

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> .	