure as a treasure bundle choice).

ENCOUNTER 4: STORM OF DEATH

Alasklerbanbastos (A)	Level 29 Artillery
Gargantuan natural magical beast (dragon, undead)	
HP 424; Bloodied never	Initiative +28
AC 42, Fortitude 42, Reflex 39, Will 42	Perception +28
Speed 10, fly 10 (hover)	Blindsight 5
Immune disease, poison, sleep; Resist 20 lightning, 20 necrotic	
Saving Throws +5; Action Points 1	
TRAITS	
Implacable	
Whenever Alasklerbanbastos is subjected to a harmful condition or effect that prevents free actions or hinders movement, he may take 30 damage to instead become dazed for the same duration.	
STANDARD ACTIONS	
m Bite (lightning) • At-Will	
<i>Attack:</i> Melee 4 (one creature); +34 vs. AC	
<i>Hit:</i> 4d10 + 15 (avg 37, crit 55) damage.	
<i>Effect:</i> The target takes ongoing 30 lightning damage (save ends).	
r Shock (lightning) • At-Will	
<i>Attack:</i> Range 20 (one creature); +34 vs. Reflex	
<i>Hit:</i> 4d10 + 15 (avg 37, crit 55) lightning damage, and the target is dazed (save ends).	
Double Attack • At-Will	
<i>Effect:</i> The dragon makes two basic attacks.	
C Breath Weapon (lightning) • Encounter	
<i>Attack:</i> Close blast 20 (enemies in the blast); +34 vs. Reflex	
<i>Hit:</i> 4d12 + 25 (avg 51, crit 73) lightning damage and the target is slowed (save ends).	
<i>Miss:</i> Half damage.	
<i>Failed Save:</i> The target is instead unconscious (save ends).	
A Thundercrash (thunder) • Encounter	
<i>Attack:</i> Area burst 4 within 20 (creatures in the burst); +34 vs. Fortitude	
<i>Hit:</i> 4d12 + 25 (avg 51, crit 73) thunder damage and the target is knocked prone.	
<i>Miss:</i> Half damage.	
MINOR ACTIONS	
C Gathering Storm (lightning) • At-Will 1/round	
<i>Effect:</i> Enemies within 5 squares gain ongoing 30 lightning damage (save ends).	
TRIGGERED ACTIONS	
C Instinctive Action • Encounter	
<i>Trigger:</i> The dragon is reduced to 250 hp.	
<i>Effect (Free Action):</i> Close burst 4 (creatures in the burst); the targets are pushed up to 4 squares. The dragon then flies up to its speed and uses either <i>breath weapon</i> or <i>thundercrash</i> as a free action (if either is still available).	
C Great Bone Wyrms • Encounter	
<i>Trigger:</i> The dragon is reduced to 0 hp.	
<i>Effect (No Action):</i> Alasklerbanbastos is bloodied, becoming the great bone wyrms. All harmful effects are removed and the great bone wyrms may teleport up to 10 squares and take a standard action as a free action.	
Skills Arcana +25, Intimidate +31, Religion +25	
Str 29 (+23)	Dex 28 (+23) Wis 28 (+23)
Con 32 (+25)	Int 23 (+20) Cha 35 (+26)
Alignment evil Languages Common, Draconic	

Note: Custom two-phase “solo” dragon loosely based on Elder Blue Dragon and Dragon of Tyr.

The Great Bone Wyrms	Level 29 Brute
Gargantuan natural magical beast (dragon, undead)	
HP 664; Bloodied always	Initiative +28
AC 42, Fortitude 42, Reflex 39, Will 42	Perception +28
Speed 10, fly 10 (hover)	Blindsight 5
Immune disease, poison, sleep; Resist 20 lightning, 20 necrotic	
Saving Throws +5; Action Points 1	
TRAITS	
Implacable	
Whenever Alasklerbanbastos is subjected to a harmful condition or effect that prevents free actions or hinders movement, he may take 30 damage to instead become dazed for the same duration.	
Threatening Reach	
The great bone wyrms can make opportunity attacks against all enemies within its reach (4 squares).	
Great Bone Wyrms	
The great bone wyrms scores critical hits on an 18 - 20.	
STANDARD ACTIONS	
m Gore • At-Will	
<i>Attack:</i> Melee 4 (one creature); +34 vs. AC	
<i>Hit:</i> 4d12 + 22 (avg 48, crit 4d12 + 70) damage.	
Double Attack • At-Will	
<i>Effect:</i> The dragon makes two basic attacks.	
C Thunderclap (thunder) • At-Will	
<i>Attack:</i> Close burst 5 (creatures in the burst); +32 vs. Fortitude.	
<i>Hit:</i> 3d12 + 18 (avg 38, crit 4d12 + 54) thunder damage, and the target is pushed up to 4 squares.	
C Breath Weapon (lightning) • Encounter	
<i>Attack:</i> Close blast 20 (enemies in the blast); +32 vs. Reflex	
<i>Hit:</i> 4d12 + 30 (avg 56, crit 78) lightning damage and the target is slowed (save ends).	
<i>Failed Save:</i> The target is instead unconscious (save ends).	
<i>Miss:</i> Half damage.	
TRIGGERED ACTIONS	
Wrathful Breath • Encounter	
<i>Trigger:</i> The great bone wyrms is reduced to 300 hit points.	
<i>Effect (Free Action):</i> The wyrms’s <i>breath weapon</i> recharges, and he then uses it.	
Skills Arcana +25, Intimidate +31, Religion +25	
Str 29 (+23)	Dex 28 (+23) Wis 28 (+23)
Con 32 (+25)	Int 23 (+20) Cha 35 (+26)
Alignment evil Languages Common, Draconic	

Jaxanaedegor (J)		Level 29 Controller
Huge natural magical beast (dragon, undead)		
HP 524; Bloodied 262		Initiative +26
AC 44, Fortitude 39, Reflex 42, Will 43		Perception +24
Speed 10, fly 14 (hover, phasing), teleport 5		Darkvision
Immune disease, poison; Resist 20 necrotic		
Saving Throws +2; Action Points 1		
TRAITS		
O Nightmares Given Form (psychic, fear) • Aura 5		
Enemies who end their turn in the aura take 20 psychic damage and are slid up to 3 squares. In addition, enemies within the aura do not have line of sight to anything outside it.		
Draconic Action		
On the dragon's initiative + 10, it can take a standard action.		
Draconic Resistance		
When the dragon cannot take a standard action due to a harmful effect (such as being dominated, stunned, or removed from play), the dragon loses the standard action and can remove the harmful effect.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 3 (one creature); +34 vs. AC		
Hit: 4d8 + 19 (avg 37, crit 51) damage, and the target slides up to 3 squares.		
Double Claw • At-Will		
Effect: The dragon makes two basic attacks. If both attacks hit the same target, the target is knocked prone.		
C Breath Weapon (poison) • Encounter		
Attack: Close blast 10 (creatures in the blast); +32 vs. Fortitude		
Hit: 5d8 + 32 (avg 54, crit 72) poison damage and the target is dazed (save ends).		
Miss: Half damage.		
MINOR ACTIONS		
R Dominating Gaze (charm) • At-Will 1/turn		
Special: This attack does not provoke opportunity attacks.		
Attack: Range 5 (one creature); +32 vs. Will		
Hit: The target is slid up to 5 squares then makes an at-will attack.		
Special: Jaxanaedegor's aura does not impede that enemy's line of sight for this attack.		
m Vampiric Bite (necrotic, poison) • At-Will 1/turn		
Attack: Melee 3 (one creature granting combat advantage); +32 vs. Fortitude		
Hit: 4d8 + 19 (avg 37, crit 51) necrotic and poison damage, and the target loses a healing surge. Jaxanaedegor regains 50 hit points.		
TRIGGERED ACTIONS		
Mistform • At-Will		
Trigger: Jaxanaedegor is damaged by an attack.		
Effect (No Action): After taking damage, Jaxanaedegor gains insubstantial until the end of the current turn.		
Bloodied Breath • Encounter		
Trigger: Jaxanaedegor is first bloodied.		
Effect (Free Action): The dragon flies up to its speed, recharges his breath weapon, and uses it.		
Str 19 (+18)	Dex 24 (+21)	Wis 21 (+19)
Con 22 (+20)	Int 28 (+23)	Cha 26 (+22)
Alignment evil		Languages Common, Draconic
Note: Based on Cyan Bloodbane with vampiric reflavoring. Strong elite.		

Deathstorm		Level 28 Blaster
Hazard		
Dark lightning seeks out all life within the fortress. Souls scream in a vortex throughout the area, then are sucked into dragon skulls.		
Hazard: Bolts of lightning arc from the animate dragon skulls, striking at all enemies within Djerad Thymar.		
Perception		
The hazard's effect and countermeasures are immediately obvious.		
Dark Magic		
Effect: All enemies gain vulnerable lightning and Alasklerbanbastos gains resistance to all damage equal to the number of successes still needed in the skill challenge.		
Coursing Energy (healing)		
Trigger: At the end of each round.		
Effect: Both Alasklerbanbastos and Jaxanaedegor heal 10 hit points per success still needed in the skill challenge. This damage can animate Jaxanaedegor if he is at 0 hit points or lower.		
Lightning Strikes (lightning, necrotic)		
Trigger: Whenever an enemy ends its turn and is not adjacent to a dragon skull, Alasklerbanbastos (the great bone wyrm), or Jaxanaedegor.		
Effect: The enemy takes 30 lightning and necrotic damage.		
Countermeasures		
<ul style="list-style-type: none"> The hazard can be disabled by destroying all of the dragon skulls or Alasklerbanbastos, the great bone wyrm. Refer to the deathstorm skill challenge. A PC may reduce the damage taken at the end of his turn by lightning strikes by an amount equal to his Acrobatics check result, but doing so uses up his ability to take an immediate action this round. 		

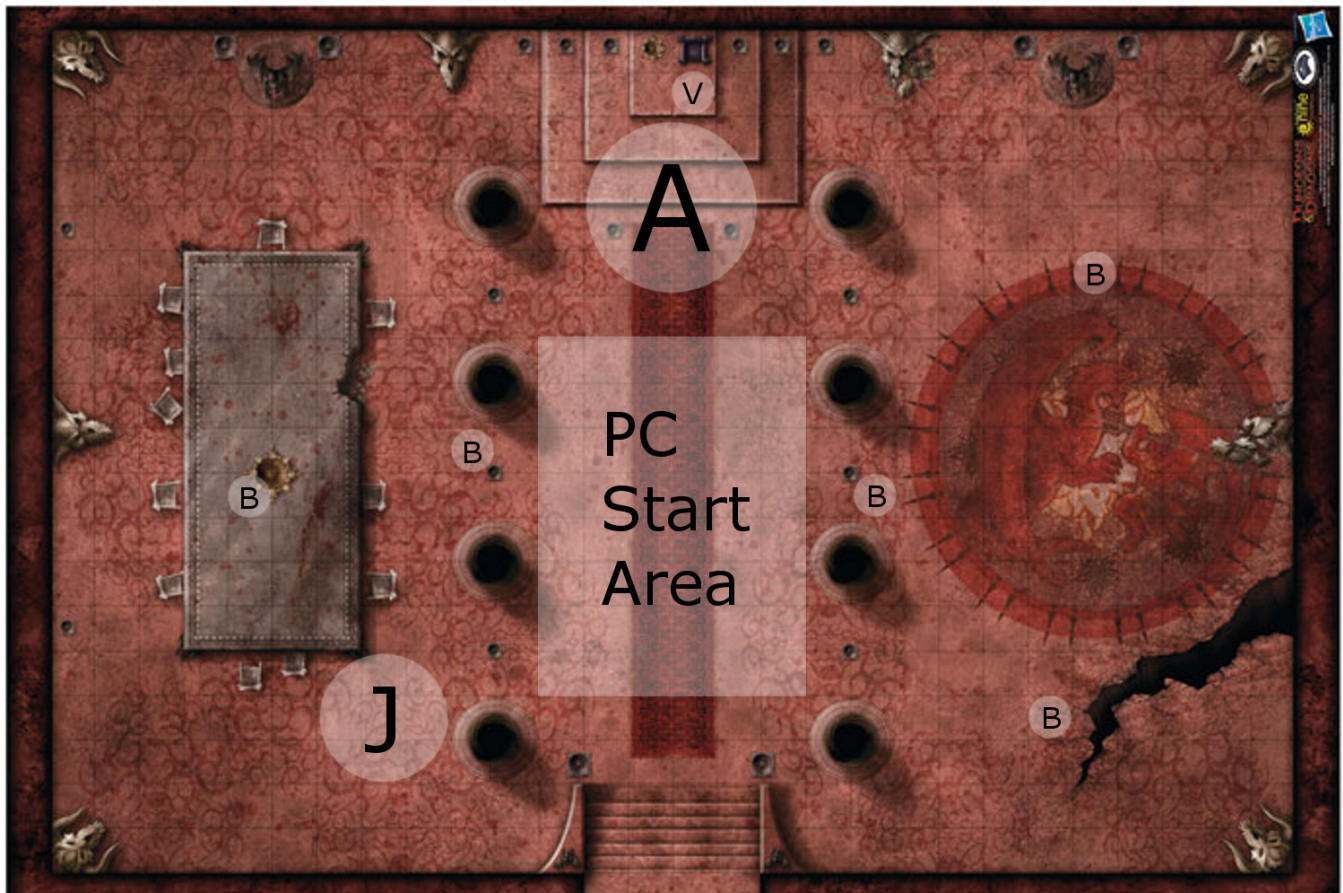
Note: Custom hazard.

5+ Ball Lightning		Level 28 Minion Artillery
Medium elemental animate (air)		
HP 1; a missed attack never damages a minion.		Initiative +22
AC 40, Fortitude 39, Reflex 40, Will 41		Perception +23
Speed 6, fly 8 (clumsy)		blindsight 2
Resist 20 lightning, 20 thunder		
STANDARD ACTIONS		
m/r Lightning (lightning) • At-Will		
Attack: Melee 2 or Ranged 20 (one creature); +33 vs. Reflex		
Hit: 18 lightning damage, and any other enemies adjacent to the target take 18 lightning damage.		
TRIGGERED ACTIONS		
C Death Burst (lightning) • Encounter		
Trigger: The ball lightning is reduced to 0 hp.		
Effect (No Action): Close burst 5; Each enemy in the burst takes 10 lightning damage. One ally in the burst may make a basic attack as a free action.		
Str 23 (+20)	Dex 26 (+22)	Wis 29 (+23)
Con 24 (+21)	Int 10 (+14)	Cha 17 (+17)
Alignment unaligned		Languages -
Note: Battlesworn Orc Bloodsage.		

ENCOUNTER 4: STORM OF DEATH

Red Hall of Vor Rukoth poster map

A = Asklerbanbastos, J = Jaxanaedegor, B = Ball lightnings, V = Vanquisher Tarhun



ENCOUNTER 5: FLIGHTS OF FREEDOM

CREATURES

This encounter includes the following creatures:

3 elder dragons (E)

Tarik, adult brass dragon (T)

Many young dragons (Y)

WeavePasha Acham el-Jhotos (W)

SCALING THE ENCOUNTER

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

Four PCs: Remove an elder dragon.

Six PCs: Add an elder dragon.

Faster: Reduce each elder dragon's hit points by 100. The young dragons deal 3 damage each to PCs at the end of each round, but no longer make melee attacks. When any dragon's enchantment is removed, remove an additional young dragon.

Easier: -2 Attack. Remove the elder dragons' action points.

Harder: Score critical hits on 18-20, with 20 extra damage on criticals. Each non-minion dragon gains an extra action point.

Glory: +2 Defense. When the elder dragons are hit, they may charge or tail smash as an at-will immediate reaction. The young dragons instead deal 2 damage each at the end of the round (to both the city and PCs, as appropriate).

Make the following adjustments depending on the number of short rests taken (see Encounter 2):

Each Rest: The city takes 15 damage. The non-minion dragons gain a cumulative +1 bonus to attacks and +2 bonus to damage rolls.

SETUP

The PCs have arrived in the courtyard to the WeavePasha's palace in Almraiven. Overhead dozens of dragons fly over the city, assaulting it. The dragons are all infused with shadow, from their direct exposure to the Hungering Dark over the Vilhon Wilds.

The city of Almraiven has just triumphed over the cities of Calimport and Memnon, freeing the slaves of those cities (QUES4-1) and the dread powers Calim and Memnon have been destroyed forever (EPIC5-1), so the city is filled with overwhelming hope for the future.

This hope has drawn the attention of the Hungering Dark. The destruction of the city steals the energy to psychically empower Sammaster in Encounter 8C (see Appendix 5) and defeat the WeavePasha, feeding his power to the ritual.

If any PC is renowned in Calimshan for efforts in QUES4-1, ADCP4-2, and/or CALI3-1 through 4-3, the statue in the center of the map should be of that PC. It is destroyed by dragons once the city is reduced to 20 hit points (so may be destroyed already if the party has taken two or more rests):

Dozens of dragons swoop and dive over the city of Almraiven. Al'Amar's palace burns from the attention of a gold and brass dragon. People throughout the city are screaming as they die to the devastation.

All of the dragons trail purple shadows from eyes and maws, taint of the Hungering Dark that empowers and enrages them.

The WeavePasha stands next to a recently petrified blue dragon. From the safety of a globe of magic abjuration, he chants a complex ritual.

It will not be long before the dragons destroy the city.

Not all of the dragons start on the map with the PCs. One elder dragon, Tarik, and 30 (24 for a group of 4, 36 for a group of 6) young dragons start off map. At the end of each round, a number of young dragons equal to the number of PCs will move from destroying Almraiven onto the map. The PCs can lure them in more quickly (see *protect the city* below). The young dragons act on their initiatives in the next round.

Tarik and the elder dragon enter at the start of the second round, acting immediately.

Player Handout 5 is helpful for running the skill challenge in this encounter.

End of Round Order:

- 1) PC skill checks (removing the Hungering Dark influence from the dragons still on their map)
- 2) Move dragons from off-map into city (# of dragons equal to # of PCs, plus any lured by the PCs)
- 3) Apply damage to city from off-map dragons, as well as damage to PCs from on-map young dragons.

FEATURES OF THE AREA

Buildings: The city's buildings are twenty feet (4 squares) tall. Climbing a building's wall requires a DC 20 Athletics check.

Stalls: The stalls of the city are effectively ten feet (2 squares) tall. A character may rapidly ascend onto the top of a stall with a DC 20 Acrobatics or Athletics check and 2 squares of movement. A character on top of a stall may leap onto a building (using boxes and awnings for assistance) by making an Acrobatics or Athletics check and moving up to 1 square per 10 rolled, landing safely on top of a roof on a 20+.

WeavePasha: If the PCs have taken fewer than 2 short rests, the WeavePasha is inside of a *globe of invulnerability* that protects him from all dragon attacks, but he cannot attack out of it. He is working on a ritual to remove the enchantment from the dragons, but lacks the strength to overcome the Hungering Dark. He hopes the PCs are stronger than him (see Skill Challenge).

Dragon Flights: There are 40 (32 for a group of 4 PCs, 48 for a group of 6 PCs) young dragons over Almraiven. At the start of the combat, there are 10 (8 for a group of 4, 12 for a group of 6) dragons on the map with the PCs, and the rest are spread over the city. See the skill challenge for more information.

At the end of each round, the young dragons throughout the city collectively breathe on its inhabitants. All PCs take acid, cold, fire, and lightning damage equal to the number of hostile unbloodied young dragons on the combat map. The city of Almraiven then takes damage equal to the number of young dragons still spread throughout the city.

The PCs can use forced movement to drive dragons off of the map, but doing so causes the dragon to damage the city at the end of the round.

SKILL CHALLENGE: SAVE ALMRAIVEN

Goal: Stop the dragons before Almraiven is destroyed.

Complexity: Special

Primary Skills: Arcana, Bluff, Diplomacy, Intimidate, Nature.

Victory: All of the dragons are defeated or dispersed.

Failure: Almraiven is destroyed and its people die.

Track the amount of damage Almraiven takes, until it is destroyed. This result influences Encounter 8C later (see Appendix 5). If Almraiven takes 20 or more damage, the city has been devastated by the assault, but could be rebuilt albeit at horrific cost. If Almraiven takes 40 or more damage, it has been razed to the ground and utterly destroyed. Everyone is dead.

TYPES OF DRAGONS

The PCs should fight a majority of non-evil dragons, as the WeavePasha and citizens of Almraiven have already focused their efforts on the evil dragons. Make sure to have some evil dragons, to give the PCs something they can feel safe attacking, however. In particular, make one of the starting elder dragons (two for a group of 6) an evil dragon.

In the monster statistics, "Energy" is determined by the color of dragon as follows:

Brass - Fire
Bronze - Lightning
Cobalt - Cold
Copper - Acid
Gold - Fire
Iron - Lightning
Silver - Cold
Black - Acid
Blue - Lightning
Green - Poison
Red - Fire
White - Cold

Protect the City: At the start of each PC's turn, the PC may choose to leave itself open to attack. This leaves the PC free to focus on saving the city and also draws the attentions of the dragons and Hungering Dark elsewhere in the city to attack that PC.

The PC takes a -3 penalty to all defenses until the Almraiven dragons are defeated. If the PC does so, reduce all damage the city takes at the end of each round by 2 and an additional two dragons move to the PC's map at the end of each round. The PC also gains a +5 bonus to end of round skill challenge checks.

Arcana, Bluff, Diplomacy, Intimidate, or Nature (Free Action):

At the end of each round, each PC should make a skill check as a free action to snap the dragons out of their enchantment. Total the check results of all PCs and add 40 for the WeavePasha's participation as long as the city has not been destroyed. Apply both of these effects:

- For every cumulative 20 points, the PCs can either bloody or remove one bloodied minion. This can be done twice to the same minion to effectively remove an unbloodied minion.
- Apply the total check result as damage to one non-minion dragon. If that damage is enough to

reduce the dragon to 0 hit points, apply any remaining damage to another non-minion dragon until the full check result is used up.

Any dragon bloodied in this manner does not use *bloodied breath*. Any dragon reduced to 0 in this manner has its enchantment removed, instead of dying.

Story Awards: If a PC has CALI07 **Tarik's Gratitude** (CALI3-3) or is a Pasha of Calimshan (CALI10, CALI17, CALI30, or CALI35), the PC gains a +5 bonus to this skill check due to his rapport with dragons or the people of the region.

Bereft of the Hungering Dark's empowerment, the dragons are not effective allies in the combat, so no further combat rolls should be made for them.

Every non-minion dragon whose enchantment is removed then removes one minion dragon.

TACTICS

All of the dragons attempt to stay flying about 5 squares over the ground, so their breath weapons are most effective against the city. They prefer to use their ability to fly to avoid grounded melee combatants.

The elder dragons use basic attacks to group their enemies together so they can use their *breath weapon* and *tail smash* most effectively.

The dragons in this encounter die when reduced to 0 by damage, even if a PC is attempting to only knock them unconscious.

ROLEPLAYING

The good and unaligned dragons are in the grip of the Hungering Dark and the Rage, so are little more than snarling beasts. As they are broken free of the enchantment, they manifest their native personalities. Some are thankful, some attempt to help the PCs, others are embarrassed, or prejudiced against non-dragons. Have fun with it. A purely mechanical result is likely less fun for the entire table than being able to recollect the "servile silver", "ungrateful gold", and "scatter-brained brass".

When Tarik's enchantment is broken, he announces: **"I was just about to break out on my own! Thanks, anyways, though. Let's fix this! I'll knock some sense into that guy over there, if you get those other twenty!"**

The WeavePasha is doing all that he can to assist the PCs, and may have useful advice, especially if he believes the PCs can do something specific to save his city. He does believe that killing the good dragons

should be avoided, though given a choice between his city and them, he feels the choice is obvious.

TROUBLESHOOTING

A primarily melee party with very little ability to prone or fly may have some difficulty properly engaging the dragons. Their failure in preparation should make the fight more difficult, but the stalls and buildings should allow them to get within melee range of some dragons flying 5 squares up, so the encounter can still be fun.

The PCs may be reluctant to fight against theoretically good dragons. Explain that their attacks are primarily destroying the pieces of Hungering Dark attached to the dragons.

This may be far too many dragons for you to possibly fit on the map. Consider running the young dragons in abstract as a vast flying horde over the map, or divide the dragons evenly among your minis so that each large dragon actually represents two or three dragons stacked on each other in three dimensions.

ENDING THE ENCOUNTER

The encounter ends once all dragons are defeated or freed from their enchantment.

If the PCs still have cities to save, there are consequences for taking a short rest. They should decide whether to move quickly to save another city, or take time to recover from the combat.

Refer to Encounter 2 for guidance in handling resting and proceeding through Encounters 3 through 6.

MILESTONE

This encounter counts toward a milestone.

TREASURE

If the PCs save Almraiven and at least one good non-minion dragon, then that dragon gives them a *diamond cincture*.

PCs who attempted to save all of the good dragons gain an additional benefit from story award EPIC33 at the end of the adventure.

ENCOUNTER 5: FLIGHTS OF FREEDOM

3 Elder Dragon (E)	Level 28 Controller
Huge natural magical beast (dragon)	
HP 516; Bloodied 258	Initiative +25
AC 43, Fortitude 41, Reflex 39, Will 40	Perception +20
Speed 10, fly 10 (hover)	Darkvision
Resist 30 energy (see Types of Dragons sidebar)	
Saving Throws +2; Action Points 1	
TRAITS	
Instinctive Action	
At an initiative of 10 + its initiative check, the dragon can use a free action to make a basic attack or charge.	
STANDARD ACTIONS	
m Bite and Claw • At-Will	
Attack: Melee 3 (one creature); +33 vs. AC	
Hit: 3d10 + 20 (avg 36, crit 50) damage, and the target is slid up to 2 squares.	
C Tail Smash • At-Will	
Attack: Close blast 3 (enemies in the blast); +31 vs. Fortitude	
Hit: 4d8 + 18 (avg 36, crit 50) damage, and the target is slid up to 2 squares, and knocked prone.	
Miss: Half damage, and the target is slid up to 1 square.	
C Breath Weapon (varies) • Recharge 5-6	
Attack: Close blast 5 (creatures in the blast); +31 vs. Reflex	
Hit: 4d12 + 20 (avg 46, crit 68) energy damage, and the target is dazed (save ends).	
Aftereffect: The target takes a -5 penalty to attack rolls until the start of its next turn.	
Miss: Half damage.	
MINOR ACTIONS	
C Flurry of Attacks • At-Will	
Effect: The dragon makes a basic attack.	
TRIGGERED ACTIONS	
Bloodied Breath • Encounter	
Trigger: The dragon is first bloodied.	
Effect (Free Action): The dragon recharges its <i>breath weapon</i> , and uses it.	
Str 29 (+23)	Dex 25 (+21)
Con 26 (+22)	Int 14 (+16)
	Cha 23 (+20)
Alignment unaligned	Languages Common, Draconic
Note: Silver Dragon Scourger (Dungeon 173). <i>Frightful presence</i> and <i>unstoppable</i> replaced by <i>instinctive action</i> .	

Tarik, adult brass dragon (T)	Level 28 Artillery
Large natural magical beast (dragon)	
HP 196; Bloodied 98	Initiative +26
AC 41, Fortitude 38, Reflex 41, Will 38	Perception +20
Speed 8, fly 10 (hover)	Darkvision
Resist 20 fire	
STANDARD ACTIONS	
m Bite (fire) • At-Will	
Attack: Melee 2 (one creature); +33 vs. AC	
Hit: 4d8 + 18 (avg 36, crit 50) damage, and the target takes ongoing 20 fire damage (save ends).	
r Fire Stream (fire) • At-Will	
Attack: Ranged 20 (one or two creatures); +33 vs. Reflex	
Hit: 4d8 + 9 (avg 27, crit 41) fire damage, and the target takes ongoing 20 fire damage (save ends).	
Miss: Half damage.	
C Breath Weapon (fire) • Encounter	
Attack: Close blast 5 (creatures in the blast); +33 vs. Fortitude	
Hit: 4d8 + 27 (avg 45, crit 59) fire damage and the target is pushed up to 3 squares and knocked prone.	
Miss: Half damage, and the target is pushed up to 2 squares.	
TRIGGERED ACTIONS	
Wing Buffet • At-Will	
Trigger: An enemy enters or leaves an adjacent square.	
Attack (Immediate Reaction): Melee 2 (triggering enemy); +33 vs. Fortitude	
Hit: 4d8 + 18 damage and the target is knocked prone.	
Effect: Tarik shifts 2 squares.	
Bloodied Breath • Encounter	
Trigger: Tarik is first bloodied.	
Effect (Free Action): Tarik recharges his <i>breath weapon</i> , and uses it.	
Str 19 (+18)	Dex 24 (+21)
Con 22 (+20)	Int 28 (+23)
	Cha 26 (+22)
Alignment evil	Languages Common, Draconic
Note: Based on level 11 solo brass dragon, reduced to a standard for level difference, and empowered by <i>Hungering Dark</i> .	

Young Dragons		Level 28 Minion Skirmisher
Large natural beast (dragon)		
HP 1; a missed attack never damages a minion.		Initiative +22
AC 42, Fortitude 40, Reflex 40, Will 40		Perception +23
Speed 6, fly 8		
Resist 20 all (see also <i>dragon's toughness</i>)		
TRAITS		
Critical Weakness		
Whenever the dragon is critically hit, its attacker can choose to either kill it, or knock it unconscious until the end of the encounter.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 2 (one creature); +33 vs. AC		
Hit: 20 damage.		
TRIGGERED ACTIONS		
Dragon's Toughness • Encounter		
Requirement: The dragon must not be bloodied.		
Trigger: The dragon would be damaged, but not by a critical hit.		
Effect (No Action): The damage is reduced to 0 and the dragon is now bloodied.		
R Bloodied Breath (varies) • Encounter		
Special: This power does not provoke opportunity attacks.		
Trigger: The dragon is bloodied by an enemy.		
Effect (Free Action): Ranged 10 (triggering enemy); the target takes 10 energy (see Types of Dragons sidebar) damage.		
Str 23 (+20)	Dex 26 (+22)	Wis 19 (+18)
Con 24 (+21)	Int 10 (+14)	Cha 17 (+17)
Alignment good		Languages Common, Draconic

Note: Custom “two-hit” minion created as epic extrapolation of a heroic tier solo. Intentionally more difficult to kill, so that players do not feel that formerly 400hp enemies are now automatically killed by incidental aura or cleave damage. The minions are set up so they can be bloodied, allowing the PCs to then save them with the skill challenge, if they choose.

ENCOUNTER 5: FLIGHTS OF FREEDOM

Seekers of the Ashen Crown poster map
E = Elder Dragon; Y = Young Dragon



ENCOUNTER 6: FORCED LIES

CREATURES

This encounter includes the following creatures:

Bloath, green dragon (B)
Daranth, blue dragon (D)
Ennis, black dragon (E)
Olar, white dragon (O)
Shardall, red dragon (S)
Liars Abomination (L)

SCALING THE ENCOUNTER

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

Four PCs: Reduce each enemy's hit points by 60. The dragons' *furious assault* grants only two basic attacks, each against different creatures.

Six PCs: Add 60 hit points to each enemy's hit points. The dragons' *furious assault* lets them make two basic attacks against one creature, and one basic attack against two other creatures.

Faster: All missed attacks deal half damage to both the target and attacker due to the artifact's influence.

Easier: -2 Attack. Remove an action point from every enemy.

Harder: +2 Defense. Treachery's throne affects all PC misses, not just natural 1s.

Glory: Increase all enemy hit points by 20 times the number of PCs. Each dragon gains an instinctive action to make a *furious assault* at its initiative + 10.

Make the following adjustments depending on the order of encounters and short rests taken (see Encounter 2):

Each Rest: The dragons attune to the artifact one round sooner. The dragons gain a cumulative +1 bonus to attacks and +2 bonus to damage rolls.

SETUP

The PCs have arrived through the dark portal into an underground cave system. The caves are littered with the ruins of buildings and patches of virulent blue spellplague energy. It is immediately apparent that others have been here, as there is a campsite near the portal. The PCs can find tracks around the campsite, indicating a party of five humanoids.

The tracks come and go down various passages. Moving through the caverns and ruins swiftly is no easy task. As PCs make their way through the caverns, their skill at Dungeoneering determines how quickly they make their way. Ask the PCs if they wish to use any powers that affect Dungeoneering. The PCs eventually

reach a large domed cave holding the ruins of Ravaerris's former vaults.

Flickering blue light up ahead reveals a large domed cave. Inside the cave are the remains of thick stone walls overgrown with large mushrooms. Four large pools of crackling spellplague energy provide ample light.

At the back of the room stands a large stone throne surrounded by a strange yellow glow. Upon the throne is the large statue of a seated man of athletic build, a greatsword leaning against his knee. The statue's mouth is locked in a sardonic stone grin, its eyes appraise you mockingly.

Wandering around the room are five adventurers curiously exploring different elements of their surroundings.

At this point, Creation's Hourglass will freeze time (see below). After resolving the conversation, combat ensues.

The dragons begin as indicated on the map, where they were caught in time when the PCs arrived. The PCs should each roll a Dungeoneering check to determine how capably they moved through the caverns to get here.

DC 40+: The PC is up to 12 squares into the chamber and gains a +10 bonus to their initiative result.

DC 30 - 39: The PC is up to 9 squares into the chamber and gains a +5 bonus to their initiative result.

DC 23 - 29: The PC is up to 6 squares into the chamber and takes a -5 penalty to their initiative result.

Less than DC 23: The PC is up to 3 squares into the chamber and takes a -10 penalty to their initiative result.

Note: If a PC examined this portal in Encounter 2, the bonus or penalty from this Dungeoneering check is applied to the initiative result, whether they choose to use their initiative result or their skill check result.

Make separate initiative rolls for each dragon, to increase the chance that they do not all act in a clump. They do not make skill checks to affect their initiative.

CREATION'S HOURGLASS

Creation's Hourglass is curious about the significance of these adventurers and this portal. As the PCs arrive, it stops time and creates a telepathic group mind link to understand exactly what is happening. This link allows the PCs to communicate with each other and with the adventurers. This gives you a chance to pause the action

for roleplaying, as well as providing information to the PCs, before time begins again and the PCs can interact with the encounter. Creation's Hourglass is content to listen in and gain information, though you may also use it to lend a voice to the encounter.

Through communicating with the NPC "adventurers", making History, Religion, or appropriate skill checks, or other means, the PCs should learn the following information relevant to this encounter.

- The statue is a long-lost artifact of Cyric, where he stored some of his divine power before Tyr and Sune trapped him. He must have secretly stored this artifact in the well-guarded vaults of the Zhentarim city of Ravaerris. Its presence may be the reason the city was swallowed into the earth during the Spellplague. With a DC 40 History or Religion check, the PC realizes that the key to activating the statue is likely hidden in an odd religious chant engraved into the blade of the sword.
- The humans try to pass themselves off as adventurers who discovered the ruins and are seeking treasure. They hurriedly apologize for accidentally activating the statue. They're not sure what they did or how to stop it, and ask the PC if they have any idea what to do.
- They recognize the PCs' exploits, though do not expect the PCs to know of them. They'll play themselves up as minor heroes who near-worship the PCs and are very proud of their own inconsequential accomplishments, such as once forcing a small dragon to retreat, or extremely minor parts in some massive battle interactives where they might have learned something of the PCs like Spellgard or Elturel.
- They ask the PCs to share any knowledge they have about the statue. Maybe if they work together they can find a weapon to fight Netheril. They're willing to turn over any and all treasure found, though they hope the PCs let them keep anything they don't want. They are most interested in unlocking the secrets of the statue.
- Bloath (the green) does all of the talking, DC 41 Insight to detect that he is trying to mislead the PCs. If the PCs tell the dragons that the key to unlocking the statue is in the script on its blade, the dragons need one fewer round to become attuned to the statue.
- At some point, the PCs notice that Ennis is inconspicuously wearing a holy symbol of Shar. (Frozen in time, he has no way to conceal it.) This is a good time to end the roleplaying, begin the flow of time, and start combat.

DEVELOPMENTS

As each dragon becomes bloodied, or all together once two dragons have been slain, they abandon their charade. See the power *end the charade*.

At the start of round 4, or once the dragons collectively have 300 or fewer hit points remaining, or when it is thematically enjoyable, the souls of the dragons combine and merge into the Liar's Abomination. When this happens, remove all remaining dragons and read or paraphrase the following:

Swirling through the room, the spirits of the dragons coalesce in a huge egg at the base of the stone throne. With a reverberating crack, the egg shatters and out surges a many-headed abomination. Each of the five heads grins in anticipation of devouring you.

Place a huge-sized miniature on the map in front of the throne to represent the 5-headed abomination. It acts on the next initiative in which a dragon would have acted.

FEATURES OF THE AREA

Ceiling: The domed ruins are thirty feet (6 squares) high.

Illumination: The room is brightly lit by the crackling presence of four spellplague pools (the water areas on the map).

Spellscarred: All of the dragons are spellscarred. Any spellscarred PCs gain a +2 bonus to attack rolls against the dragons, and take a -2 penalty to all defenses against their attacks.

Spellplague: In addition to the four pools of spellplague energy there are many smaller patches of it (the greenish radiation splotches on the map). Once per turn, entering or ending a turn in a square of spellplague energy subjects a creature to a random effect. Roll a D6; spellscarred creatures (like all five dragons) roll twice and can choose the result.

All effects last until the end of the creature's next turn.

1. **Shattered Resistance:** The target gains vulnerable 10 all and loses all temporary hit points.
2. **Rampant Mutation:** The target takes a -4 penalty to all defenses.
3. **Dazzling Chaos:** The target is dazed.
4. **Reverse Gravity:** The target falls upwards to the ceiling and takes 20 falling damage from impact on the stalactites.
5. **Chaos Infused:** The creature gains a +10 bonus to all damage rolls.
6. **Unexpected Clarity:** The target gains a +2 bonus to all d20 rolls.

Liar's Throne: The entire chamber has an aura of treachery. The statue, throne, and difficult terrain marked around the statue are not in the aura. A creature (including the dragons) in the aura that rolls a natural 1 on an attack roll resolves their power normally, but also hits themselves with the attack.

When the abomination spawns, the aura instead now affects all creatures in the room other than it.

Attunement: If the abomination has not been spawned by the end of round 3, the dragons become attuned to the statue. The dragons and abomination gain a +2 bonus to attack rolls and +5 bonus to damage rolls.

TACTICS

The dragons remain spread out at all times, trying to avoid getting caught in large scale bursts and blasts. Use *retaliation* to charge attackers that attempt to force them together.

Bloath and Ennis attempt to spread ranged attacks in order to inflict conditions on their enemies. Daranth attempts to slide enemies into patches of spellplague, teleporting adjacent to make it more difficult to safely leave the area.

Shardall and Olar prefer to make as many melee attacks as possible, focusing damage if convenient.

The dragons are willing to provoke opportunity attacks in order to maximize their own damage, so long as the opportunity attack could not ruin their turn.

They attempt to force PCs into the spellplagued areas whenever possible.

Liar's abomination uses *breath weapon* and then spends an action point to *liar's fury*, recharging her breath weapon. She should get 7-11 attacks per turn (1 per PC in breath weapon range plus 5 basic attacks), minus any attacks she automatically misses due to her *many headed* trait.

ROLEPLAYING

The dragons should initially act like a normal, or perhaps even too stereotypical, adventuring group. Choose any appropriate miniatures and personalities that you wish. Remember that while time is stopped, the dragons cannot gesture or communicate other than through the telepathic link.

ENDING THE ENCOUNTER

The encounter ends when the liar's abomination is defeated. The liar's throne is drained of power. The PCs should return through the portal to Encounter 2.

If the PCs still have cities to save, there are consequences for taking a short rest. They should decide whether to move quickly to save another city, or take time to recover from the combat.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The dragons have retrieved a *crown of victory* that was hidden in the city.

ENCOUNTER 6: FORCED LIES

Adventuring Dragon		Level 28 Skirmisher
Medium (Large) natural magical beast (dragon)		
HP 360; Bloodied 180		Initiative +25
AC 43, Fortitude 40, Reflex 39, Will 40		Perception +26
Speed 8, fly 8 (hover)		Blindsight 5
Resist 20 energy		
Saving Throws +2; Action Points 1		
TRAITS		
Action Recovery		
At the start of its turn the dragon may attempt to make saves against any dazed, dominated, or stunned effects (even if they allow no save).		
STANDARD ACTIONS		
m	Melee Attack • At-Will	
	Special: Attack varies by dragon. See stat blocks to right.	
	Attack: Melee 2 (one creature); +33 vs. AC	
	Hit: 4d8 + 20 (avg 38, crit 6d8 + 52) damage.	
r	Ranged Attack (varies) • At-Will	
	Special: Attack varies by dragon. See stat blocks to right.	
	Attack: Ranged 20 (one creature); +31 vs. Defense (Reflex for Black, Blue, and Red; Fortitude for Green and White)	
	Hit: 2d12 + 20 (avg 33, crit 44) energy damage.	
Furious Assault • At-Will		
Effect: The dragon may make a basic attack against three different creatures, or twice against one creature. See Scaling the Encounter.		
TRIGGERED ACTIONS		
Retaliation • At-Will		
	Trigger: An enemy hits this creature.	
	Effect (Immediate Reaction): This creature may charge or make a basic attack against its attacker.	
End the Charade • Encounter		
	Trigger: This creature is bloodied or 2 allies have been reduced to 0 hp.	
	Effect (No Action): The dragon polymorphs from human to large dragon form (see additional stat block reference below) and activates its aura. It then either uses its breath weapon as a free action or removes all effects which prevent free actions.	
Form the Abomination • Encounter		
	Trigger: There is only one dragon left, or the total hp of all remaining dragons is less than 300, or round 4 starts.	
	Effect (No Action): The artifact transforms the dragons into a huge multi-headed abomination that acts after the current turn.	
Skills Athletics +26, Bluff +27, Insight +26		
Str 25 (+21)	Dex 22 (+20)	Wis 24 (+21)
Con 23 (+20)	Int 23 (+20)	Cha 26 (+22)
Alignment evil		Languages Common, Draconic
Note: Custom dragon.		

Note: Custom dragon.

Dragon Form	
TRAITS	
o Raging Aura (energy) • Aura 5	
Enemies that end their turn in the aura take 20 energy damage.	
STANDARD ACTIONS	
c	Breath Weapon (energy) • Recharge 5-6
<i>Attack:</i> Close blast 5 (creatures in the blast); +31 vs. Defense (Reflex for Black, Blue, and Red; Fortitude for Green and White)	
<i>Hit:</i> 3d12 + 30 (avg 50, crit 66) energy damage.	
<i>Miss:</i> Half damage.	

Note: Only showing additions when in dragon form.

Black - Ennis	
r	Ranged Attack (acid) • At-Will
<i>Special:</i> Acid damage; attacks Reflex	
A target hit by this attack is blinded (save ends).	

Blue - Daranth	
m	Melee Attack • At-Will
<i>Special:</i> A target hit by this attack is slid up to 3 squares. Daranth may teleport to any square adjacent to the target.	
r	Ranged Attack (lightning) • At-Will
<i>Special:</i> Lightning damage; attacks Reflex	
A target hit by this attack is slid up to 3 squares. Daranth may teleport to any square adjacent to the target.	

Green - Bloath	
r	Ranged Attack (poison) • At-Will
<i>Special:</i> Poison damage; attacks Fortitude	
A target hit by this attack is dazed (save ends).	

Red - Shardall	
m	Melee Attack • At-Will
<i>Special:</i> A target hit by this attack is pushed up to 2 squares and knocked prone.	
r	Ranged Attack (fire) • At-Will
<i>Special:</i> Fire damage; attacks Reflex	

White - Olar	
m	Melee Attack • At-Will
<i>Special:</i> A target hit by this attack is restrained (save ends).	
r	Ranged Attack (varies) • At-Will
<i>Special:</i> Cold damage; attacks Fortitude	

Liar's Abomination (L)		Level 28 Brute
Huge immortal magical beast (dragon)		
HP 500; Bloodied 250		Initiative +21
AC 42, Fortitude 41, Reflex 39, Will 41		Perception +21
Speed 6, fly 10 (hover)		Truesight 10
Resist 20 acid, fire, cold, poison, lightning		
Saving Throws +5; Action Points 2		
TRAITS		
Many Headed		
Whenever the abomination would be dominated, stunned, removed from play, or otherwise made unable to attack or take an action, it instead automatically misses with its next attack roll. The abomination may take this option many times, each applying to the next attack roll that is not already automatically missing. Whenever it takes a penalty to attack from a source other than marked, that penalty to attack only applies to one attack roll that is not already an automatic miss.		
Threatening Reach		
The Liar's Abomination can make opportunity attacks against all enemies within its reach (3 squares)		
STANDARD ACTIONS		
m Claw, Bite, or Gore • At-Will		
Attack: Melee 3 (one creature); +33 vs. AC		
Hit: 2d12 + 32 (avg 45, crit 56) damage.		
r Deadly Spittle (varies) • At-Will 5/round		
Special: Each time this is used in the round, choose one energy type below which determines your damage and defense targeted. Each energy can be used once per round:		
Acid - Reflex		
Cold - Fortitude		
Fire - Reflex		
Lightning - Reflex		
Poison - Fortitude		
Attack: Ranged 20 (one creature); +31 vs. Reflex or Fortitude		
Hit: 2d12 + 30 (avg 43, crit 54) energy damage.		
Liars Fury • At-Will		
Effect: The Liar's abomination makes up to 5 basic attacks, making no more than three attacks against the same target.		
C Breath Weapon (acid, cold, fire, lightning, poison) • Recharge when the abomination uses <i>liar's fury</i>		
Attack: Close burst 5 (creatures in the burst); +31 vs. Reflex or Fortitude (whichever is lower)		
Hit: 5d12 + 30 (avg 63, crit 90) acid, cold, fire, lightning, and poison damage and the target is slid up to 3 squares.		
Miss: Half damage.		
TRIGGERED ACTIONS		
Tail Strike • At-Will		
Trigger: An enemy within 3 squares makes an attack		
Attack (Immediate Reaction): Melee 3 (triggering enemy); +33 vs. AC		
Hit: 3d12 + 10 (avg 30, crit 46) damage, and the target is knocked prone.		
Bloodied Breath • Encounter		
Trigger: The abomination is first bloodied.		
Effect (Free Action): The abomination recharges its breath weapon and then uses it.		
Str 24 (+21)	Dex 24 (+21)	Wis 24 (+21)
Con 24 (+21)	Int 24 (+21)	Cha 24 (+21)
Alignment evil		Languages Common, Draconic
Note: Custom dragon / hydra.		

ENCOUNTER 6: FORCED LIES

Icons Black Dragon: Underground Grotto poster map

B = Bloath (Green); D = Daranth (Blue); E = Ennis (Black); O = Olar (White); S = Shardall (Red)



ENCOUNTER 7: FINAL RESPITE

CREATURES

This encounter includes the following creatures:

Karasendrieth, the song dragon

Aurgloroasa, dracolich leader of the Cult of the Dragon

PACING

This is a good time to take a break so that you can set up the final encounter series. Note that Encounter 8 is a massive three-stage battle, so if you only have a couple of hours left in the session, it is a good time to stop and reconvene at another time.

Use the results from Encounters 3 to 6 to complete Appendix 5. This determines the effectiveness of Sammaster in Encounter 8C.

SETUP

Once the PCs have saved the cities, they can spend some time investigating the portals and ritual elements to determine how to get into the Shadowfell version of the dracorage mythal. Through working on the portal, bending it physically, tinkering with it, and warping its arcane, divine, and natural powers, the PCs can break through the darkness and wards and open it in a matter of a few hours. No skill checks are required, it is just a matter of time.

While the PCs prepare, Karasendrieth offers to perform a Comrade's Succor ritual, which allows the PCs to redistribute their healing surges. She also contribute two extra surges, in addition to the one required as a component for the ritual.

Karasendrieth also offers to perform a Soulguard ritual for free. Each PC who wishes to participate spends a healing surge. The next time the recipient is reduced to negative hit points equal to its bloodied value and would ordinarily die, the recipient instead regains hit points equal to its healing surge value.

PCs can also perform rituals and make preparations of their own during this time. Note that it has **not** been long enough since their last extended rest to benefit from an additional extended rest, even if the PCs have powers or rituals that might allow them to do so. However, this is an opportunity for any PC killed to be raised per the normal rules for doing so.

DREAD REALM PORTAL

As the PCs near completion of breaking open the portal into the dread realm, they can see the scene in Encounter 8A.

A colossal red dragon towers over everything in this vile realm. Black flames dance around the dragon's unmoving form, creating an impenetrable barrier. Blood gushes towards the dragon in churning, boiling rivers. The air is thick with thousands of screaming souls.

A nauseating feeling of wrongness and decay emanates from the portal. Death giants and cultists surround the chamber, chanting a horrific ritual to create a dragon god of death.

A shadow dragon dracolich, tiny beside the massive red dragon, orchestrates the chanting.

Under the supervision of a dracolich, human and death giant cultists channel the swirling souls and power collected into a massive red dragon body that is growing in size and filling with darkness. It is clear that the cultists must be disrupted to minimize the power of the souls channeled into the red dragon.

Aurgloroasa, the dracolich leader of the Cult of the Dragon, is attempting to hasten the ritual. She is concerned that the flow of power has ceased from the other portals.

As the PCs observe the scene, a female humanoid cloaked in living shadow appears next to the dracolich: Nightsinger, an avatar of Shar's. The avatar conveys knowledge of the PCs to the dracolich, and as one, the pair turns to gaze at the PCs through the portal.

Shar's avatar disappears, as quickly as she arrived, then the dracolich manipulates the portal so she can converse with the PCs. She attempts to convince them to join the Cult of the Dragon, offering true immortality and greater power. She then tries to discourage them by telling the PCs that their efforts are too late.

While it is a common trope for the villain to reveal their plans to the heroes, in this case, Aurgloroasa's goal is to present her organization as competent and worth joining, and Sammaster as too dangerous to take on without preparation. She does not believe that giving away details of her plan at this stage makes any difference.

The PCs can learn the following from Aurgloroasa, and they can end the conversation any time they wish. DC 38 Insight reveals information she is attempting to keep secret (in parentheses).

- She is Aurgloroasa, leader of the Cult of the Dragon, and the PCs are bearing witness to the birth of a new dragon god of undeath.
- She will be the consort and exarch of the new god, but there are high places of honor for the PCs should they wish to join the organization.

- The ritual is channeling the spirit of Sammaster into the body of Tchazzar, former avatar of Tiamat who almost became a deity in former Chessenta. Sammaster will awaken soon.
- The ritual is also channeling the souls and power from the other portals into the body.
- Finally, the body has been infused with the power of the Hungering Dark.
- She has been disappointed in the reduced power of all four portals, as well as the Hungering Dark, though that only slows the inevitable. (She is concerned at the reduced power, though she tries to hide it.)
- Soon, Sammaster will be powerful enough for the final Harvest, where he will bathe Baldur's Gate in necrotic death and feed on the souls of the entire city.
- Sammaster is moments from awakening at full power. The PCs are too late to stop him. (This is true, but the PCs can stop him from reaching his full potential power.)

Aurgloroasa knows the PCs by reputation. She does not waste time trying to convince incorruptible PCs that they should join her cause, just that they should focus their efforts somewhere more viable. PCs might try to bluff her, but she requires that only one PC enter at a time to be ascended into undeath. Whether they are truthful or not, she is happy to kill them now and let Sammaster bring them back later.

If the PCs reject her offer, she claims the PCs are already too late, and offers anything that might keep the PCs away for the last few moments of her ritual. She swears to uphold all deals as "the leader of the Cult of the Dragon" (knowing full well that Sammaster may overrule her decisions).

ENDING THE ENCOUNTER

When the PCs are ready to travel through the final portal into the Shadowfell version of the dracorage mythal, continue with Encounter 8A.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 8A: RITUAL RAGE

CREATURES

This encounter includes the following creatures:

5 **cult of the dragon ritualist** (R)

5 **death giant soulreavers** (D)

Aurgloroasa, the Sibilant Shade (S)

Tchazzar / Sammaster (H)

SCALING THE ENCOUNTER

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

Four PCs: Remove a ritualist and death giant. Decrease Aurgloroasa's hit points by 100 and remove her action point.

Six PCs: Add a ritualist and death giant. Increase Aurgloroasa's hit points by 100 and she gains a +2 bonus to attack rolls.

Faster: Reduce the hp of all enemies by 20. End the encounter at the end of the second round; double the successes gained in the second round.

Easier: Reduce the hp of all enemies by 40. The ritualists and death giants must work together, only accruing a success when within 3 squares of the other creature type at the end of the round.

Harder: +5 Initiative. The death giants may act normally while working on the ritual. Aurgloroasa contributes five successes each round until reduced to 0 hit points.

Glory: +2 Attack. The death giants and ritualists may act normally while working on the ritual, until they are reduced to 0 hit points. They do not stop working on the ritual when bloodied.

SETUP

The PCs have ripped open a portal to the domain of dread in the Shadowfell that contains the shadow mirror of the dracorage mythal. The Cult of the Dragon is working on a ritual to channel the power gathered into Sammaster and Tchazzar's body. If their ritual completes, Sammaster arises as a new dragon god of death.

Refer to Encounter 7 for the flavor text for this chamber.

The dracolich hisses, "Keep chanting. I will hold them for the few seconds until Sammaster can awaken."

FEATURES OF THE AREA

Blood: Any creature in the blood grants combat advantage and gains vulnerability 20 to necrotic damage.

Dragon: The dragon is surrounded and protected by a magical barrier that blocks line of effect and any and all methods of entrance.

This acts as blocking terrain for all creatures, making it more difficult to attack cultists on the other side of the dragon.

SKILL CHALLENGE: DISRUPT THE RITUAL

Goal: Disrupt the ritual to empower Sammaster as a new dragon god of death.

Complexity: Special

Primary Skills: Arcana, Athletics, Intimidate

Victory: All of the cultists are bloodied, ending their ability to work on the ritual.

Failure: Refer to 8C for the effects of empowering Sammaster.

The cultists and death giants are channeling volatile death magic. The PCs can disrupt their ability to work the ritual with deadly results.

Arcana, Athletics, or Intimidate (minor 1/round)

A PC adjacent to an unbloodied death giant or ritualist can deal damage to that death giant or ritualist equal to the PC's check result.

At the end of each round, Aurgloroasa, as well as every unbloodied death giant or ritualist able to take free actions, contributes a "success" to their own skill challenge. Note the number down and refer to Encounter 8C for the effects of their contribution.

While working on the ritual, the death giants and ritualists can only take a move action on their turn.

Aurgloroasa contributes effortlessly to the ritual. She contributes a success at the end of each round unless she cannot take free actions. Skills cannot be used to disrupt her.

Whenever a PC bloodies an enemy or reduces an enemy to 0 hp in Encounter 8A to 8C (including the dragon parts in 8B and wraiths in 8C), give that PC a special soul token. This token represents stolen souls escaping who assist the PCs. At the end of each turn, the PC may spend a token for the following power:

Soul Empowered (Healing) ♦ Consumable

This power is gained once for each of Sammaster's servants you bloody or reduce to 0 hp.

Trigger: You end your turn

Effect (Free Action): Close burst 10 (one ally in the burst); the target can either regain hit points as if it had spent a healing surge or recharge one expended encounter power.

Special: Any encounter power recharged by this effect cannot be recharged again (in any manner) until the party takes a short rest.

Player Handout 6 can be given out to PCs who gain this power. Without this power, the PCs may have some difficulty with the length of this 3-phase encounter. To help players remember they have the power, you could hand out physical tokens to players each time they gain the power.

TACTICS

Do not roll initiative for the enemies in this encounter; use the initiatives provided in their stat blocks, summarized below. This allows you to avoid changing initiative order for the different encounter phases.

Initiative	8A	8B
50	Aurglorasa Instinctive	Head for group of 6
40	Aurgloroasa	Head and Tail
35	Cultists	
30	Death Giants	Head (and Tail for 5+)
End of Round	Ritual	Wings

The cultists and death giants focus on their ritual, until bloodied by the PCs, or further successes seem impossible. They are more than willing to give up their lives to finish the ritual.

The Sibilant Shade focuses her attacks on any PC granting combat advantage, preferring to target strikers. She uses her *breath weapon* as soon as she can include multiple PCs in it.

ROLEPLAYING

Aurgloroasa is obsessed with finishing this ritual. She believes that she will be the consort and exarch to the new dragon god of death. From there, they plan to conquer the world and bring about the Cult of the Dragon's vision of a world ruled by undead dragons.

As the rounds pass, Sammaster possesses the body of Tchazzar, animating the massive dead dragon. He despises the PCs as yet another in a long string of adventurers, Chosen, and meddlers who have tried to sabotage his plans.

When PCs acquire soul empowerments, strong personalities in the souls saved can be used for roleplaying. Perhaps a fallen dragonborn paladin has a strong opinion in how his last defiance against the dragons should be used, or a Suzail palace servant thanks the PC for saving the King.

ENDING THE ENCOUNTER

At the end of any round in which all of the enemies are bloodied, or at the end of round 3, Sammaster possesses Tchazzar's body and takes matters into his own hands.

Avoid creating a situation in which the PCs have defeated all the cultists and have no enemies left to fight, by calling the fight early at the end of round 1 or 2. If absolutely necessary, end the encounter in the middle of a round, but it may require some careful consideration of how to arrange initiatives and track rounds in the next encounter.

Proceed to Encounter 8B. Note that 8B uses the same initiative scores as 8A for its creatures, which should help with preserving the flow of initiative.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Only available at the end of the adventure.

ENCOUNTER 8A: RITUAL RAGE

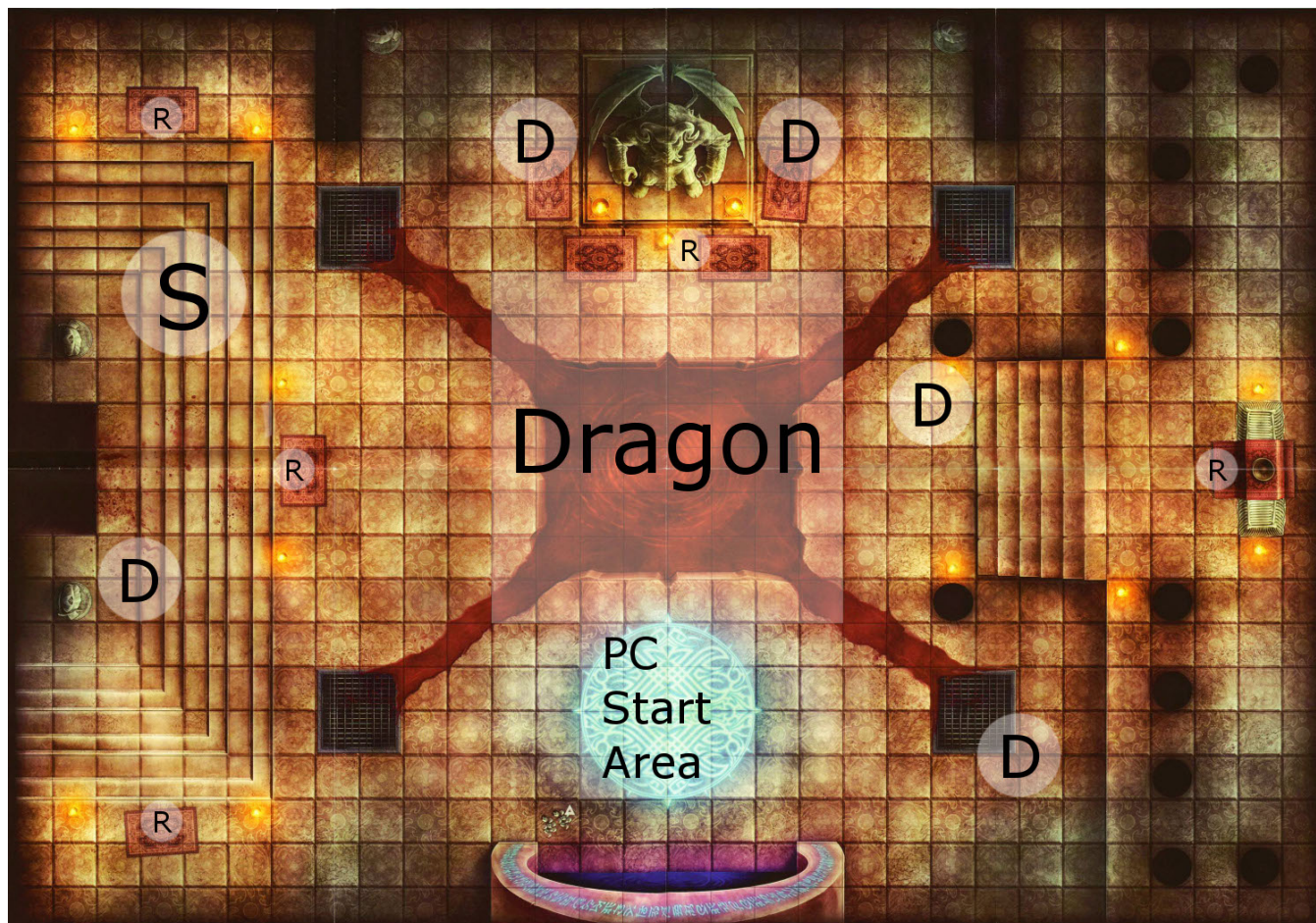
Cult of the Dragon Ritualist (R)	Level 28 Artillery
Medium natural humanoid	XP 13,000
HP 190; Bloodied 95	Initiative 35
AC 40, Fortitude 39, Reflex 40, Will 41	Perception +20
Speed 6. teleport 6	
STANDARD ACTIONS	
m / r Spellstrike (acid, cold, fire, lightning, or poison) • At-Will	
<i>Special:</i> The ritualist must choose this power's damage each time it's used: acid, cold, fire, lightning, or poison.	
<i>Attack:</i> Melee 1 or Ranged 20 (one creature); +33 vs. Fortitude	
<i>Hit:</i> 4d8 + 16 (avg 34, crit 6d6 + 48) damage and the target loses a healing surge if it has any remaining.	
C Congealing Spray (acid) • Recharge 5-6	
<i>Attack:</i> Close blast 5 (creatures in the blast); +33 vs. Reflex	
<i>Hit:</i> 4d8 + 16 (avg 34, crit 6d6 + 48) acid damage, and the target is restrained and takes ongoing 30 acid damage (save ends both).	
TRIGGERED ACTIONS	
Bloodied Escape • Encounter	
<i>Trigger:</i> The ritualist is first bloodied.	
<i>Effect (Free Action):</i> The ritualist gains insubstantial until the end of its next turn, and teleports up to 6 squares.	
Str 20 (+19)	Dex 28 (+24) Wis 28 (+23)
Con 20 (+19)	Int 23 (+20) Cha 35 (+26)
Alignment evil Languages Common, Draconic	
Note: Modified swordwing shaper.	

Death Giant Soulreaver (D)	Level 28 Artillery
Large shadow humanoid (giant)	XP 13,000
HP 196; Bloodied 96	Initiative 30
AC 41, Fortitude 41, Reflex 38, Will 40	Perception +20
Speed 7	Darkvision
TRAITS	
O Soulreaving (necrotic) • Aura 10	
While the soulreaver is bloodied, any enemy who ends its turn in the aura takes 20 necrotic damage.	
STANDARD ACTIONS	
m Greataxe • At-Will	
<i>Attack:</i> Melee 2 (one creature); +35 vs. AC	
<i>Hit:</i> 3d12 + 16 (avg 36, crit 3d12 + 52) damage and the target is pushed up to 2 squares.	
A Soulfire (necrotic) • Recharge 5-6	
<i>Attack:</i> Area burst 2 within 10 (enemies in the burst); +33 vs. Fortitude	
<i>Hit:</i> 4d8 + 20 (avg 38, crit 52) necrotic damage.	
<i>Miss:</i> Half damage.	
TRIGGERED ACTIONS	
Soulwrath • Encounter	
<i>Trigger:</i> The death giant is first bloodied.	
<i>Effect (Free Action):</i> The death giant uses <i>soulfire</i> .	
Str 24 (+21)	Dex 21 (+19) Wis 21 (+19)
Con 24 (+21)	Int 23 (+20) Cha 20 (+19)
Alignment evil Languages Draconic, Giant	
Note: Death giant soulfire hurler very simplified.	

Aurgloroasa, the Sibillant Shade (S)	Level 30 Controller
Huge shadow magical beast (dragon, undead)	XP 38000
HP 536; Bloodied 218	Initiative 40
AC 44, Fortitude 40, Reflex 44, Will 43	Perception +22
Speed 10, fly 10 (hover)	Darkvision
Resist 20 cold, 20 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Draconic Action	
On initiative 50, she can take a standard action.	
Draconic Resistance	
When the dragon cannot take a standard action due to a harmful effect (such as being dominated, stunned, or removed from play), the dragon loses the standard action and can remove the harmful effect.	
Combat Advantage	
When Aurgloroasa has combat advantage, enemies she hits are weakened (save ends) and blinded (save ends).	
STANDARD ACTIONS	
m Bite (cold, necrotic) • At-Will	
<i>Attack:</i> Melee 3 (one creature); +35 vs. AC	
<i>Hit:</i> 4d10 + 16 (avg 38, crit 56) cold and necrotic damage, and the target is weakened (save ends).	
r Seething Darkness (cold, necrotic) • At-Will	
<i>Special:</i> This attack does not provoke opportunity attacks.	
<i>Attack:</i> Ranged 20 (one creature); +33 vs. Reflex	
<i>Hit:</i> 4d10 + 16 (avg 38, crit 56) cold and necrotic damage, and the target is blinded (save ends).	
Shadow Assault • At-Will	
<i>Effect:</i> The dragon makes a <i>bite</i> attack and a <i>seething darkness</i> attack.	
C Breath Weapon (energy) • Encounter	
<i>Attack:</i> Close blast 10 (creatures in the blast); +33 vs. Fortitude	
<i>Hit:</i> 4d10 + 25 (avg 47, crit 65) cold and necrotic damage.	
<i>Miss:</i> Half damage.	
<i>Effect:</i> Enemies in the blast are weakened (save ends).	
TRIGGERED ACTIONS	
Bloodied Breath • Encounter	
<i>Trigger:</i> The dragon is first bloodied.	
<i>Effect (Free Action):</i> The dragon recharges its <i>breath weapon</i> and uses it.	
Skills Bluff +28, Religion +26, Stealth +29	
Str 24 (+22)	Dex 28 (+24) Wis 24 (+22)
Con 22 (+21)	Int 23 (+21) Cha 27 (+23)
Alignment evil Languages Common, Draconic	
Note: Custom elite shadow dragon with some solo style aspects.	

ENCOUNTER 8A: RITUAL RAGE

H1: Keep on the Shadowfell poster map



ENCOUNTER 8B: ON DARK WINGS

CREATURES

This encounter continues where 8A left off, except any remaining enemies from 8A immediately die below.

SCALING THE ENCOUNTER

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

Four PCs: The tail acts only once each round on initiative 40. Sammaster can only cast one of *finger of death* or *blazing death storm* each round. Reduce the hp of each body part to 400.

Six PCs: The head acts a third time each round on initiative 50. Increase the hp of each body part to 600.

Faster: End after two rounds, halving the remaining souls at that time.

Easier: -5 Damage. Decrease the number of souls to save by 5,000 per PC.

Harder: +5 Initiative and +5 Damage. Increase the hp of each body part by 50%.

Glory: +2 Attack. The head gains an additional minor action every turn. Increase the hp of each body part by an additional 50%. Increase the number of souls to save by 5,000 per PC.

SETUP

Sammaster has fully possessed the body of Tchazzar, but needs more souls to finish his apotheosis. He triggers the next step of the ritual: gathering the final helping of souls from Baldur's Gate, the most populated city in Faerûn.

If any enemies from 8A still live:

The rhythmic chant reaches a crescendo and then the remaining cultists rip out their own hearts, proffering the bloody, still-twitching organs up to their dragon death god. The bodies of the cultists vaporize into a fine red mist and black, oozing soul miasma.

Sammaster lifts his claws and shreds away the Dread Realm, transporting the entire combat through the prepared portal to Baldur's Gate:

With an earth-shattering roar, the mighty red dragon animates and bellows, "Beware, I live!" Sammaster unfurls his massive leathery wings and slashes with his claws.

The entire realm shatters, planar boundaries torn asunder. The world collapses in a cataclysmic avalanche of rock and blood.

You are hundreds of feet above Baldur's Gate, the most populated city in the Realms. Souls of thousands of innocent citizens begin to rise up, accompanied by the wails and screams of the dying as Sammaster conducts a grisly harvest of souls.

All harmful effects are removed from **all** creatures, including the PCs, by the transition. The PCs may take a move action to scramble onto Sammaster or to assist an ally. If any PCs are unconscious, Creation's Hourglass may be useful for gaining enough actions to both assist an ally and move onto Sammaster.

Sammaster then proceeds to fly over the city of Baldur's Gate. Screams sound throughout the city as everywhere he passes, every non-epic creature instantly dies.

The PCs can land on or grab onto Sammaster during the transition through the portal, or they can attempt to keep up with his flight. Those who cannot fly and do not move onto him instead fall to the ground. Even those who fly might be better off landing on him, to avoid needing to keep up with an enemy that is moving 20 squares every round.

None of the enemies from 8A follow the PCs into 8B. Note that the PCs still gain soul tokens from bloodying or reducing to 0 hit points the various parts of the dragon.

Player Handout 7 is very helpful for handling this encounter.

At the start of each round, each PC should decide if they are being *careful and steady* on the dragon. This lets that PC use Athletics as well as Acrobatics, and grants a +10 bonus to checks, but the PC takes a -2 penalty to all defenses. Alternatively, when a PC hits with a melee attack on their turn they can gain that same benefit by taking a -5 penalty to attack rolls.

Some parts of the dragon are less stable. PCs on the dragon's wings take a -5 penalty to checks to resist being dislodged by the wings, while PCs on the head, neck, or tail take a -10 penalty to resist being dislodged.

FEATURES OF THE AREA

Falling: This midair combat uses special rules for falling, covered below, that allow creatures a chance to save their allies and themselves from falling, or to come back to the combat after a fall.

Assume the combat is 300 feet (60 squares, 30d10 falling damage - average 165) up at the start of round 1, 200 feet (40 squares, 20d10 falling damage - average

110) up at the end of round 1, and 100 feet (20 squares, 10d10 falling damage - average 55) up at the end of round 2.

PCs fall at the end of their next turn, rather than immediately. If they are able to fly or teleport, they may be able to quickly get back onto the dragon, though it may take a move action to stand up then an action (move or charge) to get back onto the dragon.

A nonflying PC can attempt to use DC 30 Acrobatics or DC 40 Athletics as a move action to get back onto the dragon as it hurtles past. An ally on the dragon can do a DC 30 Athletics check as a move action to pull an ally onto the dragon, similarly. Make rulings in the interest of cinematic fun, rather than worrying about specific ranges.

A PC that is prone may need to take a move action to stand up first.

PCs participating in the skill challenge may attempt to maneuver the dragon alongside or under falling PCs in order to catch them. Let them!

SKILL CHALLENGE: RIDING A DRAGON INTO THE GROUND

Goal: Control Sammaster's flight to mitigate the number of souls he devours, then crash him into the ground.

Complexity: Special

Primary Skills: Perception, Streetwise

Victory: The PCs control Sammaster's flight to a less inhabited area of the city, limiting the number of souls he drains.

Failure: Refer to Appendix 5 for the effects of empowering Sammaster in Encounter 8C.

The PCs must inflict conditions and forced movement on the dragon's body parts. They can also use Streetwise and Perception checks to steer the dragon into less populated areas.

The PCs can save up to 75,000 people in this encounter (60,000 for a group of 4, 90,000 for a group of 6). If the PCs have saved that many souls, then they have totally succeeded and Sammaster's ritual ceases to protect him; proceed to Encounter 8C.

The PCs can save souls in any of the following ways:

Damage - 10 souls per point of damage

Forced Movement - 500 souls per square

Dazed on Head - 1000 souls

Prone or Slowed on Wings - 1000 souls

Blinded, Petrified, Stunned, or Unconscious on Head - 2000 souls

Immobilized, Petrified, Restrained on Wings or Tail - 2000 souls

Dominated or Removed from Play on the Head - 3000 souls

In addition, at the end of every round, every PC who can take free actions may make a Perception or Streetwise check to guide the dragon's fall to a safer location. Multiply the check results by 50 to represent souls saved.

The skill challenge ends when the PCs have either destroyed the wings (which causes the dragon to plummet down where it is), saved enough people, or at the end of round 3 whichever comes first.

Note that if the PCs destroy the wings before steering Sammaster to a less populated area, they may take significant falling damage and he still absorbs souls.

If the PCs do not complete the skill challenge, update Appendix 5 to reflect that Sammaster gained extra points equal to the number the souls the PCs could still save divided by 1,000.

TACTICS

Sammaster is focused on gathering souls for his transformation and overwhelmed by the euphoria of the ritual. Conditions applied by defenders and controllers should be particularly effective in his distracted state unless doing so would completely trivialize the encounter.

The tail is Sammaster's primary means of dislodging enemies from his back, and also useful for grouping PCs into his area attacks.

In this encounter, Sammaster is treated as a hazard rather than a creature. You need to arbitrate how effects that are not conditions work on it. In some cases you may need to translate an odd effect like "target ceases to exist" or "target is frozen in time". It is suggested that you compare to listed conditions (for example, removed from play or petrified). Sammaster is not moved (through any means) like a normal foe, but when in doubt give points to the skill challenge for any potentially interesting or effective effect, and let as much of it as possible work while ensuring the combat does not become boring.

Basic striker abilities like *warlock's curse* and *oath of enmity* should all just work. Defender abilities that force targeting should work, as long as it's possible to do so. The PCs may have extraordinary means of preventing the citizens of Baldur's Gate from dying: such means may better serve the PCs in the next encounter, but should all be effective in the skill challenge here.

In general, attempt to let every power work to some degree, in the best interest of entertaining the table.

Damage applied to the head and tail can impact Sammaster's abilities in 8C. Refer to Appendix 5.

The initiative scores for this encounter line up with many of the initiative scores from the previous encounter to make it easier to maintain the flow of play. Do not have the PCs roll new initiative checks.

Initiative	8A	8B
50	Aurglorasa Instinctive	Head for group of 6
40	Aurgloroasa	Head and Tail
35	Cultists	
30	Death Giants	Head (and Tail for 5+)
End of Round	Ritual	Wings

TROUBLESHOOTING

The number of souls required is intentionally difficult, providing groups with heavy control a chance to shine. Most groups should not expect to be able to save every single soul in Baldur's Gate.

Do not get too bogged down in tracking the number of souls saved. For example, let each player track their own number of souls and move things along when the PCs are close enough or a thematic moment has occurred.

If you are tracking souls saved, consider always rounding up to the nearest hundred (at which point you can track from 1 to 750 instead of 100 to 75000).

ENDING THE ENCOUNTER

As soon as the skill challenge completes, Sammaster crashes into the ground. If the PCs destroyed the wings before completing the skill challenge, then resolve falling for the PCs before proceeding to Encounter 8C.

Any PC currently swallowed by Sammaster takes 50 damage and is knocked out of the dead dragon into an adjacent square.

Refer to Appendix 5 to update Sammaster's abilities for any souls remaining, as well as if the PCs bloodied or disabled the tail, or smashed the jaw during this encounter.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Only available at the end of the adventure.

ENCOUNTER 8B: ON DARK WINGS

Unstoppable Dragon	Level 30 Hazard
AC 44, Fortitude 42, Reflex 40, Will 42	Truesight 5 (from head)
Resist 20 fire, 20 necrotic	
TRAITS	
Too Big to Fail	
Harmful effects must target the dragon's head, tail, or wings to have any effect. Refer to Player Handout 7 for guidance.	
Many Actions	
The head and tail both get a turn on initiatives 40 and 30. The head has a standard and minor action each turn. The tail has a standard action each turn. At the end of the round, the dragon attempts to dislodge or batter the PCs with wing buffets and rolls.	

Note: Custom hazard-creature.

Wings
HP 500; Bloodied 250 (each)
TRIGGERED ACTIONS
Wing Buffets and Thrashing Aerobatics
<i>Trigger:</i> At the end of rounds 1 and 2.
<i>Effect:</i> All PCs on or within 5 squares of the dragon that are not grabbed or swallowed by it must make an Acrobatics check to avoid being buffeted and thrown by the dragon. A PC may make an Athletics check if it is <i>careful and steady</i> (see Setup or Player's Handout 7)
PCs are slid up to 8 squares and take 40 damage. Reduce the damage by their entire check result and reduce the slide by 1 per 5 of their check result. Any PCs who would be slid off the dragon can make a saving throw to avoid falling.
TRIGGERED ACTIONS
Injured Wings
<i>Trigger:</i> Either wing is bloodied and/or one wing is destroyed.
<i>Effect:</i> Each time a wing is bloodied and the first time a wing is destroyed, reduce the end of round damage by 5 and slide by 1.
Destroyed Wings
<i>Trigger:</i> Both wings are reduced to 0 hp.
<i>Effect:</i> Sammaster crashes into the ground. Encounter Over.

Tail
HP 500; Bloodied 250
STANDARD ACTIONS
M Tail Slap • At-Will 1/round
<i>Attack:</i> Melee 4 (one or two creatures); +37 vs. AC
<i>Hit:</i> 3d12 + 20 (avg 40, crit 56) damage and the target is slid up to 3 squares.
C Tail Sweep • At-Will 1/round
<i>Attack:</i> Close blast 4 (creatures in blast); +35 vs. Fortitude
<i>Hit:</i> 3d12 + 20 (avg 40, crit 56) damage and the target is knocked prone.
TRIGGERED ACTIONS
Injured Tail
<i>Trigger:</i> The tail is bloodied.
<i>Effect:</i> The tail no longer acts on initiative 40. Sammaster can no longer use <i>tail sweep</i> .
Destroyed Tail
<i>Trigger:</i> The tail is reduced to 0 hp.
<i>Effect:</i> The tail can no longer act or make attacks. Sammaster can no longer use <i>tail slap</i> .

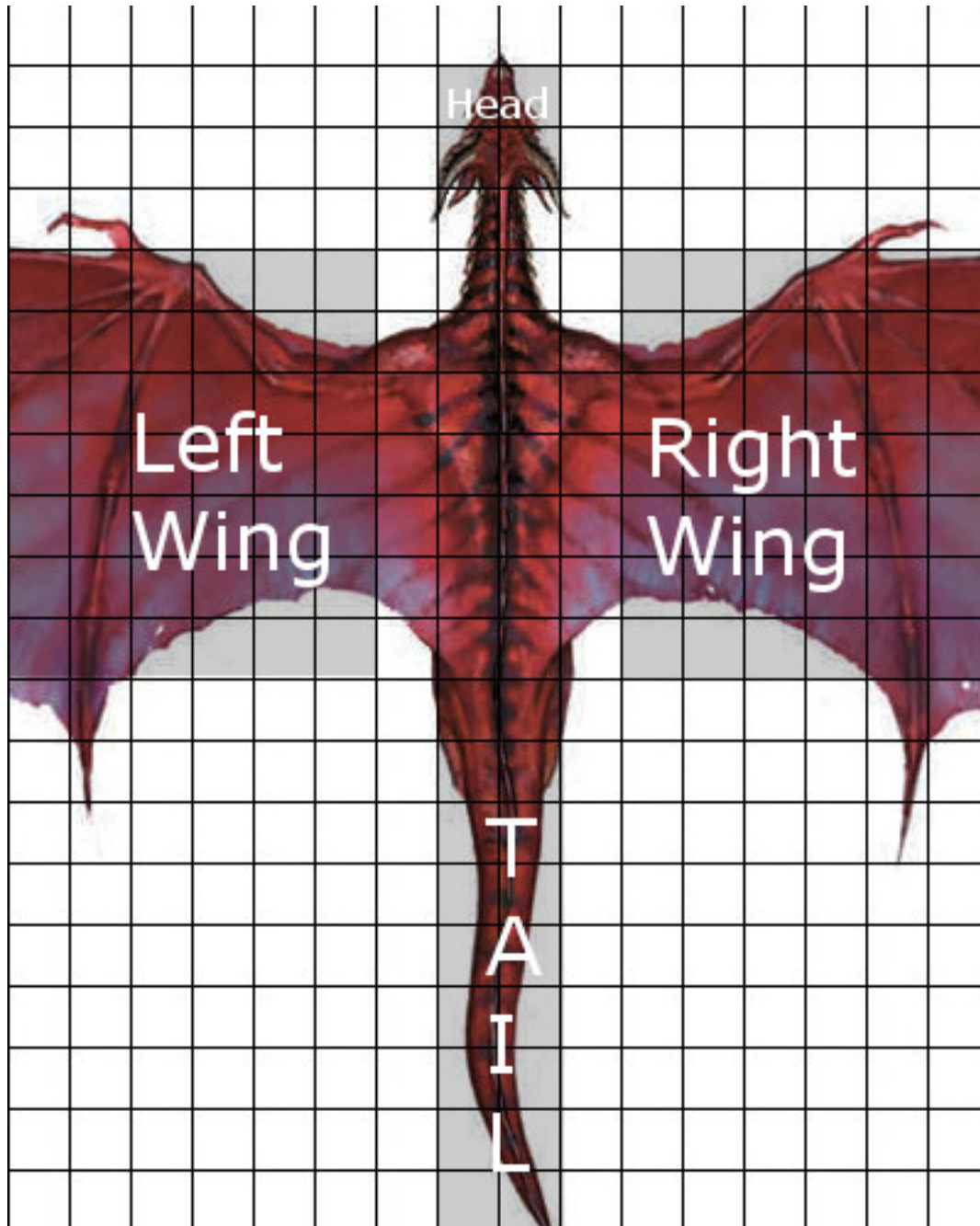
Head
HP 500; Bloodied 250 (each)
STANDARD ACTIONS
M Bite • At-Will
<i>Attack:</i> Melee 4 (one creature); +37 vs. AC
<i>Hit:</i> 3d12 + 20 (avg 40, crit 56) damage and the target is pulled adjacent to the head and grabbed (escape DC 32).
C Breath Weapon (fire, necrotic) • Recharge 5-6
<i>Attack:</i> Area burst 5 within 20 (living creatures in the burst); +35 vs. Reflex
<i>Hit:</i> 3d12 + 20 (avg 40, crit 56) fire and necrotic damage.
<i>Miss:</i> Half damage.
<i>Special:</i> Any creature grabbed or swallowed by this creature is also included as a target.
MINOR ACTIONS
Swallow (fire) • At-Will
<i>Effect:</i> One creature grabbed by the <i>bite</i> attack is instead swallowed (escape DC 32). The creature takes 30 fire damage. Each time it ends its turn still swallowed, it takes 30 fire damage. While swallowed, the creature has no line of sight, and no line of effect to any creature other than Sammaster or another swallowed creature.
Fling • At-Will
<i>Effect:</i> One creature grabbed by the <i>bite</i> attack is knocked prone and slid 3 squares. The target may make a DC 32 Acrobatics or Athletics check to choose where it is slid. This ends the grab.
R Finger of Death (necrotic) • Recharge 5-6
<i>Attack:</i> Ranged 10 (one creature); +35 vs. Fortitude
<i>Hit:</i> 6d6 + 20 (avg 41, crit 6d10 + 56) necrotic damage.
<i>Miss:</i> Half damage.
<i>Effect:</i> If the target is bloodied, it takes 20 extra necrotic damage.
A Blazing Death Storm (fire, necrotic) • Recharge 5-6
<i>Attack:</i> Area burst 2 in 20 (living creatures in the burst); +35 vs. Fortitude
<i>Hit:</i> 4d6 + 20 (avg 34, crit 44) fire and necrotic damage.
<i>Miss:</i> Half damage.
<i>Effect:</i> If the creature does not end its next turn at least 2 squares away from its current square, it takes 30 fire and necrotic damage.
TRIGGERED ACTIONS
Injured Head
<i>Trigger:</i> The head is bloodied.
<i>Effect:</i> The head no longer acts on initiative 30.
Smashed Jaw
<i>Trigger:</i> The head is reduced to 0 hp.
<i>Effect:</i> The <i>bite</i> attack no longer grabs and the dragon can no longer <i>fling</i> or <i>swallow</i> . An already grabbed or swallowed PC can escape as a free action, or begins to fall if unable to take free actions. The head can continue to act, even below 0 hit points. No amount of damage will further hinder it while it is able to drain souls.

ENCOUNTER 8B: ON DARK WINGS

Draconomicon red dragon

This combat can be quite effectively played entirely in Theater of the Mind and/or by using the colossal red dragon “miniature” as the map.

Note that the dragon’s full wingspan is 40 squares wide in case the combat needs to spread to extreme distances.



ENCOUNTER 8C: FINAL DEATH

CREATURES

This encounter includes the following creatures:

Sammaster, Dragon God of Death (S)

3+ draconic wraiths (W)

SCALING THE ENCOUNTER

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

Four PCs: Sammaster creates only 2 draconic wraiths at the start of combat, and each round thereafter. Sammaster has 250 fewer hit points and loses 1 action point.

Six PCs: Sammaster creates 4 draconic wraiths at the start of combat, and each round thereafter. Sammaster has 250 more hit points and gains 1 action point.

Faster: Remove Sammaster's resist 20 all. Whenever a PC ends their turn, the PC takes 20 damage that cannot be resisted or redirected.

Easier: -5 Damage. PCs do not automatically fail death saves during the first round, gaining an extra round to defeat Sammaster. Sammaster does not create additional draconic wraiths each round.

Harder: +5 Damage. Sammaster gains 100 hp per PC.

Glory: +2 Attack and score critical hits on 18-20 for 20 extra damage. Increase Sammaster's resistance to damage by 5 per draconic wraith out at any time. Sammaster gains an additional 100 hp per PC.

SETUP

The PCs have crashed Sammaster into a less inhabited area (park or manor grounds, change the description below if they were aiming for a particular area in 8B) in or around Baldur's Gate. At first, it seems as if they have won, then Sammaster makes his final bid for ascension.

Your devastating attacks have crippled the enormous red dragon and it plummets from the sky. It craters into the manor grounds with an earthshaking impact that gouges a deep furrow and snaps trees like twigs.

Sammaster open his eyes, large liquid disks swimming with the essence of the Hungering Dark. Death has arrived. Mortality weighs down on you and every living organism in sight, other than you, abruptly stills, dead.

Sammaster speaks, a razored whisper, "Your deaths were going to be my future repayment to Shar.

Very well. Let it instead be now. You will serve as the final ingredient to my apotheosis."

Wraith-like draconic forms made of pure shadow pour forth from the dragon's maw, rising up to assist the almost god in slaying you.

The PCs now take damage based on their performance in 8A and 8B. Refer to Appendix 5.

If Karasendrieth still lives, she is observing from the dracorage mythal. If at any point in the battle it appears that the PCs are in serious mortal danger, she contacts the PCs with concern, asking if they need assistance. If they say they need assistance, or are unable to answer her, she appears beside them. She performs one last song, her soul actually doing the singing as her body crumples and dies instantly on arrival. All PCs may heal to their bloodied values and regain any one encounter power they have not already regained during Encounters 8A to 8C.

She sacrifices herself knowing full well the PCs are the only chance to stop Sammaster.

Remember that Sammaster acts after each PC.

The PCs still gain soul tokens for bloodying or reducing enemies to 0 hit points (see Encounter 8A).

FEATURES OF THE AREA

Terrain: Some terrain is marked as difficult terrain. The terrain is otherwise no impediment to either the PCs or their enemies.

Certain Death: All living creatures nearby are being instantly slain by Sammaster's new abilities as a death god. The PCs are so powerful that they cannot be instantly slain. At the end of each PC turn, that PC fails a death saving throw, dying once they fail enough death saves (usually three). Once a PC dies, their soul is devoured by Sammaster. Because the PC is so powerful, even dead they might still contribute to the combat (the PC is given options in Player Handout 8).

Some epic destinies, items, and powers may help protect a PC from dying. Some only work when a PC is reduced to negative bloodied or 0 hit points, or might take hours or days to resolve, so would not normally help the PC in this situation. Any such ability that is intended to help prevent death, is daily, an immediate interrupt or no action, and would restore the PC to at least their bloodied value, can be expended to negate one failed death save.

TACTICS

Sammaster begins still protected by his ritual, with resist 20 to all damage. Every round, he gains an increasing

vulnerability to all damage from using up all the souls and power he has gathered.

The wraiths spawn within 5 squares of Sammaster. They act a full round after they appear, giving the PCs plenty of time to control or kill them. The wraiths focus on removing surges from creatures then finishing them off.

Sammaster “knows” that his new control over death inevitably slays the PCs, so may be played as arrogantly as is entertaining. Unless a defender gives him a reason to do otherwise, he focuses on any particularly damaging strikers or attack-granting leaders first, followed by any of the PCs with many souls still to use from bloodying creatures. He scoffs at the abilities of healers, especially divine healers, so saves them for last, so they can watch their companions slowly die despite their best efforts.

As a reminder, if a creature has 0 healing surges it cannot lose any healing surges, and does not take any damage when it would need to lose a surge but cannot.

Most of Sammaster’s special abilities gained from the cities should be used as soon as possible, so that he does not die before he can use them, and also to give the PCs a potential scare.

Use *war master’s assault* right after a wraith spawn (even as his first action), to maximize the number of ally attacks.

Frenzied claws is Sammaster’s most powerful effect for focused damage on a single PC. It should probably be used on a PC who is not already bloodied and whose AC is not excessively high.

Encounter 8B can end in the middle of the round. If that happened, treat the next PC in initiative order as the start of a new round. Set the end of the round to immediately prior to that PC’s initiative. Continue in that initiative order, with Sammaster acting after each PC, then the draconic wraiths, and finally triggering his *soul power*.

ROLEPLAYING

Sammaster has been defeated so many times, by so many heroes, Chosen, and deities, that he’s begun to secretly blame himself for his failures as he is the only common element. This is his last chance to prove himself and his vision of centuries, and his mind is close to a breaking point.

At a reasonable midpoint in the fight, he expresses this frustration: ***“How can it be that every time, heroes and powers rise up from the muck to interfere with my plans? Do you not understand the futility of fighting prophecy?”***

Later in the fight, when it seems he might start to be in trouble or to refute their claims of superiority: ***“This time, I have a god on my side, and I myself am near to a god. Shar! It is Sammaster. Assist me against your enemies!”***

Shar does not answer his summons, and this only serves to further disgruntle the ancient archmage. Shortly before his death, he grudgingly admits: ***“It is my own fault for attempting to trust such a duplicitous goddess. Of all of the apocalypses she’s been triggering, it’s disheartening to know I was the least important of her plans.”***

Sammaster does not know the details of any of Shar’s plans, only that she has other pressing interests that apparently don’t involve him, in his time of need.

TROUBLESHOOTING

Sammaster’s ability to move is heavily restricted to make this combat easier for you to run, as moving enormous dragon miniatures can be problematic. If it is absolutely necessary that he be able to move, Sammaster uses a standard action to extricate himself from the crater.

If the PCs are particularly lacking in damage output or have no encounter or daily resources left (nor the ability or willingness to get more using the souls recovered by bloodying enemies), they may have a great deal of difficulty dealing enough damage to Sammaster.

There is a significant difference in tactical difficulty depending on if you spread Sammaster’s attacks, and whether you focus damage on PCs about to act soon, or PCs who just acted. If you need to make things a little easier, have Sammaster react to recent attacks by striking down those who just acted. This gives later PCs a chance to bring the other PC back up.

It is up to you and your players what kind of D&D game you want, and how close to the line you want to let things go. The Faster guidelines do decrease the importance of damage output, so may be useful.

When a PC dies, give that PC Player Handout 8 which presents some permanent sacrifices that PC might take in order to prevent their comrades from failing entirely.

ENDING THE ENCOUNTER

The encounter ends when everything is dead.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Only available at the end of the adventure.

ENCOUNTER 8C: FINAL DEATH

Sammaster, Dragon God of Death (S)	Level 30 Artillery
Colossal immortal magical beast (dragon, god, undead)	XP 95,000
HP 1120; Bloodied 560	Initiative Special
AC 44, Fortitude 42, Reflex 40, Will 42	Perception +20
Speed - (Sammaster does not move)	Truesight 10
Resist 20 all (see <i>soul power</i>)	
Immune necrotic, prone, removed from play, teleportation, forced movement, being moved in any way; see also <i>deific resistance</i>	
Saving Throws +5; Action Points 2	
TRAITS	
Deific Action	
Sammaster acts immediately after each PC, taking a standard and minor action each turn. Sammaster does not provoke or take opportunity attacks.	
Deific Resistance	
When Sammaster is subjected to a harmful effect that has a shorter duration than “end of encounter”, is not the marked condition, or a basic striker mechanic (curse, quarry, oath), he may instead lose his next standard action.	
Death God	
Whenever an enemy ends its turn within 100 squares, it fails a death saving throw, dying when the appropriate number (usually 3) of failed death saves is reached. See Player Handout 8.	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 4 (one creature); +37 vs. AC	
Hit: 3d12 + 20 (avg 40, crit 56) damage and the target is pulled adjacent to the head and is grabbed (escape DC 32). While grabbed, the creature takes ongoing 30 necrotic damage and is included in any <i>breath weapon</i> attacks.	
C Breath Weapon (necrotic) • Recharge with soul power	
Attack: Area burst 5 within 20, centered on an enemy (living creatures in the burst); +35 vs. Reflex	
Hit: 3d12 + 20 (avg 40, crit 56) necrotic damage. If the target is in the origin square of the burst, it takes an extra 20 necrotic damage.	
Miss: Half damage.	
Effect: All living creatures in the burst lose a healing surge if it has any remaining.	
R Devour Magic • Recharge with soul power	
Attack: Ranged 100 (one creature); +35 vs. Will	
Hit: 3d12 + 20 (avg 40, crit 56) psychic damage and the target cannot sustain powers until the end of its next turn. In addition, Sammaster may destroy any one conjuration, summon, or zone created by the creature.	
War Master's Assault • Special see Appendix 5	
Effect: Sammaster and all allies within 5 squares may make a basic attack or charge, at +10 to attack and damage rolls.	
Frenzied Claws • Special see Appendix 5	
Attack: Melee 4 (one creature); +37 vs. AC; Sammaster makes this attack 4 times against the same target.	
Hit: 3d10 + 16 (avg 32, crit 46) damage and the target is knocked prone.	
Shackle the World • Special see Appendix 5	
Effect: All enemies within 10 squares are pulled adjacent and restrained (save ends).	
Each Failed Save: The target takes 50 psychic damage.	
Sudden Treachery • Special see Appendix 5	
Effect: Close burst 20 (enemies in the burst); Each target makes its most effective At-Will attack against itself as a free action.	
M Tail Slap • At-Will 1/turn	Remove if tail destroyed in 8B

Attack: Melee 4 (one or two creatures); +37 vs. AC

Hit: 3d12 + 20 (avg 40, crit 56) damage and the target is slid up to 3 squares.

C Tail Sweep • At-Will 1/turn **Remove if tail injured in 8B**

Attack: Close blast 4 (creatures in blast); +35 vs. Fortitude

Hit: 3d12 + 20 (avg 40, crit 56) damage and the target is knocked prone.

MINOR ACTIONS

M Touch of Death (necrotic) • At-Will 1/turn

Attack: Melee 4 (one creature); +35 vs. Fortitude

Hit: 2d12 + 10 (avg 23, crit 34) necrotic damage, plus an extra 10 necrotic damage per death save the target has failed, and the target loses a healing surge if it has any remaining.

R Finger of Death (necrotic) • Recharge with soul power

Attack: Ranged 10 (one creature); +35 vs. Fortitude

Hit: 6d6 + 20 (avg 41, crit 6d10 + 56) necrotic damage.

Miss: Half damage.

Effect: If the target is bloodied, it takes 20 extra necrotic damage.

A Blazing Death Storm (fire, necrotic) • Recharge with soul power

Attack: Area burst 2 in 20 (creatures in the burst); +35 vs. Fortitude

Hit: 4d6 + 20 (avg 34, crit 44) fire and necrotic damage.

Miss: Half damage.

Effect: If the creature does not end its next turn at least 2 squares away from its current square, it takes 30 fire and necrotic damage.

R Grasping Claw (force) • Recharge with soul power

Attack: Ranged 100 (one creature); +35 vs. Will

Hit: 6d6 + 20 (avg 41, crit 6d10 + 56) force damage and the target is pulled up to 10 squares.

Miss: Half damage and the target is pulled up to 5 squares.

TRIGGERED ACTIONS

Bloodied Breath • Encounter

Trigger: The dragon is first bloodied.

Effect (Free Action): The dragon recharges its *breath weapon*, and uses it.

Face Your Death (teleportation) • At-Will

Trigger: An enemy more than 10 squares away damages Sammaster.

Effect (Free Action): Sammaster teleports the triggering enemy into an adjacent square. This power does not require line of sight.

Soul Power • At-Will

Trigger: At the end of each round, Sammaster must use this power.

Effect (No Action): Sammaster recharges many powers, creates 3 draconic wraiths, and gains a cumulative vulnerable 20 to all damage.

Str 29 (+23) **Dex 28 (+24)** **Wis 28 (+23)**

Con 32 (+25) **Int 23 (+20)** **Cha 35 (+26)**

Alignment evil **Languages** Common, Draconic

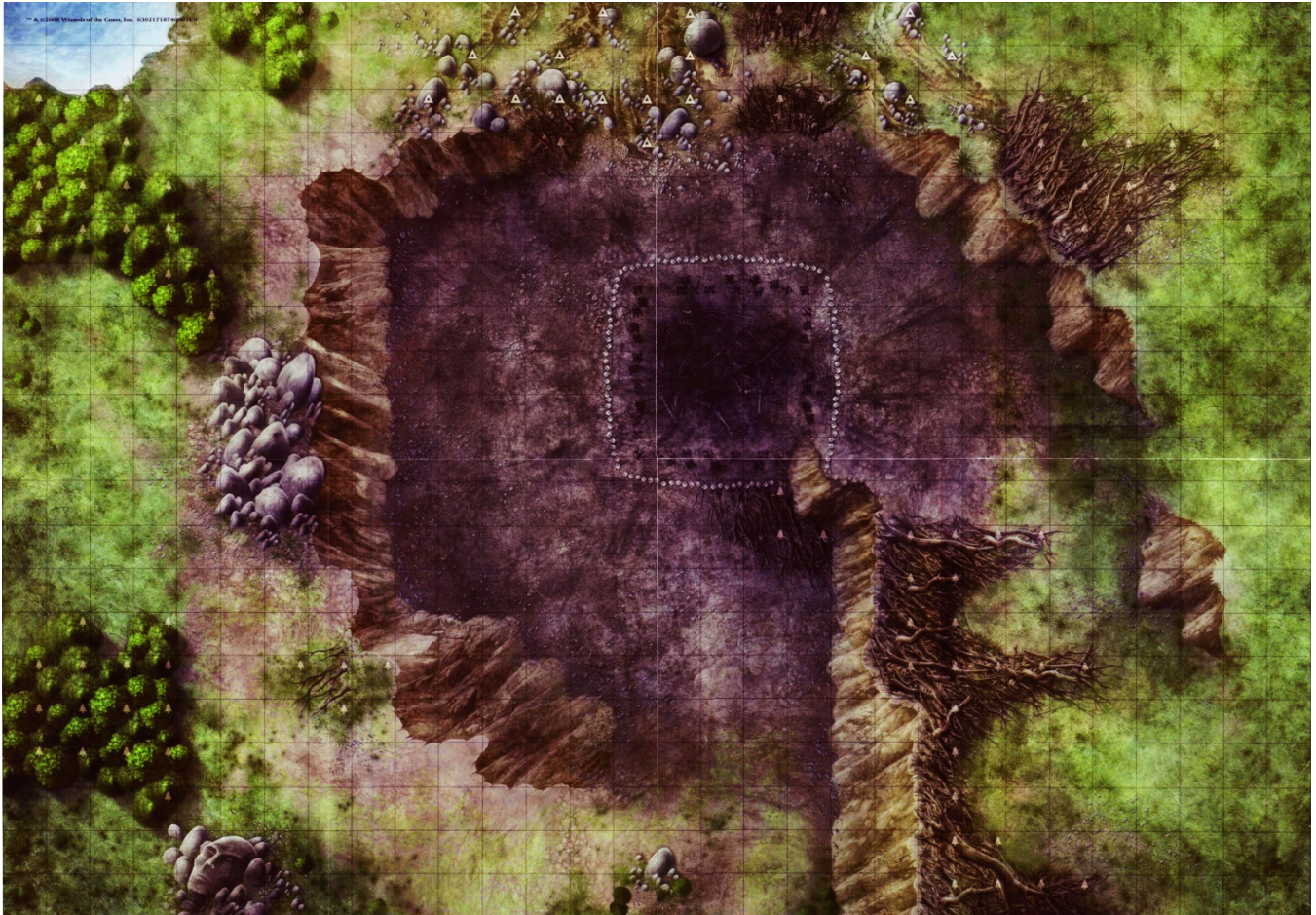
Note: Refer also to Appendix 5 for additional information.

Draconic Wraith (W)		Level 28 Lurker
Large shadow magical beast (undead)		XP 13,000
HP 140; Bloodied 70		Initiative End of Round
AC 42, Fortitude 38, Reflex 42, Will 40		Perception +20
Speed 8, fly 8 (hover)		
Resist 20 cold, necrotic		
TRAITS		
Insubstantial		
The wraith takes half damage, except from force or radiant damage.		
Fatality		
The wraith deals 20 extra damage to any enemy that has 0 healing surges remaining.		
STANDARD ACTIONS		
m Bite (cold, necrotic) • At-Will		
Attack: Melee 2 (one creature); +31 vs. Reflex		
Hit: 4d8 + 18 (avg 36, crit 50) cold and necrotic damage and the target loses a healing surge if it has any remaining.		
C Fell Breath (necrotic) • Recharge 5-6		
Attack: Close blast 5 (creatures in the blast); +31 vs. Reflex		
Hit: 4d8 + 18 (avg 36, crit 50) necrotic damage.		
Str 20 (+19)	Dex 22 (+24)	Wis 22 (+23)
Con 22 (+19)	Int 12 (+20)	Cha 14 (+26)
Alignment evil		Languages Common, Draconic
Note: Custom draconic wraith (<i>P3 Nightwyrms Fortress</i>) variant.		

ENCOUNTER 8C: FINAL DEATH

H1: Keep on the Shadowfell poster map

Sammaster is in the middle of the pit. PCs may array around him however they wish.



CONCLUDING THE ADVENTURE

Sammaster bellows in pain, screaming towards the heavens. As he does so, thousands of souls erupt from his dying form, streaming away to their final rests.

The massive dragon, little more than flaps of skin and shattered bones, collapses to the ground with an earthshaking clatter.

Finally, there is nothing but silence. Death came to Baldur's Gate, and was itself slain.

Update **EPIC32 Memory of a Song** with Karasendrieth's status.

If Karasendrieth still lives, she finds the PCs shortly afterwards, so she can help with any injuries or deaths they might have. Once the PCs seem well, she thanks them for saving her from Icingdeath, and for stopping Sammaster. She sings a final song as a parting gift; its melody buoys the spirit and its echoes allow the PCs the benefits of her *lullaby of perfect rest* one final time at some later date.

If Karasendrieth died, then her spirit emerges from Sammaster after a moment. She cries in joy that the PCs triumphed, with her assistance. She sings a final sorrowful dirge as her spirit fades away and disperses over the PCs. Part of her spirit remains with the PCs for a time, in case she can assist one final time.

Update **EPIC33 Savior of Faerûn** based on how well the PCs saved various locations throughout the adventure.

If the PCs saved at least 2/3 of the eligible souls in Baldur's Gate (Encounter 8B), then the city erects statues of the PCs throughout its environs. The entire desolation where the final battle was fought is consecrated, then rebuilt in a manner dedicated a principle that would please the city's heroes.

If the PCs failed, then the city is too shocked and utterly morose from its loss. There isn't enough interest or people to do anything with the site of the battle. It remains as a grim memory of the tens of thousands who died.

The city never forgets the terrible tragedy it faced this day. The day is remembered as a citywide observance, as either a day death was narrowly avoided or crippled the city's future, depending on the success of the PCs.

If the PCs succeeded at the skill challenge in Suzail (at least 3 successes for a group of 5, 2 for a group of 4, 4 for a group of 6) then they saved thousands of citizens from being turned into wraiths.

The people of Suzail blame the attack by undead and shadows on Shar and Netheril and are all the more committed to their war with Netheril. Every death is blamed on the Shade Princes and there has never been a time the nation has been more ready to strike.

If the PCs failed, then the city eventually contained and put a stop to the horde of wraiths, but at terrible cost. Many in Cormyr no longer expect to triumph in the war to come, but they are all the more committed to a final retribution.

If the PCs saved Vanquisher Tarhun (Encounter 4), the dragonborn of Tymanther move swiftly to strike at the lairs of Alasklerbanbastos and Jaxanaedegor before the undead are restored to power. With the PCs aid, the dracolich and vampire are destroyed permanently, freeing Threskel from the rule of undead dragons once again and perhaps forevermore.

If the PCs did not save them, then the best and brightest of Tymanther have fallen. The deathstorm and dragons caused too much structural damage to the fortress, so it is abandoned. The people of Tymanther may have to abandon their entire nation in the days to come.

If the PCs spared the good dragons (Encounter 5), the dragons come to the city's assistance afterwards to help repair. The city and dragons make a pact, forged by their unfortunate near destruction. Times are changing and look good for the newly reformed nation of Calimshan.

The dragons realize that the PCs could have easily slain them, and give gifts from their hoards to those who did not. PCs who killed two or more good dragons (including minions) in Encounter 5 do not qualify.

If the PCs did not save the city, then historians have a grim example of an enslaved people who freed themselves, only to lack the strength to survive future predation.

The gold in this adventure comes from the hoards of dragons defeated or saved, as well as the mustered militaries of the Faerûn who realize their best hope for victory over Netheril may lie with the PCs. Many of the treasure bundles are either created from pieces of the defeated dragons' scales and teeth, or come from their hoards.

Each PC who succeeded in the indicated goal for at least three of the above four encounters can also claim a single common or uncommon item from a player resource of 15th level or lower due to Story Award EPIC33.

Finally, if the PCs prevented the dragons from attuning to the artifact of Cyric in Ravaerris (Encounter 6), then Shar cannot use some of that power herself in the days to come. This impacts a later adventure.

The story continues in *EPIC5-3*!

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 29 upon completing this adventure (regardless of whether they died during the adventure or not).

Base Gold per PC

1,225,000 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 28 magic item at market price.

All the PCs are considered to be 29th 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 900,000 gp in addition to the Base Gold award, for a grand total of 2,125,000 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: *Death Ward* (level 30; *custom rare item*)

PCs who choose this item as one of their Treasures also gain EPIC34 (which includes the game statistics)

Treasure B: *wraith’s cord* (level 30; AV2)

Treasure C: *dauntless champion’s ring* (level 30; AV2)

Treasure D: *diamond cincture* (level 30; AV2)

Treasure E: *crown of victory* (level 29; AV2)

Treasure F: *+6 sorrowsong blade* (level 29; E2)

Treasure G: Any arms or ring item (common or uncommon) of level 30 or lower from a player resource.

Treasure H: 5 *potions of clarity* (level 30; AV). These potions do not take up a found-item slot.

Treasure U (Upgrade a Tiered Item): A character may upgrade one item that has no enhancement bonus, but has paragon and epic versions, from its paragon version to its epic version (typically by increasing its level by 10). The upgraded item is the same item, but the character now has the epic version of that item instead of the paragon version.

If the original 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 V (Upgrade an Enhancement 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 29th 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 350,000 (three hundred fifty 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 450,000 (four 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 EPIC32 and EPIC33, adjusted for how well they performed at the various encounters. Only PCs who take Treasure A gains EPIC34.

EPIC32 Memory of a Song

Karasendrieth the song dragon has given you a final gift. You receive only one benefit, depending on whether the song dragon needed to give her life to save yours or not.

O Karasendrieth still lives.

One time only, during a short rest, you may spend a single healing surge to heal to full hit points.

O Karasendrith gave her life.

One time only, when you would die, you are instead restored to your bloodied hit points and remove one failed death save.

Strike through this award when you use this power.

EPIC33 Savior of Faerûn

Even as you saved the world, you risked yourself to save those who could not save themselves. Check all that apply. You:

O protected a majority of Baldur's Gate's population.

O rescued the people of Suzail from turning to wraiths.

O saved Vanquisher Tarhun and the Lance Defenders.

O spared dozens of mind controlled good dragons.

If you obtained at least three of the above, those you have saved search their coffers and hoards, and give everything they can spare in thanks. Choose one common or uncommon item of 15th level or lower from a player resource. You gain that item without spending a found item slot or treasure bundle.

O You also prevented a group of Shar worshipping dragons from attuning to an artifact of Cyric.

This act prevents Shar from using its power in the days to come.

EPIC34 Death Ward

You have created the finest shield *Death Ward* in Faerûn from the scales of the legendary creatures you just defeated. It will prove a capable protection to you and your allies.

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

NEW RULES

Death Ward

Level 30 Rare

This shield is made from a giant blackened scale from Tchazzar's body, used by Sammaster to make a dragon god of death, ringed by scales of all colors from the other dragons defeated this day.

Arms Slot: Any shield 3,125,000 gp

Property: You gain resist 10 to all damage from area, close, and ranged attacks. Your allies gain this property against any such attack coming from an enemy adjacent to you.

Utility Power ♦ **At-Will** (Immediate Interrupt)

Trigger: A close or area attack includes and misses you, but hits one or more allies.

Effect: The triggering attack deals half damage to your allies.

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

Trigger: An ally within 5 squares takes damage.

Effect: All of the triggering damage is redirected to you. You cannot resist or redirect that damage in any way.

Utility Power ♦ **Daily** (No Action)

Trigger: You would become dying or dead.

Effect: You instead remove all failed death saves and are restored to your bloodied value.

Reference: This is a custom LFR item, based on the *shield of deflection* and *shield of absorbing*.

Crown of Victory

Level 29 Uncommon

This majestic platinum crown is fit only for the greatest of heroes.

Slot: Head 2,625,000 gp

Property: You can spend two action points in an encounter.

Reference: *Adventurer's Vault* 2, page(s) 61.

Wraith's Cord

Level 30 Uncommon

You become wraithlike when you wear this worn rope band.

Slot: Waist 3,125,000 gp

Property: When you score a critical hit, the target is weakened until the end of your next turn.

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

Effect: Until the end of your next turn, you become invisible and insubstantial and gain phasing.

Reference: *Adventurer's Vault* 2, page(s) 96.

Dauntless Champion's Ring

Level 30 Uncommon

Supernal, Iokharic, and Barazhad characters entwine about this thick mithral band, rearranging themselves when the ring's magic is activated.

Slot: Waist 3,125,000 gp

Property: You gain a +4 item bonus to your healing surge value.

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

Effect: If you have expended all of your encounter attack powers, you regain the use of one of them, determined randomly.

If you've reached at least one milestone today and have expended all of your daily attack powers, you regain the use of one of them, determined randomly.

Reference: *Adventurer's Vault* 2, page(s) 70.

Diamond Cincture

Level 30 Uncommon

Each gleaming diamond on this belt is a powerful conduit for healing energy.

Slot: Waist 3,125,000 gp

Property: This belt holds three diamonds, and you gain a +3 item bonus to Fortitude.

Utility Power (Healing) ♦ **At-Will** (Minor Action)

Effect: You spend a healing surge. One diamond on the belt cracks and darkens, becoming worthless. Each time a diamond is expended in this way, the belt's item bonus is reduced by 1 (to a minimum of 0). If there are no unexpended diamonds on the belt, you can't use this power. After an extended rest, each expended diamond is restored.

Reference: *Adventurer's Vault* 2, page(s) 75.

Sorrowsong Blade

Level 29 Uncommon

This blade sings a mournful dirge of fear and despair as it slices through the air.

Weapon: Heavy Blade 2,625,000 gp

Enhancement Bonus: +6 attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Property: Half the damage dealt with this weapon is psychic damage.

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

Trigger: You hit with this weapon.

Effect: The target is pushed 5 squares and gains vulnerable 15 psychic until the end of your next turn.

Reference: *Adventurer's Vault* 2, page(s) 61.

Potion of Clarity

Level 30 Uncommon

This cool draught hones your physical and mental acuity at a critical moment allowing you to strike true.

Consumable: Potion 125,000 gp

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

Effect: You drink the potion. Once before the end of the encounter, when you make an attack roll for an encounter or daily attack power and dislike the result, you can reroll the attack roll, but you must use the second result. The power's level must be equal to or lower than the potion's level.

Reference: *Adventurer's Vault*, page(s) 188.

Potion of Heal

Level 30 Uncommon

This potion covers your most grievous wounds in brilliant silver light, restoring your body.

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 more thoughtful combat. In a time-sensitive environment, you may need to carefully manage time. Consider the following methods for playing 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 and conclusion.

- Pre-Draw Maps - This is absolutely vital! Many 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. This is especially easy to do during Encounters 1-6, due to Karasendrieth's influence.
- 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 or 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 faster. 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, use Easier guidelines, 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 the Introduction, diving immediately into the action.
- Encounters 3-6: narrate the last encounter chosen (presumably the one the PCs care least about) rather than running it, and charge the PCs 2 surges per PC, minus 1 or more per appropriate daily power used.
- Encounter 8A: once the fight seems certain, just move to the final sacrifice and give Sammaster a reasonable number of successes.
- Encounter 8B: round each PC's turn up to the nearest 1,000 souls, or don't track number of souls specifically at all (allowing you to drop the skill rolls and damage tracking), instead thematically phasing to the next combat once the PCs have done a reasonable combination of control. Just make sure to reward heavy control somehow in this encounter.
- Encounter 8C: Please avoid losing track of time and ending this encounter 1 - 2 rounds early, because it is potentially most tense in the final round as the end approaches for both Sammaster and certain PCs who are about to fail three death saves.

APPENDIX 2: DIFFICULTY MANAGEMENT

Epic Campaign 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, or 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 less optimized tables the option to face an easier challenge so they can finish the adventure faster, and offer 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 Shar knows almost every secret and capability of the PCs. She can share that information with any allies or servants, as she chooses. 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: FRIENDS AND ALLIES

Dernan Moonbrow: Dernan is a human Silverstar of Selûne 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.

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 History:

DC 35 History: A copper dragon named Gaulauntyr lost her mind and caused great devastation during the last 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.

Taliss Muirwood: Talis 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.

Karasendrieth: Karasendrieth is a female adult song dragon known for having participated in the effort to rid Faerûn of Sammaster's Rage of Dragons. As a part of this effort she mastered a ritual *abate dracorage*, which allows her to ignore the harmful effects of the Rage. She is rarely seen in her true draconic form, instead opting to assume the shape of a beautiful woman.

King Foril: Foril Obarskyr, Son of Azoun V and Nalara Marliir, the reigning monarch of Cormyr. As a youth, Foril trained with the Purple dragons, but later he chose more academic pursuits under the tutelage of the War Wizards. Now, at seventy years of age, King Foril rules from the Palace of the Purple Dragon in Suzail, taking counsel from the Royal Wizard. Foril is a respected strategist, statesman, and administrator. Today, he leaves the fighting to others, because he is smart enough to understand that he's too important to his country to act recklessly. The king has ruled for 30 years and there is a sense among the nobility that Foril might be reaching the end of his reign. Foril is a regal figure, dressed in flowing purple robes and sporting a well maintained short grey beard.

Vanquisher Tarhun: Tarhun is a male dragonborn and the "Vanquisher", the ruler of Tymanther, as well as the general of the Lance Defenders. He stands firm in his hatred of all dragons. Tarhun is a hulking figure, bulkier than any common dragonborn. The green hide under his eyes is studded with bits of gold, like teardrops.

APPENDIX 4: VILLAINS

Hungering Dark: The Hungering Dark is an immensely powerful abomination created during the Dawn War. The gods themselves fear the Hungering Dark and, unable to destroy it, they imprisoned the Hungering Dark in Carceri. When the Hungering Dark escaped Carceri, the PCs managed to severely weaken it. It only avoided imprisonment through Shar's intervention, which still scattered it in shreds across Faerûn.

Ingeloakastimizilian, the Icingdeath: Ingeloakastimizilian was a white dragon that lived in a region of the Reghed glacier known as Evermelt. He was killed by Drizzt Do'Urden and Wulfgar so Wulfgar could use his horns as a trophy.

Sammaster: Sammaster was an immensely powerful human mage and a former Chosen of Mystra. Infamous for the discovery of the process which turns a dragon into a dracolich (which he wrote down in the Tome of the Dragon), he is the founder of the Cult of the Dragon. Having been killed in a great battle with an avatar of Lathander, he returned several hundred years later as a lich. Through binding his phylactery within the Dracorage mythal, Sammaster caused a Rage of Dragons independent of the King-Killer Star. Sammaster was eventually destroyed along with his phylactery through the actions of several adventurers, including Karasendrieth. With the destruction of Mythal and phylactery, Sammaster and the Rage came to an end.

Cult of the Dragon: The Cult of the Dragon venerates dragons, evil dragons in particular, and specifically dead evil dragons. They reanimate the gargantuan corpses as powerful and fell dracoliches. The Cult acts as an information network for its draconic "masters", brings gems and riches as offerings, and encourages evil dragons to become dracoliches. Their belief is that dracoliches are destined to one day rule Faerûn and beyond.

Aurgloroasa, the Sibilant Shade: Aurgloroasa is a venerable shadow dragon, a dracolich and one of the current leaders of the Cult of the Dragon. Aurgloroasa is obsessed with research into death, undeath, necromancy, and shadow magic. She also fashions herself to be a servant and future consort of Null, the draconic death god.

Thauglorimorgorus: Thauglorimorgorus (also known as Thauglor the Black Doom) was an ancient black dragon and ruler of the old area known as the Forest Country (modern day Cormyr). Thauglorimorgorus was defeated as he descended upon Castle Obarskyr in Suzail in 1018 DR. With the aid of his war wizards, the king of Cormyr, Azoun II, managed to deal Thauglorimorgorus a deadly blow. At the time of his demise, Thauglor was so ancient that his scales had faded from ebony to violet and his eyes from yellow to dusky purple. Cormyr's purple dragon knights take their name from the color of Thauglor's scales.

Alasklerbanbastos, the Great Bone Wyrn: Alasklerbanbastos is an ancient blue dracolich who ruled Threskel from his lair on Mount Thulbane. He holds the distinction of being the only dracolich to have his physical form destroyed twice in the same year. Alasklerbanbastos has a history of strife and alliance with the equally ancient red dragon Tchazzar. One of Alasklerbanbastos' recent defeats at the hands of Tchazzar came from the betrayal of Alasklerbanbastos' lieutenant Jaxanaedegor.

Jaxanaedegor: Jaxanaedegor was an ancient green vampiric dragon who lived on Mount Thulbane in Threskel. He was Alasklerbanbastos' lieutenant until he switched sides in 1479 DR during Threskel's war with Chessenta.

Tchazzar: Tchazzar was an ancient red dragon who ruled Chessenta while creating his own religion. During the Time of Troubles, Tchazzar achieved godhood for a time by taking over Tiamat's divinity. Upon her inevitable return Tiamat slew Tchazzar, only to resurrect him once more during the last days of the Rage of Dragons. Tchazzar recently defeated Alasklerbanbastos to seize Threskel, then moved to invade Tymanther. Tchazzar was only defeated due to the intervention of a powerful group of heroes and mercenaries known as the Brotherhood of the Griffin.

APPENDIX 5: MAKING OF A DRAGON GOD OF DEATH

Sammaster's abilities and strength in Encounter 8C are highly dependent on the success of the PCs throughout the adventure.

1) Encounters 3-6: The PCs have four possible options for each of these encounters. They conquered the encounter Early (by going to it first), On Time, Late (after two or more short rests), or Failed (either skipped the encounter or died trying to stop it). Each city has two powers associated with it. During 8C, Sammaster will gain the use of all of these powers, with the following usage limitations.

First: Sammaster cannot use the power from this city.

On-Time: Sammaster can use the power once as a daily power.

Late: Sammaster can use the power as Recharge when first bloodied. (Effectively twice)

Failed: Sammaster can use the power as Recharge with *soul power*. (Effectively 1/round)

Suzail

War Master's Assault

Effect: Sammaster and all allies within 5 squares may make a basic attack or charge, at +10 to attack and damage rolls.

Almraiven

Shackle the World

Effect: All enemies within 10 squares are pulled adjacent and restrained (save ends).

Each Failed Save: The target takes 50 psychic damage.

Djerad-Thymar

Frenzied Claws

Attack: Melee 4 (one creature); +37 vs. AC; Sammaster makes this attack 4 times against the same target.

Hit: 3d10 + 16 (avg 32, crit 46) damage and the target is knocked prone.

Ravaerris

Sudden Treachery

Effect: Close burst 20 (enemies in the burst); Each target makes its most effective At-Will attack against itself as a free action.

2) In 8B, if the PCs may have caused injuries to Sammaster which carry into 8C. If his tail is bloodied or destroyed, remove tail sweep and/or tail slap. If his jaw was smashed, his bite no longer grabs.

3) Total up the following points for Sammaster:

Objective	Points	Score
Short Rests in Encounters 3-6 (or 5-minutes taken for rituals)	10 each	
Suzail: Ancient dragon turtle animated Or less than half of Scenes 1-5 succeeded	10	
Djerad Thymar: Vanquisher Tarhun died	10	
Almraiven: City destroyed Or more than half of good dragons slain	10	
Ravaerris: Artifact attuned	10	
Ritual Successes (8A)	1 each	
Souls Remaining (8B)	1 per 1000 souls	

At the start of 8C, each PC takes damage equal to the total score. (It may be a very low number; let the players know that the number is based on their success, and could be more than 100 damage). This damage cannot be reduced or redirected in any way. Sammaster gains temporary hit points equal to this total times the number of PCs.

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.

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.

PLAYER HANDOUT 1: THE STORY SO FAR... (CONTINUED)

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.

EPIC5~1

The PCs embarked on a daring plan to re-imprison the Hungering Dark. Powering the Calimemnon crystal using the djinn Calim and efreet Memnon, and firing a bolt of chaotic spellplague energy at the Hungering Dark using the Pandemonium Stone, the PCs were able to weaken the Hungering Dark and gain its attention.

Before they could fully imprison it, however, Oublivae (who had only staged her previous death) interfered. She had been secretly using holes in the plaguelands to turn pieces of Faerûn into the Barrens layer of the Abyss. The Demon Queen met her final end at the PC's hands, which forced Shar to reveal her guiding hand upon events. She struck directly at the prison, scattering the weakened Hungering Dark in shreds across the nations, then fled away.

PLAYER HANDOUT 2: DRACORAGE MYTHAL

Nearly 30,000 years ago, the dragons attempted to conquer all of Faerûn. After millennia of strife, the eladrin crafted a mythal to disrupt the dragons' rule.

The mythal was tied to the King-Killer Star. The regular arrival of the comet drove the dragons into insanity, removing their ability to plan and driving them to attack anything, including each other.

Unfortunately, one hundred and ten years ago, the dracorage mythal was subverted. Sammaster, the lich founder of the Cult of the Dragon, drove the dragons into the Rage off schedule. He used the chaos to recruit an army of dragons to the cult's service with promises to protect the dragons from insanity.

Sammaster's plot was thwarted by a coalition of good dragons and heroes led by a song dragon named Karasendrieth. They discovered that Sammaster turned the dracorage mythal into his own phylactery. They had no choice but to destroy it. This act destroyed Sammaster forever, and should have prevented the dracorage from ever occurring again.

The dracorage mythal was carefully hidden in the Great Glacier. The site is warded against divination and travel magic, except through a portal located within an abandoned elven waystation located elsewhere in the Great Glacier.

PLAYER HANDOUT 3: FOR CORMYR!

The city of Suzail is threatened by undead monsters dredged up from the sea and rampaging hordes of wraiths. Unfortunately, most of its military might is away attending to problems of a Netherese nature.

Each round, the wraiths will kill many people, spawning even more wraiths to come and attack you. For every success (DC 30+) achieved in the skill challenge, you will reduce the number of wraiths that spawn at the end of round by 1. If you manage to score a DC 40+, then you are so successful that you rally the people of Suzail to your aid and may choose some way for the city to assist you in the first three rounds of combat.

All benefits trigger at the end of each round, only for the first three rounds of combat.

ARTILLERY

You have allowed the city's mighty ballista, catapults, and war wizard fireballs to join the fray.

Benefit: Choose one enemy to take 50 damage.

FIRST AID

The city's clerics and paladins move up to support you, adding prayers for healing for their saviors.

Benefit: Choose one PC to regain 25 hit points.

REINFORCEMENTS

There is always a dozen hands, from a squad of soldiers, crew of sailors, or your personal guard, to assist any step you take in Suzail.

Benefit: Choose one PC to shift its speed, stand up from prone, or make an escape check.

VOLLEY

Whether from a hail of arrows, flurry of magic missiles, or even a collective hurling of bottles and bricks, you have inspired the people of Cormyr to fight back against the wraith horde.

Benefit: Choose two wraiths to destroy. Doing so does not trigger scattering shadows. This may be used to effectively prevent new wraiths from spawning.

PLAYER HANDOUT 4: STORM OF DEATH

You and the dragonborn of Djerad Thymar are assailed by arcs of deadly lightning. Until this problem is solved, it will be more hazardous to slay the dragon attackers, and the dragonborn will not be able to assist you as easily.

Alasklerbanbastos, the Great Bone Wyrms has animated the dragon skulls mounted on the walls of the throne room, using Tymanother's most prized trophies as the focal point for a ritual to destroy it.

Until the hazard is overcome, you face the following difficulties:

- You gain vulnerable lightning equal to the number of successes still needed.
- Whenever you end your turn and are not adjacent to a dragon skull, Alasklerbanbastos, or Jaxanaedegor, and did not make an Endurance check to disable a skull, you take 30 lightning and necrotic damage. You may use make an Acrobatics check to reduce the damage taken by your check result, but doing so uses your immediate action for the round.
- Alasklerbanbastos (and only he) gains resistance to all damage equal to the number of successes still needed.
- At the end of each round, both Alasklerbanbastos and Jaxanaedegor heal 10 * the number of successes still needed.

The hazard can be disabled by destroying either the skulls or Alasklerbanbastos.

The dragon skulls are protected by a magic field so only an adjacent PC can work on disabling a skull, either through skill checks or attacks. Each skull requires two successes to disable.

You may make an Athletics, Religion, or Thievery skill check as a minor action.

DC 30-39: you gain one success.

DC 40+: you gain two successes, disabling the skull.

If you end your turn adjacent to a skull, you may make an Endurance check as a free action. Doing so deals 30 lightning and necrotic damage to you. You do not also take damage from the hazard this turn.

DC 30-39: you gain one success.

DC 40+: you gain two successes, disabling the skull.

VANQUISHER TARHUN AND THE LANCE DEFENDERS

The dragonborn are fully committed to destroying the undead dragons. At the end of each round, they will deal 50 damage to one of the dragons.

Should you defeat the deathstorm hazard, then the bat-riding lance defenders will no longer need to spend the majority of their time dodging lightning and follow your command into battle. Each PC may, at the end of their turn, make a free action Diplomacy or Intimidate check to command the dragonborn, dealing their check result to a dragon of their choice.

You gain a +10 bonus to this roll if you are a member of the Platinum Cadre, Lance Defenders, or have two or more influential story awards for the Tymanother region (such as a necklace from house Jalt).

PLAYER HANDOUT 5: SO. MANY. DRAGONS.

Almraiven is threatened by dozens of dragons. These dragons have been corrupted by the Hungering Dark and influenced by the rage, forced to rampage through and destroy the city. If you do not assist it, Almraiven will be destroyed within a couple rounds or less.

At the end of each round, all of the young dragons throughout the city will attempt to destroy everything nearby. The city is partially demolished once it's taken 20 damage and completely annihilated once it's taken 40 damage. At the end of each round, it takes one point of damage for each young dragon still out in the city (not on your map). It may already be damaged, depending how long it took you to arrive.

Several dragons will come to investigate and attack you each round in the normal course of events, but you'll need to really get the dragons' attention if you want to entice enough of them to come attack you to keep the city free from damage.

Protect the City: At the start of your turn, you may choose to forsake your own defenses in order to help save the city. This leaves your character free to focus on saving the city and also draws the attention of the dragons and Hungering Dark elsewhere in the city to attack you.

Until the Almraiven encounter ends, the following effects apply:

- You take a -3 penalty to all defenses.
- Reduce all damage the city takes each round by 2.
- At the end of each round, an additional two dragons move to your map to attack.
- You gain a +5 bonus to the end of round skill check (below).

Arcana, Bluff, Diplomacy, Intimidate, or Nature (Free Action):

At the end of each round, each PC should make a skill check as a free action to snap the dragons out of their enchantment. Total the check results of the table, adding 40 for the WeavePasha's contribution to the ritual. This has two effects.

- (1) For every cumulative 20 points of your total check results (combined), the PCs can either bloody or remove one bloodied minion. This can be done twice to the same minion to effectively remove an unbloodied minion. Any fraction of 20 points (remainder below 20) is lost for this purpose.
- (2) In addition, each PC may apply the entire value of his or her individual check result as damage to a single non-minion dragon of the player's choice. Whenever enough damage is dealt to reduce a non-minion dragon to 0 hit points, apply any remaining damage to the next non-minion dragon until all damage is used up.

Any dragons bloodied in this manner will not use *bloodied breath*.

Any dragon reduced to 0 hit points or removed in this manner has its enchantment removed instead of dying.

Story Awards: If you have CALI07 Tarik's Gratitude (CALI3-3), or is a Pasha of Calimshan (CALI10, CALI17, CALI30, or CALI35), you gain a +5 bonus to this skill check.

End of Round Order:

- 1) Skill checks (Remove Hungering Dark influence from dragons on map)
- 2) Move dragons (Dragons equal to the # of PCs, plus dragons lured by the PCs, move onto the map)
- 3) Apply damage (City takes damage based on the number of dragons remaining off map)

PLAYER HANDOUT 6: SOUL EMPOWERED

Every time you bloody or defeat any of Sammaster's servants, you can reclaim some of the souls they have stolen. This saves the souls from destruction and they happily contribute any remaining power they have to you before they leave.

You can use the following power once for every enemy that you bloody and/or reduce to 0 hit points for the remainder of the adventure.

Soul Empowered (Healing) ♦ Consumable

This power is gained once for each of Sammaster's servants you bloody or reduce to 0 hp.

Trigger: You end your turn

Effect (Free Action): Close burst 10 (one ally in the burst); the target can either regain hit points as if it had spent a healing surge or recharge one expended encounter power.

Special: Any encounter power recharged by this effect cannot be recharged again (in any manner) until the party takes a short rest.

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Special: Any encounter power recharged by this effect cannot be recharged again (in any manner) until the party takes a short rest.

PLAYER HANDOUT 7: DOWNING THE DRAGON

Careful and Steady: At the start of each round, you should decide whether your PC is being very careful and steady while riding the dragon. If you do, you may now use Athletics (instead of just Acrobatics) to avoid being dislodged from the dragon, and gain a +10 bonus to Acrobatics or Athletics checks to stay on the dragon. You will also take a -2 penalty to your defenses this round.

If you do not take that benefit, when you hit with a melee attack on your turn, you may choose to leave your weapon (or fist) partially embedded in the dragon in order to gain the *careful and steady* benefit. Instead of taking a -2 penalty to all defenses, you instead take a -5 penalty to attack rolls until the start of your next turn.

Some parts of the dragon are less stable than the main body, giving you a penalty to all checks to avoid being dislodged:

- On the wings: -5 penalty
- On the tail, neck, or head: -10 penalty

Steering the Dragon: Sammaster flies directly above the most populated part of Baldur's Gate, drawing in the feast of souls presented by the city. The massive dragon is still protected by the ritual and healing rapidly by devouring those souls.

You must get Sammaster away from this ready supply of souls or he will be impossible to destroy. The most effective way to do so is to steer his flight to a less populated area of Baldur's Gate and crash him into the ground. It might be possible to crash him earlier than that, by focusing all damage on his wings, but doing so might still land him in an area surrounded by people.

When you damage the dragon, only damage focused on the head, wings, and/or tail, will truly hinder it. You may choose any of those areas to be particularly damaged by the attack and receive any conditions, as long as that body part was in range of the attack. There are special benefits for dealing enough damage to each area (eventually crippling that area).

The dragon's body is effectively invulnerable and immune to all effects this combat. You must focus any harmful effects on an area of the dragon, which may have a limited (or extra) effect depending on the effect and area chosen. The second page of this Handout describes how normal conditions interact with each area of the dragon.

Work with your DM to describe how your effect might impair the dragon's ability to function effectively if it is not listed and the DM is unsure how to translate its impact upon the dragon and skill challenge.

PLAYER HANDOUT 7: DOWNING THE DRAGON (CONT)

Influencing Movement

Your attacks and inflicted conditions can slow the dragon and steer it away from populated areas, hindering its mass gathering of souls from Baldur's Gate.

Whenever you do any of the following, you reduce the amount of souls Sammaster gathers:

- Damage - 10 souls per point of damage
- Forced movement - 500 souls per square of forced movement
- Dazed on Head - 1000 souls
- Prone or Slowed on Wings - 1000 souls
- Blinded, Petrified, Stunned, or Unconscious on Head - 2000 souls
- Immobilized, Petrified, Restrained on Wings or Tail - 2000 souls
- Dominated or Removed from Play on the Head - 3000 souls

In addition, at the end of every round, everyone who can take free actions may make a Perception or Streetwise check to guide the dragon's fall to a safer location. Multiply your check result by 50 to represent souls saved.

Head - The dragon uses its head to bite nearby enemies, use its breath weapon, and guide its search for more souls to devour.

- Dominated*, Petrified*, Stunned*, Unconscious*, Removed from Play* - Grants combat advantage, does not gain a standard action on its next turn, and you can influence the dragon's movements.
- Blinded*, Dazed*, Marked, Weakened - Modifies the head's attacks, functioning normally.

Wings - The dragon uses its wings to perform aerial maneuvers to escape or jettison the PCs, as well as to move enough distance to get near to more souls.

- Immobilized, Petrified, Prone, Restrained, Slowed - Instead lets you influence dragon's movements

Tail - The dragon's tail is its most effective weapon for dislodging assailants and also aids it to steer its flight.

- Immobilized*, Petrified*, Restrained* - Grants combat advantage, does not gain a standard action on its next turn, and you can influence the dragon's movements.
- Marked, Weakened - Modifies the tail's attacks, functioning normally.

* All of these conditions let you influence the dragon's movements.

PLAYER HANDOUT 8: DEATH

Having failed sufficient death saves or taken enough damage, your PC should now die and have your soul devoured by Sammaster. It is possible you or your allies have a means of preventing that fate, such as a *potion of life* or *blessed brooch*. If you don't, read onward.

Avoiding Death Saves: If you have any abilities which attempt to prevent death (Ex: "Once per day, when you die"), but don't necessarily work against failed death saves (and that's how you died), you may use them to avoid death for a round and are treated as having failed one fewer death save.

Some abilities only work when reduced to negative bloodied hit points or 0 hit points, but are still intended to prevent death. If such an ability is daily, an immediate interrupt or no action, and would restore you to at least your bloodied value, then it can be expended to negate one failed death save.

Fighting Back: If you have died, you have a couple options you may now take.

- 1) If you have any uses of soul empowered remaining, you may expend all of them now to assist your allies (but not yourself).
- 2) Your soul may continue fighting, potentially saving your allies or destroying Sammaster from within. You will take permanent damage in doing so. Refer to the Soul Sacrifice section below, should you choose to make this choice.
- 3) You may instead hide from Sammaster's attention in the sea of souls he has devoured. As long as your allies defeat Sammaster, they will be able to resurrect you later, but your participation in this adventure may be over.

Soul Sacrifice:

Once each round, you may do one of the following actions. Note the permanent cost associated with each option. That cost cannot be removed by any means and will apply to your PC until the end of the campaign.

Benefit	Permanent cost to you
Remove one failed death save from an ally	-1 penalty to saves
An ally regains hit points equal to their bloodied value.	-10 penalty to your healing surge value
Deal 50 damage to Sammaster	-1 penalty to defenses

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

PREVENTED A NEW RAGE OF DRAGONS DURING THE ADVENTURE

EPIC5~2 DRAGONS DEEP

EPIC32 Memory of a Song

Karasendrieth the song dragon has given you a final gift. You receive one (and only one) of the following benefits, depending on whether the song dragon gave her life to save you. Strike through this award when you use the power.

- ☐ **Karasendrieth still lives:** One time only, during a short rest, you may spend a single healing surge to heal to your full hit points. This does not remove any diseases, curses, or other ongoing effects that you are suffering.
- ☐ **Karasendrieth gave her life:** One time only, when you would die, you instead regain hit points equal to your bloodied value and may remove one failed death save.

EPIC33 Savior of Faerûn

You risked yourself to save those who could not save themselves. Check all of the following that occurred during this adventure. You:

- ☐ ... protected a majority of Baldur's Gate's population.
- ☐ ... rescued the people of Suzail from turning to wraiths.
- ☐ ... saved Vanquisher Tarhun and the Lance Defenders.
- ☐ ... spared dozens of mind-controlled good dragons.

If you obtained at least three of the above, those you have saved search their coffers and hoards, giving everything they can spare in thanks. Choose one Common or Uncommon permanent magic item of level 15 or lower from an LFR player resource. You gain that item without spending a found-item slot or Treasure selection.

- ☐ Check this box if you also prevented a group of Shar-worshipping dragons from attuning themselves to an artifact of Cyric. This act prevents Shar from using the artifact's power in the days to come.

EPIC34 Death Ward

You have created a fine shield from the scales of the legendary creatures you defeated.

Death Ward	Level 30 Rare
<i>This shield is made from a single giant blackened scale from Tchazzar's body, used by Sammaster to forge a dragon god of death. The edge is ringed by dragon scales of every hue.</i>	
Arms Slot (any shield)	3,125.000 gp
Property	
You gain resist 10 to all damage from area, close, and ranged attacks. Your allies gain resist 10 all against area, close, and ranged attacks made by any enemy that is adjacent to you.	
Utility Power ♦ At-Will (Immediate Interrupt)	
<i>Trigger:</i> A close or area attack that includes you misses you, but hits one or more of your allies.	
<i>Effect:</i> Your allies take half damage from the triggering attack.	
Utility Power ♦ Encounter (Free Action)	
<i>Trigger:</i> An ally within 5 squares of you takes damage.	
<i>Effect:</i> All damage dealt to that ally by the triggering attack is redirected to you. You cannot resist or redirect this damage in any way.	
Utility Power ♦ Daily (No Action)	
<i>Trigger:</i> You would become dying or dead.	
<i>Effect:</i> You regain hit points equal to your bloodied value and remove all death saves that you have failed.	
Reference: Custom item created for LFR, based on the <i>shield of deflection</i> and <i>shield of absorbing</i> .	

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

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.

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

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DUNGEONS & DRAGONS

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