

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

SAW THE FUTURE OF FAERÛN DURING THE ADVENTURE

EPIC4~2 AGE OF RUIN

EPIC18 Oblivion Overcome

You were subject to unthinkable despair in Oublivae's Barrens and lived to tell the tale. Check each of the following that happened to you during the adventure:

- | | |
|---|---|
| <input type="checkbox"/> You shed all Despair before you fought Oublivae. | <input type="checkbox"/> You were Lost in the Abyss. |
| <input type="checkbox"/> You gained <i>destroy them</i> by dying and being returned by the Barrens. | <input type="checkbox"/> You suffered a Total Party Kill (TPK). |
| <input type="checkbox"/> You gained <i>devour them</i> . | <input type="checkbox"/> You surrendered to Oublivae. |

How many Hope points did you have left at the end of the adventure? _____

If you gained either *destroy them* or *devour them*, you gain the Bloodthirsty Wrath boon. This boon never expires (although you may lose it in a future adventure), does not cost a found-item slot, does not count as one of your Treasure selections for the adventure, and does not count against the limit of Rare items you are allowed to possess. However, it is subject to the normal LFR rules limiting you to one active divine boon at a time.

Bloodthirsty Wrath

Level 28 Rare

Destruction and carnage are the only things able to quell your appetite.

Divine Boon (cannot be sold)

Property

You gain 28 temporary hit points the first time you drop an enemy to 0 hit points during an encounter.

Attack Power (Healing) ♦ Daily (Free Action)

Requirement: You must be bloodied.

Trigger: You hit an enemy with a melee attack.

Effect: After the attack, you make a melee basic attack against a randomly-chosen creature adjacent to you. If this attack hits, you may spend a healing surge.

Reference: Gruumsh's Bloodthirsty Wrath (*Book of Vile Darkness*)

EPIC19 Encroaching Darkness

In the Barrens you saw the horrifying results of Tsien Chiang's plans to summon the Hungering Dark. You managed to gather information that might help you to stop the sorceress. Check each of the following items or information that you recovered during the adventure.

- ☐ A tome of arcane notes (from Szass Tam)
- ☐ Sinmaker's location and use (from Fzoul)
- ☐ A strange holy symbol (from Manshoon).

You also recovered *creation's hourglass*, an artifact that Oublivae was using to manipulate time. Once per adventure, and only three times ever, you may use the hourglass to manipulate time. Each time you do so, mark off one use: ☐ ☐ ☐

MINOR ACTIONS

Creation's Hourglass ♦ Adventure

Effect: You gain an extra standard action and an extra minor action, which you must use before the end of your turn.

You can't use these extra actions to make attacks.

The hourglass may prove to have other powers later in the campaign, so you should not void this Story Award even after you have used all three activations of the above power.

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GAINED THE SERVICE OF A DEATH KNIGHT'S MOUNT DURING THE ADVENTURE

EPIC4~2 AGE OF RUIN

EPIC20 Saddle of the Dreadmare

To gain this mount, you must choose the *saddle of the dreadmare* as one of your Treasure selections for this adventure. The saddle costs you a found-item slot and counts against your limit of one Rare item per tier.

Saddle of the Dreadmare	Level 29 Rare
<i>After defeating a death knight and his mount, you recovered this saddle, which is made from the skin of a dreadmare.</i>	
Mount Slot	2,625,000 gp
Property	
This saddle is attuned to a specific shadowclaw dreadmare and a specific rider. It does not work for any other creature. If the dreadmare attuned to this saddle dies, it is resurrected automatically, at no gold piece or healing surge cost, at the end of the rider's next extended rest. The dreadmare has three healing surges per day and is fully healed at the end of any extended rest taken by its rider.	
Utility Power ♦ At-Will (Move Action)	
<i>Effect:</i> If the shadowclaw dreadmare is alive, it appears in the rider's square or any legal square adjacent to the rider. The rider may mount the dreadmare as part of this move action.	
Utility Power ♦ At-Will (Free Action)	
<i>Effect:</i> The shadowclaw dreadmare is dismissed. This does not heal any damage the dreadmare has taken or end any conditions or ongoing effects affecting the dreadmare. The dreadmare may spend some or all of its healing surges while it is dismissed, if the rider wishes.	
<i>Special:</i> The dreadmare is dismissed automatically when its rider falls unconscious, or if its rider ever turns on it, such as by being dominated and attacking it, by including it in harmful area effects, by redirecting damage to it, or as determined by the DM. If the dreadmare is dismissed for any reason other than voluntarily by the rider, the rider may not summon the dreadmare again until the rider has completed a short rest.	
Reference: Custom item created for LFR	

Shadowclaw Dreadmare	Level 26 Skirmisher
Large shadow beast (mount, undead)	
HP 246; Bloodied 123	Initiative +21
AC 40, Fortitude 38, Reflex 39, Will 38	Perception +22
Speed 8, fly 8 (hover)	
Immune disease, poison; Resist 20 necrotic, 20 cold	
Vulnerable 5 radiant	
TRAITS	
Charger	
The dreadmare and its rider gain a +10 power bonus to damage rolls of charge attacks.	
Shadow Retribution	
Any enemy that hits the dreadmare or its rider with an opportunity attack takes 20 cold and necrotic damage.	
Saddle of the Dreadmare	
When any effect allows its rider to shift, but not the dreadmare, the dreadmare may shift instead.	
STANDARD ACTIONS	
m Shadow Claws (cold, necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +31 vs. AC	
<i>Hit:</i> 4d8 + 16 necrotic and cold damage.	
MOVE ACTIONS	
Teleport (teleportation) • At-Will	
<i>Effect:</i> The dreadmare teleports up to 5 squares and teleports its rider with it. This power is not affected by items or feats possessed by its rider.	
TRIGGERED ACTIONS	
Shadow Jump • Encounter	
<i>Trigger:</i> The dreadmare takes damage.	
<i>Effect (No Action):</i> After taking the damage, the dreadmare becomes immune to damage until the start of its next turn.	
Str 25 (+20)	Dex 22 (+19) Wis 18 (+17)
Con 30 (+23)	Int 4 (+10) Cha 12 (+14)
Alignment unaligned Languages -	

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LIVING FORGOTTEN REALMS

(character name)

MADE A RING FROM ONE OF OUBLIVAE'S HORNS DURING THE ADVENTURE

EPIC4~2 AGE OF RUIN

EPIC21 Instrument of Death

Oublivae encouraged swifter death across her realm. After defeating her, you made a ring from a piece of one of her horns. In order to gain this item, you must choose it as one of your Treasure selections for the adventure. The *instrument of death* costs you a found-item slot and counts against your limit of one Rare item per tier.

Instrument of Death		Level 30 Rare
This circle of bone feels cold to the touch. As creatures die in its presence the ring grows ever warmer.		
Ring Slot	3,125.000 gp	
Property		
You gain a +6 item bonus to all weapon and implement damage rolls.		
Property		
Whenever you hit a minion with an attack and deal damage to it, that minion cannot use abilities triggered by its death or by being reduced to 0 hit points (such as <i>rise again</i> , <i>death burst</i> , or <i>desperate starvation</i>).		
Utility Power ♦ Encounter (Free Action)		
Trigger: You make a damage roll.		
Effect: You gain a bonus to the damage roll equal to 5 times the number of non-minion creatures that have died during the current encounter, to a maximum of +20.		
Reference: Custom item created for LFR.		

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