

DARK HEARTS OF MADNESS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY CHAD BROWN, KEITH RICHMOND, AND
PIERRE VAN ROODEN

REVIEWED BY DAN ANDERSON, JOSHUA RANDALL, AND PIETER SLEIJPEN

PLAYTESTED BY BRIAN ADRIANSE, DAN ANDERSON, LORI ANDERSON, WILLIAM ANSELL, DAVID BAUMANN,
KEVIN BAUMANN, SHARON BAUMANN, PAUL COTE, LARRY DELUCAS, ROB DORGAN, JONATHAN
DUHRKOOP, JULIO ESPERAS, ROB GALLANT, ORREN GRUSHKIN, BILL GUARDINO, BEN HELLIE,
STEPHEN HOLLIS, STEVE HUNTSBERRY, JENNIFER JERAY, PAUL JERAY, REX JOYNER, STEPHEN KOVALCIK,
ANDREW KIM, EDWARD KIM, ANTONIO LUIS, THERON MARTIN, TANIS O'CONNOR, BRANDON PATEL,
MARK SCHIAVO, FRANCIS SERPA, RANDOLPH STROMMEN, J.R. SULLIVAN, KRIS WADE, ROB WATKINS,
RICK WILKINS, AND PETER WILLIS

Power stolen from four gods is being used in a ritual to shroud the world in darkness. You must end the sorceress and her mad schemes or the world will face an age of ruin. A **three-round** *Living Forgotten Realms* Epic Campaign adventure set in Faerûn and beyond for 26th level characters. This adventure is a direct sequel to *EPIC4-2 Age of Ruin*.

This is a three-round adventure. We recommend that you allow a minimum of 12-15 hours of playing time.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official D&D® play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/dnd, and click on "Events."

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2012 Wizards of the Coast LLC

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

WIZARDS PLAY NETWORK

If you want to organize public Living Forgotten Realms games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>.

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

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.

Many monsters have had their initiative adjusted to improve playability, such as with *legion initiative* from the legion of Avernus theme.

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 26** 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, and the character gains no new magic items.

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.

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

For a recap of key events in the previous five Epic adventures, refer to Player Handout 1.

TSIEN CHIANG

Tsien Chiang is an ancient Shou sorceress who has caused no end of trouble for the PCs and for Faerûn as a

whole. After (potentially) first encountering her in CORE2-11 *The Sign of Four*, she has recently been revealed as the architect behind the troubles of the Epic Campaign's story to date, stealing divine power from several gods along the way. The PCs should be spoiling for a chance to finally confront her directly - and they're about to get it.

Ever since her return to Faerûn, Tsien Chiang has been performing foul rituals to summon and control an entity known as the Hungering Dark (first encountered in Carceri in EPIC3-2 *Cracks in the Crimson Cage*). These rituals are also empowering darkness and shadows throughout Faerûn.

Tsien Chiang hates men and is obsessed with the number four.

HUNGERING DARK

The Hungering Dark is an abomination first encountered in EPIC3-2 *Cracks in the Crimson Cage*. A remnant of the Dawn War, when the gods and primordials tried to destroy each other, it is a dangerous entity that exists only to devour all of creation. The abomination uses mental coercion to frighten and set its enemies to devouring themselves, spawns other abominations to grab and hold onto its prey, and swings dreadful tentacles across impossible distances.

DM INTRODUCTION

This adventure continues the story begun by its predecessors, following immediately on the events of EPIC4-2 *Age of Ruin*.

- This adventure features a number of new traps and encounter mechanics. To maximize player enjoyment, over-communicate with the players and explain these new mechanics in detail.
- This adventure also features a great deal of content, and players may be rusty playing at Epic tier. The adventure should run in 12-15 hours of play time, but can easily run longer for some groups. Be sure to save 2-2.5 hours for the final encounter and conclusion.
- Many of the maps are large and detailed, and all are available in poster form. Please obtain the poster or draw, print, or prepare the map in advance.
- Pay special attention to underlined sections - they are underlined for a reason!

A number of previous adventures may have an impact on this adventure. Before beginning play, find out which PCs have Story Awards EPIC04 *Temptation of Sin*

(EPIC3-2), EPIC10 *Bargain with the Queen of Spiders* (EPIC3-3), EPIC16 *Savior of Sehanine and/or EPIC17 Hope of the Blessed Order* (EPIC4-1), EPIC19 *Encroaching Darkness* (EPIC4-2), CORE65 *Aid of the Frost Titans* (CORE2-11), and NETH09 *Sand Buries the Shadow* (NETH3-3).

The heroes have just returned from the Barrens. During the introduction, PCs learn that Tsien Chiang is performing a ritual to summon and bind the Hungering Dark. They have just a few hours to find Tsien and stop her ritual.

In Part One of the adventure, the PCs have several options to prepare to face Tsien Chiang.

- They can pursue a lost Imaskari artifact (the *Seventh Imaskarcana*) which is the key to Imaskari knowledge and mastery of extradimensional magic.
- They can reclaim their airship (the *Mistress of the Night*) and learn from Yuki Chiang and Captain Panahq some of Tsien's plans.
- They can travel to Sigil to find Sinmaker and obtain a powerful poison to prevent Tsien from disincorporating.
- They can also pursue their own means of investigation, gathering assistance, and calling directly upon the gods.

While the PCs pursue their own plans, Tsien Chiang has offered an immense fortune in gold, souls, and even nations as a bounty on the PCs. A group of empowered assassins strike at the PCs, led by Glasya, daughter of Asmodeus and Archdevil of Malbolge.

The PCs are on the clock, and when they run out of time, Auril, Corellon, Lolth, and Sehanine contact the PCs to work together on defeating Tsien and regaining the divine power she stole from them.

In Part Two, the PCs travel (without rest) between four locations dedicated to each of the gods where an avatar of Tsien channels power into the ritual. The PCs will need to liberate the power Tsien has stolen and destroy her hearts in all four locations in order to stop the ritual. As they do so, the Hungering Dark comes closer and closer, reaching out and attacking the PCs.

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 powers that can be made in place of basic attacks, like *virtuous strike* or *eldritch strike*. A PC must use at-will benefits like *Vanguard* or *horned helm* bonus to charge damage, and may not ignore at-will 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 the attacking character’s available at-will bonuses and improvements.”

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.

Due to the direct interest of the gods, divine intervention is a slightly more valid means of preventing a TPK. Prior to Encounter 5, charging the entire party 30 minutes (as if they had all obtain *blessed* from Player Handout 7) may be reasonable.

A TPK in Part Two might have apocalyptic ramifications. The permanent death of even one PC may quickly spiral into a TPK. Be ready to adjust the game to fit the style desired by the group.

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 modifications listed under scaling suggestions (such as +5 initiative) are intended to be applied to all enemy NPCs and monsters in an encounter.

PACT DRAGONS

The LFR Global Administrators have clarified the usage of the pact dragon’s *pledged rider* ability:

- Damage shared using the *pledged rider* ability must be redirected entirely. You cannot divide the damage between the rider and the pact dragon.
- Damage redirected by the *pledged rider* ability can only be reduced once, by either the initial target or the redirected target (player’s choice), but never by both the rider and the pact dragon for the same attack.

Please make sure you use this clarification, as otherwise pact dragons can be used in unintended ways.

PLAYER INTRODUCTION

This adventure is meant to be played as a sequel to *EPIC4-2*. If no characters have played *EPIC4-2*, it is highly advised that you run that adventure before this one, as the EPIC adventures are intended to be played in order.

Give the players Player Handout 1 (both pages), which explains the story so far.

CONTINUED FROM *EPIC4~2*

The PCs have recently returned to I’Cath from Oubliviae’s realm (*EPIC4-2 Age of Ruin*). Several months have passed since they passed through the portal.

The remnants of their small army (*EPIC4-1 Shooting the Moon*) immediately tended the PCs’ injuries and an Imaskari ritualist performed a Fantastic Recuperation ritual to provide them an extended rest. As the PCs recover, they receive a vision from Sehanine.

Sehanine speaks: “At last, you return!”

You see a vision of a street in Sembia. Shadowy abominations stalk the streets, tearing apart any unfortunates they find.

“Darkness gathers.”

The vision now shows the Sembian border, where the gathered forces of Netheril and Cormyr stare uneasily at each other, weapons ready.

“Bonds break and nations muster for war. Nowhere is safe. Shadows spy on the unwary and strike the vulnerable.”

The vision now shows the sorceress Tsien Chiang gathering threads of divine power from four gods, weaving them into an apocalyptic ritual.

“The light of creation is being snuffed out, and only you can stop it.”

The vision ends; you emerge from your rest. A woman in the ritual robes of High Imaskar proclaims, “Behold, the prophesized saviors!”

Hundreds of supplicants prostrate themselves before you in abject worship.

The PCs are surrounded by the most devout remnants of their army and many Imaskari, all of whom believe the PCs are the world’s only hope for salvation.

If any PC seems bothered by the excessive attention of the Imaskari, Sehanine quietly apologizes with a mental sending: ***I sent visions to ensure you had a way back. The rest is their idea.***

The Imaskari can provide the following information in answer to the PCs’ questions.

- The PCs are the focus of several prophecies that predict the imminent destruction of the world.
 - The PCs “walked the road to oblivion to find true salvation” (EPIC4-1).
 - “The Sign of Four has come, in darkness and chaos. In ruins, you must be the victors who claim the power.” (CORE2-11)
 - The Chiang family was instrumental in the ascension of “Those-Who-Walk-Divine” (DRAG1-6), who must obviously be the PCs.
- The Shou, particularly the Chiang family, are divided on interpreting the prophecies. Many believe that Tsien Chiang is the new god and ruler predicted by the Sign of Four.
- Although most of the armies the PCs led have returned to their homelands, a small remnant remained. Some have also joined the new religion focused on the PCs.
- Empress Ususi has readied the magical might of High Imaskar to assist the PCs in delivering salvation.

Once the PCs are satisfied, they are encouraged to meet with Empress Ususi who is prepared to help them. The Imaskari open a linked portal to Skyclave in High Imaskar.

Just before the PCs depart, the Imaskari woman turns to the crowd and announces: “Spread the word throughout the land! The saviors have returned!” The PCs are immediately led to Empress Ususi.

THE SIGN OF FOUR

Tsien Chiang has modeled almost all of her actions around portents and methods using the number four. If it increases the enjoyment of your group, especially if you have four PCs, the worshippers play up any sign of four:

- The PCs have been gone for four sets of four tendays, and the worshippers here have been praying four times a day for their safe return.
- If there are more than four PCs, some of the worshippers seem confused. After a moment, they praise the “four who are destined to save the world” and thank the others “for the sacrifice you will soon make.” Alternatively, they might not notice a particularly stealthy PC at all, or think that an introverted PC is a follower of the others.
- The prophecies are linked to the number four. Any reference to “four” is further proof that the PCs are the proclaimed saviors of the world. The prophecies are, of course, vague enough to apply to many possible situations.

WHAT HAPPENED IN THE LAST SEVERAL MONTHS?

The world has become dark and unsettled. Creatures of darkness assault Sembia. Alliances are breaking down. Netheril and Cormyr are on the brink of war, sure to pull Myth Drannor and the Dalelands into their conflict.

USUSI MANAALLIN

The PCs are led to Empress Ususi. The empress is an old woman, with dark eyes and long black hair streaked with grey. Though frail, she exudes an air of power. Despite her position, she is not haughty, and treats the PCs with respect.

High Imaskar, along with all of Faerûn, needs the PCs’ help. While Empress Ususi is quite powerful, she is no match for Tsien. Therefore, Ususi offers to aid the PCs with information as well as the use of her court’s ritualists. Ususi is skeptical of prophecy, but still believes that supporting the PCs is the safest and smartest course for her empire.

HIGH IMASKAR

The Imaskari are here because of ancient prophecies: the only hope for the survival of their people is to assist the PCs to save the world. The Imaskari artificers treat the PCs with reverence, doing everything they can to assist.

The Imaskari are an ancient civilization that mastered magic in ages past. Skyclave is a massive magical tower, larger on the inside than the outside.

EFFECTS OF TSIENT'S RITUAL

Throughout Faerûn, light fades and shadows grow in strength. Every shadow flickers and moves, as if possessed of a living spirit. Negative emotions are increased in strength: sadness, deception, and hate overwhelm reason, tolerance, and trust. Treaties falter and the world prepares for war, nations ignoring the threat of Tsien Chiang in favor of their own petty squabbles. These effects are all an effect of the rituals Tsien is using to summon and control an entity from Carceri known as the Hungering Dark. Many of these side effects are simultaneously influencing events in Faerûn at the Heroic and Paragon tiers; for example, the adventures in the *Desolation* series have at least some of their roots in Tsien's meddling with the foundational forces of creation.

ENDING THE ENCOUNTER

Proceed to Part One when the PCs are ready to save the world.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

None.

PART ONE: BRINK OF DARKNESS

Tsien Chiang is immune to the effects of all divinations (as previously established in *EPIC4-1*) and the areas of her ritual are somewhat warded against casual teleportation. Ususi promises that her ritualists will perform as many divinations and preparations to transport the PCs as possible, but the PCs need to accomplish what they can as well so there are some leads to follow.

PACING

Running every single encounter in this adventure can take more than 15 hours. It is not necessary for the PCs to do every encounter, though there are benefits for doing so. If you have real-world time constraints, it is suggested that you play any two of the first three encounters (Encounters 1 to 3).

For some groups, it may be reasonable to do all of the first three encounters and skip the fourth (Encounter 4). This route may result in an easier adventure, so it is not suggested for groups that want a tougher challenge.

If you are aiming for a total of 15 hours, then Part One should last about 6 hours. Begin Part Two when you have approximately 9 hours of table time remaining.

The PCs should always feel a sense of urgency, because Tsien is close to completing her ritual. The PCs only have enough game-time to do an appropriate number of the first three encounters, fend off the assassination attempt (Encounter 4), plus an additional 60 minutes in-game which can be used for prayer, research, rituals, and other actions (Encounter 5).

Because of these time constraints, if PCs take more than 30 minutes to enact their own rituals or other preparations, deduct that time from Encounter 5. It may be necessary for you to interject before some PCs spend hours conducting certain rituals, such as Soulguard.

Note that the PCs have just received the benefit of an extended rest, so they cannot take another extended rest for 12 hours, even with the aid of rituals like Fantastic Recuperation.

BARRENS

The PCs likely obtained a great deal of information in the Barrens during *EPIC4-2*. If any of the PCs have Story Award *EPIC19*, give them Player Handout 2, which explains the details of the information they discovered:

- From Elminster's notes, they know that the ritual is in four parts and four places.
- From Manshoon's holy symbol, they know that Tsien is channeling the power of four gods. A PC

could use the holy symbol to communicate with Tsien. The sorceress can end the communication at any time, but enterprising PCs might obtain some benefit.

- From Fzoul, they know that Tsien can disincorporate, and that Sinmaker could provide a way to stop her from doing so.

HOOKS

The PCs must discover where Tsien is located and how to fight her effectively.

- Ususi suggests that the PCs retrieve the Seventh Imaskarcana (Encounter 1).
- The PCs may approach or be approached by friendly members of the Chiang family (Encounter 2).
- The PCs may seek out Sinmaker in Sigil (Encounter 3).

The Seventh Imaskarcana (Encounter 1): Ususi knows of an ancient artifact that could assist the PCs with knowledge, as well as giving them additional mastery over travel magic for reaching the sorceress.

"Yes, I can help you gain information about Tsien's ritual, and how to work against it.

"The knowledge you seek is not in my own hands. It is contained inside the Seventh Imaskarcana, a key to Imaskari lore that is locked in the Library of Dreams within the Celestial Nadir."

PCs may pursue this option in Encounter 1A.

The Chiangs (Encounter 2): Ha-Teh (Spice) Chiang suggests that her family can assist the PCs to determine Tsien's plans as well as to recapture the Mistress of the Night.

"My family has split. My twin daughters, Mai-Ana and Ma-Win, remain loyal to Tsien. They have assaulted the family holdings in Nathlekh City and kidnapped their sister, Lin-Woh.

"Lin-Woh has a means to travel to and control your ship, the Mistress of the Night. She spoke of giving this means to you when you returned.

"If you confront the twins, you should be able to rescue her, take back the Mistress of the Night, as well as learn a great deal of my mother's plans."

PCs may pursue this option in Encounter 2A.

Encounters 1 and 2 grant information described in Player Handouts 5 and 6 (see the encounters for more

details). Handout 5 should be given out before Handout 6. It is possible the PCs will attempt to leave as soon as they receive Handout 6.

Sinmaker (Encounter 3): The PCs will have an easier time killing Tsien if they can prevent her discorporation. The apothecary Sinmaker can be found in Sigil, the City of Doors.

PCs may pursue this option in Encounter 3A.

Assassins (Encounter 4): Tsien Chiang has promised fantastic riches and favors to those who can hinder or slay the PCs. Once she realizes the PCs have returned, she sends her most powerful ally against them. This encounter may be run at any time, even immediately. Doing so may increase the difficulty of the adventure, so by default it is assumed it is run just before Encounter 5.

Whenever the time is right, run Encounter 4.

Alliances (Encounter 5): The PCs have personally saved a handful of gods and numerous other beings. They may seek out other allies or commune with the gods for advice and assistance at any time, though by default it is assumed that they do so after pursuing the first few encounters.

Refer to Encounter 5 for guidance.

Please make sure to reward player agency, creativity, and intelligent use of rituals.

The PCs may well think of some ways to prepare against Tsien and to locate her. Several ideas that they may think can be bent towards some of the upcoming encounters. Ususi can help them in determining targets, and suggest some ways if the PCs do not think of it by themselves.

ENDING THE ENCOUNTER

Proceed to any of Encounters 1 to 5, as appropriate.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

None.

ENCOUNTER 1A: INTO THE CELESTIAL NADIR

The PCs travel through the Celestial Nadir, an area of intense chaotic magic, until they get to the Library of Dreams.

Ususi speaks. "The Celestial Nadir is an unstable place, crawling with ancient magic, living spells, sentient curses, and elemental storms.

"The Library of Dreams is located in the center of that hostile environment, and likely has its own protections to ensure its knowledge does not fall into the wrong hands."

The Imaskari answer any questions, then open a portal for the PCs. Once the PCs step through:

Great fragments of white marble, connected by bridges and walkways, float in darkness that expands in all directions. Perpetual magic provides a low background static and hum.

The Celestial Nadir was built to deflect the attentions of an army. Puzzles and traps bar your way. Hordes of constructs and lesser demons and elementals attempt to slow you. You're in a hurry, though, so you cut through them all like a flametongue through butter.

The magic involved in Tsien's ritual tears at the structure of the Celestial Nadir, darkness creeping in to corrupt it. The magic of the Celestial Nadir is chaotic, but the ritual turns that chaos directly against the PCs, identifying them as intruders.

For each PC, choose (randomly or purposefully) one or more of the scenes to occur to each of them, then let them decide whether they allow the effect to fully play out in a way they may describe to the rest of the group.

Work with the PCs to improvise the effects - or bypass them entirely if your players would not enjoy them. Each scene might affect only one PC, or the entire party might all go through a couple different scenes.

You may hand out the below scenes using Player Handout 3. It is not intended that you read aloud this entire section.

It is intended that players use these events to trigger interesting roleplaying moments. Give players freedom to customize what happens; consider letting the players (instead of you) declare to the group what happens to their PC. All of the mechanical repercussions are given as optional, because PCs are strong enough to shrug off the effects if they choose.

All mechanical effects either last until the end of the adventure, or are immediately discarded by the PC. Non-mechanical changes, such as to a character's appearance or personality, may be permanent or temporary, as the player desires.

SCENE 1:

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 is as though days, months, or even years have 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 the PC. This may be a good opportunity to play up the PC's epic destiny.

The PC may take a -5 penalty to his or her healing surge value in exchange for a +2 bonus to Arcana, Dungeoneering, History, Nature, and Religion. If the PC takes this option, it applies for the rest of the adventure.

SCENE 2:

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 you have 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 the PC. The form lasts only a moment, before the PC shrugs it off, but there may be a lasting sign, such as different appearing skin or eyes, or an odd extra appendage.

The PC may take a -1 penalty to all saves in exchange for any one of the following:

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

If the PC takes this option, it applies for the rest of the adventure.

SCENE 3:

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

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

The PC may take a -5 penalty to his or her healing surge value in exchange for increasing base speed by 1 and being able to add 1 to the distance of any teleport. If the player takes this option, it applies for the rest of the adventure.

SCENE 4:

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.

The PC chooses the material. The PC immediately shrugs off the effect, too powerful to be transformed permanently.

The PC may be partially transformed into a tough material. If the PC takes this option, for the rest of the adventure the PC gains resist 5 all, in exchange for a -5 penalty to initiative checks and a maximum final initiative result of 40 (any result greater than 40 is reduced to 40, but the character's full bonus is still used when resolving ties).

SCENE 5:

The background hum that fills the Celestial Nadir suddenly rises to a thrumming, then erupts in a thunderous ringing tone that seems to silence all other sound. The blast cuts through every fiber of your being, obliterating speech and even thought. A moment later, the ambient sound returns to a calm hum.

In the wake of this mental onslaught, the PC's 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 the PC desires.

The PC may gain vulnerable 5 psychic in exchange for being able to save against daze, dominate, and stun effects (which a save could end) at the start of the PC's

turn instead of at the end of his or her turn. If the PC takes this option, it applies for the rest of the adventure.

SCENE 6:

The landscape around you twists and changes, becoming a wintry glacier one moment, a giant cavern filled with shadows the next, then a 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 the PC as much or as little as the PC desires. The environments seem and feel real enough to all senses but touch.

The PC may gain combat advantage on all enemies he or she can see, but the PC also grants combat advantage to all enemies. If the PC takes this option, it applies for the rest of the adventure.

ENDING THE ENCOUNTER

At the center of the Celestial Nadir, amidst whirlpools of raw energy and piles of debris, you find a great iron wheel embedded in a gleaming obsidian disk.

Light flickers fitfully over its corroded surface. It is clear that the entrance to the Library of Dreams has not been used in years.

The Imaskari informed the PCs how to activate the portal into the Library of Dreams. A close inspection reveals that the portal is in fine working order, though Tsien's ritual has been slowly eating away at the divinations and wards on the portal.

Continue with Encounter 1B.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

None.

ENCOUNTER 1B: LIBRARY OF DREAMS

CREATURES

Hezenbak, ancient nightmare dragon (H)

3 living nightmares (N)

many mirrored blights (B)

SCALING THE ENCOUNTER

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

Four PCs: Remove one living nightmare.

Six PCs: Increase Hezenbak's hit points by 300.

Instead of its instinctive action, the dragon acts twice each round on initiatives 45 and 35. It gets a full turn's worth of actions (standard, move, and minor) each turn and may take an immediate action between each of its turns.

Make the following adjustments to the combat based on Appendix 2 and 3.

Faster: The PCs may make a skill check for the skill challenge as a free action at the start of their turn 1/round, instead of a minor action. Non-minions gain +2 attack and +5 damage, but have 75 less hit points.

Easier: -2 to attack rolls. The minions' mark no longer prevents making attacks that do not include them. Remove the Effect line from the dragon's *nightmare prison*.

Harder: The dragon's *nightmare gaze* is a blast 10 (enemies granting combat advantage). The living nightmares may take a standard action as a free action when bloodied. The skill challenge may only remove the living nightmares or dragon if they are bloodied.

Glory: +10 initiative. At the end of a PC's turn in which that PC did not succeed on the skill challenge, a living nightmare spawns adjacent to that PC. Omanond only decreases the DC by 5 each round.

SETUP

Due to the effects of Tsien's ritual, the guardians of the Library are agitated and paranoid, and the PCs' shadows carry the taint of destruction.

Combined with the damaged wards, the guardians have misidentified the PCs as dangerous intruders intent on destroying the Library. Constructs born of nightmares assault the PCs and the Library creates shadowy mirrored versions of the PCs.

Books and scrolls, all of which look translucent and intangible, are stacked on floating crystal shelves that extend upward out of sight. A light fog cloaks the place, and each sound echoes off the walls. Twinkling pinpoints of light flare and dance all around you. Your shadows jerk back from the light, as if pained.

A translucent image of a robed old man appears. "Welcome to the Library of Dreams. I am Lord Artificer Omanond and I will be happy to help you in just a..."

A dreadful primal scream echoes in the fog and nightmarish forms rise about you.

Omanond finishes, "...moment. I'm afraid the guardians have incorrectly judged you to be intruders. Hold them off and I will help you convince them to see reason."

Roll initiative, and the following happens:

- Living nightmares appear above the carpets around the party. Each is a construct of thought appearing as something its viewer dreads. PCs immune to fear instead perceive them as translucent golems.
- Just prior to each PC's initiative, on an initiative count 1 higher, a mirrored blight appears next to that PC and attacks.
- The ancient nightmare dragon Hezenbak materializes to defend the library on his initiative. This epic dragon safeguards the library of dreams using the most powerful nightmares to overcome intruders.

FEATURES OF THE AREA

Illumination: The area is brightly lit.

Ceiling: There is no ceiling. Shelves extend infinitely upwards.

Entry Seal: Any PC that ends his or her turn on the Seal (the 7-square diameter circle) takes 20 psychic damage.

SKILL CHALLENGE: EARN SAFE ENTRY

Goal: Convince the guardians of the Library of Dreams to relent

Complexity: Special (until the living nightmares and Hezenbak are removed or defeated)

Primary Skills: Arcana, Bluff, Diplomacy, History, or Insight.

Success: The guardians are removed from the encounter.

Defeat: The PCs must defeat the guardians on their own.

Once per round, as a minor action, a PC may attempt to mentally convince the library he or she belongs here.

Arcana, Bluff, Diplomacy, History, or Insight DC Special (minor action 1/round)

The DC starts at 39. At the end of each round, Lord Artificer Omanond reduces the DC for the skill challenge by 10. Make the DC clear to the PCs at all times.

On each PC's first success, mirrored blights are no longer created prior to that PC's initiative each round.

Additional successes either remove the highest hit point living nightmare from the encounter or remove all existing mirrored blights.

If there are no more living nightmares, nor mirrored blights, a success removes the dragon.

Creatures removed in this manner fade away, returning to elsewhere in the Library, and do not return.

TACTICS

When a mirrored blight is created, it appears next to a PC. It focuses its attacks on that PC, but is not required to do so. Mirrored blights do not appear for mounts or other companions.

The living nightmares attempt to gather up PCs onto the Entry Seal and into their aura for the dragon's benefit. They use *fears awakened* when they can catch at least two PCs together. They focus *double slams* against PCs immune to fear.

The dragon begins by using its *breath weapon*, then its action-point action to use *nightmare prison* on a target that it hit, so that target becomes dazed for the encounter.

ROLEPLAYING

Lord Artificer Omanond was one of the most learned of Imaskari sages, who helped to create the artifacts known as the Imaskarcana.

Omanond used the Seventh Imaskarcana to search through Faerûn's possible pasts and futures, observing the pivotal role the PCs play in preserving reality.

He converses with the PCs during the combat, requesting their patience while he works to assist them in defusing the guardians.

Hezzenbak views the knowledge of the library as his hoard, and defends it viciously. He singles out PCs for their greatest fears, describing the fears aloud as the living nightmares transform into those things, or he imprisons the PC inside such a nightmare.

The dragon is extremely frustrated by any creature that is immune to fear, insulting the creature as mentally defective or too stupid to feel fear.

The two argue throughout the fight, Omanond attempting to placate the dragon, and Hezzenbak calling Omanond a doddering old fool who allows intruders to steal or destroy the Library's priceless knowledge.

ENDING THE ENCOUNTER

The combat encounter ends when all living nightmares and the nightmare dragon are defeated or placated. If any mirrored blights still exist, they disappear.

Omanond directs the PCs to the Seventh Imaskarcana.

The Seventh Imaskarcana is a translucent crystal key, glowing with golden light, and inscribed with runes.

"The Seventh Imaskarcana," Omanond says, "is a key to the knowledge of the Imaskari, particularly our expertise with dimensional travel. You have been chosen for the great honor of safeguarding it for a time."

Omanond encourages one of the PCs to take up the Seventh Imaskarcana. He prefers to place it in the hands of an arcane PC, preferably an artificer, or a particularly learned or intelligent PC. Note that the PCs may decide who actually carries and uses the Seventh Imaskarcana, regardless of Omanond's preferences. Once the PCs take the Seventh Imaskarcana, they are bathed in blinding light and reappear in Skyclave.

Give the PCs Handout 5, or Handout 6 if they already have Handout 5.

Refer to Part One to continue the adventure.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The *Seventh Imaskarcana*.

ENCOUNTER 1B: LIBRARY OF NIGHTMARES

Ancient Nightmare Dragon		Level 28 Elite Controller	
Gargantuan natural magical beast (dragon)		XP 28000	
HP 510; Bloodied 255		Initiative +22	
AC 44, Fortitude 39, Reflex 40, Will 44		Perception +21	
Resist 30 psychic		Darkvision	
Saving Throws +2; Action Points 1			
Speed 10, fly 10 (hover); phasing			
TRAITS			
Action Recovery			
Whenever the dragon ends its turn, it may end one harmful effect.			
Instinctive Damnation			
On an initiative of 10 + its initiative check, the dragon can use a free action to fly its speed and use either <i>bite</i> or <i>nightmare gaze</i> . This movement does not provoke opportunity attacks. If the dragon cannot use a free action to make this attack due to any effect, then that effect ends instead of the dragon making the attack.			
STANDARD ACTIONS			
m Bite (psychic) ♦ At-Will			
Attack: Melee 4 (one creature); +33 vs. AC			
Hit: 4d8 + 18 (avg 36, crit 50) damage, and ongoing 20 psychic damage (save ends).			
m Claw ♦ At-Will			
Attack: Melee 4 (one creature); +33 vs. AC			
Hit: 4d8 + 18 (avg 36, crit 50) damage, and the target slides up to 2 squares.			
M Double Attack ♦ At-Will			
Effect: The dragon uses bite and claw, or uses claw twice.			
C Breath Weapon (psychic) ♦ Encounter			
Attack: Close blast 10 (creatures in blast); +31 vs. Fortitude			
Hit: 4d12 + 20 (avg 46, crit 68) psychic damage, the target slides up to 5 squares, takes ongoing 20 psychic damage and is dazed (save ends both).			
Miss: Half damage.			
R Nightmare Prison (charm, psychic) ♦ Recharge 6			
Attack: Ranged 10 (one dazed creature); +31 vs. Will			
Hit: 4d12 + 30 (avg 56, crit 72) psychic damage, and the target is dominated (save ends).			
Effect: The target cannot save against the dragon's ongoing psychic damage or dazed effects until the end of the encounter or until the dragon is defeated.			
MINOR ACTIONS			
R Nightmare Gaze (fear, gaze, psychic) ♦ At-Will 1/round			
Attack: Ranged 10 (one creature that grants combat advantage to the dragon); +31 vs. Will			
Hit: 4d6 + 13 (avg 27, crit 37) psychic damage and the target deals half damage to the dragon until the end of the target's next turn.			
TRIGGERED ACTIONS			
M Bloodied Breath ♦ Encounter			
Trigger: The dragon is first bloodied.			
Effect (Free action): The dragon's <i>breath weapon</i> recharges, and the dragon uses it immediately.			
Str 33 (+25)		Dex 26 (+22)	Wis 25 (+21)
Con 23 (+20)		Int 25 (+21)	Cha 31 (+24)
Alignment evil		Languages telepathy	
Note: Ancient purple dragon, reflavored and changed to an elite.			

Mirrored Blight		Level 26 Soldier Minion	
Medium natural animate (construct)		XP 1500	
HP 1; a missed attack never damages a minion		Initiative Special	
AC 42, Fortitude 38, Reflex 38, Will 38		Perception +20	
Speed 10, fly 10; phasing			
STANDARD ACTIONS			
m Mirror Strike (psychic) ♦ At-Will			
Attack: Melee 1 (one creature); +31 vs. AC			
Hit: 17 psychic damage and the target is marked by the celestial blight (save ends). While marked by the blight, the target grants combat advantage and cannot make an attack that does not include this blight.			
TRIGGERED ACTIONS			
C Psychic Scream (psychic) ♦ Encounter			
Trigger: The blight is reduced to 0 hit points.			
Effect (No Action): Close burst 10 (enemies in burst); 10 psychic damage.			
Str 10 (+14)	Dex 13 (+15)	Wis 12 (+15)	
Con 14 (+16)	Int 22 (+20)	Cha 18 (+18)	
Alignment unaligned		Languages -	
Note: Fathomal blight. Switched at-will stun to mark and simplified death burst.			

Living Nightmare		Level 27 Brute
Large natural animate (construct)		XP 11000
HP 306; Bloodied 153		Initiative +18
AC 40, Fortitude 38, Reflex 40, Will 39		Perception +18
Resist 15 psychic		Darkvision
Speed 10, fly 10; phasing		
TRAITS		
O Nightmare Being (fear) ♦ Aura 2		
Enemies in the aura grant combat advantage.		
STANDARD ACTIONS		
m Slam ♦ At-Will		
Attack: Melee 2 (one creature); +32 vs. AC		
Hit: 3d8 + 22 damage, and the target falls prone.		
M Double Attack ♦ At-Will		
Effect: The living nightmare makes two <i>slam</i> attacks.		
C Fears Awakened (fear, psychic) ♦ Recharge when first bloodied		
Attack: Close burst 3 (enemies in burst); +30 vs. Will		
Hit: 4d6 + 21 psychic damage, and target slides up to 5 squares.		
Miss: Half damage, and the target slides up to 2 squares.		
MOVE ACTIONS		
Spatial Leap ♦ Encounter		
Effect: The nightmare teleports up to 10 squares.		
Special: The living nightmare does not require line of sight to the destination square for this teleport.		
Str 29 (+22)	Dex 20 (+18)	Wis 10 (+13)
Con 26 (+21)	Int 12 (+14)	Cha 26 (+21)
Alignment unaligned	Languages telepathy	
Note: Doom hulk.		

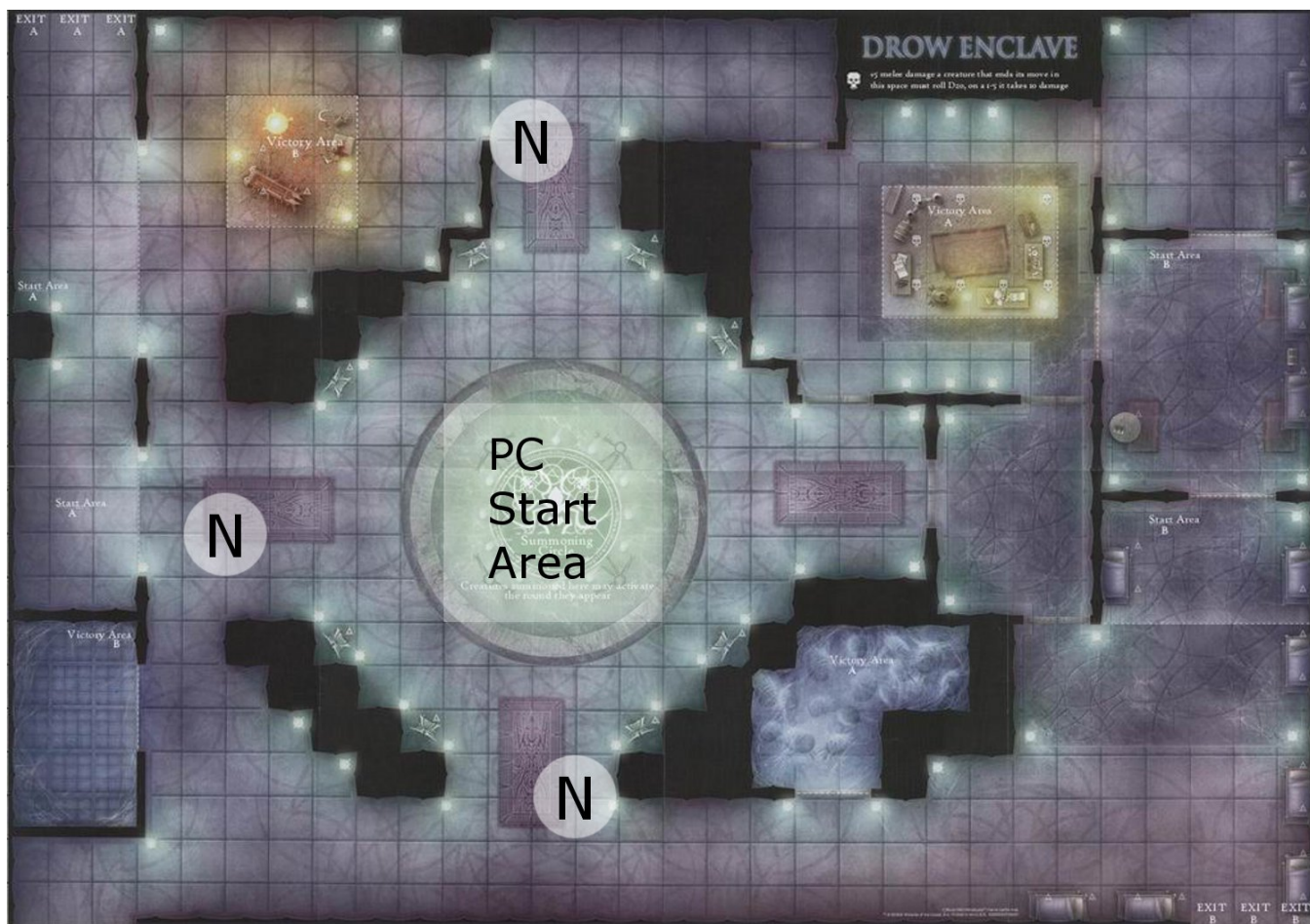
ENCOUNTER 1B: LIBRARY OF NIGHTMARES MAP

TILE SETS NEEDED

Fantastic Locations: Fane of the Drow poster map.

The PCs start on the Seal

The dragon emerges anywhere on the map on its action. Mirrored blights emerge adjacent to PCs as they act, attacking right before the PCs.



ENCOUNTER 2: THE SHADOW TWINS

CREATURES

2 Shadow Twins (Mai-Ana & Mai-Win Chiang) (T)

1 flaying shadowspawn (F)

5 shadowspawn guardians (G)

Lin-Woh Chiang (L)

SCALING THE ENCOUNTER

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

Four PCs: Remove one shadowspawn guardian at start and from the twin's *cry for assistance*. Reduce twins' hit points by 100 and remove their action points.

Six PCs: Add one shadowspawn guardian at start and from the twin's *cry for assistance*. Add 1 flaying shadowspawn.

Make the following adjustments to the combat based on Appendix 2 and 3.

Faster: Remove the twins' *bound by blood*. The twins use *curse of all hope lost* on all PCs as a free action at the start of combat.

Easier: -5 to damage rolls; minions deal 2 less damage. The twins' *bound by blood* heals only 20 hit points.

Harder: +5 initiative. The twins deal 6d10 extra damage on critical hits and *vengeful strike* is an immediate interrupt.

Glory: +2 to all defenses. The twins gain 200 hit points each. They each act twice per round, alternating so they act on initiatives 50, 45, 40, and 35. Add an additional shadowspawn flayer.

SETUP

Not all of the Chiangs follow Tsien. During the events of *EPIC4-1*, Ha-Teh Chiang (known as Spite) negotiated with the PCs to spare her life in exchange for help against her sisters and information about her mother's plans. Spite wants to expand the Chiang mercantile empire and has no interest in Tsien's insane plots.

Unfortunately, Spite's twin daughters worship Shar. They stole much of the family's fortune and kidnapped their sister Lin-Woh.

The PCs are approached by friendly elements of the Chiang family (Ha-Teh Chiang and any of the guards the PCs spared in Encounter 7 in *EPIC4-1*) with information that leads to the Shadow Twins' and Lin-Woh's location: the city of Cimbar in Akanûl. The Shadow Twins have

taken over the city of Cimbar, moving all of their accumulated (mostly stolen) wealth and resources there. They sacrificed a number of handmaidens to Shar to earn the dark goddess's protection.

Lin-Woh Chiang created an emergency means of reclaiming the ship. She made a ritual scroll, which transports a group to the ship, wherever it is, and transfers control of the ship and the loyalty of its captain, Eluryo Panahq, to the user.

ENTERING CIMBAR

Cimbar is a collection of mostly ruined buildings, but the center of town has been restored and is milling with female guards and servants and male slaves. Most guards are Shou women, members of the Chiang family. They are all well trained (mid paragon as a comparison), but no match for the PCs. All slaves and servants are low level and flee at any sign of trouble.

The twins have dedicated Cimbar to the Hungering Dark and to Shar, worshipping darkness in all its forms. Sunlight does not reach Cimbar, casting the city in the light of dusk even at noon. Those who die (naturally or by angering the twins) are reanimated as undead zombies, darkness streaming from their eyes and mouth.

The PCs easily get past any guards and slaves, using any plan they desire, until they reach the main complex where the twins await. Immediately before the PCs arrive, Shar warns the twins of impending danger, so they are not surprised.

Two Shou women sit on a great pedestal of bones. They are almost identical, with grey eyes and long black hair tied up with one long tail running down their backs.

A shriveled female zombie holds Lin-Woh up by her hair. Lashes and cuts cover the Chiang woman. Several other zombie-like Shou women rattle spears against the ground at your approach.

"Mai-Win, perhaps our sister will tell us," one twin begins. "If we torture her friends, Mai-Ana," the other twin finishes.

"We'll need to leave a couple alive." The twins say in unison.

The twins are in the process of torturing their sister, Lin-Woh, for the command word to take control of the Mistress of the Night. They believe the scroll and its command word are a necessary means of escape in case Tsien Chiang's plans go awry, or would prove useful as a gift to their grandmother if she succeeds. The PCs are immediately attacked.

Lin-Woh Chiang, one of Tsien's granddaughters, has only 1 hit point remaining (of 120 hp), no healing surges, and her defenses are all currently 30.

If Lin-Woh lives to the end of the combat, she explains how to locate and command the *Mistress of the Night* (see Ending the Encounter).

FEATURES OF THE AREA

Illumination: Supernatural darkness and shadows cloak the inhabitants of the room. All creatures gain partial concealment, except against darkvision or within 2 squares of an epic light source (those created by Epic Destinies or items or powers of level 21 or higher, such as the *light of the blessed order* from EPIC4-1).

Sanctum of Sacrifice: Any creature that fails a saving throw in the room takes 15 necrotic damage.

At the start of its turn, a creature in the room may choose to gain the ability to score critical hits on an 18, 19, or 20. If it does so, its enemies may critically hit it on an 18, 19, or 20 until the start of its next turn. The twins and shadowspawn always use this ability.

TACTICS

Roll separate initiatives for the Shadow Twins. Because they remove conditions and heal each other, the order in which they take their turns matters. The twins and shadowspawn all take advantage of the Sanctum of Sacrifice to obtain more critical hits to inflict dazed (*blessing of Shar*), particularly against cursed enemies.

Once both Shadow Twins are defeated, the flaying shadowspawn and shadowspawn guardians all collapse and are destroyed.

Lin-Woh scrambles away (moves to a corner of the map) at the end of the first round, and cannot fight in the battle.

ROLEPLAYING

The Shadow Twins are contemptuous of any male PCs and are particularly offended by any who strike at them physically. The twins do not take the PCs seriously, believing themselves near immortal. Play up how closely they are linked, allowing them to complete each other's sentences while conversing with the PCs.

If one of the twins is killed before the other, or they are both about to die, they go completely insane. They scream and gibber about the darkness that will swallow the PCs whole and the true vision of perfection that the world will soon become, no matter what the PCs do.

ENDING THE ENCOUNTER

The combat ends when the twins are either slain or surrender. They only surrender if they are convinced of their own mortality, with at least one of the twins reduced below 0 hit points.

Lin-Woh reveals the command word that allows the PCs to teleport to the *Mistress of the Night*, then claim command over its captain, Eluryo Panahq: *oscuridad*. She remains to salvage what she can of her Emporium. If Lin-Woh is killed, then the PCs may use Speak with Dead or other divination rituals to obtain the command word. If they lack those abilities, then they have failed.

The PCs are instantly transported to the *Mistress of the Night*. There they trivially free the crew from enslavement and Yuki (Mei) Chiang and Eluryo Panahq gives them information they have gathered about Tsien. Give the PCs Handout 5, or Handout 6 if they already have Handout 5. Proceed to Encounter 2C to claim the *Mistress of the Night*.

Eluryo readies the ship and asks the PCs for a destination.

- If the PCs have not yet finished their business with Empress Ususi, the ship returns them to High Imaskar.
- If the PCs plan to go to Sigil or make preparations, they can do so from the ship, or it can meet them at a location of their choice.
- If the assassins have not attacked yet, this is a good place to spring the ambush. Use the ship tiles as a map. This option may make the combat easier, for ranged PCs who can fly. For large groups, the ship may be too constrained.
- If the PCs are ready to go to one of the locations and engage Tsien Chiang, the ship can take them there. Refer to Encounter 5 for guidance.

Whatever the PCs decide, they now have the *Mistress of the Night* to aid them in one of the encounters in Part Two. Refer to Part One to proceed.

TROUBLESHOOTING

Low damage parties may have difficulty overcoming the 100 hit points per round that the twins can regain. Use the easier and faster sliders as appropriate to tone down *bound by blood*.

If the PCs appear to be losing, Lin-Woh begs the twins to stop and spare the PCs. She offers the command word to the twins in exchange for letting the PCs and her leave safely. The twins accept this offer.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The twins share a +6 *necklace of prayer beads*. They also carry a scroll with an inscribed ritual to transport the party to the bridge of the *Mistress of the Night*.

ENCOUNTER 2: THE SHADOW TWINS

Mai-Ana and Mai-Win	Level 27 Elite Artillery
Medium shadow humanoid (human)	XP 22,000
HP 384; Bloodied 192	Initiative +27
AC 39, Fortitude 36, Reflex 39, Will 38	Perception +17
Resist 20 necrotic	Darkvision
Saving Throws +2; Action Points 1	
Speed 6	
TRAITS	
Shared Soul	
Mai-Ana and Mai-Win do not fall unconscious or die until either reduced to negative bloodied hit points or until both twins are at 0 or lower hit points. At the end of each twin's turn, remove a harmful condition from the other twin.	
Shar's Pact	
While at 0 hp or lower, the twin is insubstantial and dazed.	
STANDARD ACTIONS	
m Eldritch Strike (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +34 vs. AC	
Hit: 3d10 + 19 (avg 34, crit 49) damage and the target slides up to 3 squares.	
r Shadow Rays (cold, necrotic) ♦ At-Will	
Attack: Ranged 20 (one or two creatures); +32 vs. Reflex	
Hit: 3d10 + 19 (avg 34, crit 49) cold and necrotic damage.	
R Cage of Shadows (cold, necrotic) ♦ Recharge 5-6	
Attack: Ranged 10 (one or two creatures); +32 vs. Fortitude	
Hit: 6d10 + 19 (avg 52, crit 79) cold and necrotic damage, and the target is immobilized (save ends).	
C Blasphemous Utterance (psychic) ♦ Encounter	
Attack: Close burst 3 (enemies in burst); +32 vs. Will	
Hit: 6d10 + 19 (avg 52, crit 79) psychic damage.	
Effect: The target takes a -2 penalty to attack rolls and defenses (save ends).	
MINOR ACTIONS	
Shar's Gift (cold, necrotic, teleportation) ♦ Recharge 5-6	
Effect: Each enemy adjacent to the twin takes 20 cold and necrotic damage, and the twin teleports up to 6 squares.	
Bound by Blood (healing) ♦ At-Will 1/round	
Effect: The other twin regains 50 hit points.	
Curse of All Hope Lost ♦ At-Will	
Effect: One enemy within 20 squares is cursed by Shar until the end of the encounter. That enemy grants combat advantage and takes an extra 20 damage whenever critically hit.	
TRIGGERED ACTIONS	
Subtle Correction ♦ At-Will 1/round	
Trigger: The other twin misses with an attack roll.	
Effect (Free Action): The other twin rerolls the missed attack.	
Sacrifices Paid ♦ Encounter	
Trigger: The first time a twin is reduced to 0 hit points or fewer.	
Effect (No Action): Add five shadowspawn guardians anywhere in the room. They may each make a basic attack as a free action. Set their initiative to immediately before the acting creature's turn. These shadowspawn all die when the twins die.	
Skills Arcana +22, Bluff +26, Diplomacy +26, Insight +22, Intimidate +26	
Str 14 (+15)	Dex 29 (+22)
Con 24 (+20)	Int 19 (+17)
	Wis 18 (+17)
	Cha 26 (+21)
Alignment evil	Languages Common, Shou
Equipment robes, pact dagger	

Note: Based on the high consort (DSCG), upgraded to elite with paired synergies added or reflavored. Damage variance smoothed.

Blessing of Shar	Level 27 Hazard
DETECT	
<ul style="list-style-type: none"> Religion DC 29: Any PC with the divine power source may make a check as no action at the start of the encounter. Otherwise, a minor action check identifies Shar's gift to the twins and also that the minions only exist as long as the twins do. 	
TRAITS	
Blessing of Darkness	
The twins and their allies inflict dazed (save ends) whenever they score a critical hit or bloody an enemy. When an enemy successfully saves against this dazed effect, that enemy provokes opportunity attacks. A creature may choose to voluntarily fail saves against this dazed effect.	
COUNTERMEASURES	
Remove: A creature can remove the dazed effect from itself or an adjacent ally with prayers to an opposing deity. A successful Religion check (DC 29 as a standard action or DC 39 as a minor action) ends the effect.	

Note: Custom hazard.

5+ Shadowspawn Guardians	Level 26 Minion Soldier
Medium shadow animate (undead)	XP 1,500
HP 1; missed attack never damages a minion	Initiative +22
AC 40, Fortitude 38, Reflex 39, Will 39	Perception +21
Resist 15 necrotic	Darkvision
Speed 5	
TRAITS	
O Shadowwrack ♦ Aura 2	
Each bloodied enemy within the aura takes a -4 penalty to saving throws.	
STANDARD ACTIONS	
m / r Spear of Shadow (necrotic) ♦ At-Will	
Attack: Melee 2 or Ranged 10 (one creature); +31 vs. AC	
Hit: 18 (crit 27) necrotic damage, and the target is weakened until the shadowspawn guardian drops to 0 hit points	
TRIGGERED ACTIONS	
M Vengeful Strike ♦ At-Will	
Trigger: An enemy makes an attack against a twin.	
Effect (Immediate Reaction): The shadowspawn guardian teleports up to 10 squares adjacent to the triggering attacker and makes a melee basic attack.	
Str 30 (+23)	Dex 24 (+20)
Con 25 (+20)	Int 10 (+13)
	Wis 27 (+21)
	Cha 9 (+12)
Alignment evil	Languages Common, Shou

Note: Wrackspawn pit guardian, with increased crit damage and an ability to help protect the twins.

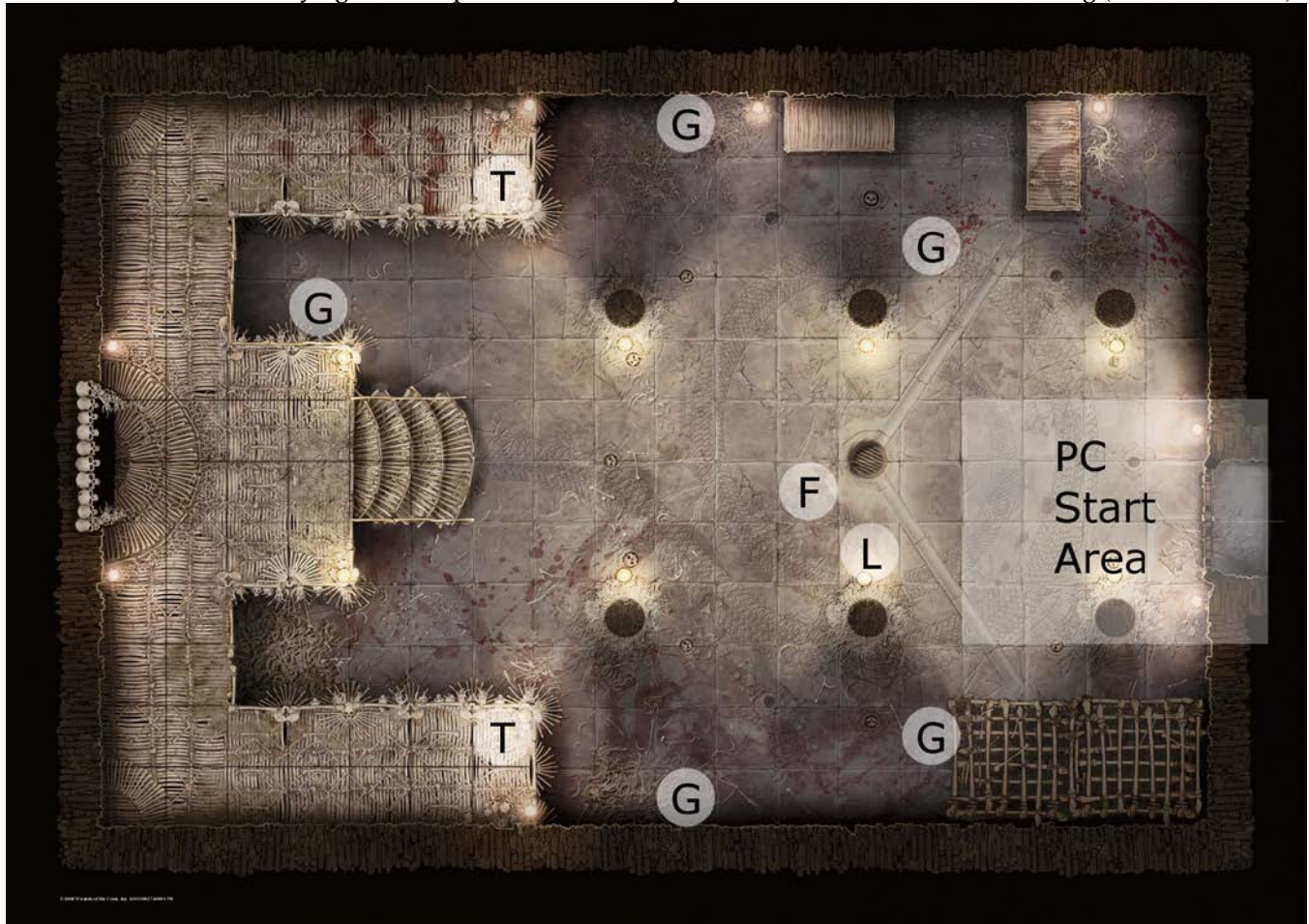
Playing Shadowspawn	Level 27 Controller
Medium shadow animate (undead)	XP 11,000
HP 242; Bloodied 121	Initiative +22
AC 41, Fortitude 38, Reflex 41, Will 39	Perception +20
Immune disease, poison; Resist 15 necrotic	Darkvision
Speed 8	
TRAITS	
○ Shadowwrack ♦ Aura 2	
Each bloodied enemy within the aura takes a -4 penalty to saving throws.	
STANDARD ACTIONS	
m Barbed Whip (weapon) ♦ At-Will	
<i>Attack:</i> Melee 2 (one creature); +32 vs. AC	
<i>Hit:</i> 4d8 + 18 (avg 36, crit 50) damage, and the target is immobilized (save ends).	
C Break Loyalty (charm, psychic) ♦ Recharge 4-6	
<i>Attack:</i> Close burst 5 (enemies in burst); +30 vs. Will	
<i>Hit:</i> 3d10 + 18 (avg 34, crit 48) psychic damage. In addition, the target is affected by <i>broken loyalty</i> (save ends). While affected by <i>broken loyalty</i> , the target cannot grant any bonuses or attacks to allies nor be granted any bonuses or attacks from allies.	
Str 22 (+19)	Dex 29 (+22)
Con 18 (+17)	Int 5 (+10)
	Wis 25 (+20)
	Cha 14 (+15)
Alignment evil	Languages Common, Shou
Equipment barbed whip	
Note: Playing wrackspawn.	

ENCOUNTER 2: THE SHADOW TWINS

TILE SETS NEEDED

H3 Pyramid of Shadows poster map

T = Shadow Twins, F = Flaying Shadowspawn, G = Shadowspawn Guardians, L = Lin-Woh Chiang (noncombantant)



ENCOUNTER 3A: CITY OF DOORS

The PCs travel to the City of Doors to secure from Sinmaker a means of defeating Tsien's discorporation.

KNOCKING AROUND THE CITY OF DOORS

Some groups may be very interested in spending time in Sigil, especially if they are former fans of the setting. While this adventure does not spend a long time in the City of Doors, consider allowing interested PCs a chance to go off the rails for a time, or to come back after the adventure for some continued encounters or adventures of your own design.

For more information about Sigil, refer to *Dungeon Master's Guide 2* (page 187) or the *Manual of the Planes* (page 25).

Other groups might not care for Sigil at all. Proceed quickly to Finding Sinmaker for such groups, making sure to warn them of the dangers of causing mass destruction (described in Player Handout 4) before Encounter 3B.

GETTING TO SIGIL

Any PC who asks Ususi for assistance or succeeds on a DC 29 Arcana or Religion check learns a way to reach Sigil. One of the easiest methods is through the *Wild Goose Tavern* in the Cormyr city of Arabel. Those who know the proper techniques can use the tavern to travel to the *World Serpent Inn*, which allows entry to the City of Doors.

If a traveler stops before entering the tavern, knocks on an imaginary door, and says some combination of a known god's name, and the words "I" and "enter", the tavern's hanging sign changes to display a serpent instead of a goose. Some examples of valid passphrases include, "For Tempus, I enter." or "By the grace of Oghma's wisdom and in pursuit of knowledge, I request the ability to enter this fine establishment."

The clientele inside the bustling World Serpent Inn is eclectic even by adventurer's standards. At one table, a satyr, a barbaz, and a mind flayer appear deep in a game of cards.

The bartender is a portly man with a long white beard. "Welcome! Food's on the house." His eyes widen. "But you'll be looking for Sigil. Right that way. Go through the door with an engraving of another door on it."

Behind him, a platter full of food and drink floats out from the kitchen onto the bar. An eyestalk peers around the doorframe and a gravelly voice rumbles, "Table six is up!"

The large man is named Mitchifer. He is an immortal who has kept the bar for centuries. He's happy to give them any basic details about Sigil, though he cannot enter it himself. He recognizes them by reputation and senses their urgent need to get to Sigil.

Opening the engraved door reveals a chaotic Sigil street.

STREETS OF SIGIL

The streets of Sigil are a chaotic riot of sound, sights, and smells. The city is built inside a torus, so you can see city in all directions, including overhead, where smoke gathers into a reeking smog.

All manner of creature walk and fly through Sigil's streets. Some appraise you, evaluating your potential for profit and danger.

Give out Player Handout 4.

Most natives of Sigil recognize the power and wealth of the PCs. They are treated as visiting dignitaries, most natives either avoiding the PCs as dangerous or attempting to make a profit off of the PCs.

FINDING SINMAKER

Forearmed with knowledge from Fzoul, the PCs quickly hear word of an amazing apothecary who began operating out of a market square near the Lady's Ward approximately one year ago. He does business only by appointment, screening those he sees through some other shopkeeper in the area.

Each PC should make a DC 29 Streetwise check as the party travels. PCs that succeed discover that people know the party for more than just heroic deeds. There is a 1,000,000 gp per head bounty on the PCs. If no PCs succeed on this check, then the entire group is surprised in Encounter 3B.

In addition, modify each PC's initiative for Encounter 3B based on their individual check result. Those who do poorly are more distracted by the sprawling city and the search for Sinmaker, while those who do extremely well are actually warned by friendly bystanders as the devils arrive.

Streetwise DC	Result
39 or higher	+5 initiative
29-38	no effect
22-28	-5 initiative
Lower than 22	-10 initiative

As always, rituals, use of powers, and good ideas should all be rewarded. Barring truly extreme steps, there's

almost nothing the PCs can do to stop the devils from learning of their presence, even if only when the PCs show up in the square and begin asking around.

ANGERING THE LADY

If the PCs cause significant trouble or destruction in Sigil (purposefully killing citizens without cause or heedlessly using harmful area effects), the Lady of Pain promptly appears to punish the PCs. The PCs are too powerful, almost gods in their own right, to allow them to meddle in her city.

The Lady of Pain appears to be a floating woman who wears a complex mask of metal blades. She never speaks. The Lady is omnipotent in Sigil and the PCs cannot affect her in any way. If necessary, she flays or mazes offending PCs (see Encounter 3B's Troubleshooting section).

ENDING THE ENCOUNTER

Proceed to Encounter 3B.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

None.

ENCOUNTER 3B: WAGES OF SIN

ENCOUNTER LEVEL 27

CREATURES

2 pit fiend guards (P)
2 war devils (W)
6 blackfire burning devils (B)
3 hapless bystanders (H) per PC

At the start of the second round:
Sinmaker (S)

SCALING THE ENCOUNTER

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

Four PCs: Remove a pit fiend.

Six PCs: Add one war devil and 4 blackfire burning devils.

Make the following adjustments to the combat based on Appendix 2 and 3.

Faster: +2 to attack rolls. Reduce all non-minion hit points by 50. Remove weakened from *blackfire burst* and increase its ongoing to 20.

Easier: -5 initiative. Reduce all non-minion hit points by 50 and remove the war devil's *fiendish tactics*.

Harder: +5 to damage rolls; minions deal 2 extra damage. The pit fiend's *point of terror* is a close burst 5 (enemies only).

Glory: +5 initiative. Sinmaker acts twice each round, on 50 and 40 and may take immediate actions between each turn. An additional war devil and 2 blackfire devils join the encounter alongside him.

SETUP

The PCs have tracked down Sinmaker's location, but their arrival in Sigil has been noticed. Sinmaker's guards are eager to collect the bounty and have planned an ambush in the marketplace outside Sinmaker's safehouse.

Refer to the result of Encounter 3A to determine surprise and initiative modifiers.

The multilingual din of a Sigil marketplace goes suddenly silent as a legion of devils arrive in bursts of brimstone.

A pit fiend lashes its tail and growls at the merchants, customers and bystanders, "Out of the way,

while we 'detain' these assassins!" The other devils attack.

Sinmaker is not initially in the combat. His guards have decided to attack the PCs for the bounty, without consulting him.

Sinmaker arrives in the combat on his initiative in the second round. Seeing the PCs slaughtering his guards, he assumes they are here to kill him, and attacks.

If any of the PCs signed Sinmaker's contract in EPIC3-2 (Story Award EPIC04), when he arrives these PCs all gain the condition cannot attack Sinmaker (save ends) as a charm effect (also see Sinmaker's Contract under Features of the Area). Read or paraphrase the following to those PCs.

Crimson chains, like those that appeared as you escaped Carceri, appear around you. As he strikes, invisible as ever, Sinmaker calmly speaks into your mind, "Murdering my guards? They weren't exactly cheap. You won't take me so easily."

FEATURES OF THE AREA

Sinmaker's Contract: PCs with Story Award EPIC04 Temptation of Sin, who made a deal with Sinmaker in EPIC3-2, take a penalty to saves against poison and charm in this encounter. For each box that is checked in the story award, they take a cumulative -2 penalty to those saves. In addition, once Sinmaker arrives in the combat, such PCs gain "cannot attack Sinmaker (save ends)" as a charm effect.

Bystanders: The bystanders scattered throughout the market flee the combat by shifting 2 squares towards an exit at the end of each round. The bystanders can be considered allies, though they do not flank. Bystanders automatically die if they take any damage.

The devils avoid killing bystanders, except for the *blackfire burst* of the burning devils. The pit fiends are careful not to use *irresistible command* near the bystanders. There are repercussions if the PCs kill many of the bystanders, including by killing burning devils; see Troubleshooting.

Stalls: The stalls are difficult terrain. A creature force moved through a stall must make a DC 22 Acrobatics check or fall prone. The stalls are easily destroyed by the combat.

Shops: The shopkeepers slam and lock their doors as soon as possible. The devils avoid fighting in a shop.

HAPLESS BYSTANDERS

Make it extremely clear to the PCs that unfriendly area attacks or killing the burning devils minions potentially kills the bystanders. It should also be obvious that the devils are avoiding causing any harm to the bystanders and shops, with their auras and attacks.

In fact, the burning devils specifically maneuver themselves so that if they are killed, they explode on bystanders, for which the PCs will be blamed. If the Lady of Pain takes out the PCs, the devils will still collect the bounty.

TACTICS

The devils know enough of the PCs that they cater their assault to the party's capabilities. By default, they use the following tactics.

Pit fiends keep ranged attackers close and attack them with *tail sting*. They use *irresistible command* on a blackfire burning devil to weaken strikers. They use *point of terror* on a low-Will PC that is not immune to fear.

War devils prefer to use *besieged foe* on enemies that the pit fiends can hit with *point of terror*, or leaders. They then use *fiendish tactics* to make allies attack that focus target, then charge.

Some of the blackfire burning devils move into melee each round, to use their aura and renew weakened with *blackfire burst*. They do not fear death, but keep a number in reserve to make ranged attacks, so they do not all die at once.

Sinmaker starts with *wrathful vapors* to spread vulnerability. He then focuses his attacks on PCs who have the *blessing of Lolth* (from Story Award EPIC10 in EPIC3-3). Alternatively, some PCs might bear him a grudge from interaction in EPIC3-2. Sinmaker always uses telepathy to communicate, so he can more easily stealth while invisible.

ROLEPLAYING

The devils want to take out and silence the PCs as quickly as possible, so they can collect the bounty without having their actions examined.

Sinmaker is paranoid; he believes that at any moment some greater power attempts to have him assassinated or kidnapped. The PCs' arrival as a potential hit squad is a contingency he has prepared for, and he immediately attempts to neutralize them as a threat. The fact that killing them earns him tremendous wealth is also a consideration.

If any of the PCs negotiate with Sinmaker, the devils speak out against the PCs, and specifically mention the bounty on the PCs' heads, as well as point out losses to

back up the PCs as assassins. Sinmaker seeks a cessation of hostilities based on whether it appears that his side might potentially kill one or more PCs.

He is initially hostile, particularly to anyone who bargained with Lolth for additional personal benefits (story award EPIC10 from EPIC3-3) or has shown a Gift for Treachery (story award EPIC11 from EPIC3-3).

Once Sinmaker understands the true situation, he will be willing to end the combat and move on to a more mutually beneficial business arrangement.

Some PCs hated Sinmaker in EPIC3-2, so this is their chance to settle the score with him. Other PCs might view him as helpful. Make sure he takes his full set of actions upon arrival, but afterwards end the fight when it is most fun for your table.

ENDING THE ENCOUNTER

Proceed to Encounter 3C for obtaining Sinmaker's poison regardless of whether the PCs killed Sinmaker or not.

TROUBLESHOOTING

Note that the burning devils' *blackfire burst* inflicts ongoing damage. It is possible to save bystanders from this damage before their turn, at the end of the round.

If more bystanders than the number of PCs are killed, then the PCs earn the ire of the Lady of Pain as outlined in Encounter 3A. She appears at the start of the next round.

If only one PC caused problems, her shadow falls upon that PC who is instantly flayed: the PC is reduced to -50 hit points and cannot regain hit points until the Lady leaves. The Lady waits one round to make sure lessons are learned, and then disappears. The devils cease attacking while she is there.

If multiple PCs caused problems, or if the PCs attack or threaten the Lady after she flays one, she sends the entire party into the Mazes, a magical prison. While it is possible to be lost in the Mazes for months or years, she does not wish to take sides in their conflict, so the PCs discover an exit after 30 minutes (losing that much time from Encounter 5). The entire party is also barred from Sigil for one day. The PCs fail to acquire aid from Sinmaker. Refer to Part One to continue the adventure.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Refer to Encounter 3C.

ENCOUNTER 3B: WAGES OF SIN STATISTICS

Sinmaker (S)	Level 26 Elite Lurker
Medium immortal humanoid (demon, devil)	XP 18,000
HP 372; Bloodied 186	Initiative +25
AC 42, Fortitude 39, Reflex 42, Will 40	Perception +23
Speed 8, teleport 8	Blindsight 5, Darkvision
Immune charm, poison, sleep	
Saving Throws +2; Action Points 1	
TRAITS	
Dark Blessing	
Sinmaker is invisible until he is bloodied.	
Implacable	
Sinmaker may make a saving throw to remove one harmful effect at the start of his turn, even if it does not normally allow a save. Successful or not, he may then spend 50 hp to remove one harmful effect.	
STANDARD ACTIONS	
m/r Venomed Blade (poison, weapon) • At-Will	
Attack: Melee 2 or Ranged 10 (one creature); +31 vs. AC	
Hit: 4d6 + 10 (avg 24, crit 6d8 + 34) damage and the target takes ongoing 25 poison (save ends).	
Effect: The target takes 10 poison damage.	
M/R Double Attack (poison, weapon) • At-Will	
Effect: Sinmaker makes two basic attacks.	
MINOR ACTIONS	
Speedy Strike • Encounter	
Effect: Sinmaker makes a ranged basic attack.	
Ineffable Secret • Daily	
Effect: Sinmaker's next attack is made against the target's lowest defense.	
C Wrathful Vapors (poison) • Encounter	
Effect: Close burst 10 (enemies in burst); The target gains vulnerable 10 poison until the end of the encounter.	
TRIGGERED ACTIONS	
Shield of Deception • At-Will	
Trigger: Sinmaker is hit by an attack.	
Effect (Immediate Interrupt): An enemy within 10 squares becomes the target of the triggering attack. If the attack was an area or close attack, Sinmaker's space is excluded from the attack.	
Assassin Strike • Encounter	
Trigger: Sinmaker hits an enemy within 5 squares.	
Effect (No Action): That enemy takes 3d10 (avg 16, crit 30) extra damage. If the target is bloodied, this damage is maximized (30).	
Embrace Death • Encounter	
Trigger: Sinmaker reduces an adjacent creature to 0 hit points.	
Effect (Free Action): Sinmaker is insubstantial and phasing until the end of his next turn.	
Skills Arcana +24, Bluff +31, Insight +28, Nature +28, Stealth +26	
Str 16 (+16)	Dex 26 (+21)
Con 24 (+20)	Int 22 (+19)
	Cha 26 (+21)
Alignment evil	Languages all, telepathy 20
Equipment +6 <i>dagger of speed</i> , +6 <i>the ineffable secret of death</i>	
Note: Custom elite based on Sinmaker's stats from EPIC3-2.	

2 Pit Fiend Guards (P)	Level 25 Elite Soldier (Leader)
Large immortal humanoid (devil)	XP 14,000
HP 470; Bloodied 235	Initiative +26
AC 41, Fortitude 39, Reflex 35, Will 35	Perception +22
Speed 12, fly 12 (clumsy), teleport 10	Darkvision
Resist 30 fire, 15 poison	
Saving Throws +2; Action Points 1	
TRAITS	
O Pyrophobic Promise (fear, fire) • Aura 5	
Each enemy within the aura takes a -2 penalty to attack rolls. When an enemy makes an attack that does not include a pit fiend, that enemy takes 30 fire damage.	
STANDARD ACTIONS	
m Flame-Touched Mace (fire, weapon) • At-Will	
Attack: Melee 2 (one creature); +30 vs. AC	
Hit: 3d10 + 17 (avg 32, crit 47) fire damage, and the target slides up to 2 squares to a square adjacent to the pit fiend.	
M Tail Sting (poison) • At-Will	
Attack: Melee 2 (one creature); +28 vs. Fortitude.	
Hit: 3d10 + 17 (avg 32, crit 47) poison damage, and the target is knocked prone and cannot stand (save ends).	
M Pit Fiend Frenzy • At-Will	
Effect: The pit fiend uses <i>flame-touched mace</i> and <i>tail sting</i> .	
MOVE ACTIONS	
Tactical Teleport (teleportation) • Recharge 4-6	
Effect: The pit fiend can teleport up to 2 allies within 10 squares of it. The targets appear in any unoccupied squares within 10 squares of the pit fiend.	
MINOR ACTIONS	
R Point of Terror (fear) • At-Will	
Attack: Ranged 5 (one creature); +28 vs. Will.	
Hit: The target takes a -5 penalty to all defenses until the end of the pit fiend's next turn.	
Irresistible Command (charm, fire) • At-Will 1/round	
Effect: One blackfire burning devil within 10 squares slides up to 5 squares, drops to 0 hit points, and is destroyed. Each creature within 2 squares of the burning devil takes 25 fire damage.	
TRIGGERED ACTIONS	
M Nightmarish Punishment (fear, fire) • At-Will	
Trigger: An adjacent enemy shifts or makes an attack that doesn't include a pit fiend as a target.	
Effect (Opportunity Action): The pit fiend makes an opportunity attack against the target.	
Str 32 (+23)	Dex 24 (+19)
Con 27 (+20)	Int 22 (+18)
	Cha 28 (+21)
Alignment evil	Languages Supernal
Note: Variant pit fiend. Legion initiative from Legion of Avernus theme.	

ENCOUNTER 3B: WAGES OF SIN STATISTICS

6 Blackfire Burning Devils (B)	Level 24 Minions
Medium immortal humanoid (devil)	XP 1,008
HP 1; a missed attack never damages a minion.	Initiative +27
AC 39, Fortitude 36, Reflex 38, Will 34	Perception +17
Speed 8	darkvision
Resist 20 fire, 20 necrotic	
TRAITS	
o Fire Shield (fire) • Aura 1	
Enemies that enter or start their turn in the aura take 8 fire damage.	
STANDARD ACTIONS	
m Burning Claw (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +29 vs. AC	
Hit: 16 (crit 24) fire and necrotic damage.	
r Blackflame Bolt (fire, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +27 vs. Reflex	
Hit: 16 (crit 24) fire and necrotic damage.	
TRIGGERED ACTIONS	
C Blackfire Burst (fire, necrotic) • Encounter	
Trigger: The blackfire burning devil drops to 0 hit points.	
Effect (No Action): Close burst 2 (enemies in burst); the target takes ongoing 10 fire and necrotic damage and is weakened (save ends both).	
Deadly Alacrity (teleportation) • At-Will	
Trigger: An enemy misses this creature with a fire or necrotic attack.	
Effect (Free Action): The blackfire burning devil teleports 8 squares and then makes a basic attack against the triggering enemy.	
Str 21 (+17) Dex 27 (+20) Wis 21 (+17)	
Con 25 (+19) Int 10 (+12) Cha 10 (+12)	
Alignment evil Languages Supernal	

Note: Legion of Avernus theme for fire shield and legion initiative. Added crit damage for synergy with war devil.

2 War Devils (W)	Level 26 Brute (Leader)
Large immortal humanoid (devil)	XP 9,000
HP 295; Bloodied 147	Initiative +24
AC 39, Fortitude 39, Reflex 38, Will 37	Perception +17
Speed 8, fly 8 (clumsy)	darkvision
Resist 30 fire	
STANDARD ACTIONS	
m Trident • At-Will	
Attack: Melee 2 (one creature); +31 vs. AC	
Hit: 4d10 + 20 (avg 42, crit 60) damage, the target slides up to 4 squares into any square adjacent to the war devil, and is knocked prone.	
r Trident • At-Will	
Attack: Ranged 10/20 (one creature); +31 vs. AC	
Hit: 4d10 + 20 (avg 42, crit 60) damage and the target is pulled up to 4 squares.	
MOVE ACTIONS	
Devilish Transposition (teleportation) • At-Will	
Effect: The war devil and an allied devil within 20 squares swap positions.	
MINOR ACTIONS	
Besieged Foe • At-Will	
Effect: One enemy within sight is besieged until the end of the encounter, until the war devil is unconscious, or until the war devil uses this power again. Allied devils gain a +2 bonus to attack rolls and can score critical hits on an 18, 19, or 20 against a besieged foe.	
Fiendish Tactics • Recharge 5-6	
Effect: Up to two allied devils of 26 th level or lower may take a move action or make a basic attack.	
Str 27 (+21) Dex 23 (+19) Wis 19 (+17)	
Con 25 (+20) Int 15 (+15) Cha 18 (+17)	
Alignment evil Languages Supernal	

Note: Changed besieged foe to not be a mark. Legion initiative from Legion of Avernus theme.

ENCOUNTER 3B: WAGES OF SIN MAP

TILE SETS NEEDED

Seekers of the Ashen Crown poster map (or any similar, sufficiently large marketplace map).

Scatter bystanders throughout the marketplace, then allow the PCs to place themselves as they choose. The devils all arrive within 10 squares of the statue; split the devils up so they are not too grouped up, and all of the blackfire burning devils start so that a bystander is within 2 squares to discourage killing them.



ENCOUNTER 3C: SINMAKER'S EDGE

The PCs obtain *Sinmaker's edge*, a powerful poison that prevents the use of discorporation and makes it easier to kill aspects and avatars. This unusual magical poison is applied to a weapon or implement, and improves all attacks made by that weapon or implement for 24 hours.

Sinmaker's shop is on the second floor of a building that looks over the marketplace. It has no entrance from the ground. Sinmaker and the devils travel to and from it using scratched copper coins as portal keys.

SINMAKER LIVES

If he lives, Sinmaker leads the party to his shop. He gives them each a scratched copper coin (likely obtained from a nearby devil's corpse), then touches the coin to the statue to teleport into his shop.

When the PCs explain their need for the poison to use against Tsien, he offers them the use of the poison at no expense.

"I can apply my concoction to your weapons and implements, empowering them for no more than 24 hours. This should be long enough for you to complete your mission.

I require no payment for this service. Consider it an apology for our earlier misunderstanding, and repayment for your assistance in Carceri. I would be glad for your future business, of course."

If the PCs are successful, Sinmaker intends to advertise that he assisted them, both to generate money and also to claim them as allies to frighten his enemies.

SINMAKER IS DEAD

If the PCs killed Sinmaker, the PCs discover that all of the devils and Sinmaker carry a scratched copper coin.

Arcana

DC 21: The coins are portal keys, likely triggering to somewhere nearby.

DC 29: There is a magical resonance between the keys and the statue.

DC 39: The keys activate, transporting the bearer to somewhere nearby, when touched to the statue.

Streetwise

DC 21: Sinmaker does business above one of the shops nearby.

DC 29: A merchant has seen one of the devils looking down into the marketplace from that window over there.

DC 39: A beggar by the statue, happy he didn't die during the fight, says he's seen them touch copper coins to the statue and disappear.

Once the PCs enter his shop, they can recover his notes and a small store of prepared poison. There is enough for them to apply *Sinmaker's edge* to their weapons and implements for use against Tsien Chiang, as well as some prepared potions.

ENDING THE ENCOUNTER

Proceed to Encounter 3C for obtaining Sinmaker's poison.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Sinmaker carries a +6 *dagger of speed* and a +6 *ineffable secrets of death ki focus*. His shop has a *potion of heal* and *potion of life*, as well as *Sinmaker's edge*.

Sinmaker's edge cannot effectively be saved for later use, as it will lose its efficacy in the days before the next adventure.

ENCOUNTER 4: FROM TSIEN, WITH LOVE

CREATURES

Glasya, Princess of Hell (G)
2 darkness swarms (S)
1 brazen devil lord (B)
shadowsoul infusion hazard

SCALING THE ENCOUNTER

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

Four PCs: Remove one darkness swarm.

Six PCs: Add one brazen devil lord.

Make the following adjustments to the combat based on Appendix 2 and 3.

Faster: Reduce darkness swarm hit points by 100 and increase its aura damage to 50.

Easier: -5 penalty to damage rolls. The brazen devil and swarms start with only 2 shadowsoul infusions, while Glasya has 4.

Harder: +5 initiative. When first bloodied, each monster may take a standard action as a free action.

Glory: Trigger this encounter during a short rest, after ending encounter-long effects, but before regaining powers. Each creature has an additional shadow infusion, and *shadowsoul burst* also heals the triggering monster to its bloodied value, preventing its death (though expending all shadowsoul infusions).

SETUP

Rather than sit and wait for the PCs to cause trouble, Tsien sends a group of assassins to interfere with the PCs. Tsien isn't relying on the hit squad to kill the PCs, but she hopes to debilitate or disable them until she can complete her efforts.

These assassins most likely strike while the PCs are at Ususi's palace, after they've already completed two encounter areas, but it may be run earlier if that is appropriate. Make adjustments as needed, such as having Glasya disguise herself as Mei instead of Empress Ususi if this encounter happens on the *Mistress of the Night*.

Shadows infuse all of their attackers. Tendrils of darkness lick out from monsters adjacent to the PCs, as if tasting them. When a *shadowsoul burst* occurs, the PCs hear the Hungering Dark growling in the distance, along with a telepathic promise to devour the PCs.

Upon your return, you are escorted into the ritual chamber, where the Imaskari artificers have completed the large ritual circle that will be used to send you after your quarry.

Empress Ususi enters the chamber. The doors swing silently closed behind the Empress as she approaches.

Suddenly, the shadows in the room deepen, and sound becomes muffled. A huge devil appears as if out of thin air, and the Empress' smile turns unpleasant.

Shadows everywhere flicker and shift as if dancing to unseen lights, dripping like oil from the claws, teeth, and weapons of your enemies.

If any PC has a Passive Insight 45 or higher, they recognize Glasya's disguise before she can move into optimal position.

FLEXIBLE ATTACK

Add this encounter to the adventure at an appropriate time, based on your judgment of the table and the challenge desired. The difficulty of the encounter can vary based on when and where it happens.

The purpose of this encounter is to show the players that Tsien Chiang is aware of their meddling and is taking active steps against them. Emphasize that Tsien is not simply waiting for the PCs to foil her plans, but be careful not to pick the hardest possible time to spring the attack, unless that sort of challenge is what your table desires.

Once you have picked an opportune time, remember that the goal is not simply to beat up the PCs as much as possible. Have Glasya talk to the PCs during combat. She is an intelligent adversary, and is not loyal to Tsien. Once the table has absorbed the idea that Tsien is taking active steps against them, move the encounter towards a negotiated resolution or have Glasya flee.

FEATURES OF THE AREA

Deadly Payload: Each of the monsters in this encounter has been infused with shadows. See the *shadowsoul infusion hazard*.

Terrain: This encounter can occur anywhere. By default, this encounter occurs in the ritual chamber in the palace in High Imaskar. See the Flexible Attack sidebar.

Sealed Chamber: The chamber used for the attack is sealed against all entry or exit until the end of the encounter (an effect created by Glasya).

Ceiling: The ceiling is 3 squares tall (15 ft.).

Illumination: The room is brightly lit.

If this encounter occurs in an open area, PCs may be able to avoid some of the danger by flying far apart.

TACTICS

Glasya uses her innate change-shape ability (omitted from the stat block) to sneak up on the PCs, using the opportunity to place herself and her allies into optimal position. Glasya starts within 3 squares of as many PCs as possible, placing swarms adjacent to PCs and the Brazen Devil within 2 squares of PCs who might teleport.

If her ruse is seen through, place her at a less optimal range and her allies are summoned more than 2 squares from the PCs.

As a group, the monsters try to keep the PCs in the brazen devil's aura, especially frail or bloodied PCs. The darkness swarms focus on a single target, especially one that is capable of repeated area/close attacks. The PCs have been thorns in Tsien's side for long enough that Tsien - and thus the hit squad - is very aware of the PCs normal capabilities.

All of the monster attempt to deliver their debilitating payload (the *shadowsoul burst*). The darkness swarms don't expect to survive the encounter, and the brazen devil lord is used to being sent to its death. Glasya is more concerned for her own survival, and attempts to flee if clearly overwhelmed and ineffective.

Glasya may return to Malbolge, in the Nine Hells using a standard action, or disincorporates when reduced to 0 hit points if the PC's did not obtain Sinmaker's poison. She will surrender if it is impossible to flee.

ROLEPLAYING

Glasya is an archdevil, daughter of Asmodeus, and ruler of Malbolge the Sixth Hell. She seduces potential allies and cruelly teases enemies.

Glasya has been promised 10,000 souls per PC killed or removed. Tsien also offered her the continent of Returned Abeir, if Tsien succeeds in taking over the world. Glasya hopes to dominate a few PCs and bring them back to Hell with her.

She is willing to negotiate if the PCs have the upper hand, and specifically mentions Tsien's offer to allow the PCs to initiate a counter-offer. If the PCs might defeat Glasya, she believes they can defeat Tsien, so she will take any other reasonable option. She is not afraid of dying, because she will be reborn in Hell, but she is unwilling to test that theory if the PCs have obtained Sinmaker's poison.

The other monsters fight to the death. Glasya has little concern for them and is willing to sacrifice them to the PCs as part of a bargain.

ENDING THE ENCOUNTER

Proceed to Encounter 5.

MILESTONE

This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: FROM TSIEN WITH LOVE STATISTICS

Glasya (G) Level 29 Elite Controller (Leader)	
Medium immortal humanoid (devil, shapechanger)	XP 30,000
HP 526; Bloodied 263	Initiative +26
AC 43, Fortitude 40, Reflex 41, Will 43	Perception +27
Speed 8, fly 8	Darkvision
Resist 20 Fire; Immune charm, dominate, fear	
Saving Throws +2; Action Points 1	
TRAITS	
O Intoxicating Presence (charm) • Aura 3	
Each enemy in the aura takes a -4 penalty to attack rolls it makes during another creature's turn, and such attacks deal only half damage.	
Princess of Hell	
Glasya acts twice each round, on initiative 45 and 35. At the end of each turn, she removes one harmful effect. Glasya scores a critical hit on an 18, 19, or 20 and dominates enemies she critically hits (save ends).	
STANDARD ACTIONS	
m Vile Embrace (psychic) • At-Will	
Attack: Melee 1 (one creature); +32 vs. Reflex	
Hit: 4d10 + 35 (avg 57, crit 75) psychic damage, and Glasya grabs the target (escape DC 31).	
R Glare of Displeasure (charm, psychic) • Recharge 6	
Attack: Ranged 3 (one creature); +32 vs. Will	
Hit: The target falls unconscious (save ends).	
Miss: 30 psychic damage.	
MOVE ACTIONS	
R Infernal Transport (teleportation) • At-Will 1/turn	
Effect: Ranged 5 (one ally or creature dominated by Glasya); Glasya teleports the target up to 5 squares, and the target uses an at-will attack power as a free action against a creature of Glasya's choice. The target has combat advantage for this attack.	
Irresistible Embrace (teleportation) • At-Will	
Effect: Glasya teleports up to 5 squares, teleporting any creature she is grabbing to a square adjacent to her.	
MINOR ACTIONS	
M Demand Obedience (charm, psychic) • Recharge when Glasya has no creature dominated	
Attack: Melee 1 (one creature grabbed by Glasya); +32 vs. Will	
Hit: The target is dominated (save ends).	
TRIGGERED ACTIONS	
Dutiful Thrall (teleportation) • At-Will	
Trigger: An attack hits Glasya while she is within 5 squares of an ally or a creature dominated by her.	
Effect (Immediate Interrupt): Close Burst 5 (one ally or creature dominated by Glasya); Glasya and the target teleport to swap positions. The target is then hit by the triggering attack.	
C Word of Dismissal (fear) • Encounter	
Trigger: Glasya is first bloodied.	
Effect (Free Action): Close burst 3 (enemies in burst); the target must move up to half its speed as a free action, ending the move as far from Glasya as possible.	
Discorporate • Encounter	
Trigger: Glasya is reduced to 0 hit points.	
Effect (No Action): Glasya does not die, returning to Malbolge.	
Skills Bluff +30, Diplomacy +30, Insight +27	
Str 21 (+19)	Dex 25 (+21) Wis 27 (+22)
Con 23 (+20)	Int 27 (+22) Cha 32 (+25)
Alignment evil Languages Supernal	
Note: Glasya, <i>Dungeon</i> 197, updated and simplified.	

2 Darkness Swarms (S) Level 27 Brute		
Large shadow magical beast (swarm)		
XP 11,000		
HP 306; Bloodied 153		
Initiative +25		
AC 39, Fortitude 40, Reflex 39, Will 38		
Perception +18		
Speed 12, fly 12 (hover)		
Blindsight 3		
Resist half damage from melee and ranged attacks;		
Vulnerable 20 damage from close and area attacks		
TRAITS		
O Swarm Attack • Aura 2		
Any enemy that ends its turn in the aura takes 30 necrotic damage.		
STANDARD ACTIONS		
m Swarm of Tentacles (necrotic) • At-Will		
Attack: Melee 2 (one creature); +30 vs. Reflex		
Hit: 3d8 + 40 (avg 54, crit 64) necrotic damage.		
M Bloodied Wrath • Recharge 5-6		
Requirement: The swarm must be bloodied.		
Effect: The swarm shifts up to its speed and can move through occupied squares. It makes a melee basic attack against any creature whose space it enters. The swarm cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.		
Str 23 (+19)	Dex 24 (+20)	Wis 21 (+18)
Con 26 (+21)	Int 18 (+17)	Cha 23 (+19)
Alignment evil Languages -		
Note: Shadowraven Swarm (MM1) as a creation of the Hungering Dark instead of the Raven Queen. Appears as a mass of shadow, with claws and tentacles reaching outwards.		

Shadowsoul Infusion	Level 27 Hazard
DETECT	
<ul style="list-style-type: none"> • Perception: The shadowsoul infusion is obvious. • Arcana / Religion DC 22: The unnatural shadows infusing each creature are empowering their attacks. • Arcana / Religion DC 29: The shadowy power seems to be slowly leaking from the creatures as they attack, though it would do so more quickly if they were bloodied. • Arcana / Religion DC 39: If an imbued creature were to die, its remaining power would be released in a dangerous explosion. 	
TRAITS	
Shadowsoul Infusions <ul style="list-style-type: none"> ◆ Glasya starts with 6 infusions; the brazen devil and swarms start the encounter with 3 infusions. ◆ A monster with any number of shadow infusions gains a +10 power bonus to damage rolls (already included in its stat block, so give monsters -10 to damage rolls if they lose all charges before dying). ◆ If a monster makes an attack on its turn and/or ends its turn bloodied, it loses one shadow infusion. 	
TRIGGERED ACTIONS	
C Shadowsoul Burst (cold, necrotic) <i>Trigger:</i> A creature with shadow infusions is reduced to 0 hit points or fewer. <i>Attack (No Action):</i> Close burst 5 times the number of remaining shadow infusions (enemies in the burst); +30 vs. Fortitude <i>Hit:</i> 3d12 + 20 (avg 40, crit 56) cold and necrotic damage, and the target gains vulnerable 5 to all damage and a -1 penalty to all defenses. <i>Miss:</i> Half damage. <i>Effect:</i> Each ally in the burst gains 1 action point. <i>Special:</i> The vulnerability and penalty granted by this effect are cumulative and permanent. They can be removed with the Remove Affliction ritual, and are automatically removed at the end of the adventure.	

Note: Custom hazard to present a puzzle to damage dealers.

1 Brazen Devil Lord (B)	Level 28 Soldier
Huge immortal humanoid (devil)	XP 13,000
HP 258; Bloodied 129	Initiative +24
AC 44, Fortitude 42, Reflex 38, Will 40	Perception +19
Speed 8, fly 12 (clumsy)	Blindsight 5
Resist 20 fire; Immune fear	
TRAITS	
O Malign Influence (fear) • Aura 2 Enemies within the aura cannot regain hit points or use teleport to move.	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will <i>Attack:</i> Melee 3 (one creature); +33 vs. AC <i>Hit:</i> 4d8 + 28 (avg 46, crit 6d8 + 60) damage. <i>Effect:</i> The target is marked until the end of the brazen devil's next turn.	
C Savage Hew (weapon) • Recharge 5-6 <i>Attack:</i> Close Burst 3 (enemies in burst); +33 vs. AC <i>Hit:</i> 4d8 + 28 (avg 46, crit 6d8 + 60) damage. <i>Effect:</i> The target is marked until the end of the brazen devil's next turn.	
TRIGGERED ACTIONS	
M Pincers • At-Will <i>Requirement:</i> The brazen devil must not have a creature grabbed. <i>Trigger:</i> An enemy marked by the brazen devil moves. <i>Attack (Immediate Reaction):</i> Melee 2 (the triggering enemy); +31 vs. Reflex <i>Hit:</i> 4d8 + 18 (avg 36, crit 50) damage, and the target is grabbed (escape DC 30). <i>Sustain Minor:</i> The brazen devil sustains the grab, and the target takes 4d8 + 18 (avg 36) damage.	
C Hellfire Gout (fire) • Encounter <i>Trigger:</i> The brazen devil is first bloodied. <i>Attack (Free Action):</i> Close Blast 5 (enemies in blast); +31 vs. Fortitude <i>Hit:</i> 4d8 + 18 (avg 36, crit 50) fire damage, and the target is dazed (save ends).	
Str 31 (+24)	Dex 16 (+17)
Con 26 (+22)	Int 21 (+19)
	Wis 21 (+19)
	Cha 26 (+22)
Alignment evil	
Languages Supernal	
Equipment greataxe	
Note: Klurichir (MM3) with damage updated, including shadow bonus, reflavored into a devil, variable resistance replaced.	

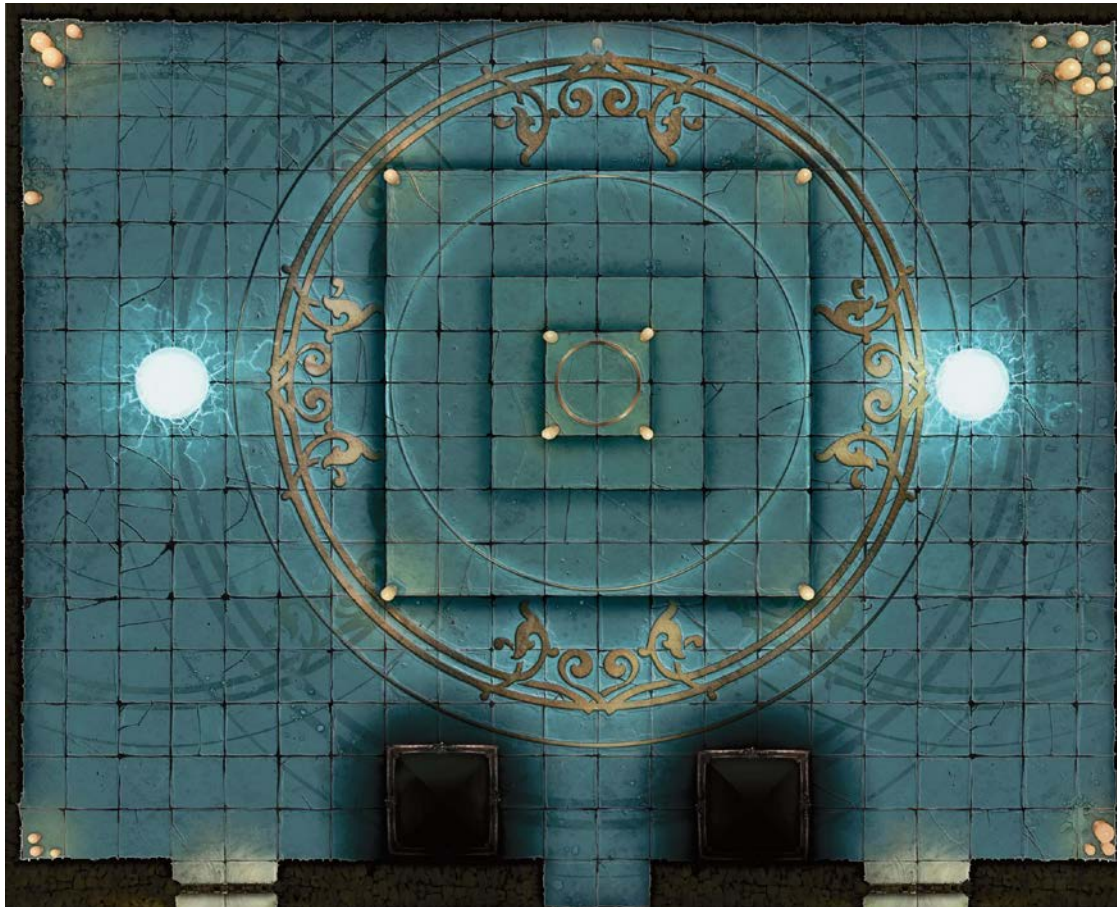
ENCOUNTER 4: FROM TSIEN, WITH LOVE MAP

TILE SETS NEEDED

H3 Pyramid of Shadows poster map

The PCs are in the Imaskari ritual chamber. Glasya uses her ruse to move into optimal position and summons all of her allies into optimal positions, initiating combat.

NOTE: This combat may instead occur after the Library of Dreams (Encounter 1B) or The Shadow Twins (Encounter 2) combats, using those maps instead, or upon the *Mistress of the Night* using ship tiles.



ENCOUNTER 5: MUSTERING FOR THE APOCALYPSE

The gods confer with the PCs. The Blessed Order also offers their assistance. The PCs have 60 minutes to muster additional benefits. Refer to Appendix 3.

CONFERENCE OF FOUR GODS

Images of four gods appear around you.

Sehanine speaks, "It is almost time to strike."

Corellon adds, "Tsien Chiang will soon reach a vulnerable point in her ritual. Unfortunately, Ao's Decree prevents us from attacking her personally."

Lolth cuts him off. "Ao is a blowhard. You are all my instruments of vengeance. Prepare yourselves, and we will strike together."

Auril raises an eyebrow at Lolth, then turns to you. "Be useful. Either recover my power, or die trying."

The gods explain that they accompany the PCs in a metaphysical sense, though not physical. They can help communicate, and assist the PCs to siphon their power out of Tsien's hearts and into the PCs.

Because the PCs need to fight Tsien in four locations in rapid order, without a rest, the gods also attempt to assist the PCs by providing some of the benefits that they would have gotten by resting.

During the Part Two encounters, there is guidance for roleplaying and communicating with the appropriate god for each encounter. The gods are not physically there and may not assist in any way other than through advice or as discussed in the encounters.

BLESSED ORDER

Members of the Blessed Order volunteer their assistance. The PCs get a scaling benefit based on how many of the PCs gave them Hope and invited them to leave their home and come to Faerûn.

Refer to story award EPIC17 Hope of the Blessed Order (from EPIC4-1) and count the number of PCs who have both the "Hope" box and and the "Flee through the portal" box checked. This is the number of qualifying PCs for the purposes of the Blessed Order's benefit.

The PCs must choose in advance a specific battle for the Blessed Order to join them. At the end of the first round of that encounter, the Blessed Order deals 10 damage (per qualifying PC) to all non-minion enemies. In addition, all qualifying PCs regain 20 hit points (this effect is treated as having the Healing keyword).

TIME LEFT

Ususi says, "The artificers will finish their rituals in just one hour. All other ritualists are available to assist you, be it with communication, transportation, or healing. If there is anything else you wish to do before engaging Tsien, now is the time."

Creation's Hourglass, from EPIC4-2, telepathically adds: *"You might have more time than you think."*

Each PC has 60 minutes to perform rituals, seek out allies, perform research, or think of their own options. If any PC wishes, he or she may use one charge from the hourglass (Story Award EPIC19) to stretch out the time that PC personally has available, effectively providing an additional 30 minutes.

The options listed below all take 30 minutes.

RITUALS

The PCs may use the time to perform any rituals they possess. The Imaskari also offer to assist with a few rituals of their own.

RECUPERATE

The Imaskari spend time gathering volunteers and performing rituals to transfer healing surges to the PC. The PC regains 3 healing surges.

REMOVE AFFLICTION

PCs who were hit by the *shadowsoul burst* may want to delay or remove its effects. The Imaskari ritualists are pleased to supply scrolls of Remove Affliction, as well as their assistance in using them. The scroll takes 30 minutes to perform. The ritualists can cast the ritual themselves, with a +27 bonus (against a 27th level effect), or they can assist a PC. Have the PC make a Heal check with an additional +10 bonus, or a total bonus of +27, (whichever bonus is higher). Consult the table below.

Heal	Damage target takes
28-36	Target's maximum hit points
37-46	Target's bloodied value
47-56	Half the target's bloodied value
57+	No damage

RESURRECTION

The Imaskari resurrect dead PCs. The PC is brought back to life within 30 minutes, with the usual death penalty (-1 penalty to attacks, checks, and saves for the next three milestones). The PC recovers as if he or she took a short rest.

PRAYER

The gods worked together to imprison the Hungering Dark, and are willing to assist the PCs in stopping it. PCs may pray to a god, or call in a favor, to become Blessed in the struggle to come. Refer to Handout 7.

RESEARCH

If the PCs do not yet have Player Handouts 5 or 6, they must obtain that information before they can stop Tsien. The PC can magically study Tsien's holy symbols or the tome of arcane notes (from EPIC4-2), perform divinations, use the 7th Imaskarcana, or even call upon spy networks or oracles in order to provide the information from one missing handout.

STUDY TSIENT'S RITUAL

The PCs may meditate, study, or otherwise better prepare to recover the power of the gods in the next encounters.

Alternatively, the PC can visit with Elminster, to discuss the notes discovered in the Barrens. The sage of Shadowdale is glad to assist his worthy successors. If he is shown the notes, he confirms that it matches his writing and arcane notation, though he did not write it himself. The theories seem sound, though the source is dubious, and he'd be happy to explain some of the trickier sections. If anyone mentions defeating Manshoon and Szass Tam, he'll be quite amused.

Any PC who takes this option gains an additional +5 bonus to checks in Part Two's skill challenges.

ASSISTANCE

This adventure can't possibly list every powerful individual or group the PCs might call on for assistance. Support any idea they think of and allow them to go recruit assistance, with two exceptions. Cormyr and Netheril can't spare any assistance, they're too busy preparing for war with each other and dealing with shadow storms and assaults.

The PC must select one of the four battles for his allies to appear. When the allies arrive, they help in a variety of ways, though they are not present on the map. Assume they are off-map fighting or are only present temporarily. Refer to Player Handout 8. The benefits listed there should be chosen at the start of the battle, when the allies try to assist as best they can. You are encouraged to customize the available options.

Inform the PCs of the benefits they receive based on their work on Encounters 1 - 3:

7th Imaskarcana (Encounter 1B): When the PCs portal into each of the four encounters, they are able to

start in a better location (within 4 squares of the portal instead of 2 squares).

Mistress of the Night (Encounter 2): If the PCs' first combat is any combat other than the Heart of Treachery, they may start the combat anywhere on the map (magically dropped into the combat), with a +5 power bonus to initiative, and the *Mistress of the Night* assists by making ranged attacks from high above, dealing 50 damage to one enemy at the end of each round. If they choose the Heart of Treachery as their first combat, the *Mistress* can show up at a future combat of their choice, but can only add damage to that combat.

Sinmaker's Edge (Encounter 3C): The PCs do not trigger Tsien's *disincorporation* for reducing her to 0 hp. Further, they may defeat her avatars by reducing the avatars to her bloodied value or lower.

This encounter is best used as a series of opportunities to roleplay; there is no need to require story awards or checks. For example, the PC says "I go to Myth Drannor and gather a group of wizards to join me in Evermeet" and you quickly describe the scene and interaction, with the wizards eager to help the PC.

Because it is less than 12 hours since the PCs last took an extended rest, they cannot take an extended rest, even with the use of items or rituals.

ENDING THE ENCOUNTER

Once the PCs have used up their available time, they can either use the Mistress of the Night or Imaskari portal circle to travel to one of the four ritual locations. Proceed to Part Two.

TROUBLESHOOTING

The PCs may attempt to travel directly to one of the sites, without taking any time to prepare. It is reasonable to give them some benefits automatically, or have the Imaskari contact them to arrange sending assistance.

Alternatively, assume they are each Blessed by one of the gods they go to save and reduce the Hungering Dark track by one step because they go early. This route makes the last combat easier, but may stress their number of healing surges to the breaking point.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

There is no treasure in this encounter.

PART TWO: COUNTDOWN TO DESTRUCTION

The PCs now know the four ritual locations, as well as the hazards they face at those locations. The next four encounters may be played in any order, decided by the PCs.

During the next four encounters, the primary goal of each fight is for the PCs to stop Tsien's ritual. The PCs do this by taking back the power Tsien has stolen from the gods. Once they do so, they may defeat Tsien once and for all.

Tsien has temporarily created multiple avatars of herself so that she can perform all four parts of her ritual simultaneously. After the PCs defeat or bypass three of her avatars, they face the actual version of Tsien.

The PCs must choose one of the four locations as their first target. They may jump down from the *Mistress of the Night*, if they have it, or the Imaskari assist them in a ritual to portal to their chosen combat.

They may prepare for the first battle, using actions beforehand to enter stances, quaff elixirs, and so forth. Make clear to the PCs that sustained powers or those that last until the end of the encounter cease between encounters.

If any PCs took a scroll of protection in *EPIC4-2*, it should be used sometime in the next four encounters. It is most effective against Tsien's Avatars (see Player Handout 2).

SKILL CHALLENGE: LIBERATING DIVINITY

Refer to Player Handout 9 for handling this skill challenge. Please print multiple copies of Player Handout 9, one for each of your players.

Goal: Liberate the deific power Tsien has stolen.

Complexity: Special (total number of successes equal to 2 per PC, per encounter).

Primary Skills:

- Encounter 6 (Heart of Discord) - Auril: Athletics, Endurance, Intimidate, Nature.
- Encounter 7 (Heart of Doom) - Corellon: Acrobatics, Arcana, History, Nature.
- Encounter 8 (Heart of Treachery) - Lolth: Bluff, Dungeoneering, Stealth, Thievery.
- Encounter 9 (Heart of Lament) - Sehanine: Diplomacy, Heal, Insight, Stealth.

Secondary Skill: Religion.

Success: In the first three encounters, Tsien's avatar is instantly destroyed. The heart is also destroyed, its environmental effect ends, and Tsien Chiang loses the benefit associated with that heart in all encounters.

A portal forms in the heart's location. The PCs may enter the new portal and choose the next encounter.

Every time a heart is destroyed, every PC regains a healing surge. After the second and fourth hearts, every PC regains all encounter powers.

Once a portal is open, at the end of every round, a PC may spend a healing surge to portal automatically to the next encounter (even if unable to move, unconscious, or dead).

Story award EPIC25 tracks which gods PCs gained power from, so note if particular PCs did not gain any successes for a particular god.

If a PC ends his or her turn within 4 squares of the encounter's heart, they may make a skill check as a free action:

Base DC: 25

- +5 for every enemy within 4 squares*
- +10 for every success that PC has obtained in this encounter**

* Excluding Hungering Dark creatures (Appendix 4), or in Encounter 6 duplicates or other PCs.

** This penalty may be removed by using a *word of destruction* (below).

PCs can gain a number of bonuses to their own check, as listed on Player Handout 9. These bonuses can be determined in advance

- +5 if that PC has "A tome of arcane notes" (story award EPIC19 Encroaching Darkness).
- +5 if that PC is trained in Religion.
- +5 if that PC spent time studying the ritual in Encounter 5 or called on assistance.
- +10 if that PC has a particular boon or story award for the god of the encounter.

WORDS OF DESTRUCTION

After defeating Karadrach in *EPIC4-1*, the PCs learned special invocations specifically designed to counteract Tsien Chiang's defenses. Invoking a *word of destruction* takes a minor action and may only be used once per round. The PC may spend healing surges to invoke the word more powerfully. Refer to Player Handout 9.

The PC may choose one of the following benefits (plus an additional different benefit for each healing surge the PC expends):

- The PC removes his or her cumulative skill DC increase from skill challenge successes.
- Tsien loses the use of one of her hearts (chosen by the PC) until the start of the PC's next turn.

- The PC gains a +5 bonus to attack rolls against Tsien until the end of the PC's turn.
- At the end of the PC's current turn, the PC automatically saves against all effects that a save can end.

HUNGERING DARK

Refer to Appendix 4.

The following chart describes the progress of the Hungering Dark through Tsien's ritual. With each round that passes, the Hungering Dark reaches closer.

As the PCs pass through each portal, they can see massive tentacles of shadow reaching and swinging at them. Massive tentacles eventually reach up through the ground, connected back to the Hungering Dark. Finally the entire battle begins to fill with darkness.

Step	Effect
1	Shadows throughout the encounter ripple and shift. A low rumbling can be heard, as if a distant stomach is growling.
2+	At the start of each encounter, make a close attack with tendrils of shadow against all PCs: +32 vs. Reflex or Fortitude (whichever is higher); <i>Hit</i> : 20 damage and slowed until end of his or her next turn.
3+	At the start of each round, add (# of PCs - 2) hungering abomination minions within 4 squares of the Heart. These abominations act at the end of the round.
4+	At the start of each round, add a void tendril to the encounter in any unoccupied space more than 4 squares from the Heart. The void tendrils act at the end of the round.
5+	At the start of each round, place a 3 x 3 section of darkness in a space not occupied by enemies. That space is now filled with rippling darkness that blocks line of sight to enemies. Any enemy that enters or ends its turn in it takes 20 damage. This damage can only be taken once per turn.
6+	At the start of each round, all PCs lose a healing surge if they have any remaining. All PCs grant combat advantage
7+	Steps 3-6 are done twice each (2 tendrils, 2 surges, etc) until all four Hearts are defeated.

At the start of each encounter, proceed to the next step (step 2 at the start of the second encounter, for example) of the Hungering Dark track. Steps do not correspond to rounds.

Use all steps up to your current one. For example, step 4 spawns hungering abominations and a void tendril each round, and attacks all PCs at the start of the encounter.

In the first three encounters, increase step at the start of round 4 (in addition to when the PCs travel to the next encounter), and every 4 rounds thereafter.

In the fourth encounter, increase step at the start of round 3 and again at the start of round 5, unless the skill challenge has been completed.

When the skill challenge has been completed in all four locations, stop using all aspects of the Hungering Dark track (additional monsters, sections of darkness, combat advantage, failed death saves, etc).

All hungering abomination minions immediately die and all void tendrils are knocked prone and take damage equal to their bloodied value (92 hit points, 82 for a group of four PCs, 102 for a group of six PCs).

TSIEN CHIANG

The PCs fight only against Tsien's avatars in the first three fights. Damage done to one avatar does not affect any other avatar.

In the fourth fight, damage to Tsien is now real and she may be defeated.

Tsien Chiang is a master of arcane magic of all kinds, so uses a number of sorcerer, warlock, and wizard powers. Most of these powers, except her basic attack, may only be used once per round. Because she acts twice per round, and has action points, she must alternate the spells that she uses.

Mistress of Sorcery is one of Tsien's most effective methods for turning misses into hits or placing critical hits where they will be most effective. She is well aware of the PC's defenses due to prior research (*EPIC4-1*) and is willing to include an ally in her attacks so long as she also attacks at least two enemies.

DISCORPORATION

If the PCs did not gain the ability to prevent Tsien's discorporation from Sinmaker (Encounter 3C), she discorporates when reduced to 0 hit points.

Her avatars in the first three encounters disappear when reduced to 0 hit points. If the PC's have Sinmaker's poison, the avatars instead disappear when she has her bloodied value or fewer hit points remaining. Once the PCs do so, they automatically succeed on any checks for the skill challenge.

In the final encounter, Tsien may return at the start of her next turn - or at any later point as she chooses -

she returns to the combat with all harmful effects removed, her bloodied value in hit points, and an additional 2 action points.

HEARTS

Initially, Tsien receives the benefit of all four hearts, not just the one associated with the current encounter. As the PCs defeat each heart, Tsien permanently loses the use of that heart for all remaining encounters.

When the PCs destroy the final heart, a number of things occur:

Tsien screams in pain as the last of her stolen power is removed. A flash of blinding light burns away shadows in the area as her ritual is abruptly cut off. Tendrils of darkness flop to the ground, sheared off.

- PCs regain all expended encounter powers.
- Tsien's defenses shatter, reducing by 5.
- Tsien gains 2 action points.
- Cease all negative effects from the Hungering Dark (additional monsters, sections of darkness, combat advantage, failed death saves, etc.)
- All hungering abomination minions die.
- All void tendrils take their bloodied value in damage and are knocked prone.

RESTS

When the PCs travel through a portal, the PCs 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). The PCs may spend any number of healing surges to heal and remove all failed death saves.

They have extremely limited ability to take any actions while being instantly transported. It is not possible to do many things PCs often do before or after a short rest, such as using items like *battle standards of healing*, rituals like *comrade's succor*, or post-rest preparation like *cloak of courage*.

Items and actions which must be part of a short rest, such as using Sinmaker's *flask of sin* or recharging an artificer's *healing infusions* can be complex to handle in this situation. It is recommended that any elements that require a short rest to use such as those be able to be used during transition, but that the normal restriction on power usage (only regaining encounter powers after defeating every other heart) still apply.

DEAD PCs

It can be difficult to recover from deaths during the following encounters, as there is no extended period to raise a PC. If the PCs lack sufficient means, one or two deaths can rapidly lead to a TPK.

The gods can offer to raise a PC between encounters. Doing so has a serious cost at the end of the adventure. The PC must choose to lose one of the following permanent resources:

- Base gold is reduced to 125,000 gp (500,000 less).
- PC receives only one treasure bundle, instead of two.
- PC loses one of Corellon's boon of arcane m Might, Sehanine's mark of the dark moon, or Lolth's greater blessing (EPIC10).

If it proves necessary for a PC to resurrect multiple times in this manner, the PC must make a different choice each time.

ENDING THE ENCOUNTER

Proceed to the encounter that the PCs have chosen.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

None.

ENCOUNTER 6: HEART OF DISCORD

CREATURES

1 ice troll juggernaut (I)
2 bittercold apocalypse (B)
2 heralds of frozen death (H)
Tsien Chiang (I)

SCALING THE ENCOUNTER

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

Tsien and the Hungering Dark: The following adjustments do not apply to Tsien and the Hungering Dark.

Four PCs: Remove one bittercold apocalypse.

Six PCs: Add one herald of frozen death.

Make the following adjustments to the combat based on Appendix 2 and 3.

Faster: -40 hit points. Increase all of the ongoing 20 cold to ongoing 30 cold.

Easier: -2 to attack rolls. The troll only has 1 healing surge and all auras are size 1.

Harder: +5 initiative. Add a bittercold apocalypse at the start of round 2.

Glory: Scores critical hits on 18, 19, or 20 and critical hits deal an extra 20 damage. Increase all of the aura sizes to 4. The ice troll gains threatening reach and 200 hit points. Add a herald of frozen death at the start of round 2.

SETUP

The PCs arrive atop the Great Glacier to stop Tsien's ritual to channel the power of Auril into her Heart of Discord.

Gales of wind churn atop of the Great Glacier. Tsien Chiang stands in the eye of a swirling tornado of snow and hail, her skin a pale blue and her talons icicle-sharp. Behind her rises a block of ice, thrumming with power, with what appears to be a lightning bolt trapped inside. A glowing white gem pulses atop the block.

"You cannot withstand my magic! I will turn your frozen corpses into statues, ornaments, trophies, and decorations.

An ice-covered troll roars defiantly, and slams a massive maul into the ground. Flickering entities of pure cold howl in the storm's embrace.

If any PCs have story award CORE65 Aid of the Frost Titans (from CORE2-11), Thrym appears on a far ridge.

Thrym, Jarl of the Frost Titans, bellows. "This time, you die for good, witch!" A massive chunk of ice, whistling with the speed of its passage, smashes one of the living spells away from the heart.

A herald of frozen death takes 50 damage, is slid 3 squares away from the heart, and knocked prone. IThrym spends the rest of the fight keeping the storm in check and fighting other servants of Tsien's off the map.

The western 2x2 block of ice on the map encases a bolt of lightning, frozen in place. The heart lies within the block.

FEATURES OF THE AREA

Heart of Discord: At the start of each round, each PC must declare two other PCs as an enemy (one for a group of four PCs, three for a group of six PCs). In addition to hindering powers (such as heals, granted attacks, and enemies-only area attacks), PCs cannot move through the squares of other PCs that are currently enemies.

Auril's Influence: The area of Great Glacier is supernaturally cold, instantly freezing breath and blood. Any PC that ends his or her turn while bloodied takes 15 cold damage and is slowed until he or she is no longer bloodied.

PCs with story award CORE65 (Aid of the Frost Titans from CORE2-11) gain resist 10 cold and a +5 bonus to saving throws against ongoing cold during this encounter, as well as a +10 bonus to skill checks in the skill challenge.

Glacial Winds: Driving winds constantly beset the top of the glacier. All flight is treated as having an altitude limit 0, meaning that creatures are forced down to the ground at the end of their turns.

Glacial Stone: There are a few rough walls of ice and stone on the top of the glacier, represented by the black walls on the map. Climbing the 2 square (10 feet high) walls requires no check.

Blue Ice: PCs without icewalk must make a DC 29 Acrobatics check to run, charge, or safely walk or shift over more than one square of ice. Failure results in the PC falling prone at the end of the movement.

Prone PCs must make a DC 39 Acrobatics check to stand up on the blue ice.

SKILL CHALLENGE: AURIL'S POWER

Goal: Liberate Auril's power.

Complexity: Special (10 successes; 8 for 4 PCs, 12 for 6 PCs).

Primary Skills: Athletics, Endurance, Intimidate, Nature.

Secondary Skills: Religion.

Success: The PCs all regain a healing surge. The heart of discord environmental effect ends and Tsien Chiang loses the use of the heart of discord.

If this is the second or fourth encounter, the PCs regain all expended encounter powers.

If this is not the fourth encounter, her avatar disappears and the 2 x 2 block of ice becomes a portal to the next encounter.

If this is the fourth encounter, Tsien's defenses shatter and the ritual ends.

Refer to Part Two and Appendix 4.

TACTICS

Tsien uses her powers to slow or prone PCs, so they can't easily get within 4 squares of the heart. She'll use *blizzard* to slide enemies away, into her allies auras, and to group them together for her attacks.

The ice troll tries to keep everyone close, and relies on his regeneration and *bitter maul* to keep himself alive. The heralds bob and weave around the troll, trying to take advantage of its aura. The apocalypses try to keep ongoing damage on as many PCs as possible, trying to keep their auras on less-mobile targets.

ROLEPLAYING

Thrym joyfully aids the combat, bellowing encouragement, jokes, and insults. He has resented Tsien for many years, and is eager for vengeance.

The bittercold apocalypses and the heralds of frozen death howl or keen with the wind, but do not speak.

Auril largely ridicules Tsien and her servants, and comments on any failures of the PCs. She has the least score to settle in this fight, as Tsien served her well enough previously, but still prefers that the PCs win. If the PCs do anything truly impressive, she'll dryly congratulate them, and taunt their enemies for their impending doom.

HUNGERING DARK

Refer to Appendix 4.

IF THIS IS NOT THE FOURTH ENCOUNTER:

At the start of the encounter's 4th round (and every 4 rounds thereafter), advance the Hungering Dark track by one step (see Part Two). This may require adding additional creatures to the encounter.

At the end of the encounter (when the PCs proceed through the portal), advance the Hungering Dark track by one step.

IF THIS IS THE FOURTH ENCOUNTER:

At the start of the 3rd round, and again at the start of the 5th round, advance the Hungering Dark track by one step (see Part Two). This may require adding additional creatures to the encounter.

ENDING THE ENCOUNTER

When the PCs finish the skill challenge, they may either proceed through the portal to the next encounter, or trigger the finale with Tsien. Refer to Part Two.

Once a portal is open, at the end of every round, a PC may spend a healing surge to portal automatically to the next encounter (even if immobilized, unconscious, or even dead).

MILESTONE

This encounter counts toward a milestone.

TREASURE

The troll carries a +6 *bloody maul*.

ENCOUNTER 6: HEART OF DISCORD STATISTICS

1 Ice Troll Juggernaut (I)	Level 28 Soldier
Large natural humanoid	XP 13,000
HP 260; Bloodied 130	Initiative +24
AC 44, Fortitude 42, Reflex 40, Will 41	Perception +20
Speed 8 (ice walk)	
TRAITS	
O Emanating Cold • Aura 2	
Any enemy that starts its turn in the aura is marked and slowed until the start of its next turn.	
Troll Healing (healing)	
If the troll is reduced to 0 hit points or lower by damage that isn't acid or fire, it does not die. It instead remains at 1 hit point and falls unconscious until the start of its next turn.	
Regeneration (healing)	
The troll regains 40 hit points whenever it starts its turn and has at least 1 hit point. When it takes acid or fire damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
m Bloody Maul (cold, weapon) • At-Will	
Attack: Melee 2 (one creature); +33 vs. AC	
Hit: 3d8 + 22 damage (avg 36, crit 6d12 + 46), and the target takes ongoing 20 cold damage (save ends).	
TRIGGERED ACTIONS	
M Frenzied Strike • At-Will 1/turn	
Trigger: The troll's attack bloodies an enemy.	
Effect (Free Action): The troll makes a bloody maul attack.	
M Bitter Maul (healing, weapon) • Encounter	
Trigger: The troll is reduced to 0 or fewer hit points.	
Effect (Immediate Interrupt): The troll regains 65 hit points, then makes a bloody maul attack.	
Skills Athletics +29, Endurance +28	
Str 31 (+24)	Dex 26 (+22)
Con 28 (+23)	Int 10 (+14)
Wis 23 (+20)	Cha 15 (+16)
Alignment chaotic evil	
Languages Common, Giant	
Equipment scale armor, bloody maul	
Note: Updated and simplified. Extra power removed, level adjusted, regeneration increased to 30, and mark added to aura. Incorporated effects (bitter maul) based on the bloody maul of Kord.	
2 Bittercold Apocalypse (B)	Level 26 Artillery
Medium elemental animate (construct, cold)	XP 9,000
HP 188; Bloodied 94	Initiative +28
AC 40, Fortitude 38, Reflex 40, Will 37	Perception +20
Speed 6	
Resist 15 cold	
TRAITS	
O Bitter Cold • Aura 2	
Enemies within the aura do not benefit from cold resistance and cannot save against effects that include ongoing cold damage.	
STANDARD ACTIONS	
m Freezing Claw (cold) • At-Will	
Attack: Melee 2 (one creature); +31 vs. AC	
Hit: 3d8 + 16 (avg 30, crit 40) damage and ongoing 20 cold damage (save ends).	
r Frozen Bolt (cold) • At-Will	
Attack: Ranged 10 (one or two creatures); +31 vs. Reflex	
Hit: Ongoing 20 cold damage (save ends).	
C Bitter Cold (cold) • At-Will	
Effect: Each enemy within 10 squares taking ongoing cold damage immediately takes cold damage equal to its ongoing cold damage.	

A Sleet Storm (cold) • At-Will		
Attack: Area burst 2 within 10 (enemies in burst); +31 vs. Reflex		
Hit: 2d10 + 15 (avg 26, crit 35) cold damage and ongoing 20 cold damage (save ends).		
TRIGGERED ACTIONS		
Unfettered Apocalypse • Encounter		
Trigger: An enemy scores a critical hit against the bittercold apocalypse, or the apocalypse is first bloodied.		
Effect (No Action): The apocalypse creates a duplicate of itself, which appears in the nearest unoccupied square. The duplicate has the same hit points as the apocalypse, is considered to have expended the same powers as the apocalypse, and acts during the apocalypse's turn. Any effects on the apocalypse do not transfer to the duplicate.		
At the end of the apocalypse's next turn, the duplicate disappears.		
Str 23 (+19)	Dex 30 (+23)	Wis 24 (+20)
Con 26 (+21)	Int 13 (+14)	Cha 21 (+18)
Alignment unaligned		
Languages Primordial		
Note: Godslayer inferno, reflavored to cold. Basic attack has a damage roll.		

2 Herald of Frozen Death (H)		Level 27 Skirmisher
Medium natural animate (construct, cold)		XP 11,000
HP 244; Bloodied 122		Initiative +28
AC 41, Fortitude 38, Reflex 40, Will 38		Perception +19
Speed 8		
Resist 15 cold, 15 necrotic		
TRAITS		
O Frozen Death • Aura 2		
Enemies in the aura take a -10 penalty to death saves.		
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +32 vs. AC		
Hit: 3d10 + 19 (avg 36, crit 49) damage.		
C Cold Grasp of the Grave (cold, necrotic) • Recharge 5-6		
Effect: The herald makes the following attack twice, shifting up to half its speed between the attacks. The herald cannot target the same creature with both attacks.		
Attack: Close burst 1 (enemies in burst); +30 vs. Fortitude		
Hit: 4d10 + 16 (avg 38, crit 56) cold and necrotic damage, and ongoing 20 cold damage (save ends).		
MINOR ACTIONS		
Icy Slide • At-Will 1/round		
Effect: The herald slides 4 squares.		
TRIGGERED ACTIONS		
Unfettered Apocalypse • Encounter		
Trigger: An enemy scores a critical hit against the herald, or the herald is first bloodied.		
Effect (No Action): The herald creates a duplicate of itself, which appears in the nearest unoccupied square. The duplicate has the same hit points as the herald, is considered to have expended the same powers as the herald, and acts during the herald's turn. Any effects on the herald do not transfer to the duplicate. At the end of the herald's next turn, the duplicate disappears.		
Str 17 (+16)	Dex 30 (+23)	Wis 23 (+19)
Con 20 (+18)	Int 15 (+15)	Cha 14 (+15)
Alignment unaligned		
Language Primordial		
Note: Herald of Colorless Fire (MM3) reflavored to a cold death.		

Tsien Chiang (T)	Level 27 Solo Artillery
Medium immortal humanoid	XP 55,000
HP 1,032; Bloodied 516	Initiative +30 (see <i>deific power</i>)
AC 48, Fortitude 45, Reflex 48, Will 48; see <i>shattered defenses</i>	
Speed 6, teleport 6, fly 8	Perception +26
Saving Throws +5; Action Points 1	Truesight 1
TRAITS	
Deific Power	
Tsien Chiang acts on initiative count 45 and 35 and may take a minor, move, and standard action each turn. At the end of each turn, remove all harmful effects and conditions from Tsien Chiang.	
Mistress of Sorcery	
Tsien Chiang scores critical hits on an 18, 19, or 20. When she makes an attack that includes at least two enemies, she may swap attack rolls between two of the targets after rolling.	
STANDARD ACTIONS	
m/r Winter's Grip (cold) • At-Will	
Attack: Melee 1 or Ranged 20 (one creature); +32 vs. Fortitude	
Hit: 2d10 + 22 (avg 33, crit 6d10 + 42) cold damage.	
R Freezing Rays (cold) • At-Will 1/round	
Attack: Ranged 10 (one or two creatures); +32 vs. Reflex	
Hit: 2d10 + 22 (avg 33, crit 6d10 + 42) cold damage, and the target is slowed until the end of its next turn. If the target is already slowed, it takes 10 extra cold damage.	
R Plates of Ice (cold) • At-Will 1/round	
Attack: Ranged 10 (one creature); +32 vs. Fortitude	
Hit: 4d6 + 22 (avg 36, crit 6d10 + 46) cold damage, and the target is weakened until the end of its next turn. All enemies within 2 squares of the target take 20 cold damage.	
A Battering Storm (cold, thunder) • At-Will 1/round	
Attack: Area burst 2 within 20 (creatures in burst); +32 vs. Fortitude	
Hit: 3d8 + 22 (avg 36, crit 6d10 + 46) cold and thunder damage, and the target is knocked prone.	
A Blast of Cold (cold) • Encounter	
Attack: Close blast 6 (creatures in blast); +32 vs. Reflex	
Hit: 6d6 + 22 (avg 43, crit 6d10 + 58) cold damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
MINOR ACTIONS	
Quickened Spell • At-Will 1/round	
Effect: Tsien makes a <i>winter's grip</i> attack.	
C Blizzard (cold) • At-Will 1/round	
Effect: Close burst 10 (each enemy in burst); 15 cold damage and the target is slid up to 2 squares.	
TRIGGERED ACTIONS	
Disincorporate	
Trigger: Tsien Chiang is reduced to 0 hit points.	
Effect: Tsien disappears and reforms somewhere else. See Part Two.	
Shattered Defenses	
Trigger: All four hearts are defeated.	
Effect: Reduce Tsien's defenses by 5.	
Str 24 (+20)	Dex 26 (+21) Wis 26 (+21)
Con 26 (+21)	Int 31 (+23) Cha 29 (+22)
Alignment chaotic evil Languages All, telepathy 40	
Equipment boots of teleportation, +6 mantle of the seventh wind	
Note: Custom solo.	

Tsien Chiang may have access to some or all of the following effects from her hearts (see Part Two):

Heart of Lament (healing)
At the start of each of her turns, Tsien Chiang heals 100 hit points and gains 50 temporary hit points.
O Heart of Discord • Aura 20
When an enemy starts or ends its turn in the aura, it loses all temporary hit points and Tsien Chiang gains an equal number of temporary hit points. These temporary hit points stack with any she already possessed.
Heart of Treachery (charm)
Any enemy that attacks Tsien Chiang becomes dominated (save ends, with a -5 penalty) at the end of its turn before it makes saves.
Heart of Doom • At-Will
Trigger: An enemy damages Tsien Chiang
Effect (Free Action): The triggering enemy takes equal damage.

SCALING THE ENCOUNTER

Four PCs: Reduce Tsien's hit points by 200 and her damage rolls by 5. Remove her action point.

Six PCs: Increase Tsien's hit points by 200 and her damage rolls by 5. Give her an additional action point.

Faster: Remove *mistress of sorcery*. Tsien gains a +5 bonus to damage rolls.

Easier: -2 to attack rolls. Remove *quickened spell*.

Harder: +5 initiative.

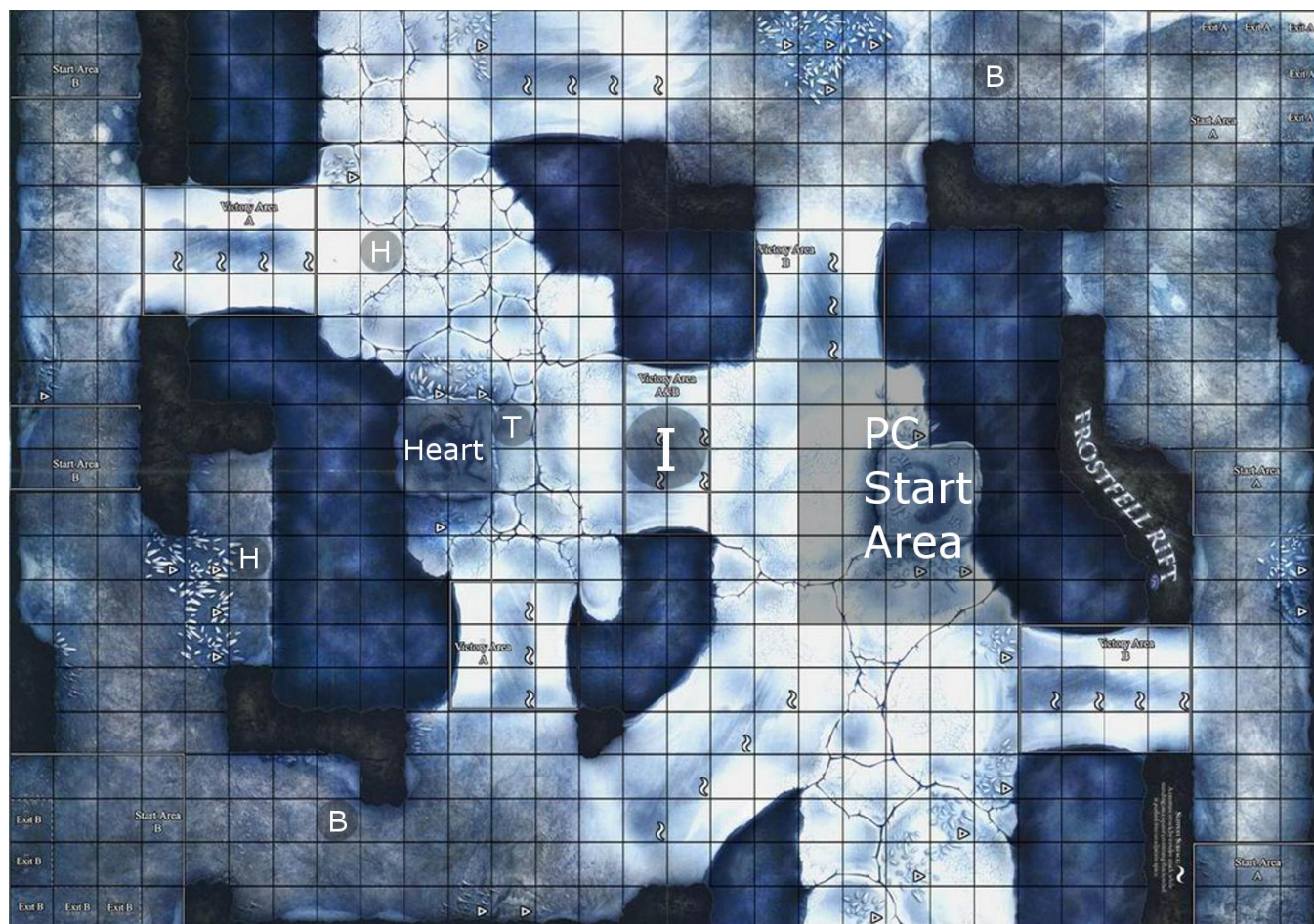
Glory: Tsien acts on Initiative 55, 45, and 35. She gains resist 30 all until her hearts are destroyed. When bloodied, Tsien removes all harmful effects and becomes immune to all damage until the end of her next turn.

ENCOUNTER 6: HEART OF DISCORD MAP

TILE SETS NEEDED

Fantastic Locations Frostfell Rift poster map.

I = Ice Troll Juggernaut; T = Tsien Chiang; B = Bittercold Apocalypse; H = Herald of Frozen Death



ENCOUNTER 7: HEART OF DOOM

CREATURES

1 fomorian witch (F)
2 cyclops feyblade (C)
2 ettin hunters (E)
Tsien Chiang (T)

SCALING THE ENCOUNTER

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

Tsien and the Hungering Dark: The following adjustments do not apply to Tsien and the Hungering Dark.

Four PCs: Remove one cyclops feyblade.

Six PCs: Add one cyclops feyblade.

Make the following adjustments to the combat based on Appendix 2 and 3.

Faster: -40 hp, +5 initiative for the fomorian witch and cyclops. Remove the witch's *malevolent glance*, but change *baleful eye* to attack all enemies within 10.

Easier: -2 to attack rolls. There is no penalty for failed saves against the witch's *baleful eye* and the cyclops' *wildstep* is a reaction, instead of an interrupt.

Harder: +5 initiative. At the start of round 2, add a cyclops feyblade.

Glory: Scores critical hits on 18, 19, or 20 and critical hits deal an extra 20 damage. At the start of round 2, add a fomorian witch. Only one witch may use *malevolent glance* at the end of an enemy's turn.

SETUP

The PCs arrive in the broken remains of an outdoor temple on the isle of Evermeet, to stop Tsien's ritual to channel the power of Corellon into her Heart of Doom.

Arcs of energy scatter and slash through the area. Plinths of stone engraved with prayers to Corellon rise up at the corners of a shrine. At the top of one, a gem pulses with power, then suddenly appears atop a different plinth.

Enemies teleport all around the shrine. A huge fomorian witch peers at you, while cyclops and ettins ready shimmering weapons.

Tsien is intent, writing glowing green runes in the air with a pair of daggers; one of force and one of lightning. "Abide, stay, wait, and hold but a moment and it will all be finished."

Corellon murmurs, "That would be an impressively poor plan."

If any of the PCs have EPIC01 Corellon's Eternal Gratitude (from EPIC3-1), Corellon sends assistance, which arrives at the end of the first round.

Around the ruin, elven casters and archers rush in, attacking. Tsien's forces seem surprised by the attack. Corellon says, "I doubt you need my aid, but know that Arvandor remembers its debts."

All non-minion enemies take 20 damage, and grant combat advantage until the end of the second round.

FEATURES OF THE AREA

Ceiling: This area is open to the sky, including the sections of ruins.

Illumination: The area is brightly lit.

Bloody Altar: Creatures standing in squares on and around the bloody altar may score critical hits on 18, 19, or 20.

Forest: Squares marked with a forest icon are difficult terrain.

Plinths: The plinths are 4 squares (20 feet) tall. The shattered plinth is 2 squares (10 feet) tall.

Ruins: Dark walls are 4 squares tall.

Arcs of Energy: Any creature that does not end its turn at least 3 squares away from where it started its turn takes 20 force damage.

Heart of Doom: Track the total damage the PC deals to each enemy other than Tsien over the course of the turn. At the end of the PC's turn, if the PC dealt more than 50 damage to a single enemy, the PC takes damage equal to the highest amount they dealt to that one enemy minus 50. (Make this effect obvious language)

Example: If a PC deals 63 damage each to 5 different enemies, that PC takes $(63 - 50 = 13)$ damage at the end of their 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 their turn.

Corellon's Influence: All of the monsters except Tsien in this encounter gained the ability to teleport and teleport on their melee basic attacks (already factored into their stat blocks).

PCs who have Corellon's boon gain a +10 bonus to checks in this skill challenge and Corellon's step (below).

MOVE ACTIONS

Corellon's Step • At-Will 1/round

Effect: You teleport 8 squares.

SKILL CHALLENGE: CORELLON'S POWER

Goal: Liberate Corellon's power from Tsien.

Complexity: Special (10 successes; 8 for 4 PCs, 12 for 6 PCs).

Primary Skills: Acrobatics, Arcana, History, Nature.

Secondary Skills: Religion.

Success: The PCs all regain a healing surge. The heart of doom environmental effect ends and Tsien Chiang loses the use of the heart of doom.

If this is the second or fourth encounter, the PCs regain all expended encounter powers.

If this is not the fourth encounter, her avatar disappears and a 2 x 2 portal opens in the heart's current location, atop the plinth.

If this is the fourth encounter, Tsien's defenses shatter and the ritual ends.

Refer to Part Two and Appendix 4.

The Heart of Doom hovers over a column of worked stone. A PC may make a skill check within 4 squares of the heart. Whenever a successful check is made against the heart, it teleports itself to one of the other columns. Roll 1d4 and move it clockwise away that many columns (each of the 3 broken pieces counts as 1 step).

TACTICS

The witch attempts to keep as many PCs as possible transformed, using *evil eye* on high Fort and low Will targets.

The cyclops use *evil eye* on an enemy far away, splitting up and teleporting PCs away from the heart.

The ettins focus on any target that Tsien has hit with *strands of fate*, using *pinion* on PCs that do not have obvious means of teleportation.

Tsien keeps the PCs working hard to get to the heart. This likely requires her to switch targets frequently, to PCs who are going next in initiative order. She'll use *force missile* and *thunder summons* to teleport PCs next to her allies or herself, so they need to provoke opportunity attacks to get to the heart. She'll use *otherwind stride* early on to immobilize multiple PCs.

ROLEPLAYING

The fomorian witch claps and asks PCs what animal they would like to change into, then tries to accommodate pleasing requests and choose embarrassing options for those who don't work with her.

Corellon analyzes the situation and attempts to provide a logical course of action, if the PCs are having any difficulty. If they are not, he congratulates their

success and tells them how well Arvandor is doing since they saved it.

HUNGERING DARK

Refer to Appendix 4.

IF THIS IS NOT THE FOURTH ENCOUNTER:

At the start of the encounter's 4th round (and every 4 rounds thereafter), advance the Hungering Dark track by one step (see Part Two). This may require adding additional creatures to the encounter.

At the end of the encounter (when the PCs proceed through the portal), advance the Hungering Dark track by one step.

IF THIS IS THE FOURTH ENCOUNTER:

At the start of the 3rd round, and again at the start of the 5th round, advance the Hungering Dark track by one step (see Part Two). This may require adding additional creatures to the encounter.

ENDING THE ENCOUNTER

When the PCs finish the skill challenge, they may either proceed through the portal to the next encounter, or trigger the finale with Tsien. Refer to Part Two.

Once a portal is open, at the end of every round, a PC may spend a healing surge to portal automatically to the next encounter (even if immobilized, unconscious, or even dead).

MILESTONE

This encounter counts toward a milestone.

TREASURE

The cyclops have +6 *trespasser bane* weapons.

ENCOUNTER 7: HEART OF DOOM STATISTICS

1 Fomorian Witch (D)	Level 27 Elite Controller
Huge fey humanoid (giant)	XP 22,000
HP 484; Bloodied 242	Initiative +27
AC 41, Fortitude 37, Reflex 41, Will 39	Perception +21
Speed 8, teleport 4	Truesight 10
Immune blinded, flanked	
Saving Throws +2; Action Points 1	

STANDARD ACTIONS

m Hurling Smash (force, teleportation) • At-Will

Attack: Melee 3 (one creature); +30 vs. Reflex

Hit: 4d8 + 18 (avg 36, crit 50) force damage and the target is teleported up to 4 squares, pushed up to 3 squares, and knocked prone.

R Baleful Eye (polymorph, psychic) • At-Will

Special: This attack does not provoke opportunity attacks.

Attack: Ranged 10 (one creature); +30 vs. Fortitude

Hit: 3d8 + 15 (avg 28, crit 39) psychic damage, and the target is partially transformed into a harmless animal (save ends). A partially transformed target takes a -2 penalty to attack rolls and defenses, is slowed, and cannot shift.

First Failed Save: The target is now fully transformed into a harmless animal. A fully transformed target also cannot make any attacks or use any items. A successful save still removes the entire effect.

MINOR ACTIONS

R Evil Eye (poison) • At-Will

Special: This attack does not provoke opportunity attacks.

Attack: Ranged 10 (one creature); +30 vs. Will.

Hit: The target takes a -5 penalty to Fortitude and ongoing 30 poison damage (save ends both).

TRIGGERED ACTIONS

Malevolent Glance • At-Will

Trigger: An enemy ends its turn within 10 squares.

Effect (Free Action): The fomorian witch uses *baleful eye* on the triggering enemy.

Str 23 (+19) Dex 25 (+20) Wis 17 (+16)

Con 23 (+19) Int 33 (+24) Cha 29 (+22)

Alignment evil Languages Elven

Equipment +6 greater armor of eyes

Note: Simplified fomorian witch (*Dungeon* 176). Upgraded for both jump to epic tier, action economy, and upgraded ability scores.

2 Cyclops Feyblade (C)	Level 26 Soldier
Large fey humanoid (giant)	XP 9,000
HP 240; Bloodied 120	Initiative +26
AC 42, Fortitude 39, Reflex 37, Will 37	Perception +24
Speed 8, teleport 4	Truesight 10

STANDARD ACTIONS

m Feyblade (weapon) • At-Will

Attack: Melee 2 (one creature); +31 vs. AC

Hit: 6d6 + 13 (avg 34, crit 12d6 + 49) damage and the target is teleported up to 4 squares.

MINOR ACTIONS

Evil Eye • At-Will 1/round

Effect: One enemy within 20 squares is marked until the end of the encounter, or until the cyclops uses evil eye against a different target.

TRIGGERED ACTIONS

Trespasser's Bane • Encounter

Trigger: An enemy moves out of a square within the cyclops' reach.

Effect (Immediate Interrupt): The cyclops makes a *feyblade* attack

against the triggering enemy. If the attack hits, the target is slowed until the end of its next turn.

Wildstep • At-Will

Trigger: A creature marked by the cyclops makes an attack that does not include the cyclops.

Effect (Immediate Interrupt): The cyclops teleports up to 10 squares to a space adjacent to the triggering creature and makes a *feyblade* attack against the creature.

Str 27 (+21) Dex 23 (+19) Wis 23 (+19)

Con 24 (+20) Int 12 (+14) Cha 13 (+14)

Alignment evil Languages Elven

Equipment +6 trespasser's bane weapon

Note: Upgraded for level change: Added teleport to *feyblade*, increased truesight range to match *wildstep* teleport range.

2 Ettin Hunters (E)	Level 25 Artillery
Large natural humanoid (giant)	XP 7,000
HP 183; Bloodied 91	Initiative +18
AC 38, Fortitude 38, Reflex 36, Will 36	Perception +14
Speed 6, teleport 4	

TRAITS

Double Actions

The ettin acts on initiative count 38 and 28 and may take a minor, move, and standard action each turn.

STANDARD ACTIONS

m Javelin (weapon) • At-Will

Attack: Melee 2 (one creature); +30 vs. AC

Hit: 3d6 + 15 (avg 26, crit 33) damage, and the target is teleported up to 4 squares.

r Javelin (weapon) • At-Will

Attack: Ranged 20 (one creature); +32 vs. AC

Hit: 3d6 + 15 (avg 26, crit 33) damage.

R Pinion (weapon) • Recharge 5-6

Attack: Ranged 20 (one creature); +32 vs. AC

Hit: 5d6 + 20 (avg 38, crit 50) damage, and the target is restrained (teleport or escape DC 29 ends).

Str 27 (+20) Dex 19 (+16) Wis 15 (+14)

Con 27 (+20) Int 8 (+11) Cha 9 (+11)

Alignment Unaligned Languages Common, Draconic, Elven

Note: Physical statistics upgraded by half levels increased. Defenses adjusted.

Tsien Chiang (T)		Level 27 Solo Artillery
Medium immortal humanoid		XP 55,000
HP 1,032; Bloodied 516		Initiative +30 (see <i>deific power</i>)
AC 48, Fortitude 45, Reflex 48, Will 48; see <i>shattered defenses</i>		
Speed 6, teleport 6, fly 8		Perception +26
Saving Throws +5; Action Points 1		Truesight 1
TRAITS		
Deific Power		
Tsien Chiang acts on initiative count 45 and 35 and may take a minor, move, and standard action each turn. At the end of each turn, remove all harmful effects and conditions from Tsien Chiang.		
Mistress of Sorcery		
Tsien Chiang scores critical hits on an 18, 19, or 20. When she makes an attack that includes at least two enemies, she may swap attack rolls between two of the targets after rolling.		
STANDARD ACTIONS		
m/r Force Missile (force) • At-Will		
Attack: Melee 1 or Ranged 20 (one creature); +32 vs. Will		
Hit: 2d10 + 22 (avg 33, crit 6d10 + 42) force damage and the target teleports 4 squares.		
R Thunder Summons (thunder) • At-Will 1/round		
Attack: Ranged 10 (one, two, or three creatures); +32 vs. Will		
Hit: 3d8 + 22 (avg 36, crit 6d10 + 46) thunder damage, and the target is teleported to a space adjacent to its nearest ally.		
R Strands of Fate • At-Will 1/round		
Attack: Ranged 10 (one creature); +32 vs. Reflex		
Hit: 1d8 + 22 (avg 26, crit 6d10 + 30) damage and the target gains vulnerable 20 to the attacks of creatures other than Tsien until the end of its next turn.		
A Cyclone Pull • At-Will 1/round		
Attack: Area burst 3 in 10 (one, two, or three creatures in burst); +32 vs. Fortitude		
Hit: 3d6 + 22 (avg 32, crit 6d10 + 40) damage and the target is slid 2 squares closer to the origin square of the burst.		
C Otherwind Stride (teleportation) • Encounter		
Attack: Close burst 2 (creatures in burst); +32 vs. Fortitude		
Hit: 2d8 + 22 (avg 31, crit 6d10 + 38) damage and the target is immobilized (save ends, at a -5 penalty).		
Effect: Tsien teleports 15 squares.		
MINOR ACTIONS		
Quickened Spell • At-Will 1/round		
Effect: Tsien makes a force missile attack.		
FREE ACTIONS		
R Lightning Daggers (lightning) • At-Will 1/round		
Attack: Ranged 10 (one creature); +32 vs. Reflex		
Hit: 2d4 + 22 (avg 27, crit 6d10 + 30) lightning damage.		
Special: This power can only be used during Tsien's turn.		
TRIGGERED ACTIONS		
Discorporate		
Trigger: Tsien Chiang is reduced to 0 hp		
Effect: Tsien disappears and reforms somewhere else. See Part Two.		
Shattered Defenses		
Trigger: All four hearts are defeated.		
Effect: Reduce Tsien's defenses by 5.		
Str 24 (+20)	Dex 26 (+21)	Wis 26 (+21)
Con 26 (+21)	Int 31 (+23)	Cha 29 (+22)
Alignment chaotic evil Languages All, telepathy 40		
Equipment boots of teleportation, +6 mantle of the seventh wind		
Note: Custom solo.		

Tsien Chiang may have access to some or all of the following effects from her hearts (see Part Two):

Heart of Lament (healing)
At the start of each of her turns, Tsien Chiang heals 100 hit points and gains 50 temporary hit points.
O Heart of Discord • Aura 20
When an enemy starts or ends its turn in the aura, it loses all temporary hit points and Tsien Chiang gains an equal number of temporary hit points. These temporary hit points stack with any she already possessed.
Heart of Treachery (charm)
Any enemy that attacks Tsien Chiang becomes dominated (save ends, with a -5 penalty) at the end of its turn before it makes saves.
Heart of Doom • At-Will
Trigger: An enemy damages Tsien Chiang
Effect (Free Action): The triggering enemy takes equal damage.

SCALING THE ENCOUNTER

Four PCs: Reduce Tsien's hit points by 200 and her damage rolls by 5. Remove her action point.

Six PCs: Increase Tsien's hit points by 200 and her damage rolls by 5. Give her an additional action point.

Faster: Remove *mistress of sorcery*. Tsien gains a +5 bonus to damage rolls.

Easier: -2 to attack rolls. Remove *quickened spell*.

Harder: +5 initiative.

Glory: Tsien acts on Initiative 55, 45, and 35. She gains resist 30 all until her hearts are destroyed. When bloodied, Tsien removes all harmful effects and becomes immune to all damage until the end of her next turn.

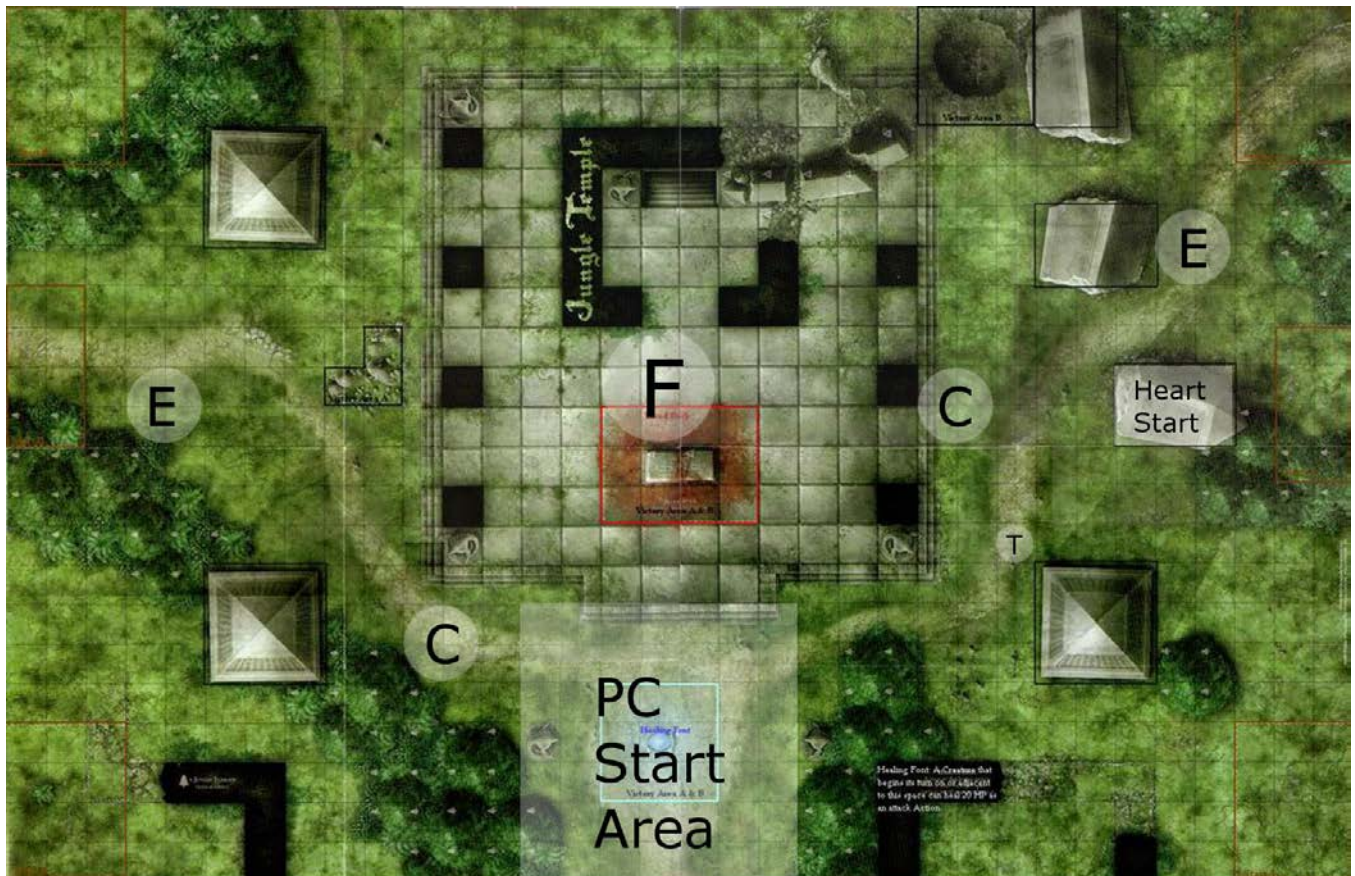
ENCOUNTER 7: HEART OF DOOM MAP

TILE SETS NEEDED

Jungle Temple / Dungeon of Dread poster map.

T = Tsien Chiang; F = fomorian witch; C = Cyclops feyblade; E = ettin hunter

Portal is 3x3 on the glowing blue square. Fomorian witch stands by the blood altar. The cyclops and ettins are spread out so one is by each pillar, with Tsien near to the current location of the heart.



ENCOUNTER 8: HEART OF TREACHERY

CREATURES

Brennus Tanthul, Shade Prince (B)

2 tentacle horrors (H)

2 mind flayer corrupters (M)

Tsien Chiang (I)

SCALING THE ENCOUNTER

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

Tsien and the Hungering Dark: The following adjustments do not apply to Tsien and the Hungering Dark.

Four PCs: Remove one mind flayer corrupter.

Six PCs: Add one tentacle horror.

Make the following adjustments to the combat based on Appendix 2 and 3.

Faster: -50 hit points and +2 to attack rolls.

Easier: -2 to attack rolls. The mind flayer corrupter's *sway the corrupt* is a standard action and Brennus' *heart strike* cannot triple attack one target.

Harder: +5 initiative. At the start of round 2, add a mind flayer corrupter.

Glory: Scores critical hits on 18, 19, or 20 and critical hits deal an extra 20 damage. At the start of round 2, add a tentacle horror. Brennus gains 200 hit points and acts twice each round on initiatives 50 and 40. He gets a full turn's worth of actions (standard, move, and minor) each turn.

SETUP

The PCs arrive in a shrine to Lolth. They are here to stop Tsien's ritual to channel the power of Lolth into her Heart of Treachery.

The sorceress Tsien Chiang floats amid swirls of light and darkness. Tiny spiders scurry underneath her darkening skin. She focuses glowing purple eyes on you.

"You will not be allowed to interfere with my plans again. Surrender, or the last thing you experience will be the disloyalty, betrayal, backstabbing, and treachery of your allies."

A horrible slithering sucking noise sounds from some invisible horror nearby.

Lolth adds, "Rip out the slimy witch's heart and bring it to me."

The PCs can likely only see Tsien Chiang initially, though they can at least hear the tentacle horrors and mind flayers, so know their squares. See Lolth's Influence.

As long as at least one PC has story award EPIC10 Bargain with the Queen of Spiders (from EPIC3-3):

Lolth's image appears briefly behind Tsien Chiang. Tsien screams as the spiders beneath her skin all burst outward at Lolth's command.

Tsien Chiang's attacks deal half damage in the first round and she takes 100 damage.

FEATURES OF THE AREA

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

Lolth's Influence: All of the monsters except Tsien start this encounter invisible until the end of their first turn. Brennus is hidden (passive DC 42 Perception to notice), but the other monsters are not hidden.

PCs with the Lesser or Greater Blessing of Lolth (story award EPIC10) do not provoke opportunity attacks in the encounter and gain a +10 bonus to checks in the skill challenge.

PCs with the Greater Blessing of Lolth increase their tremorsense to 5.

INVISIBILITY AND STEALTH

Visibility is a serious concern for many PCs in this encounter. At your option (to speed up and simplify play), you may take "take 10" for monster Stealth checks instead of rolling individually every time each moves.

Invisible creatures have total concealment: they are not automatically hidden. Creatures only go hidden as part of movement, so once a monster attacks it is no longer hidden, unless it then takes an action to move.

Creatures (including the PCs) cannot have combat advantage against a creature they cannot see.

PCs may have the ability to overcome invisibility. Those who do not will have a tougher time with this encounter, but likely only need to weather it for a couple of rounds. For the sake of fun, you are encouraged to keep the monsters on the offensive, even if doing so means they cannot easily stay hidden.

As a note, the *ring of khirad* from EPIC4-2 removes invisibility, but it does not prevent reacquiring invisibility.

SKILL CHALLENGE: LOLTH'S POWER

Goal: Steal back Lolth's power.

Complexity: Special (10 successes; 8 for 4 PCs, 12 for 6 PCs).

Primary Skills: Bluff, Dungeoneering, Stealth, Thievery.

Secondary Skill: Religion.

Success: The PCs all regain a healing surge. The heart of treachery environmental effect ends and Tsien Chiang loses the use of the heart of treachery.

If this is the second or fourth encounter, the PCs regain all expended encounter powers.

If this is not the fourth encounter, her avatar disappears and a 2 x 2 portal opens in the heart's current location, atop the altar.

If this is the fourth encounter, Tsien's defenses shatter and the ritual ends.

Refer to Part Two and Appendix 4.

TACTICS

The monsters focus on using PC strikers against the party and themselves, to get the best benefit from the Heart of Treachery.

Tentacle horrors maintain invisibility on Brennus and the mind flayers. They prefer to use *commanding tentacle* to force PCs to attack their allies, but can use it to provoke opportunity attacks if Brennus needs to maintain invisibility or the mind flayer's need a target taking ongoing psychic to dominate.

Mind flayers generally focus on their minor action attacks first, only using a standard action if their minor actions are unavailable, no creatures are taking ongoing psychic, or there is a perfect opportunity for mind blast. *Doom the corrupt* is best used to immobilize a creature away from the heart, using Brennus or a dominated PC striker. If the mind flayers get a turn while bloodied, using *desperate measures* with any allies they can get in range is top priority.

Brennus uses *heart strike* to help his mind flayer allies dominate. He otherwise attempts to stay within 5 squares of PCs, especially any working on the skill challenge. Brennus would prefer to save *dispersion* for when it prevents a lot of damage and/or conditions, so initially saves it unless the PCs immediately try to prevent his ability to use immediate actions or do massive damage to him. Once he is below 100 hit points or the PCs complete the skill challenge, he attempts to withdraw from the combat with a telepathic farewell. If he cannot do so, he asks for terms of surrender, but continues fighting if the PCs do not stop, as he knows that heroes are murderous towards shades.

The PCs strengths and weaknesses are well known to these combatants, so target PC defenses appropriately and choose effectively which PCs are used to attack their teammates or themselves.

ROLEPLAYING

Prince Brennus Tanthul is a shade prince of Netheril who has allied with Tsien. He uses his telepathy to converse with the PCs even as he stealths about. He is gentlemanly and formal, preferring to speak with PCs of rank and station, or learning. He is a scholar and a historian, as well as a master of dark magic, and does not wish his enemies to think him a common thug. He acknowledges the power of the PCs, especially if any of them have story award NETH09 (from NETH3-3), and have slain his brother Yder. Note he does not hold this action against them, and might even congratulate them on a deed well done. He'll mention to the PCs that if they can get through this present predicament without killing each other, he believes they have some mutual enemies, and he'd rather be their benefactor than their enemy. He'd certainly prefer to leave this combat alive, if they can prove themselves stronger than Tsien.

Lolth may speak with the PCs throughout the encounter. She primarily does so by suggesting ways to more effectively murder their enemies.

HUNGERING DARK

Refer to Appendix 4.

IF THIS IS NOT THE FOURTH ENCOUNTER:

At the start of the encounter's 4th round (and every 4 rounds thereafter), advance the Hungering Dark track by one step (see Part Two). This may require adding additional creatures to the encounter.

At the end of the encounter (when the PCs proceed through the portal), advance the Hungering Dark track by one step.

IF THIS IS THE FOURTH ENCOUNTER:

At the start of the 3rd round, and again at the start of the 5th round, advance the Hungering Dark track by one step (see Part Two). This may require adding additional creatures to the encounter.

ENDING THE ENCOUNTER

When the PCs finish the skill challenge, they may either proceed through the portal to the next encounter, or trigger the finale with Tsien. Refer to Part Two.

Once a portal is open, at the end of every round, a PC may spend a healing surge to portal automatically to

the next encounter (even if immobilized, unconscious, or even dead).

MILESTONE

This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 8: HEART OF TREACHERY STATISTICS

Brennus Tanthul (B)	Level 27 Elite Lurker
Medium shadow humanoid (shade)	XP 22,000
HP 400; Bloodied 200	Initiative +26
AC 41, Fortitude 38, Reflex 39, Will 40	Perception +18
Speed 8	Blindsight 30
Immune fear, gaze	
Saving Throws +2; Action Points 1	
TRAITS	
O Corruptive Presence • Aura 5	
Enemies take a -2 penalty to saving throws while in the aura.	
Death's Cycle	
If Brennus scores a critical hit, he may make a melee basic attack against a different target as a free action.	
STANDARD ACTIONS	
m Vanishing Strike (weapon) • At-Will	
Attack: Melee 5 (one creature); +32 vs. AC	
Hit: 2d12 + 22 (avg 35, crit 6d10 + 46) damage.	
Effect: Brennus becomes invisible until the end of his next turn.	
M Heart Strike (psychic, weapon) • At-Will	
Requirement: Brennus must be invisible.	
Attack: Melee 5 (one, two, or three creatures); +30 vs. Fortitude. If Brennus targets only one creature, he can make this attack three times against that creature.	
Hit: 2d12 + 14 (avg 27, crit 6d10 + 38) damage, and ongoing 20 psychic damage (save ends).	
R Slayer in the Dark (fear, psychic) • At-Will	
Attack: Ranged 5 (one creature); +30 vs. Will.	
Hit: 2d10 + 22 (avg 33, crit 6d10 + 42) psychic damage, and the target is blinded until the end of Brennus' next turn. Until this blindness ends, Brennus may use an opportunity action to compel the target to make a melee basic attack against any creature that enters a square adjacent to the target. The target makes the attack without attack penalties from being blinded.	
MINOR ACTIONS	
R Umbral Radiance (necrotic, radiant) • At-Will 1/round	
Attack: Ranged 10 (one creature); +30 vs. Will.	
Hit: 2d12 + 22 (avg 35, crit 6d10 + 46) necrotic and radiant damage, and the target is blinded until the end of Brennus' next turn.	
TRIGGERED ACTIONS	
Dispersion (teleportation) • Encounter	
Trigger: Brennus is hit by an enemy.	
Effect (Immediate Interrupt): Brennus becomes insubstantial and invisible until the end of the triggering enemy's next turn, then teleports up to 10 squares	
Skills Arcana +28, History +28, Religion +28, Stealth +27	
Str 20 (+18)	Dex 28 (+22)
Con 30 (+23)	Int 30 (+23)
	Cha 32 (+24)
Alignment evil	Languages All, telepathy 30

Note: Vorkhesis, Master of Fate reflavored to shade prince. Melee/Ranged powers turned into melee reach. Critical hit effect moved to death's cycle in place of its normal effect, which is not worth tracking. Aura size increased to match reach. Implement attacks added to give him caster like options, swapping out cunning reversal and merging vanishing strike into basic.

2 Tentacle Horror (H)	Level 26 Controller
Large aberrant magical beast	XP 9,000
HP 238; Bloodied 119	Initiative +26
AC 40, Fortitude 37, Reflex 38, Will 39	Perception +18
Speed 8, teleport 4	Darkvision
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 4 (one creature); +31 vs. AC	
Hit: 3d10 + 18 (avg 34, crit 48) damage.	
MINOR ACTIONS	
Invisibility • Recharge when bloodied	
Effect: The tentacle horror and up to two allies within 20 squares become invisible until the end of the tentacle horror's next turn.	
TRIGGERED ACTIONS	
Commanding Tentacle (charm, psychic) • At-Will	
Trigger: The tentacle horror hits an enemy with an attack on the tentacle horror's turn.	
Attack (Free Action): Melee 4 (the triggering enemy); +29 vs. Will	
Hit: 2d10 + 6 (avg 17, crit 26) psychic damage and the tentacle horror chooses for the target to, as a free action, either move its speed away from the tentacle horror, or make a melee basic attack against a creature of the tentacle horror's choice.	
Str 18 (+17)	Dex 27 (+21)
Con 22 (+19)	Int 18 (+17)
	Wis 21 (+18)
	Cha 32 (+24)
Alignment evil	Languages Primordial; telepathy 20

Note: Commanding tentacle changed into a trigger instead of a series of secondary attacks. Healing tentacle removed in trade for a recharge on invisibility. Movement modes altered to avoid flight.

2 Mind Flayer Corrupters (M)	Level 25 Controller (Leader)
Medium aberrant humanoid	XP 7,000
HP 232; Bloodied 116	Initiative +19
AC 39, Fortitude 37, Reflex 37, Will 38	Perception +19
Speed 6	Darkvision
Saving Throws +5 against fear or charm effects	
TRAITS	
O Corruptive Presence • Aura 5	
Enemies take a -2 penalty to saving throws while in the aura.	
STANDARD ACTIONS	
m / r Corrupting Influence (psychic) • At-Will	
Attack: Melee 2 or Ranged 10 (one creature); +28 vs. Will	
Hit: Ongoing 20 psychic damage (save ends). If the creature is already taking ongoing psychic, it instead takes 20 psychic damage.	
C Mind Blast (psychic) • Encounter	
Attack: Close blast 5 (enemies only); +28 vs. Will	
Hit: 4d8 + 15 (avg 33, crit 47) psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
MINOR ACTIONS	
Sway the Corrupt (charm) • At-Will 1/round	
Effect: One enemy within 10 squares of the mind flayer that is taking ongoing psychic damage slides up to 5 squares and makes an at-will attack.	
Doom the Corrupt (psychic) • Recharge 5-6	
Effect: One ally or dominated creature within 10 squares of the mind flayer makes a melee basic attack against a creature of the mind flayer's choice. If that attack hits, the target of the attack is also immobilized (save ends).	
Desperate Measures • Recharge when first bloodied	
Effect: One of the mind flayer's allies within 5 squares of it can make a basic attack as a free action and can score a critical hit on a roll of 18-20 with this attack. While the mind flayer is bloodied, this power affects each of the mind flayer's allies within 5 squares.	
Skills Bluff +24, Diplomacy +24, Insight +25	
Str 22 (+18)	Dex 15 (+14) Wis 27 (+20)
Con 24 (+19)	Int 25 (+19) Cha 24 (+19)
Alignment evil	Languages Deep Speech'
Note: Corruption devil (MM3) with minor improvements for level increase and ongoing damage standardized for simplicity and increased because 10 is too low. Modifications made to give it more effective standards if creatures are already taking ongoing psychic.	

Tsien Chiang (T)		Level 27 Solo Artillery
Medium immortal humanoid		XP 55,000
HP 1,032; Bloodied 516		Initiative +30 (see <i>deific power</i>)
AC 48, Fortitude 45, Reflex 48, Will 48 ; see <i>shattered defenses</i>		
Speed 6, teleport 6, fly 8		Perception +26
Saving Throws +5; Action Points 1		Truesight 1
TRAITS		
Deific Power		
Tsien Chiang acts on initiative count 45 and 35 and may take a minor, move, and standard action each turn. At the end of each turn, remove all harmful effects and conditions from Tsien Chiang.		
Mistress of Sorcery		
Tsien Chiang scores critical hits on an 18, 19, or 20. When she makes an attack that includes at least two enemies, she may swap attack rolls between two of the targets after rolling.		
STANDARD ACTIONS		
m/r Poison Bolt (poison) • At-Will		
Attack: Melee 1 or Ranged 20 (one creature); +32 vs. Reflex		
Hit: 2d10 + 22 (avg 33, crit 6d10 + 42) poison damage.		
R Poison Ward (poison) • At-Will 1/round		
Attack: Ranged 10 (one creature); +32 vs. Fortitude		
Hit: 4d10 + 22 (avg 44, crit 6d10 + 62) poison damage. If the target moves closer to Tsien or hits or misses her during its next turn, the target takes 2d10 + 11 (avg 22, crit 31) poison damage.		
A Deceptive Shadows (psychic) • At-Will 1/round		
Attack: Area burst 2 in 20 (creatures in burst); +32 vs. Will		
Hit: 3d8 + 22 (avg 36, crit 6d10 + 46) psychic damage.		
Effect: Each target cannot see any creatures that are not adjacent to it (save ends, with a -5 penalty).		
A Mass Charm (charm) • At-Will 1/round		
Effect: Area burst 1 in 10 (enemies in burst); Each target slides 5 squares, then makes a melee basic attack against a creature of Tsien's choice as a free action.		
A Impenetrable Gloom (psychic) • Encounter		
Attack: Area burst 2 in 10 (enemies in burst); +32 vs. Will		
Hit: 4d6 + 22 (avg 36, crit 6d10 + 46) psychic and the target is dazed and blinded (save ends, with a -5 penalty).		
MINOR ACTIONS		
Quickened Spell • At-Will 1/round		
Effect: Tsien makes a <i>poison bolt</i> attack.		
R Madness (charm) • At-Will 1/round		
Attack: Ranged 10 (one enemy); +32 vs. Will		
Hit: The target must make a melee basic attack against one of its allies adjacent to it.		
TRIGGERED ACTIONS		
Disincorporate		
Trigger: Tsien Chiang is reduced to 0 hp		
Effect: Tsien disappears and reforms somewhere else. See Part Two.		
Shattered Defenses		
Trigger: All four hearts are defeated.		
Effect: Reduce Tsien's defenses by 5.		
Str 24 (+20)	Dex 26 (+21)	Wis 26 (+21)
Con 26 (+21)	Int 31 (+23)	Cha 29 (+22)
Alignment chaotic evil Languages All, telepathy 40		
Equipment boots of teleportation, +6 mantle of the seventh wind		
Note: Custom solo.		

Tsien Chiang may have access to some or all of the following effects from her hearts (see Part Two):

Heart of Lament (healing)
At the start of each of her turns, Tsien Chiang heals 100 hit points and gains 50 temporary hit points.
O Heart of Discord • Aura 20
When an enemy starts or ends its turn in the aura, it loses all temporary hit points and Tsien Chiang gains an equal number of temporary hit points. These temporary hit points stack with any she already possessed.
Heart of Treachery (charm)
Any enemy that attacks Tsien Chiang becomes dominated (save ends, with a -5 penalty) at the end of its turn before it makes saves.
Heart of Doom • At-Will
Trigger: An enemy damages Tsien Chiang
Effect (Free Action): The triggering enemy takes equal damage.

SCALING THE ENCOUNTER

Four PCs: Reduce Tsien's hit points by 200 and her damage rolls by 5. Remove her action point.

Six PCs: Increase Tsien's hit points by 200 and her damage rolls by 5. Give her an additional action point.

Faster: Remove *mistress of sorcery*. Tsien gains a +5 bonus to damage rolls.

Easier: -2 to attack rolls. Remove *quickened spell*.

Harder: +5 initiative.

Glory: Tsien acts on Initiative 55, 45, and 35. She gains resist 30 all until her hearts are destroyed. When bloodied, Tsien removes all harmful effects and becomes immune to all damage until the end of her next turn.

ENCOUNTER 8: HEART OF TREACHERY MAP

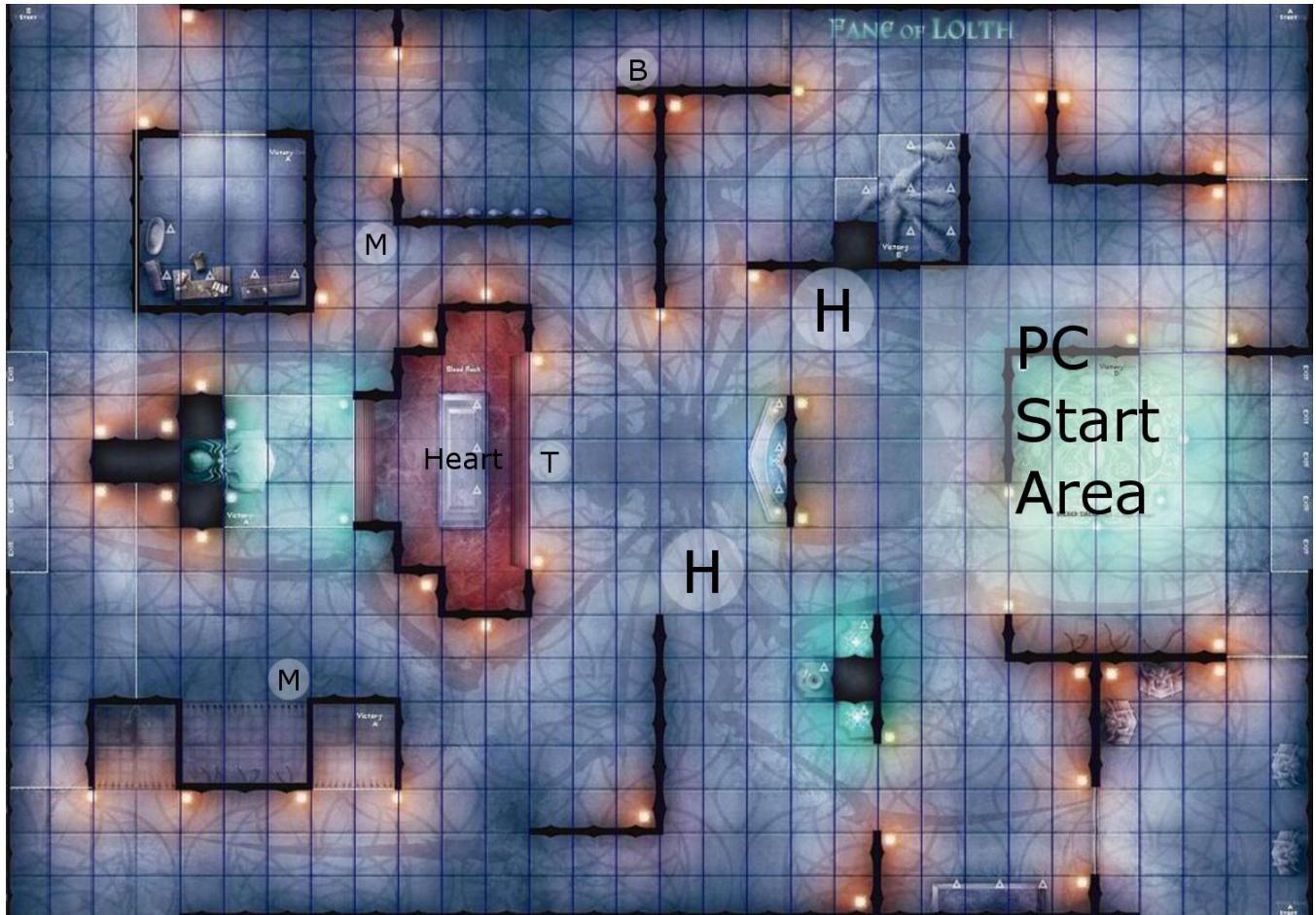
TILE SETS NEEDED

Drow Enclave or Underdark poster map.

B = Brennus Tanthus; T = Tsien Chiang ; M = mind flayer corrupter; H = tentacled horror

PCs come out of the teleport circle on right, heart is located on the 1x3 altar surrounded by red floor.

Tsien is located next to the Lolth statue west of that, Brennus is behind the wall 4 squares south of the word “Fane”; the tentacle horrors are attempting to clog access to the altar, while the mind flayers are 5 squares north and south of the altar.



ENCOUNTER 9: HEART OF LAMENT

CREATURES

This encounter includes the following creatures:

2 **Shard of Selune Guards** (G)

2 **Stormshards of Selune** (S)

Tsien Chiang (T)

Meteor Swarm Hazard

SCALING THE ENCOUNTER

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

Tsien and the Hungering Dark: The following adjustments do not apply to Tsien and the Hungering Dark.

Four PCs: Remove one Shard of Selune Guard.

Six PCs: Add one Shard of Selune Guard.

Make the following adjustments to the combat based on Appendix 2 and 3.

Faster: -50 HP and +5 to damage rolls.

Easier: -2 to attack rolls. Remove the action points from the stormshards. The guards' *lasso of light* slows instead of immobilizes.

Harder: +5 initiative. At the start of round 2, add an additional Selune guard.

Glory: Scores critical hits on 18, 19, or 20 and critical hits deal an extra 20 damage. At the start of round 2, add an additional stormshard.

SETUP

The PCs arrive at Selune to stop Tsien's ritual to channel the power of Selune into her Heart of Lament.

You arrive in a great crater on the moon Selune. Tsien floats by an azure gem over a blackened stone.

Meteorites smash all around you in streaks of fire. Tsien smiles enigmatically, "Like a gnat, mosquito, fly, or stirge, you will soon be swatted."

Blue-skinned female angels guard the sorceress, garbed in armor emblazoned with the holy symbol of Selune.

If any of the PCs have EPIC16 Saviors of Sehanine, they feel Sehanine sheltering them. All PCs gain resist 10 all until the end of the first round.

At the start of the second round, or at any convenient pause in the action:

Movement on Faerûn catches your attention: a whirling storm of darkness, the Ordulin Maelstrom. It grows as each second passes, spreading out over Sembia towards surrounding kingdoms.

Sehanine whispers, "When all seems darkest, we must ourselves provide the light."

FEATURES OF THE AREA

Heart of Lament: Whenever a PC makes a successful saving throw, one creature can end a condition. Whenever a PC regains more than 20 hit points, one creature regains the same number of hit points.

Sehanine's Influence: PCs with Sehanine's Boon gain a +25 bonus to their healing surge value during this encounter, including on surges spent as they travel out through the portal into the next encounter.

PCs with the boon active gain regeneration 20 for the first 3 rounds of combat.

Lunar Gravity: Forced movement is increased by 2 (already included in stat blocks) and creatures may be force moved upward (falling afterwards). Jump DC's are halved. Falling damage is per 5 squares (25 feet) instead of 2 squares (10 feet), and maxes at 5d10.

Stone Disk: The large stone disk in the center of the map acts as an agony amplifier (*Book of Vile Darkness*). When a creature in that space takes damage, each other creature in the area takes 15 psychic damage. If no other creature is in the agony amplifier, the triggering creature takes 15 extra psychic damage. A creature can only take this damage once per turn.

Black Hills: The black squares on the map are 10-ft tall raised hills that are blocking terrain. The edges of the map rise even further upward.

Moon Dust: Dust and debris from the meteor shower block line of sight to areas not on the map.

Meteor Shower: If a PC ends his or her turn more than 8 squares up, he or she is attacked by a meteor.

Each time Tsien Chiang acts, place a token on the map on a square of her choosing (the shadow of the meteor falling to hit it). Next round on the same initiative, an area burst 2 triggers centered on that spot. See the meteor swarm hazard.

SKILL CHALLENGE: SEHANINE'S POWER

Goal: Liberating Sehanine's power

Complexity: Special (10 successes; 8 for 4 PCs, 12 for 6 PCs).

Primary Skills: Diplomacy, Heal, Insight, Stealth.

Secondary Skill: Religion.

Success: The PCs all regain a healing surge. The heart of lament environmental effect ends and Tsien Chiang loses the use of the heart of lament.

If this is the second or fourth encounter, the PCs regain all expended encounter powers.

If this is not the fourth encounter, her avatar disappears and the 2 x 2 block of ice becomes a portal to the next encounter.

If this is the fourth encounter, Tsien's defenses shatter and the ritual ends.

Refer to Part Two and Appendix 4.

TACTICS

The guards immobilize then reel PCs in, to drag them away from the heart and/or line them up for Tsien and the stormshards.

Tsien attempts to blanket the map in her *moonlight and darkness* zone and meteors, leaving few safe places, especially with a little forced movement applied.

The stormshards stay near the heart so their auras affect PCs working on the skill challenge. They start with *swift zephyr* to turn insubstantial and make multiple attacks. They do not fear provoking an opportunity attack if it lets them use *thunderclap* to slide a PC.

Tsien and the angels prefer to focus damage on key PCs that aren't leaders, to force the leader to heal that target, thus triggering the Heart of Lament effect.

ROLEPLAYING

The shards of Selune are controlled, corrupted, or somehow enslaved by Tsien. They regret their actions, but act like martyrs, asking to be killed so the PCs can accomplish their mission.

Sehanine can communicate with the PCs throughout the combat, and generally try to be helpful, informing them of relevant details, or giving them advice that might help in a future combat.

HUNGERING DARK

Refer to Appendix 4.

IF THIS IS NOT THE FOURTH ENCOUNTER:

At the start of the encounter's 4th round (and every 4 rounds thereafter), advance the Hungering Dark track by one step (see Part Two). This may require adding additional creatures to the encounter.

At the end of the encounter (when the PCs proceed through the portal), advance the Hungering Dark track by one step.

IF THIS IS THE FOURTH ENCOUNTER:

At the start of the 3rd round, and again at the start of the 5th round, advance the Hungering Dark track by one step (see Part Two). This may require adding additional creatures to the encounter.

ENDING THE ENCOUNTER

When the PCs finish the skill challenge, they may either proceed through the portal to the next encounter, or trigger the finale with Tsien. Refer to Part Two.

Once a portal is open, at the end of every round, a PC may spend a healing surge to portal automatically to the next encounter (even if immobilized, unconscious, or even dead).

MILESTONE

This encounter counts toward a milestone.

TREASURE

The shards of Selune guards carry +6 *brilliant energy* weapons, and the stormshards of selune carry +6 *stormshard* weapons.

ENCOUNTER 9: HEART OF LAMENT STATISTICS

2 Shard of Selune Guards (G)	Level 26 Soldier
Medium immortal humanoid (angel)	XP 9,000
HP 244; Bloodied 122	Initiative +27
AC 44, Fortitude 41, Reflex 40, Will 39	Perception +21
Speed 7, fly 7	Darkvision
Resist 20 fire, 20 radiant	
TRAITS	
Angelic Presence	
The angel takes a -2 penalty to all defenses while bloodied.	
STANDARD ACTIONS	
m Brilliant Blade (radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +31 vs. Reflex	
Hit: 2d10 + 22 (avg 33, crit 6d10 + 42) radiant damage.	
Effect: The target is marked until the end of the shard's next turn.	
R Lasso of Light (radiant, weapon) • Recharge when this power misses or an enemy saves against it	
Attack: Ranged 10 (one creature); +29 vs. Reflex	
Hit: 2d10 + 22 (avg 33, crit 42) radiant damage, and the target is immobilized (save ends).	
MINOR ACTIONS	
M Reel In (weapon) • At-Will 1/turn	
Attack: Melee 10 (one creature immobilized by its own <i>lasso of light</i>); +29 vs. Fortitude	
Hit: The guard can pull the target 9 squares and knock it prone. If the guard pulls the target to a square adjacent to the guard, the guard uses <i>brilliant blade</i> against the target as a free action.	
TRIGGERED ACTIONS	
M Guarded Strike • At-Will	
Trigger: A marked enemy makes an attack that does not include the shard.	
Effect (Immediate Reaction): The guard shifts half its speed, then makes a <i>brilliant blade</i> attack against the triggering enemy.	
Str 29 (+22) Dex 25 (+20) Wis 17 (+16)	
Con 27 (+21) Int 14 (+15) Cha 21 (+18)	
Alignment good Languages Supernal	
Equipment +6 brilliant energy broadsword	

Note: Jasuan Guard (DSCC), adjusted for level and made into planetar. Removed trait to simplify. Updated mark to effect, and added a reprisal mechanic.

2 Stormshard of Selune (S)	Level 26 Elite Artillery
Large immortal humanoid (angel)	XP 18,000
HP 368; Bloodied 184	Initiative +22
AC 42, Fortitude 39, Reflex 41, Will 40	Perception +22
Speed 8, fly 8 (hover)	Darkvision
Resist 20 lightning, 20 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
O Storm Fury (lightning, radiant) • Aura 4	
Any enemy that ends its turn in the aura takes 20 lightning and radiant damage and is slid 4 squares.	
Angelic Presence	
The angel takes a -2 penalty to all defenses while bloodied.	
STANDARD ACTIONS	
m Stormshard Spear (lightning, radiant, weapon) • At-Will	
Attack: Melee 2 (one creature); +31 vs. AC	
Hit: 2d10 + 24 (avg 35, crit 6d8 + 44) lightning and radiant damage.	
r Arcing Throw (lightning, radiant) • At-Will	
Attack: Ranged 20/40 (one creature); +33 vs. AC	
Hit: 2d10 + 24 (avg 35, crit 6d8 + 44) lightning and radiant damage.	
Effect: The archer makes a secondary attack against a different creature within 10 squares of the primary target, originating the attack from the primary target:	
Secondary Attack: Ranged 10 (one creature); +31 vs. Reflex	
Hit: 2d10 + 24 (avg 35, crit 6d8 + 44) lightning and radiant damage.	
R Swift Zephyr • Encounter	
Effect: The archer becomes insubstantial until the end of its next turn. It then shifts its speed, making two <i>arcing throw</i> attacks at any point during the movement.	
TRIGGERED ACTIONS	
Reactive Bolt • Recharge 5-6	
Trigger: The stormshard is hit by a melee or ranged attack	
Effect (Immediate Reaction): The archer shifts half its speed, then makes an <i>arcing throw</i> attack.	
Thunderclap • At-Will	
Trigger: The stormshard hits with an attack.	
Effect (Free Action): An adjacent creature is slid 5 squares.	
Special: A creature may only be slid once per turn by this power.	
Skills Acrobatics +27, Athletics +26	
Str 26 (+21) Dex 29 (+22) Wis 19 (+17)	
Con 22 (+19) Int 13 (+14) Cha 21 (+18)	
Alignment good Languages Supernal	
Equipment +6 stormshard spear	
Note: Storm Titan Archer (Dragon 377), level adjusted and made into planetar	

Tsien Chiang (T)		Level 27 Solo Artillery
Medium immortal humanoid		XP 55,000
HP 1,032; Bloodied 516		Initiative +30 (see <i>deific power</i>)
AC 48, Fortitude 45, Reflex 48, Will 48; see <i>shattered defenses</i>		
Speed 6, teleport 6, fly 8		Perception +26
Saving Throws +5; Action Points 1		Truesight 1
TRAITS		
Deific Power Tsien Chiang acts on initiative count 45 and 35 and may take a minor, move, and standard action each turn. At the end of each turn, remove all harmful effects and conditions from Tsien Chiang.		
Mistress of Sorcery Tsien Chiang scores critical hits on an 18, 19, or 20. When she makes an attack that includes at least two enemies, she may swap attack rolls between two of the targets after rolling.		
STANDARD ACTIONS		
m/r Radiant Slash (radiant) • At-Will Attack: Melee 1 or Ranged 20 (one creature); +32 vs. Reflex Hit: 2d10 + 22 (avg 33, crit 6d10 + 42) radiant damage.		
R Sacred Flame (radiant) • At-Will 1/round Attack: Ranged 10 (one creature); +32 vs. Reflex Hit: 4d6 + 22 (avg 36, crit 6d10 + 46) radiant damage. One ally within Tsien's sight can make a save and gains 20 temporary hp.		
R Meteorites (fire, radiant) • At-Will 1/round Attack: Ranged 10 (one, two, or three creatures); +32 vs. Fortitude Hit: 3d6 + 22 (avg 32, crit 6d10 + 40) fire and radiant damage and the target is pushed up to 3 squares.		
A Deceptive Shadows (psychic) • At-Will 1/round Attack: Area burst 2 in 20 (creatures in burst); +32 vs. Will Hit: 3d8 + 22 (avg 36, crit 6d10 + 46) psychic damage. Effect: Each target cannot see any creatures that are not adjacent to it (save ends, with a -5 penalty).		
A Horde of Puckish Sprites (radiant) • Encounter Attack: Area burst 3 in 10 (enemies in burst); +32 vs. Will Hit: 2d10 + 22 (avg 33, crit 6d10 + 42) radiant damage, and the target is slowed until the end of its next turn. Effect: Enemies in the burst slide 5 squares. If slid adjacent to an ally, that ally may make a melee basic attack as a free action.		
A Moonlight and Darkness (necrotic, radiant, zone) • Encounter Attack: Area burst 3 in 20 (enemies in burst); +32 vs. Will Hit: 3d8 + 22 (avg 36, crit 6d10 + 46) radiant and necrotic damage. Miss: Half damage. Effect: The burst creates a zone that lasts until the end of the encounter. Enemies in the zone gain vulnerable 10 radiant and grant combat advantage.		
MINOR ACTIONS		
Quickened Spell • At-Will 1/round Effect: Tsien makes a <i>radiant slash</i> attack.		
TRIGGERED ACTIONS		
Discorporate Trigger: Tsien Chiang is reduced to 0 hp Effect: Tsien disappears and reforms somewhere else. See Part Two.		
Shattered Defenses Trigger: All four hearts are destroyed. Effect: Reduce Tsien's defenses by 5.		
Str 24 (+20)	Dex 26 (+21)	Wis 26 (+21)
Con 26 (+21)	Int 31 (+23)	Cha 29 (+22)
Alignment chaotic evil		Languages All, telepathy 40
Equipment boots of teleportation, +6 mantle of the seventh wind		
Note: Custom solo.		

Tsien Chiang may have access to some or all of the following effects from her hearts (see Part Two):

Heart of Lament (healing)
At the start of each of her turns, Tsien Chiang heals 100 hit points and gains 50 temporary hit points.
O Heart of Discord • Aura 20
When an enemy starts or ends its turn in the aura, it loses all temporary hit points and Tsien Chiang gains an equal number of temporary hit points. These temporary hit points stack with any she already possessed.
Heart of Treachery (charm)
Any enemy that attacks Tsien Chiang becomes dominated (save ends, with a -5 penalty) at the end of its turn before it makes saves.
Heart of Doom • At-Will
Trigger: An enemy damages Tsien Chiang
Effect (Free Action): The triggering enemy takes equal damage.

SCALING THE ENCOUNTER

Four PCs: Reduce Tsien's hit points by 200 and her damage rolls by 5. Remove her action point.

Six PCs: Increase Tsien's hit points by 200 and her damage rolls by 5. She gains an additional action point.

Faster: Remove *mistress of sorcery*. Tsien gains a +5 bonus to damage rolls.

Easier: -2 to attack rolls. Remove *quickened spell*.

Harder: +5 initiative.

Glory: Tsien acts on Initiative 55, 45, and 35. She gains resist 30 all until her hearts are destroyed. When bloodied, Tsien removes all harmful effects and becomes immune to all damage until the end of her next turn.

Meteor Swarm	Level 27 Hazard
DETECT	
• Perception: The meteor swarm is obvious. It is clear it is not to be near or fly over the impact location.	
TRAITS	
Directed Strike	
On the start of each of Tsien's initiatives, indicate a square on the map that a meteor is hurtling towards. At the start of this same initiative next round, the meteor will strike, attacking everything within or above a burst 2 from that origin square.	
Skies of Fire	
Any enemy that ends his or her turn more than 8 squares above the ground is attacked by a meteor strike that targets only that enemy.	
ATTACK	
A Meteor Strike (fire, radiant) • At-Will	
Attack: Area burst 2 (creatures in burst, as well as all creatures over the burst); +30 vs. Fortitude or Reflex (whichever is lower)	
Hit: 4d10 + 20 fire and radiant damage and the target is knocked prone.	

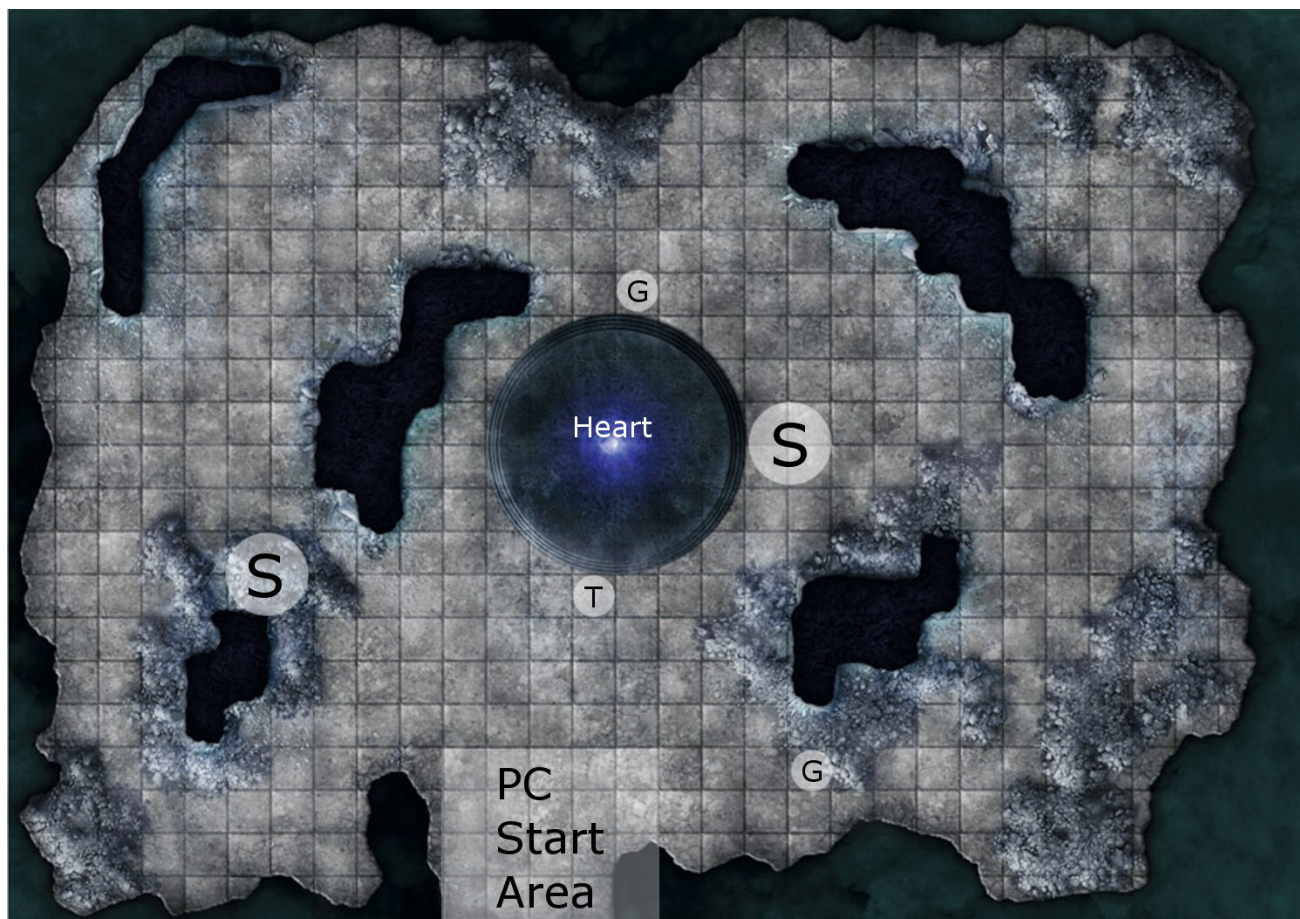
Note: Custom hazard to encourage movement.

ENCOUNTER 9: HEART OF LAMENT MAP

TILE SETS NEEDED

Tomb of Horrors #2 poster map.

S = Stormshard of Selune; G = Shard of Selune Guard; T = Tsien Chiang



ENCOUNTER 9: CONCLUSION

SETUP

With Tsien Chiang defeated, the four gods present the PCs with some choices.

If any PCs are dead, Sehanine resurrects them, so they may participate.

Auril says, "Well done. Now give me my power back."

Lolth laughs, "You take them for fools. Who gives power back, once it has been taken?"

Corellon says, "You have a difficult choice. You can relinquish our power, and it will return directly to us. Sadly, it is all or nothing." He glances at Lolth. "Or you may hold onto the power. It may be that it is better with you, than others, though there may be unintended consequences."

"Another option might be to more thoroughly disperse the power back into the cosmos. I am willing to accept the minor loss of power that has already occurred in exchange for knowing certain others are also weaker."

Sehanine smiles, "Whichever choice you make, I am sure it will all turn out well."

Each PC may decide individually, and even take some time to make their decision.

Tsien's corpse twitches.

Corellon grimaces, "It will be necessary to destroy her utterly. Perhaps even raze her island, to end her permanently."

Lolth says, "No! I will take her and torture her for a century. There must be a clear lesson made."

Auril adds, "It might be possible to drain further power out of her while doing so, recover more of what was lost. We would evenly split that power, of course."

Story Awards EPIC24 and EPIC25 should be updated with their decisions. Auril and Lolth depart as soon as the discussion of Tsien's power and body are resolved.

Sehanine says, "Your destinies shine like a beacon. As great as you already are, there is much left to do."

Corellon says, "The Hungering Dark has been drawn out of Carceri. With any luck, your actions have stranded it between the planes, gone forever."

EPILOGUE

The PCs are hailed as prophecy proven. The Imaskari and Chiangs gift them the *Mistress of the Night* and Seventh Imaskarcana formally, though a foregone conclusion already. They do this even if the PCs did not pursue those encounter paths. Eluryo Panahq salutes the PCs and seems glad to serve them.

Update EPIC26 Rogue's Gallery with whether the PCs killed or made peace with Sinmaker, Glasya, and Brennus Tanthul. If the PCs did not kill Glasya, she sends a perfumed message.

Delighted to meet you. Should you find Faerun becoming too cold and dark, you would be welcome in my court.

PCs may travel the planes for a time, having other adventures, making purchases, and preparing for the future. All PCs who have completed all three of EPIC4-1, EPIC4-2, and EPIC4-3 in any order gain Story Award EPIC27. (If some of the players have not yet finished all three of this year's Epic Campaign adventures, they still get Story Award EPIC27; they simply cannot activate this Story Award until they have completed all three parts of the EPIC4 trilogy.)

The effects of Tsien's ritual are ended, but the machinations of war have already begun and will not be easily stopped.

The Hungering Dark lies between the planes, relentlessly seeking escape. The PCs have saved the day and bought Faerûn some time, however brief.

**The story continues in
EPIC5-1 Plaguewrought Prism**

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

Base Gold per PC

625,000 gp

(Conclusion: 625,000 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 26 magic item at market price.

All the PCs are considered to be 27th 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 27th level).

To be clear, a character who chooses More Gold twice receives no other Treasures. That character would earn 500,000 gp in addition to the Base Gold award, for a grand total of 1,125,000 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: *Seventh Imaskarcana* (level 30; custom rare item)

PCs who choose this item as one of their Treasures also gain Story Award EPIC28 (which includes the game statistics)

Treasure B: *+6 necklace of prayer beads* (level 30; MME)

Treasure C: *+6 ineffable death ki focus* (level 30; *Dragon* 404)

Treasure D: *+6 weapon of speed* (level 30; MME)

Treasure E: *+6 bloody maul* (level 30; *Dungeon Delve*)

Treasure F: *+6 greater armor of eyes* (level 29; MME)

Treasure G: *+6 stormshard weapon* (level 29; HoEC)

Treasure H: *+6 manual of expansive learning* (level 29; MME)

Treasure I: *+6 mantle of the seventh wind* (level 28; PHB)

Treasure J: *boots of teleportation* (level 29; AV)

Treasure K: Any Ioun stone head slot item from the *Player's Handbook*, *Adventurer's Vault*, or *Mordenkainen's Magnificent Emporium*.

Treasure L: Any weapon or implement (Common or Uncommon) of level 30 or lower from a player resource.

Treasure U (Upgrade an 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 29th level or less, or an Uncommon magic item of 27th 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 100,000 (one hundred 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 250,000 (two hundred fifty thousand) gold pieces (in addition to the Base Gold amount) instead of another Treasure.

STORY AWARDS

All PCs should gain EPIC24, EPIC25, and EPIC26, reflecting their successes and failures in this adventure.

Those PCs who have now completed all three of the EPIC4 adventures (EPIC4-1, EPIC4-2, and EPIC4-3) gain the benefits of EPIC27 immediately; those who are missing one or two of these adventures still get the award

(don't cross it out) but cannot activate it until they play the remaining adventures.

Only those characters who choose the *Seventh Imaskarcana* as one of their Treasures gain EPIC28.

EPIC24 Tsien's End

You defeated Tsien Chiang, an insane sorceress and would-be goddess, and trapped the Hungering Dark between the planes of existence.

Please check off any of the following resources that you did not use during the adventure:

☐ Words of Destruction ☐ Sinmaker's Edge

What did you decide as the final fate of the sorceress (check one and only one):

☐ Destroyed utterly ☐ Tortured eternally

EPIC25 The Power of Four Gods

You were confronted with power that was stolen from four gods. Check each god whose power you successfully recovered:

☐ Auril ☐ Corellon ☐ Lolth ☐ Sehanine

You then (check one and only one):

☐ Kept the power for yourselves
☐ Returned the power to the gods
☐ Dispersed the power into the cosmos

EPIC26 Rogue's Gallery

While journeying across the planes, you interacted with several powerful evil NPCs. Please indicate if you killed or negotiated a peaceful resolution with any of the following:

Sinmaker:	<input type="checkbox"/> Killed	<input type="checkbox"/> Negotiated
Glasya:	<input type="checkbox"/> Killed	<input type="checkbox"/> Negotiated
Brennus Tanthul:	<input type="checkbox"/> Killed	<input type="checkbox"/> Negotiated

If you did not encounter a listed NPC, or they managed to flee despite your efforts, cross off that NPC's name completely.

EPIC27 Healthy, Wealthy, and Wise

You gain the benefits of this Story Award immediately after completing the adventures EPIC4-1, EPIC4-2, and EPIC4-3 (in any order) with the same character. This Story Award grants you purchase access for the following consumables, even if the item's level is greater than your character level: *potion of life* (level 30), *potion of heal* (level 30), *potion of cure critical wounds* (level 20). Before or after any adventure, you may purchase any

number of these consumable items. You pay full market price.

One time only, you may purchase any single Uncommon permanent magic item of level 28 or lower from a player resource. This does not cost you a found-item slot, but you pay full market price. Strike through this paragraph (only) once you have purchased an item using this Story Award and record the item's name, level, and price on your logsheet.

EPIC28 Seventh Imaskarcana

You have recovered an ancient and powerful Imaskari artifact. The Imaskarcana contains the Imaskari mastery of dimensional travel. It may also sometimes be used to give glimpses of the past or a possible future.

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

EPIC4~3 EVENT SUMMARY

THE RESULTS OF THIS ADVENTURE WILL HAVE AN IMPACT ON THE FUTURE DEVELOPMENT OF THE EPIC CAMPAIGN!

Question 1. Check all of the Part 1 encounter sets that were attempted by the PCs.

- ☐ Encounter 1: The Seventh Imaskarcana
- ☐ Encounter 2: The Chiangs
- ☐ Encounter 3: Sinmaker
- ☐ Encounter 4: Glasya

Question 2. Which one of the Section Two encounters was the group's favorite? (If there are any specific comments about why the players chose that encounter as their favorite, please write those on the back.)

- a: Encounter 6: Heart of Discord
- b: Encounter 7: Heart of Doom
- c: Encounter 8: Heart of Treachery
- d: Encounter 9: Heart of Lament

Question 3. How many total PC deaths were there during the adventure? (If the same character died, came back, and died again, count that as two deaths.) ____

Question 4. How many hours of real-world time did the adventure take? ____

Question 5. Would the players prefer that the combat difficulty of the adventure be ...

- a: Much easier (ELs need to be lowered a LOT)
- b: Slightly easier (ELs need to be lowered a bit)
- c: Unchanged (felt like a good challenge for 27th level)
- d: Slightly more difficult (ELs need to be increased a bit)
- e: Much more difficult (ELs need to be increased a LOT)

Question 6. If you used any of the scaling adjustments, please indicate all that you used.

- ☐ Easier
- ☐ Faster
- ☐ Harder
- ☐ Glory

Question 7-8. The last several fights are quite complex. How acceptable was the level of complexity to the DM and players?

DM's Rating:

- a. Much too complicated
- b. About right for 27th level
- c. Not complicated enough

Players' Rating:

- a. Much too complicated
- b. About right for 27th level
- c. Not complicated enough

Question 9-10. Overall, how do the DM and the players rate this adventure?

DM's Rating:

- a. 1 star (worst possible rating)
- b. 2 stars (below expectations)
- c. 3 stars (met expectations / average)
- d. 4 stars (above expectations)
- e. 5 stars (exceeded expectations / best rating)

Players' Rating:

- a. 1 star (worst possible rating)
- b. 2 stars (below expectations)
- c. 3 stars (met expectations / average)
- d. 4 stars (above expectations)
- e. 5 stars (exceeded expectations / best rating)

Question 11. Any specific comments from the players or the DM about this year's Epic Campaign adventures overall? (Please use the back or additional sheets; the online survey form has a free-text comment box for this.)

NEW RULES

Seventh Imaskarcana	Level 30 Rare
<i>This translucent crystal key is inscribed with runes and glows with golden light. It is said to grant visions of the future and can unlock the ancient Imaskari knowledge of dimensional travel.</i>	
Wondrous Item (3,125,000 gp)	
Property	
When you use a power to teleport, you may divide the total distance you teleport into two distinct “hops” as part of the single action. First, choose an intermediate destination square that you can reach from your starting square, and then choose a final destination square that you can reach from the intermediate square. You re-establish line of sight at the end of the first hop, which allows you to do things like teleport around corners. Both the intermediate and final destination squares must be valid at the time you choose them. You may divide the distance as you wish between the two hops, but the total distance you travel cannot exceed the maximum distance allowed by the original power or effect. You are considered to both enter and leave the intermediate square as part of your movement, for purposes of triggering any effects tied to that square.	
Utility Power ♦ Encounter (Move Action)	
Effect: You teleport 20 squares.	
Utility Power ♦ Daily (No Action)	
Trigger: You are reduced to 0 hit points or lower.	
Effect: You may spend a healing surge, and you are removed from play until the start of your next turn.	
Utility Power ♦ Daily (No Action)	
Trigger: You roll an Arcana, Dungeoneering, History, Nature, or Religion check and dislike the result.	
Effect: Treat the triggering check as if you had instead rolled a natural 20.	
Reference: Custom LFR item, based on <i>planestrider boots</i> (<i>Manual of the Planes</i>)	

+6 Necklace of Prayer Beads

Level 30 Rare

The beads that hang from this necklace glow with divine power that you can call upon to overcome any challenge.

Implement: Holy symbol 3,125,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d8 damage

Utility Power ♦ Encounter (Minor Action)

Effect: Choose one of the following benefits.

- You and each ally within 5 squares of you can make a saving throw.
- Until the end of this turn, your healing powers restore the maximum number of hit points possible.
- Once before the end of your next turn, when you miss with a divine attack power, you can reroll the attack roll. You must use the second result.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 42.

+6 Ineffable Death Ki Focus

Level 30 Rare

You original masters penned this tome with the intent that it be read in a time of dire need. It holds the secret of how to use the power of the dying as a weapon against the living.

Implement: Ki focus 3,125,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d10 necrotic damage

Property: Any attack made with this implement against a target granting combat advantage to you deals extra necrotic damage to that target. The damage equals this item's enhancement bonus.

Attack Power ♦ Daily (No Action)

Trigger: You use assassin's strike on a bloodied target.

Effect: The damage from assassin's strike is maximized.

Utility Power ♦ Encounter (Free Action)

Trigger: You reduce a creature adjacent to you to 0 hit points with an attack using this implement.

Effect: You are insubstantial and phasing until the end of your next turn.

Utility Power ♦ Daily (Minor Action)

Effect: Your next attack this turn is made against the target's lowest defense.

Reference: *Dragon Magazine* 404.

+6 Weapon of Speed

Level 30 Rare

Even before your first attack with this weapon hits its mark, you follow it up with another one.

Weapon: Any ranged or any thrown 3,125,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d8 damage

Property: While holding this weapon, you gain an item bonus to initiative checks equal to the weapon's enhancement bonus.

Attack Power ♦ Encounter (Minor Action)

Effect: You make a ranged basic attack with this weapon.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 35.

+6 Bloody Maul

Level 30 Rare

This mighty warhammer metes out horrible pain to those it strikes.

Weapon: Hammer 3,125,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d12 damage

Attack Power ♦ At-Will (Immediate Interrupt)

Trigger: You are reduced to 0 hit points or fewer.

Effect: You make a melee basic attack with this weapon.

Utility Power ♦ Daily (Minor Action)

Effect: Until the end of your next turn, when wielding the Bloody Maul against any creature not adjacent to an ally, you gain a +3 power bonus to attack rolls and deal 3d10 extra damage.

Utility Power ♦ Encounter (Minor Action)

Effect: Until the end of your next turn, while wielding the Bloody Maul, each time you hit with a melee attack, you can spend a healing surge to regain hit points as a free action.

Reference: *Bloody Maul of Kord* from *Dungeon Delve*. Statistics extrapolated from level 20 with guidance from *Wizards of the Coast*.

+6 Greater Armor of Eyes

Level 29 Rare

While you wear this armor, your visual senses expand in every direction, enabling you to avoid unseen attacks.

Armor: Any 2,625,000 gp

Enhancement: AC

Property: You gain an item bonus to Perception checks equal to the armor's enhancement bonus.

Property: You cannot be blinded.

Property: You gain darkvision.

Property: You don't grant combat advantage for being flanked.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 15.

+6 Mantle of the Seventh Wind

Level 28 Rare

This enchanted robe or jacket catches the fickle wind to bear you aloft.

Armor: Cloth 2,125,000 gp

Enhancement: AC

Property: You have a fly speed equal to your speed.

Reference: *Player's Handbook*, page(s) 230.

+6 Stormshard Weapon

Level 29 Rare

The wind moans and thunder rumbles each time you strike with this spear.

Weapon: Spear 2,625,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: One enemy within 5 squares of the target takes 6d8 lightning and thunder damage

Property: Whenever you hit one or more targets with an attack power using this weapon and that power has the lightning or thunder keyword, you can slide one creature adjacent to you up to a number of squares equal to half the weapon's enhancement bonus. A creature can be slid in this way only once per turn.

Utility Power ♦ Encounter (Free Action)

Trigger: You use your second wind on your turn.

Effect: You fly up to your speed. You gain a power bonus to all defenses against opportunity attacks provoked by this movement. The bonus equals the weapon's enhancement bonus.

Reference: *Heroes of the Elemental Chaos*, page(s) 153.

+6 Manual of Expansive Learning

Level 29 Rare

This tome expands your ability to prepare and use spells.

Implement: Tome 2,625,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d8 damage

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

Effect: You regain the use of one wizard encounter or daily utility power that you have already used. The power must be in your spellbook, and its level must be lower than the tome's level.

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

Requirement: You must be taking a short rest, have a spellbook, have at least one healing surge, and have expended all your wizard daily attack powers.

Effect: You lose a healing surge, but you gain the use of one wizard daily attack power from your spellbook that you did not prepare after your last extended rest. The power's level must be lower than the tome's level.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 52.

Boots of Teleportation

Level 28 Rare

Wearing these elegant boots, you never need to raise your feet to move.

Feet Slot 2,125,000 gp

Utility Power ♦ **At-Will** (Move Action)

Effect: You teleport a number of squares equal to your speed.

Reference: *Adventurer's Vault*, page(s) 127.

Remove Affliction

You undo a curse, enchantment, or madness that afflicts your subject.

Level: 8

Category: Restoration

Component Cost: 250 gp

Market Price: 680 gp

Key Skill: Heal

Time: 1 hour

Duration: Instantaneous

Remove Affliction wipes away a single enduring effect afflicting the subject. The ritual can remove curses, effects such as charm or domination, and fear, confusion, insanity, polymorph, and petrification effects. All effects of the curse or other effect end.

The ritual is physically taxing to the recipient; if used on an injured character, it can even kill him or her. Upon completing this ritual, make a Heal check, using the level of the effect you are trying to remove (or the level of the creature that caused the effect) as a penalty to this check. The result indicates the amount of damage the character takes. Assuming the character survives, this damage can be healed normally.

Heal Check Result	Effect on Target
0 or lower	Death
1-9	Damage equal to the target's maximum hit points
11-19	Damage equal to one-half of the target's max hit points
1-9	Damage equal to one-quarter of the target's max hit points
30 or higher	No damage

APPENDIX 1: TIME MANAGEMENT

This adventure is designed to run in 12 - 15 hours. Some groups can easily run longer, through roleplaying or slower combat. In a time-sensitive environment, you may need to carefully manage time. Consider the following methods for DMing 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.

- Pre-Draw Maps - This is absolutely vital! All 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. Feel free to charge 1 healing surge for every unbloodied non-minion, plus 1 per elite and/or 6 minions left alive.
- 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 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 more quickly. 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 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.

In a very time restricted environment, it may be necessary to shorten the adventure. Consider the following (all of which reduce the difficulty of the adventure):

- Any of Encounters 1, 2, or 3 can be resolved entirely by roleplaying instead of combat.
- Skip Encounter 4. It tends to take longer than the earlier encounters, because PCs are discouraged from killing enemies for two rounds.
- In the first three encounters of Part Two, allow PCs to spend a healing surge to instantly leave when they open the portal, rather than waiting until the end of the round.
- Instead of Tsien healing back to bloodied when disincorporating, she disincorporates when bloodied and does not heal at all. Sinmaker's poison now causes the PCs to deal double damage to her.

APPENDIX 2: DIFFICULTY MANAGEMENT

This adventure is intended to be difficult enough that the PCs feel they have defeated a fledgling deity, but not in a demoralizing fashion. As the end of a trilogy, the PCs should feel a sense of danger and accomplishment. It is more important to end on a high note than to grind them down with as hard as it can possible be.

Epic 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 and 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 weaker tables the option to face an easier challenge so they can finish the adventure faster and 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 Tsien has conducted a great deal of research into the PCs and fought them before; 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: MUSTERING FOR THE APOCALYPSE

The following are generic benefits that might be obtained through any number of actions the PCs might take. For example:

- Praying to your patron god
- Calling in a favor of a power, such as a god, archmage, or general
- Getting advice from a trusted advisor
- Communing with an oracle
- Studying the ritual notes with Elminster's assistance

Blessed - Once during the following encounters, the PC is resurrected if dead, ends all harmful effects that a save can end, removes all failed death saving throws, regains hit points as if spending a healing surge, and stands up from prone as a free action.

Assistance - At one of the four encounters (chosen in advance), the PC calls upon the aid of their allies and gains two of the following benefits (chosen at the start of the encounter):

- Regain 1 healing surge or regain hit points as if having spent a healing surge.
- Shift up to half your speed as a free action.
- Gain a +5 power bonus to initiative.
- Gain a +5 power bonus to skill checks for this encounter's skill challenge.
- Regain one expended encounter power.
- Deal 30 damage to one enemy of your choice.

Recuperate - The PC regains 3 healing surges, donated by ritual.

Research - The PC may use rituals or research to obtain the information contained in either Player Handout 5 or 6.

Study Tsien's Ritual - The PC prepares for the ritual, gaining a +5 power bonus to that PC's skill checks for the skill challenge in all four encounters.

Each of the above benefits may be obtained multiple times.

Do not limit PCs to only the ideas listed above. Reward innovative ideas, especially if they cost resources. Feel free to improvise other options of similar power to the above. Reflavor the benefits to fit the fiction.

Party Benefits:

7th Imaskarcana (Encounter 1B): At the start of every encounter, PCs may start within 4 squares of the portal, instead of within 2 squares.

Mistress of the Night (Encounter 2): If the PCs' first combat is any combat other than the Heart of Treachery, they may start the combat anywhere on the map (magically dropped into the combat), with a +5 power bonus to initiative, and the Mistress of the Night will assist by making ranged attacks from high above, dealing 50 damage to one enemy at the end of each round. If they choose the Heart of Treachery as their first combat, the Mistress can show up at a future combat, but can only add damage to that combat.

Sinmaker's Edge (Encounter 3C): The PCs do not trigger Tsien's disincorporation for reducing her to 0 hp. Further, they may defeat her avatars by reducing the avatars to her bloodied value or lower.

Blessed Order (Encounter 5): The Blessed Order assists the PCs in one battle. Count the number of PCs who have both the "Hope" box and the "Flee through the portal" box checked on EPIC17 Hope of the Blessed Order. At the end of the first round of that encounter, the Blessed Order deals 10 damage (per qualifying PC) to all non-minion enemies. In addition, all qualifying PCs regain 20 hit points (this effect is treated as having the Healing keyword).

APPENDIX 4: HUNGERING DARK

Step	Effect
1	Shadows throughout the encounter ripple and shift. A low rumbling can be heard, as if a distant stomach is growling.
2+	At the start of each encounter, make a close attack with tendrils of shadow against all PCs: +32 Reflex or Fortitude (whichever is higher); 20 damage and slowed until end of his or her next turn.
3+	At the start of each round, add (# of PCs - 2) hungry abomination minions within 4 squares of the heart. These abominations act at the end of the round.
4+	At the start of each round, add a void tendril to the encounter in any unoccupied space more than 4 squares from the heart. The void tendrils act at the end of the round.
5+	At the start of each round, place a 3 x 3 section of darkness in a space not occupied by enemies. That space is now filled with rippling darkness that blocks line of sight to enemies. Any enemy that enters or ends its turn in it takes 20 damage. This damage can only be taken once per turn.
6+	At the start of each round, all PCs lose a healing surge if they have any remaining. All PCs grant combat advantage
7+	Steps 3-6 are done twice each (2 tendrils, 2 surges, etc) until all four hearts are defeated.

At the start of each encounter, proceed to the next step (step 2 at the start of the second encounter, for example) of the Hungering Dark track. Use all steps up to your current one. For example, step 4 spawns hungry abominations and a void tendril each round, and attacks all PCs at the start of the encounter.

In the first three encounters, increase step at the start of round 4 (in addition to when the PCs travel to the next encounter), and every 4 rounds thereafter.

In the fourth encounter, increase step at the start of round 3 and again at the start of round 5, unless the skill challenge has been completed.

When the skill challenge has been completed in all four locations, stop using all aspects of the Hungering Dark track (additional monsters, sections of darkness, combat advantage, failed death saves, etc).

All hungry abomination minions immediately die and all void tendrils are knocked prone and take damage equal to their bloodied value (92 hit points, 82 for a group of 4 PCs, 102 for a group of 6 PCs).

SCALING THE ENCOUNTER

Four PCs: Void tendrils take a -2 penalty to attack rolls and have 40 less hit points.

Six PCs: Void tendrils gain a +2 bonus to attack rolls and 40 hit points.

Easier: PCs have an additional round in each encounter before increasing the Hungering Darkness.

Harder: The Hungering Dark track starts at 2.

Glory: The Hungering Dark track starts at 3.

Void Tendril	Level 26 Artillery
Large shadow magical beast	XP 4,150
HP 184; Bloodied 92	Initiative +20
AC 39, Fortitude 38, Reflex 39, Will 38	Perception +19
Speed 8 (see <i>fixed location</i>)	Blindsight 10
Resist 15 necrotic, psychic	
TRAITS	
Plagued Blood	
When the void tendril is bloodied, it scores critical hits on a roll of 17-20.	
Fixed Location	
Until the tendril is bloodied, it is still connected back to the Hungering Dark and cannot move, or be moved, in any way.	
STANDARD ACTIONS	
m Void Tendril (necrotic, psychic) ♦ At-Will	
Attack: Melee 10 (one creature); +33 vs. AC	
Hit: 3d8 + 21 (avg 34, crit 60) necrotic and psychic damage. The next time the target takes damage, it takes an extra 15 necrotic and psychic damage.	
Str 16 (+14)	Dex 24 (+18)
Con 22 (+17)	Int 16 (+14)
	Wis 12 (+12)
	Cha 28 (+20)
Alignment chaotic evil	Languages -
Note: Re-flavored and simplified voidharrow herald (<i>Dungeon</i> 197).	

Hungering Abomination	Level 25 Minion Soldier
Medium immortal humanoid	XP 1,038
HP 1; a missed attack never damages a minion	Initiative +16
AC 41, Fort 38, Reflex 37, Will 36	Perception +13
Speed 6	
STANDARD ACTIONS	
m Grab and Grawl ♦ At-Will	
Attack: Melee 1 (one creature that the abomination doesn't have grabbed); +28 vs. Will	
Hit: 16 damage, and the target is grabbed (escape DC 29).	
Chew ♦ At-Will	
Effect: One creature grabbed by the abomination takes 16 damage.	
TRIGGERED ACTIONS	
Desperate Starvation ♦ At-Will	
Trigger: An enemy reduces the abomination to 0 hit points.	
Effect (No Action): If the triggering enemy does not regain hit points before the end of its next turn, it takes 20 psychic damage.	
Str 25 (+18)	Dex 14 (+13)
Con 28 (+20)	Int 16 (+14)
	Wis 12 (+12)
	Cha 20 (+16)
Alignment chaotic evil	Languages -
Note: Hungering abomination from EPIC3-2 with escape DC added.	
A PC who kills multiple hungry abominations take desperate starvation damage multiple times.	

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.

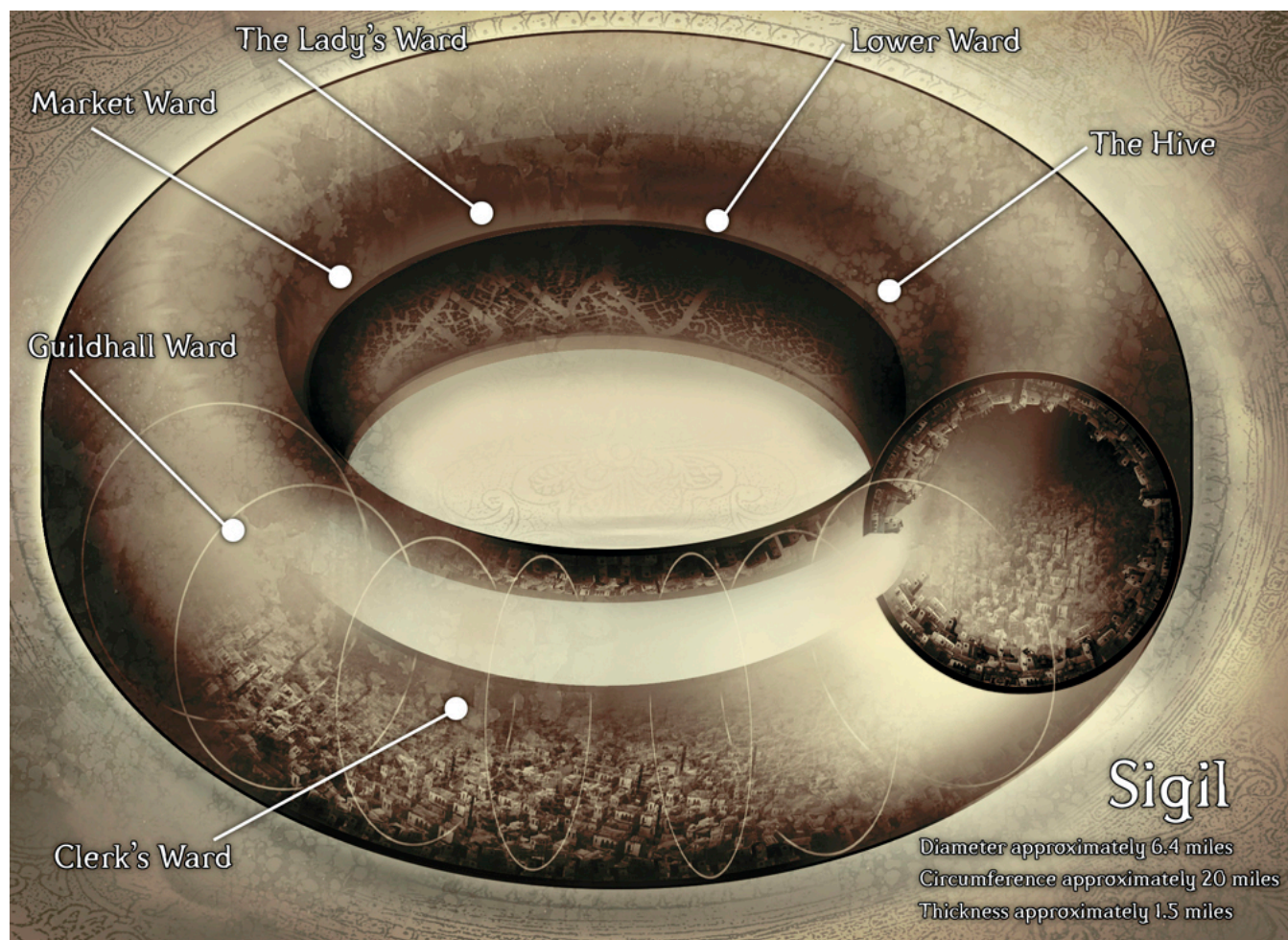
You may take gain vulnerability 5 psychic in exchange for being able to save against daze, dominate, and stun effects (which a save could end) at the start of your turn. If you take this option, it applies for the rest of the adventure.

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>
<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>
<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>

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.
<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.
<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.

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:

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

COMPLETED YEAR TWO OF THE EPIC CAMPAIGN DURING THE ADVENTURE

EPIC4~3 DARK HEARTS OF MADNESS

EPIC24 Tsien's End

You defeated Tsien Chiang, an insane sorceress and would-be goddess, and trapped the Hungering Dark between the planes of existence.

Please check off any of the following resources that you did not use during the adventure:

- ☐ Words of Destruction ☐ Sinmaker's Edge

What did you decide as the final fate of the sorceress (check one and only one):

- ☐ Destroyed utterly ☐ Tortured eternally

EPIC25 The Power of Four Gods

You were confronted with power that was stolen from four gods. Check each god whose power you successfully recovered:

- ☐ Auril ☐ Corellon ☐ Lolth ☐ Sehanine

You then (check one and only one):

- ☐ Kept the power for yourselves
☐ Returned the power to the gods
☐ Dispersed the power into the cosmos

EPIC26 Rogue's Gallery

While journeying across the planes, you interacted with several powerful evil NPCs. Please indicate if you killed or negotiated a peaceful resolution with any of the following:

- | | | |
|------------------|---------------------------------|-------------------------------------|
| Sinmaker: | <input type="checkbox"/> Killed | <input type="checkbox"/> Negotiated |
| Glasya: | <input type="checkbox"/> Killed | <input type="checkbox"/> Negotiated |
| Brennus Tanthul: | <input type="checkbox"/> Killed | <input type="checkbox"/> Negotiated |

If you did not encounter a listed NPC, or they managed to flee despite your efforts, cross off that NPC's name completely.

EPIC27 Healthy, Wealthy, and Wise

You gain the benefits of this Story Award immediately after completing the adventures EPIC4-1, EPIC4-2, and EPIC4-3 (in any order) with the same character. This Story Award grants you purchase access for the following consumables, even if the item's level is greater than your character level: *potion of life* (level 30), *potion of heal* (level 30), *potion of cure critical wounds* (level 20). Before or after any adventure, you may purchase any number of these consumable items. You pay full market price.

One time only, you may purchase any single Uncommon permanent magic item of level 28 or lower from a player resource. This does not cost you a found-item slot, but you pay full market price. Strike through this paragraph (only) once you have purchased an item using this Story Award and record the item's name, level, and price on your logsheet.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

RECOVERED AN ANCIENT IMASKARI RELIC DURING THE ADVENTURE

EPIC4~3 DARK HEARTS OF MADNESS

EPIC28 Seventh Imaskarcana

You have recovered an ancient and powerful artifice. The Imaskarcana contains the Imaskari mastery of dimensional travel. It may also sometimes be used to give glimpses of the past or a possible future.

To gain this Story Award, you must choose the *Seventh Imaskarcana* as one of your Treasures from this adventure. It costs you a found-item slot and counts against your limit of one Rare magic item per tier.

Seventh Imaskarcana	Level 30 Rare
<i>This translucent crystal key is inscribed with runes and glows with golden light. It is said to grant visions of the future and can unlock the ancient Imaskari knowledge of dimensional travel.</i>	
Wondrous Item (3,125,000 gp)	
Property	
When you use a power to teleport, you may divide the total distance you teleport into two distinct “hops” as part of the single action. First, choose an intermediate destination square that you can reach from your starting square, and then choose a final destination square that you can reach from the intermediate square. You re-establish line of sight at the end of the first hop, which allows you to do things like teleport around corners. Both the intermediate and final destination squares must be valid at the time you choose them. You may divide the distance as you wish between the two hops, but the total distance you travel cannot exceed the maximum distance allowed by the original power or effect. You are considered to both enter and leave the intermediate square as part of your movement, for purposes of triggering any effects tied to that square.	
Utility Power ♦ Encounter (Move Action)	
Effect: You teleport 20 squares.	
Utility Power ♦ Daily (No Action)	
Trigger: You are reduced to 0 hit points or lower.	
Effect: You may spend a healing surge, and you are removed from play until the start of your next turn.	
Utility Power ♦ Daily (No Action)	
Trigger: You roll an Arcana, Dungeoneering, History, Nature, or Religion check and dislike the result.	
Effect: Treat the triggering check as if you had instead rolled a natural 20.	
Reference: Custom LFR item, based on <i>planestrider boots</i> (<i>Manual of the Planes</i>)	

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

RECOVERED AN ANCIENT IMASKARI RELIC DURING THE ADVENTURE

EPIC4~3 DARK HEARTS OF MADNESS

EPIC28 Seventh Imaskarcana

You have recovered an ancient and powerful artifice. The Imaskarcana contains the Imaskari mastery of dimensional travel. It may also sometimes be used to give glimpses of the past or a possible future.

To gain this Story Award, you must choose the *Seventh Imaskarcana* as one of your Treasures from this adventure. It costs you a found-item slot and counts against your limit of one Rare magic item per tier.

Seventh Imaskarcana	Level 30 Rare
<i>This translucent crystal key is inscribed with runes and glows with golden light. It is said to grant visions of the future and can unlock the ancient Imaskari knowledge of dimensional travel.</i>	
Wondrous Item (3,125,000 gp)	
Property	
When you use a power to teleport, you may divide the total distance you teleport into two distinct “hops” as part of the single action. First, choose an intermediate destination square that you can reach from your starting square, and then choose a final destination square that you can reach from the intermediate square. You re-establish line of sight at the end of the first hop, which allows you to do things like teleport around corners. Both the intermediate and final destination squares must be valid at the time you choose them. You may divide the distance as you wish between the two hops, but the total distance you travel cannot exceed the maximum distance allowed by the original power or effect. You are considered to both enter and leave the intermediate square as part of your movement, for purposes of triggering any effects tied to that square.	
Utility Power ♦ Encounter (Move Action)	
Effect: You teleport 20 squares.	
Utility Power ♦ Daily (No Action)	
Trigger: You are reduced to 0 hit points or lower.	
Effect: You may spend a healing surge, and you are removed from play until the start of your next turn.	
Utility Power ♦ Daily (No Action)	
Trigger: You roll an Arcana, Dungeoneering, History, Nature, or Religion check and dislike the result.	
Effect: Treat the triggering check as if you had instead rolled a natural 20.	
Reference: Custom LFR item, based on <i>planestrider boots</i> (<i>Manual of the Planes</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.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC

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.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC