

## EVENT SUMMARY: EPIC6~1 CONFRONTATION IN SHADOW

Slot Number:

Table Number:

DM's Name:

Q1. Did the PCs release the fragment of Mystra's soul from the nascent Shadow Weave?

A. Yes

B. No

Q2. What decision did the PCs make regarding Shar's final fate?

A. The PCs allowed Shar to flee

B. The PCs accepted Shar's surrender and remanded her to Ao's custody

C. The PCs killed Shar, permanently ending her existence

D. The PCs cleansed Shar of the evil within her and left her in Selûne's care

At the Battle Interactive we would like to recognize those characters who have fulfilled their Epic Destinies in LFR. If the players would like their characters to be recognized publicly, please have them write their names (as legibly as possible) below. We want PC names, not player names!

PC #1's Name:

PC #2's Name:

PC #3's Name:

PC #4's Name:

PC #5's Name:

PC #6's Name:

# 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.

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

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

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

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

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

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

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

The PCs returned to the Palace of Bone through the portal, only to find that many years had passed since they stepped through hours ago. Unbeknownst to them, they had actually entered the Barrens, a duplicitous layer of the abyss that is actually a post-apocalyptic version of reality. Its Demon Lord, Oublivae, Angel of the Everlasting Void, appeared as a misguided angel. She attempted to inflict supernatural despair against the PCs and delay them from stopping Tsien's ritual in time.

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

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

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

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

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

Though Tsien Chiang was stopped, the Hungering Dark was freed from Carceri and lost somewhere between the planes.

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

## 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, Oubliuae (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.

## EPIC5~2

Shar and the Cult of the Dragon used the Hungering Dark to recreate the Rage of Dragons from the dracorage mythal in the Far North. There the PCs discovered portals fueling a dark ritual in a Dread Realm. The portals led to several major cities under assault by dragons and dracoliches.

The PCs saved each of the cities in turn, discovering the Cult of the Dragon's plan to resurrect Sammaster and transform him into a draconic god of death. Finally, the PCs broke into Shar's Dread Realm where the Cult of the Dragon worked their ritual of apotheosis. In an epic struggle that tore asunder the Dread Realm then spilled into the skies over Baldur's Gate, the PCs not only slew Sammaster but saved the souls of tens of thousands.

## EPIC5~3

The PCs were asked to speak at a council of the gods concerning Shar's crimes. There, the PCs greatly impressed the gods, many receiving invitations to become exarchs. Shar declared that the Council could demand nothing of her and sent angelic servants to rebuke the PCs for their defiance of her.

When the PCs returned, they learned that Shar had initiated two apocalyptic plans that would win Netheril the war that very day. She was taking control of Entropy, the Great Nothing, Devourer of Gods, a gigantic living sphere of annihilation, while also creating a neverending horde of seemingly invincible shades. The PCs stopped both plans, then discovered that Telamont Tanthul, Most High Prince of Shade, was secretly performing a ritual to animate the Ordulin Maelstrom.

In order to destroy the Ordulin Maelstrom once and for all, the PCs had to obtain a star from Amaunator and violently ride it down into the Maelstrom. The explosion caused massive destruction, but the PCs were only successful after a desperate battle against Telamont Tanthul, both of Shar's Avatars, Dark Dancer and Nightsinger, and a vile curse of nemesis cast by Shar upon them.

## HANDOUT 2: ARTIFACTS

Each of these items can be used without taking up an item slot or hindering the use of the character's normal items. Each artifact also has a major hidden benefit during one of the encounters during the adventure, manifesting a powerful ability in theme for the artifact which will make that encounter much easier.

Codex of Infinite Planes
<i>Sandwiched between the heavy covers of this outsized volume are uncountable pages of metal with a dizzying array of images of symbols inscribed upon them.</i>
<b>Property</b>
You cannot be unwillingly removed from play.
<b>Property</b>
You gain a +5 bonus to all skill checks.
<b>Power (teleportation) • Encounter (minor action)</b>
<i>Effect:</i> You teleport up to 10 squares.
<b>Power (teleportation) • Encounter (immediate interrupt)</b>
<i>Trigger:</i> You are targeted by an attack.
<i>Effect:</i> You teleport up to 5 squares and become insubstantial until the end of your next turn.
<b>Power (teleportation) • Daily (move action)</b>
<i>Effect:</i> You and all allies within 5 squares teleport up to 10 squares.

Necklace of Tears
<i>This necklace is made from a string of blue tear-dropped astral diamonds, symbols of Ilmater.</i>
<b>Property</b>
You gain 3 healing surges.
<b>Property</b>
When you spend a healing surge, one ally within 10 squares regains hp equal to your surge value.
<b>Power • At-Will 1/round (free action)</b>
<i>Trigger:</i> An ally within 10 squares of you fails a saving throw against a harmful save ends effect.
<i>Effect:</i> You transfer the harmful effect to yourself.
<b>Power • Encounter (free action)</b>
<i>Trigger:</i> An ally within 10 squares of you is reduced to 0 hit points or fewer.
<i>Effect:</i> Before the ally takes the damage, you spend a healing surge, regaining no hp, but triggering the property for spending a healing surge. The triggering ally also gains temporary hp equal to your healing surge value.
<b>Power • Daily (minor action)</b>
<i>Target:</i> One dead or dying ally adjacent to you.
<i>Effect:</i> You restore the ally to life and the ally removes all failed death saves. The ally regains hp equal to its bloodied value and may make a saving throw against all effects that a save can end.

Iron Fortress of Intellect
<i>This iron helm was crafted by Moradin to protect the mind. The dwarven runes covering it warn intruders away, both politely and not so politely.</i>
<b>Property</b>
You gain resist 30 psychic.
<b>Property</b>
You cannot be dominated or forced to attack yourself or allies.
<b>Power • At-Will 1/round (free action)</b>
<i>Trigger:</i> An enemy makes an attack against your Will defense.
<i>Effect:</i> The enemy takes 30 damage.
<b>Power (healing) • Encounter (no action)</b>
<i>Trigger:</i> You start your turn dazed, stunned, or unconscious.
<i>Effect:</i> You regain hp equal to your healing surge value. Remove the dazed, stunned, and unconscious conditions.
<b>Power • Daily (minor action)</b>
<i>Effect:</i> Attacks automatically miss your Will defense (even on a natural 20) until the end of your next turn or you are bloodied, whichever comes later.

Gauntlet of Vigilance
<i>This gauntlet was worn by Helm, the Vigilant One. Before his death, he was the protector and watcher of the gods, and the gauntlet was his symbol of authority.</i>
<b>Property</b>
Enemies you have marked cannot choose to remove that marked condition. If you have a defender aura, enemies in the aura cannot teleport.
<b>Property</b>
You gain a +10 bonus to your healing surge value.
<b>Power • At-Will 1/round (free action)</b>
<i>Trigger:</i> An ally within 3 squares of you is damaged by an attack.
<i>Effect:</i> The damage is redirected from the ally to you.
<b>Power (healing) • Encounter (no action)</b>
<i>Trigger:</i> You would be reduced to 0 hp or fewer.
<i>Effect:</i> You regain hp equal to your healing surge value before taking the damage.
<b>Power • Daily (no action)</b>
<i>Trigger:</i> You would die from damage or a failed death save.
<i>Effect:</i> You instead remove all failed death saves and gain immunity to all damage until the end of your next turn.

## HANDOUT 2: ARTIFACTS (CONTINUED)

<b>Arrow of Fate</b>
<i>An ancient shard of the fallen dragon god Io's physical form, the Arrow of Fate is a powerful weapon.</i>
<b>Property</b>
You gain blindsight 20.
<b>Property</b>
You gain combat advantage on all enemies and do not grant combat advantage to anyone.
<b>Power • At-Will</b> 1/round (free action)
<i>Trigger:</i> You hit an enemy within 20 squares with an area or ranged attack.
<i>Effect:</i> Your allies gain combat advantage and a +2 power bonus to attack rolls against that enemy until the start of your next turn.
<b>Power • Encounter</b> (free action)
<i>Trigger:</i> You miss with a ranged or area attack roll.
<i>Effect:</i> You may reroll the attack roll. You must take the new result.
<b>Power • Daily</b> (minor action)
<i>Target:</i> One ally within 20 squares who died since the end of your last turn.
<i>Effect:</i> The target is restored to life at their bloodied value in hit points and removes all failed death saving throws.

<b>Wings of Light</b>
<i>This ancient stole is inscribed in Netherese runes praising Amaunator. Those who wear it blaze with the light of the sun.</i>
<b>Property</b>
You gain resist 30 necrotic and resist 30 radiant.
<b>Property</b>
You may fly (hover) at speed 8 or increase your flight speed by 2 when you fly using some other source.
<b>Power (healing) • At-Will</b> (minor action)
<i>Effect:</i> You may make a saving throw and may spend a healing surge to regain hp, regaining an additional 30 hp.
<b>Power (fire) • Encounter</b> (free action)
<i>Trigger:</i> You hit an enemy within 10 squares.
<i>Effect:</i> The enemy gains ongoing 50 fire damage until you are reduced to 0 hp or fewer. Every time the enemy makes an attack that includes you, the ongoing damage increases by 50, to a maximum of ongoing 200 damage.
<b>Power (healing) • Daily</b> (no action)
<i>Trigger:</i> You would be reduced to 0 hp or fewer.
<i>Effect:</i> You do not take the damage. You are instead restored to full hit points.

## HANDOUT 3: MANTLES OF AUTHORITY

The gods may help awaken the power of the gods within the PCs. When a mantle of authority is chosen by a PC, all PCs gain the benefit from that mantle as long as the choosing PC is alive. Each of these mantles can be used without taking up an item slot or hindering the use of the character's normal items. Each mantle also has a minor hidden benefit during one of the encounters during the adventure, manifesting a useful ability in theme with the mantle.

Perfect Memory
<i>You have ascended past mortal limits of mental capacity.</i>
Property
You gain combat advantage on all enemies who have already acted in an encounter.
Power • Encounter (free action)
<i>Trigger:</i> You miss with every attack of an encounter or daily power. <i>Effect:</i> You gain no benefits from using the power, as if you never used it at all, and do not expend the power. Your action is still spend.
Power • Daily (free action)
<i>Target:</i> You end your turn and have expended all of your class encounter attack powers. <i>Effect:</i> You recharge a class encounter attack power.

Fist of the Gods
<i>You smite your enemies with your divine presence.</i>
Property
Whenever you would roll for damage, you may choose not to roll some or all of the damage dice and instead replace damage dice with static values as follow: D4 = 3, D6 = 4, D8 = 5, D10 = 7, D12 = 8 Ex: $4d8+27=(4 \times 5)+27 = 47$ (usual average 45) or $4d12 + 6d6 + 40 = (4 \times 8) + (6 \times 4) + 40 = 96$ (usual average 87)
Power • Encounter (minor action)
<i>Effect:</i> Melee 5 (one creature); 30 damage.
Power • Daily (standard action)
<i>Effect:</i> Melee 5 (one creature); 100 damage.

Mastery of Time and Space
<i>You walk between worlds and realities.</i>
Property
You gain a +2 bonus to speed and may increase the distance of any teleport you make by up to 2 squares.
Power • Encounter (free action)
<i>Trigger:</i> You roll initiative. <i>Effect:</i> You either gain a +5 power bonus to initiative or can shift up to 2 squares.
Power • Daily (no action)
<i>Trigger:</i> You end your turn and could not take any actions that turn (due to being unconscious, dominated, or dead, for example). <i>Effect:</i> On the next turn this encounter in which you can act, you gain an extra minor, move, and standard action, but you cannot spend an action point on that turn.

Instant Death Technique
<i>With enough power, every swing beheads and every spell disintegrates.</i>
Property
Whenever you hit an enemy and deal damage to it, if it has 30 hp or fewer afterwards, then it dies.
Power • Encounter (no action)
<i>Trigger:</i> You hit an enemy, but do not score a critical hit. <i>Effect:</i> If a d20 result 2 higher than you rolled would score a critical hit, you instead score a critical hit.
Power • Daily (no action)
<i>Trigger:</i> You hit a bloodied enemy, but do not score a critical hit. <i>Effect:</i> Your attack deals extra damage equal to the extra dice you would normally roll when you score a critical hit. This attack cannot be turned into a critical hit.

Fires of Creation
<i>The fires of creation itself burn in your veins.</i>
Property
Whenever you spend an action point, you gain an extra move action on your next turn.
Power (healing) • Encounter (no action)
<i>Trigger:</i> You start your turn. <i>Effect:</i> You regain 30 hit points and may make a saving throw.
Power (fire, radiant) • Daily (no action)
<i>Trigger:</i> You are damaged. <i>Effect:</i> Adjacent enemies take 50 fire and radiant damage.

Secret of Immortality
<i>Refuse to die with enough conviction.</i>
Property
You gain a +10 bonus to your healing surge value.
Power (healing) • Encounter (minor action)
<i>Effect:</i> Spend a healing surge to regain hp equal to your bloodied value.
Power • Daily (no action)
<i>Trigger:</i> You fail a saving throw. <i>Effect:</i> You instead succeed at the saving throw.

## HANDOUT 4: BLESSINGS

The PCs gain a number of blessings from their allied gods. Each PC may choose their own blessings, based on the number of successes the PC personally obtained from the council of the gods in *EPIC5-3*.

<p><b>BLESSINGS</b></p> <ul style="list-style-type: none"> <li>() +3 to all skill checks</li> <li>() +1d12 damage on crits</li> <li>() +2 bonus on saves</li> <li>() +2 bonus to all defenses while bloodied</li> <li>() -5 to attack rolls against your allies</li> <li>() +5 surge value</li> </ul> <p>At any time as no action you may expend a blessing to regain 2 healing surges, remove a failed death save, change a failed save into a success, regain hp equal to your healing surge value, or turn a critical hit against you into a normal hit.</p>	<p><b>BLESSINGS</b></p> <ul style="list-style-type: none"> <li>() +3 to all skill checks</li> <li>() +1d12 damage on crits</li> <li>() +2 bonus on saves</li> <li>() +2 bonus to all defenses while bloodied</li> <li>() -5 to attack rolls against your allies</li> <li>() +5 surge value</li> </ul> <p>At any time as no action you may expend a blessing to regain 2 healing surges, remove a failed death save, change a failed save into a success, regain hp equal to your healing surge value, or turn a critical hit against you into a normal hit.</p>
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## HANDOUT 5: FINAL SACRIFICE

Dead PCs who cannot return to the fight may choose to permanently sacrifice themselves so their souls can fight on. They can never be resurrected, by any means, but they can help their allies to survive the fight.

Each round on their turn they gain one of the following abilities (so 4 rounds after death they have all 4 powers and can use all 4 each round) which can then be used on any other turn:

- 1/round roll a d20: you may replace an ally or enemy d20 roll just made with your d20 result.
- 1/round an ally deals an extra 50 damage.
- 1/round an ally regains 50 hp.
- 1/round an ally can make a saving throw.