

PLAYER HANDOUT 1: THE STORY SO FAR...

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

A year ago, the flow of abominations, horrific weapons created by the gods and primordials during the Dawn War, from Carceri, the astral prison used by the gods, to Arvandor, astral dominion of Corellon and the Seldarine, 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, an enigmatic apothecary currently detained in Carceri, with crafting a poison powerful enough to bring certain death to Corellon, offering Sinmaker his freedom in return. 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 stationed within Agathys to maintain control over the funnel. Typical of her nature, she did not hold up her end of the bargain with Sinmaker before taking her leave.

The adventurers followed Lolth's treachery into Carceri and, with Sinmaker's aid, managed to defeat the forces that maintained Lolth's hold over the funnel. With the denizens of Carceri bearing down on them, the adventurers managed to escape the prison plane through a portal to the Demonweb that Lolth's forces had planned to use for their own escape. Corellon then requested that the PCs assist him once more by seeking out Lolth as his emissaries.

Tsien Chiang, a Shou sorceress of immeasurable power and knowledge, devised a scheme to distract Lolth long enough to siphon energy from the Demonweb for her evil schemes. Disguised as a young priestess of Lolth, she manipulated a drow matron, Zarylene, into discovering the means by which Lolth could corrupt Corellon and his realm of Arvandor. Zarylene prayed to the Spider Queen with her new apprentice's scheme. Lolth heard her prayers and launched her campaign against Arvandor shortly thereafter. Following Lolth's departure, Tsien disappeared into the depths of the Demonweb Pits bearing the shard of an ancient artifact. She planted the artifact and quickly fled the Demonweb before Lolth's return. Once planted, the artifact began to siphon power from the Demonweb and channel it through a planar conduit to Tsien.

Shortly after Tsien's disappearance, the Demonweb began to unravel, erupting into chaos as entire sections dissolved and long-imprisoned demons escaped into Faerûn. Lolth returned to her realm severely weakened and furious that she had allowed herself to be tricked. All of her power bent on keeping the Demonweb together, Lolth was in need of help.

The PCs navigated their way through the dissolving Demonweb to Lolth's throne, where she negotiated several concessions in exchange for destruction, or removal, of the shard. The PCs defeated the shard, thus bringing stability back to the Demonweb.

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

EPIC4~1 AND EPIC4~2

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 found that there is still time to stop Tsien Chiang, but not much...

PLAYER HANDOUT 2: BARREN EVIDENCE

Tome of Arcane Notes: These pages are filled with the scrawls of a man clearly injured by madness, as well as personal despair at the destruction of the world. At several places the writings become more lucid, and you can make out arcane diagrams and explanations. You recovered this tome from Elminster, who had been captured by Szass Tam.

Apparently Tsien Chiang's ritual to summon and bind the Hungering Dark is a ritual in four parts, requiring her to channel immense power simultaneously into four gems (her "hearts"), at four appropriate locations. The writings are unclear on the type of power channeled or the specific locations, but they are clear on ways in which one could sabotage the transfer of this power.

You gain a +5 bonus to skill checks to disrupt Tsien's ritual to empower her hearts.

Holy Symbol of Tsien Chiang: Manshoon worshipped Tsien Chiang as a new goddess of magic. He bore a holy symbol fashioned from destroyed holy symbols of Auril, Corellon, Lolth, and Sehanine. The holy symbol also had a reliquary containing a piece of the heart of the frost giant Thrym, an enemy of Tsien's.

Manshoon described the (somewhat insane) process by which Tsien Chiang channeled power into a new magic Weave; she wove the power of all four gods from whom she had stolen into four magical gems (her "hearts"), at four different locations.

If you have this story award, you gain a +2 bonus to implement attack rolls against Tsien Chiang.

Fzoul's Downfall: Fzoul Chembryl recounted how he defeated Tsien Chiang; using an overwhelming number of angels, beholders, and devils to outweigh her ability to redirect damage or discard conditions. After he struck her down, however, she only disincorporated. This ability, unique to the gods, prevented her from dying and allowed her to soon return as strong as ever. Unfortunately in the rematch she was more prepared and defeated Fzoul.

After witnessing her disincorporation, Fzoul Chembryl sought out Sinmaker, a fiendish apothecary rumored to possess a poison capable of preventing the disincorporation of a god, allowing the god to be slain. He managed to track the fiend down to Sigil, the city of Doors, but Fzoul could not enter the city: as a god, the city was barred to him.

Without Sinmaker's poison, Tsien's ability to disincorporate makes her much more difficult to defeat. With this award, you have some idea where to find Sinmaker on Sigil.

Scroll of Protection vs. Tsien Chiang: You may have found a scroll of protection against Tsien Chiang. Because this scroll is keyed specifically against the sorceress, it is particularly effective against her. You may make attacks while maintaining it, so long as those attacks do not include her. Further, against her avatars, it functions as an aura 5 instead of an aura 2, and you are excluded (not a target) for any of her avatars' attacks.

PLAYER HANDOUT 3: MAGIC GONE WILD

Space folds around you as you move and you are instantly whisked away to an entirely different dimension. You're only gone from reality for a few seconds and you do not age, but for you it as if days, months, or even years passed. In this other dimension, perhaps you save or conquer the world, perform great quests, retire in happiness, or die horribly.

The exact details of what happened are entirely up to you. This may be a good opportunity to play up your epic destiny.

You may take a -5 penalty to your healing surge value in exchange for a +2 bonus to Arcana, Dungeoneering, History, Nature, and Religion. If you take this option, it applies for the rest of the adventure.

Waves of rippling magical energy wash over the entire area. Reality seems to stretch and morph in its wake. As the wave washes over you, your skin ripples, your bones crackle, and you feel yourself being changed into another creature. This other creature might be any sort of being at all, particularly one that your character has affinity for - perhaps you briefly appear as an angel, demon, dragon, elemental, golem, your race or sex changes, or you appear as an animal.

The exact details are entirely up to you. The form lasts only a moment, before you shrug it off, but there may be a lasting sign, such as different appearing skin or eyes, or an odd extra appendage.

If you take the below option, it applies for the rest of the adventure. You may take a -1 penalty to all saves in exchange for any one of the following rows:

- +5 healing surge value
- +2 walking and flying speed
- +2 Acrobatics, Athletics, Endurance, and Stealth

There is a sudden burst of colors, bright streaks of many-colored light. In its wake, the entire world is painted in new and vibrant colors.

You are caught up in this repainting. Some, or all of you, externally and/or internally, is recolored in a vibrant color (or combination of colors) you might choose. This effect may be as temporary or permanent as you desire.

You may take a -5 penalty to your healing surge value in exchange for increasing your speed by 1 and being able to add 1 to the distance you teleport, when you teleport. If you take this option, it applies for the rest of the adventure.

PLAYER HANDOUT 3: MAGIC GONE WILD (CONTINUED)

The air suddenly tastes of metal, then a shower of ash appears to cover you. Your skin and body begin to instantly petrify and transform, changing into a new material such as stone, metal, glass, wood or even ice.

You choose the material. You immediately shrug off the effect, too powerful for it to transform you fully or permanently.

You may be partially transformed into a tough material. If you take this option, for the rest of the adventure you gain resist 5 all, in exchange for a -5 penalty to your initiative result and a maximum final initiative result of 40.

The background hum that fills the Celestial Nadir suddenly rises to a thrumming, then rings in a thunderous tone that seems to silence all other sound, then blasts clear through every thought, obliterating thought and speech. A moment later, sound returns to a calm hum.

In the wake of this mental onslaught, your personality is shifted. Perhaps an eccentricity is accentuated, a personality feature is reversed, a flaw fixed or added. This effect is as temporary or permanent as you desire.

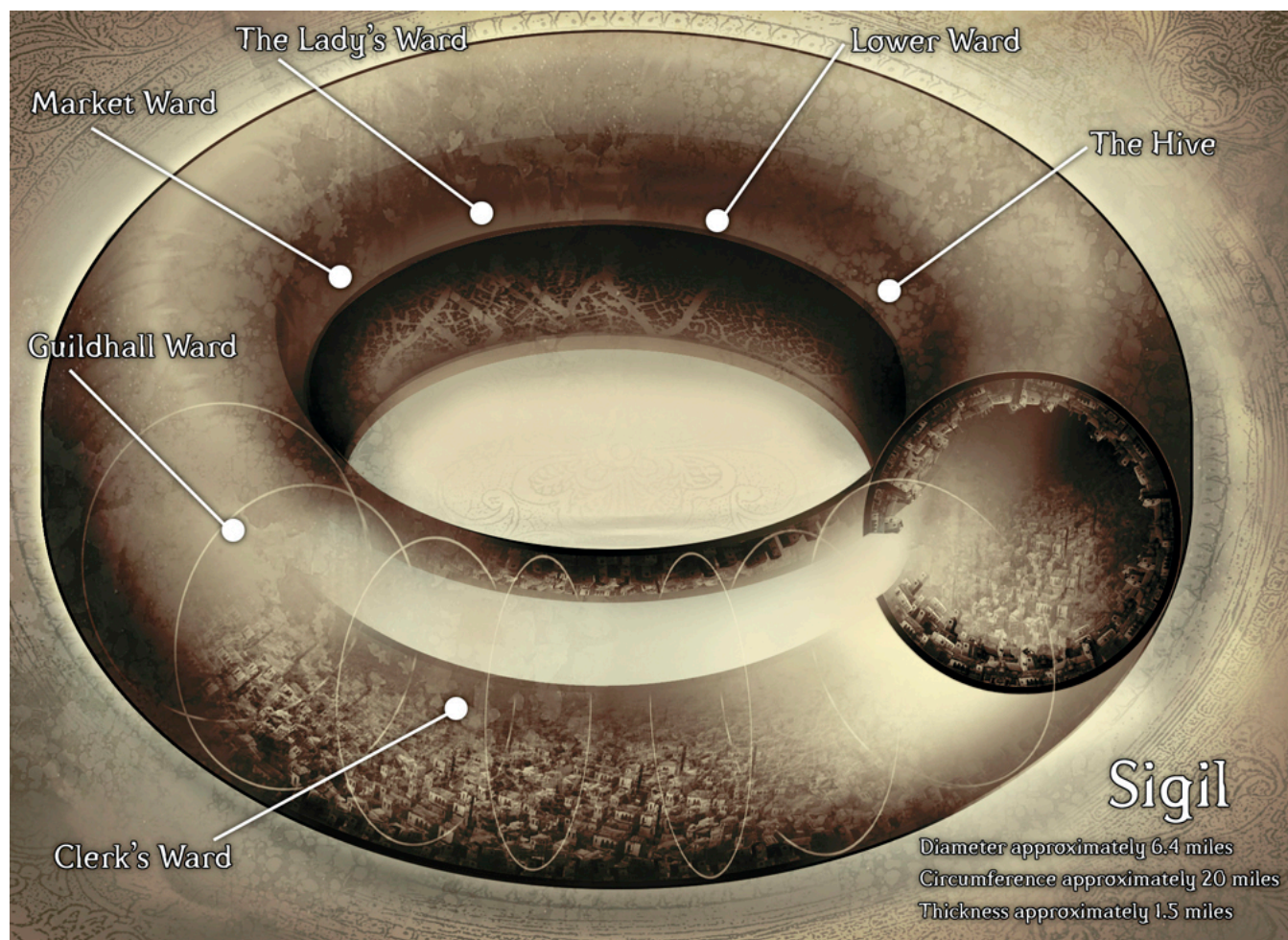
You may take gain vulnerability 5 psychic in exchange for being able to save against daze, dominate, and stun effects (which a save could end) at the start of your turn. If you take this option, it applies for the rest of the adventure.

The landscape around you twists and changes, becoming a wintry glacier one moment, a giant cavern filled with shadows the next, then flower-filled garden with sweet fragrances. While your mind recognizes these as distracting illusions, you catch glimpses of truth hidden in the strange visions.

The visions afflict you as much or as little as you desire. The environments seem and feel real enough to all your senses but touch.

You may gain combat advantage on all enemies you can see, but you grant combat advantage to all enemies. If you take this option, it applies for the rest of the adventure.

PLAYER HANDOUT 4: SIGIL, CITY OF DOORS



Sigil is known as the City of Doors and as a crossroads of the universe. Portals lead to and from the city from almost every known location.

The city is built onto the inside of an enormous torus, with gravity relative to the closest “ground”. A look overhead can see buildings on all sides with creatures flying anywhere they wish. Smoke rises from fires, pooling in the middle. Smog and dirty rain are common throughout the city.

The city is ruled by an omnipotent being known as the Lady of Pain. She rarely interferes with any action in the city, except to prevent all gods from visiting the city, or to punish those who cause mass destruction. There is no true law in Sigil, but all avoid letting their fights cause too much collateral damage in people or property, to avoid being flayed or mazed.

Planar Features: You cannot leave Sigil except through established portals. Any effect fails which requires leaving the city or plane, such as many means of removing from play, or teleporting out of the city. Teleportation effects which stay within the city are unhindered.

PLAYER HANDOUT 5: HEARTS OF MADNESS

Tsien Chiang has four magic gems (her “hearts”) which protect her. She is channeling the power of the gods into those hearts. She is splitting herself into four parts, each imbued with the power of one of the gods, so each heart will have the power of a different god channeled into it.

Tsien gains the “Effect on Tsien” for all remaining hearts.

You face only the “Effect on Encounter” for the heart present in the current encounter.

HEART OF DISCORD

God: Auril

Effect on Tsien: When an enemy starts or ends its turn within 20 squares of Tsien Chiang, she steals all of the enemy’s temporary hit points.

Effect on Encounter: PCs must choose some of their allies to treat as enemies (one PC for a group of four, two PCs for a group of five, and 3 PCs for a group of six).

HEART OF DOOM

God: Corellon

Effect on Tsien: Whenever an enemy damages Tsien Chiang, she may duplicate the damage onto that enemy as a free action.

Effect on Encounter: Whenever a PC deals massive (over 50) damage to one or more enemies, the PC has some of that damage duplicated onto himself or herself. At the end of each turn, if a PC dealt more than 50 damage to a single enemy, the PC takes damage equal to the highest amount dealt to an enemy minus 50.

Example: If a PC deals 63 damage each to 5 different enemies, that PC takes $(63 - 50 = 13)$ damage at the end of the turn. If a PC deals 150 damage to one enemy and 90 to another, that PC takes $(150 - 50 = 100)$ damage at the end of the turn.

HEART OF LAMENT

God: Sehanine

Effect on Tsien: Tsien Chiang heals 100 and gains 50 temporary hit points every turn.

Effect on Encounter: Whenever a PC succeeds at a saving throw, one enemy can remove a harmful condition. Whenever a PC regains more than 20 hp, one enemy can regain an equal number of hp.

HEART OF TREACHERY

God: Lolth

Effect on Tsien: Whenever an enemy attacks Tsien Chiang, they will become dominated (save ends, at a -5 penalty) at the end of the turn.

Effect on Encounter: Against their allies, PCs gain a +5 bonus to attack rolls and deal 10 extra damage.

You should be able to disable her hearts, one by one, by taking the power associated with each god, similar to how you drained the power of Sehanine’s vestige (*EPIC4-1*).

PLAYER HANDOUT 6: LOCATIONS OF POWER

Tsien Chiang conducts her ritual in four places once holy to the gods she channels.

AURIL

Location: The Shrine of Frozen Storms on the Great Glacier.

Tsien Chiang has created a vast blizzard around the shrine, a site sacred to Auril where bolts of lightning froze solid.

Hazard: Tsien Chiang will be able to damage and slide her enemies using the power of the blizzard, as well as force flying enemies to the ground. The cold may freeze solid anyone seriously injured.

CORELLON

Location: Corellon's Grove on Evermeet (in Faerûn).

Tsien Chiang has claimed the site of Corellon's Grove on the abandoned isle of Evermeet.

Hazard: The area is prone to almost random teleportation and wild magic slashes at those who fail to keep moving within the area.

LOLTH

Location: Chaulssin in the Underdark.

Tsien Chiang has taken over a defiled shrine of Lolth found in the ruined city of Chaulssin, also known as the city of Wyrmsadows, which is touched by the Shadowfell.

Hazard: Shadows cloak enemies, making them invisible, and the area has been claimed by a shade prince.

SEHANINE

Location: Selune (the moon).

Tsien Chiang has dominated a band of the Shards of Selune, angels in service to the goddess on the surface of the moon, in the shadows of the Tears of Selune.

Hazard: Tsien is bringing down a swarm of meteors to guard and conceal the area. Any shove is more effective there, as well, though rumors of there being no air to breathe are false.

PLAYER HANDOUT 7: BLESSED

<p>Blessed</p> <p>Consumable - No Action</p> <p><i>Trigger:</i> You start your turn.</p> <p><i>Effect:</i> If you are dead, you are resurrected.</p> <p>End all harmful effects that a save can end.</p> <p>Remove all failed death saving throws.</p> <p>Regain hit points as if you had spent a healing surge.</p> <p>Stand up from prone as a free action.</p>	<p>Blessed</p> <p>Consumable - No Action</p> <p><i>Trigger:</i> You start your turn.</p> <p><i>Effect:</i> If you are dead, you are resurrected.</p> <p>End all harmful effects that a save can end.</p> <p>Remove all failed death saving throws.</p> <p>Regain hit points as if you had spent a healing surge.</p> <p>Stand up from prone as a free action.</p>
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PLAYER HANDOUT 8: ASSISTANCE

<p>Assistance Consumable - No Action <i>Trigger:</i> You start an encounter. <i>Effect:</i> You may choose two benefits:</p> <ul style="list-style-type: none"> • Regain 1 healing surge or regain hit points as if having spent a healing surge. • Shift up to three squares as a free action. • Gain a +5 power bonus to initiative. • Gain a +5 power bonus to skill checks for the encounter's skill challenge. • Regain one expended encounter power. • Deal 30 damage to any one enemy. 	<p>Assistance Consumable - No Action <i>Trigger:</i> You start an encounter. <i>Effect:</i> You may choose two benefits:</p> <ul style="list-style-type: none"> • Regain 1 healing surge or regain hit points as if having spent a healing surge. • Shift up to three squares as a free action. • Gain a +5 power bonus to initiative. • Gain a +5 power bonus to skill checks for the encounter's skill challenge. • Regain one expended encounter power. • Deal 30 damage to any one enemy.
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PLAYER HANDOUT 9: DEATH TO TSIEN

In order to defeat Tsien and stop her ritual, you must take back some of the power she has stolen from the gods. She has channeled a great deal of that power into the magic gems she calls her hearts. If you can get near to them, you should be able to draw some of that power into you. This is handled as a skill challenge, with 10 successes (8 for a group of 4, 12 for a group of 6) taking enough power to destroy her avatar and heart.

At the end of your turn, if you are within 4 squares of one of her hearts, you may evoke the power of the god as a free action, using a skill that fits the god's personality or portfolio.

Skill Bonuses:

Training in Religion	+5
Elminster's Notes (EPIC19 from EPIC4-2)	+5
Boon or Blessing of the God	+10*

* Corellon's Boon, Sehanine's Boon or EPIC16 Savior of Sehanine, Blessing of Lolth (EPIC10), or Aid of the Frost Titans (CORE65)

Base DC:	25
Each Success in this encounter	+10**
Each Enemy within 4 Squares of the Heart	+5***

Tsien Avatar Defeated Automatic Success

** Only counts for successes earned by this specific PC. This increase may be removed by invoking a word of destruction (below).

*** Not including hungering dark creatures, duplicates, or other PCs.

In EPIC4-1 you acquired Karadrach's research into how to defeat Tsien, including special words of destruction he made to overcome her hearts and remove her defenses. You may use these words of destruction against her.

Words of Destruction

Minor Action * At-Will 1/round

Effect: You may choose one of the following benefits. You may sacrifice healing surges, gaining an additional different benefit for each surge you expend.

- Remove the increased DC for successes.
- Choose one heart. Tsien loses its personal benefit until the start of your next turn.
- You gain a +5 bonus to attack rolls against Tsien Chiang until the end of your current turn.
- At the end of this turn, you automatically save against all effects that a save can end.

Portal

Once you obtain all necessary successes for the encounter's skill challenge, you regain a healing surge. Every second skill challenge defeated, you also regain all encounter powers.

In the first three encounters, a portal forms in the heart's former location. When you pass through the portal, end all non-instantaneous effects (ongoing damage, save ends effects, end of next turn bonuses or penalties, encounter long or sustained powers, temporary hit points, etc). You may spend healing surges to heal and remove all failed death saves. You then appear instantly in the next encounter.

You do not regain any encounter powers when passing through a portal. It is not a true short rest.

PLAYER HANDOUT 9: DEATH TO TSIEN (CONTINUED)

These modifiers apply only to specific heart encounters. Print out multiple copies of this handout, or have each player calculate their bonus for each encounter, record it, and pass the handout to the next, so that the bonus is determined in advance rather than at the end of each round.

Heart of Discord: At the start of each round, you must declare two (one for a group of 4, three for a group of 6) other PCs as enemies. In addition to hindering powers (such as heals, granted attacks, and enemies only area attacks), this also means you cannot move through the squares of other PCs that are currently enemies.

Auril's Influence: With Aid of the Frost Titans (CORE65):

Gain resist 10 cold and a +5 bonus to saving throws against ongoing cold.

EPIC19 Elminster's Notes:	+5
Studied Tsien's Ritual / Assistance:	+5
Trained in Religion:	+5
Aid of the Frost Titans CORE65	+10

Best of Athletics, Endurance, Intimidate, or Nature:

Your Total Bonus:

Heart of Lament: Whenever you make a successful saving throw, one enemy can end a condition. Whenever you regain more than 20 hit points, one enemy regains the same number of hit points.

Sehanine's Influence: If you have Sehanine's Boon, you:

Gain +25 bonus to your healing surge value.

If you have the boon active, you gain regeneration 20 for the first three rounds.

EPIC19 Elminster's Notes:	+5
Studied Tsien's Ritual / Assistance:	+5
Trained in Religion:	+5
Mark of the dark moon boon (Sehanine's or Selune's)	
or EPIC16 Savior of Sehanine	+10

Best of Diplomacy, Heal, Insight, or Stealth:

Your Total Bonus:

Heart of Doom: Track the total damage you deal to each enemy other than Tsien over the course of a turn. At the end of the each turn, if you dealt more than 50 damage to a single enemy, you take damage equal to the highest amount you dealt to an enemy minus 50.

Corellon's Influence: If you have Corellon's Boon, gain:

Corellon's Step At-Will 1/round

Move Action,

Effect: You teleport 8 squares.

EPIC19 Elminster's Notes:	+5
Studied Tsien's Ritual / Assistance:	+5
Trained in Religion:	+5
Corellon's boon of arcane might	+10

Best of Acrobatics, Arcana, History, or Nature:

Your Total Bonus:

Heart of Treachery: On attacks against your allies, you gain a +5 bonus to attack rolls and deal 10 extra damage.

Lolth's Influence: If you have Lolth's Blessing (EPIC10):

Do not provoke opportunity attacks.

With her Greater Blessing, increase your tremorsense to 5.

EPIC19 Elminster's Notes:	+5
Studied Tsien's Ritual / Assistance:	+5
Trained in Religion:	+5
EPIC10 Blessing of Lolth	+10

Best of Bluff, Dungeoneering, Stealth, or Thievery:

Your Total Bonus: