

EVENT SUMMARY: EPIC5~1 PLAGUEWROUGHT PRISM

Please fill out the following questionnaire and return it to the Senior DM for your event. If you are running this game at home, or the Senior DM directs you to do so, you may instead fill out the survey online:

<https://www.surveymonkey.com/s/EPIC0501LFR>

Question 1. Were Calim and Memnon permanently destroyed?

- a. Both were permanently destroyed.
- b. Only Calim was destroyed.
- c. Only Memnon was destroyed.
- d. Neither Calim nor Memnon were destroyed.

Question 2. Which of the encounters was most fun and entertaining?

- a. Encounter 2: Crippling Calim
- b. Encounter 3: Summoning Pandemonium
- c. Encounter 4: Maiming Memnon
- d. Encounter 5: Channeling Chaos
- e. Encounter 6: Prison of Life
- f. Encounter 7: Down with Desolation

Question 3. Which of the encounters was the most interesting challenge?

- a. Encounter 2: Crippling Calim
- b. Encounter 3: Summoning Pandemonium
- c. Encounter 4: Maiming Memnon
- d. Encounter 5: Channeling Chaos
- e. Encounter 6: Prison of Life
- f. Encounter 7: Down with Desolation

Question 4. 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 5. How many hours did the adventure take? ____

Question 6. Would you prefer that the difficulty of the adventure be...

- a. Much easier.
- b. Slightly easier.
- c. Unchanged.
- d. Slightly more difficult.
- e. Much more difficult.

Question 7. If you used any of the scaling adjustments, please indicate all that apply.

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

Question 8. How well did the Hourglass duplication work? (1-5 scale; 1 = worst, 5 = best)

Question 9-10. How do the DM and the players rate this adventure? (1-5 scale; 1 = worst, 5 = best)

NEW RULES

Calimemnon Crystal Shard

Level 30 Rare

Wondrous Item

3,125,000 gp

Requirement: To gain the benefits of this shard, you must attach it to a weapon or implement that does not already have a dragonshard attached to it. This item's properties and powers apply only to attacks made with that weapon or implement.

Property: You gain a +5 bonus to damage rolls.

Attack Power ♦ Encounter (No Action)

Trigger: You hit a creature.

Effect: That creature is removed from play until the start of its next turn, when it reappears in an unoccupied space adjacent to you. If there is no legal space adjacent to you, the target instead appears in the nearest legal space to where it was removed from play. You gain a minor action, which must be used before the end of your next turn.

Attack Power ♦ Daily (No Action)

Trigger: You hit a creature.

Effect: The target is dazed and weakened until the end of its next turn.

Reference: This is a custom LFR item, based on Epic level dragonshards like the *syberis shard of the mage*.

+6 Greater Luckblade

Level 30 Rare

Weapon: Heavy blade or light blade 3,125,000 gp

Enhancement: Attack rolls and damage rolls.

Critical: +6d8 damage

Utility Power ♦ Encounter (Immediate Interrupt)

Trigger: An enemy hits you with an attack while you're bloodied.

Effect: The enemy must reroll the attack and use the new result.

Utility Power ♦ Daily (No Action)

Trigger: You miss with an attack roll.

Effect: You reroll the attack and use the new result.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 28.

+6 Driftmetal Armor

Level 28 Uncommon

Armor: Chain or scale 2,125,000 gp

Enhancement: AC.

Property: Resist 10 radiant and resist 10 psychic.

Utility Power ♦ Encounter (Immediate Interrupt)

Trigger: You are targeted by a melee attack.

Effect: You and that enemy swap places, and that enemy takes a -2 penalty to attack rolls until the end of your next turn.

Reference: *Manual of the Planes*, page(s) 152.

+6 Greater Necklace of Fireballs

Level 30 Rare

Neck Slot 3,125,000 gp

Enhancement: Fortitude, Reflex, and Will.

Attack Power ♦ Encounter (Standard Action)

Attack: Area burst 2 within 10 squares (each creature in the burst); +33 vs. Reflex

Hit: 8d8 + 6 fire damage.

Miss: Half damage.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 74.

+6 Blackstar Pendant

Level 30 Rare

Neck Slot 3,125,000 gp

Enhancement: Fortitude, Reflex, and Will.

Property: You gain a +6 item bonus to Stealth checks. In addition, if you start your turn in darkness, you gain phasing until the end of your turn.

Utility Power ♦ Daily (Minor Action)

Effect: You gain insubstantial until the end of your next turn.

Reference: *Dungeon Magazine* 193.

+6 Greater Medallion of the Mind

Level 29 Rare

Neck Slot 3,125,000 gp

Enhancement: Fortitude, Reflex, and Will.

Property: You gain a +6 item bonus to Insight checks.

Property: You can communicate telepathically with any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two-way communication. The telepathic communication fulfills the requirement of any feature or power that a target be able to hear you.

Utility Power ♦ Encounter (Free Action)

Trigger: An enemy attacks you.

Effect: The triggering enemy grants combat advantage until the end of your next turn.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 73.

+6 Dawn Warrior Armor

Level 30 Uncommon

Armor: Any 3,125,000 gp

Enhancement: AC

Property: You gain resist 10 acid, 10 cold, 10 fire, and 10 lightning.

Utility Power (Radiant) ♦ Daily (Minor Action)

Effect: Until the end of your next turn, any creature that hits you with a melee attack takes 4d8 + Constitution modifier radiant damage.
Reference: *E1 Death's Reach*, page(s) 24.

+6 Torc of Bin A'kin

Level 28 Uncommon

Neck Slot 2,125,000 gp

Enhancement: Fortitude, Reflex, and Will.

Property: You gain a +2 item bonus to Diplomacy and Insight checks.

Property: You can understand any language, even if you cannot speak it.

Property: When you are subject to an effect that imposes the dominated condition that a save can end, you can make a saving throw against that effect.

Utility Power ♦ Daily (Immediate Interrupt)

Trigger: An attack misses you, but still damages you.

Effect: You take no damage from the missed attack.

Utility Power ♦ Daily (Move Action)

Effect: You move twice your speed. While you move, you are insubstantial and are phasing.

Reference: *Demonomicon*, page(s) 93.

+6 Torc of Fortune

Level 29 Uncommon

Neck Slot 2,625,000 gp

Enhancement: Fortitude, Reflex, and Will.

Property: You can shift 2 when you succeed on a saving throw on your turn.

Utility Power ♦ Daily (Free Action)

Trigger: You roll a d20.

Effect: Add 2 to the result of the d20 roll you just made. Use the new result.

Reference: *P1 King of the Trollhaunt Warrens*, page(s) 23.

Ollamh Harp

Level 29 Uncommon

Wondrous Item 2,625,000 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +6 enhancement bonus to attack and damage rolls, and it deals 6d6 extra damage on a critical hit.

Utility Power ♦ Daily (Standard Action)

Effect: Use this power during a short rest. At the end of the short rest, you and each ally who remained within 20 squares of you during the rest are affected by this power. Until the end of each affected character's next short rest or extended rest, his or her attacks deal 5 extra lightning damage.

Reference: *Player's Handbook 2*, page(s) 211.

Pitted Flowstone

Level 29 Rare

Wondrous Item 2,625,000 gp

Property: Your origin changes to elemental.

Property: You can benefit from only one primordial shard at a time. If you gain more than one, none of them function.

Property: You gain a +5 item bonus to skill checks made as part of the escape action.

Property: You can shift through enemies' spaces. Once per turn, you can deal 5 acid damage to an enemy when you enter its space by shifting.

Utility Power ♦ Encounter (Immediate Reaction)

Trigger: You take acid damage from an enemy's attack.

Effect: You shift up to half your speed.

Reference: *Heroes of the Elemental Chaos*, page(s) 157.

Greater Flying Carpet

Level 30 Rare

Wondrous Item 3,125,000 gp

Property: A greater flying carpet carries creatures and objects at a speed of 6 and can hover. A character on the carpet can mentally command it to fly as a move action.

The carpet is 2 squares by 3 squares and can carry up to six Medium or Small creatures and their gear (up to a normal load for each creature). If additional weight is placed on it, the carpet falls to the ground.

If more than one character on the carpet attempts to mentally command it, the carpet responds to each command in turn according to the characters' initiative order.

If no rider is upon it, a greater flying carpet hover in place 1 foot above the ground if it is unrolled, or sits on the ground if it is rolled up.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 85.

Potion of Heal

Level 30 Uncommon

Consumable: Potion 125,000 gp

Utility Power (Healing) ♦ **Consumable** (Minor Action)

Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 4d8 + 30 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. In addition, you can make a saving throw against each effect on you that a save can end. If neither of these things is true, there is no effect.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 96.

PLAYER HANDOUT 1: THE STORY SO FAR...

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

Two years ago, the flow of abominations from Carceri to Arvandor increased dramatically. Many of the abominations appearing in Arvandor were tainted with a virulent poison capable of corrupting mortals and immortals alike. Arvandor had become so overwhelmed by these incursions that many of them spread beyond Arvandor into Faerûn itself. Fearing that these incursions were too much for the exalted of Arvandor to handle, Corellon sent for aid from the fey kingdoms of Faerûn.

Adventurers traveled to Arvandor and joined the Glorious Hunt. Through their heroics, they cleansed Corellon and his *ruesti* of the poison that threatened their very existence and destroyed the abominations that carried it. After their victory, Corellon set the adventurers on a quest to travel into Carceri, discover the source of the poison and increased flow of abominations, and put a stop to it.

Lolth had taken control over the metaphysical funnel that links Carceri's isle of Agathys to Arvandor through use of a powerful ritual. Understanding that a direct assault upon Arvandor would prove to be fruitless, she employed Sinmaker with crafting a poison powerful enough to bring certain death to Corellon. Her plan to increase the flow of abominations into Arvandor and infuse them with Sinmaker's virulent poison was working perfectly until the PCs interceded. Her plan foiled, Lolth retreated back to the Demonweb, leaving a number of powerful servants within Agathys to maintain control over the funnel. Typical of her nature, she did not hold up her end of the bargain with Sinmaker before taking her leave.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Though Tsien Chiang was stopped, the Hungering Dark was freed from Carceri and lost somewhere between the planes. It is only a matter of time until the abomination finds a way into Faerûn, where it will attempt to devour all of creation.

PLAYER HANDOUT 2: HUNGERING DARK

Appearance: The Hungering Dark is an immense mass of tentacles and mouths cloaked in impenetrable darkness. It continually creates limbs and mouths, some connected to the whole, and others autonomous.

History: The Hungering Dark was birthed in the last days of the Dawn War. Driven to desperation, the dawn titans attempted to create any number of creatures that might destroy the gods. One dawn titan, Cavorex the Devourer, performed a risky ritual to create the perfect killing weapon. The gods attacked him in the midst of his ritual, slaying him, but even in his death the Hungering Dark spewed forth and devoured his form and most of the army brought by the gods.

The Hungering Dark consumed everything it could reach, destroying huge sections of the Elemental Chaos. It grew stronger and more intelligent the more that it devoured, and soon its tendrils found ways to leave the Chaos, making their way to other planes.

By this point, the dawn titans had surrendered to the gods, accepting exile to Abeir. The gods banded together to assault the Hungering Dark. Failing to destroy it, they did manage to imprison it on Carceri at great cost. It slept in Carceri for millennia, until reawakened by the manipulation of Tsien Chiang.

Capabilities: The Hungering Dark cannot be destroyed, but it can be distracted or slowed. It adapts to any threat and grows continually. It sometimes pauses when presented with a feast of life or souls. It can create any number of servant abominations and limbs. It most often exhibits the following capabilities:

- Obscuring darkness, blinding attacks, and invisibility.
- Attacks which grab, slow, paralyze, swallow, and restrain its enemies.
- Physical attacks of flesh and tooth.
- Energy attacks of cold, necrotic, and psychic.
- Attacks which cause its enemies fear, betrayal, or hopeless starvation.

Past encounters:

EPIC3-2: You were forced to run away from the Hungering Dark as it devoured prisoners in Carceri. If your group managed to save Morne, a Painbearer of Ilmater, who then sacrificed his life to hold the Hungering Dark back for a few seconds. It created a horde of abominations that grabbed onto enemies and inflicted psychic starvation.

EPIC4-2: In the Barrens, you witnessed a version of reality in which the Hungering Dark was used as a weapon to devour entire cities, blanketed the sky in darkness that would lash at and hurl down any creature that flew too high. You also fought several abominations it created that would swallow enemies whole.

EPIC4-3: As Tsien Chiang drew the Hungering Dark closer to Faerûn, it created hungry abominations like it did in Carceri as well as tendrils of darkness that extended from it through the planes. It may have also created areas of damaging darkness and drained healing surges.

PLAYER HANDOUT 3: COUNCIL'S PLAN

As the Hungering Dark breaks into Faerûn, some of the greatest minds in the realm have formulated a plan to weaken it, trap it again, and cast it back into Carceri.

Step 1: In order to perform all of the necessary tasks at once, use the power of *Creation's Hourglass* to allow the PCs to be in two places at the same time.

Duplicates start with the same number of healing surges as the original PC and no action points. Track hit points and healing surges separately thereafter.

Duplicates cannot use daily powers or powers with the consumable keyword.

Action points from milestones go to the original PC.

If at any time a duplicate PC starts his or her turn dying or dead, he or she may expend a charge from *Creation's Hourglass* (EPIC19 Encroaching Darkness from EPIC4-2) or 4 healing surges (from either the duplicate or original PC). If they do, the *Hourglass* acts to prevent a potential paradox by creating a new copy of the PC at full hit points, standing, in any unoccupied space within 3 squares of the duplicate's current location.

The two groups must then simultaneously do the following steps.

Group Even

Step 3A: Empower the Calimemnon crystal with the life essence of Calim and Memnon.

Step 4A: Imprison the Hungering Dark within the Calimemnon Crystal.

Group Odd

Step 3B: Summon the *Pandemonium Stone* in the heart of the Plaguewrought Lands.

Step 4B: Channel Spellplague energy to attack the Hungering Dark.

Step 5: Cast the *Calimemnon Crystal* through a portal to Carceri.

Step 6: Celebrate saving the world from the Hungering Dark.

PLAYER HANDOUT 4: CAPTURING CALIM

Djinn Lord Calim is a formidable foe. He is a brilliant commander who is known to toy with his enemies. When Calim is particularly injured or threatened, he transforms into a devastating storm, commanding his allied air elementals with precision. If one must face Calim in battle, consider disabling that his allies as quickly as possible.

To siphon Calim's power into the crystal, draw away the power of his winds. Decide which PC is carrying the Calimemnon Crystal. All PCs can use powers or skills to score points as long as they are within 10 squares of the PC carrying the crystal.

You may take or pass the *Calimemnon Crystal* to an adjacent ally as a single minor action. Your enemies cannot pick it up so long as the PCs live.

Once per round, each PC may expend certain powers to siphon Calim's power, so he can be destroyed and his power absorbed into the *Calimemnon Crystal*. This requires a minor action and must be done within 10 squares of the PC carrying the crystal. The chosen power is expended, but does not select any targets or gain any effects other than adding a success; no attack roll is required.

- For 25 points, expend an encounter or daily attack power that applies the slowed, immobilized, or dazed condition or has the force keyword.
- For 50 points, expend an encounter or daily attack power that applies the restrained, stunned, or dominated condition or removes from play.

In addition, a PC may score points by making a skill check as a standard action or minor action. You score points equal to the check result if attempted as a standard action, or half of the check result if attempted as a minor action. You may use Acrobatics to maneuver yourself and the winds, Bluff to trick Calim into the correct path, History to deduce Calim's tactics, or Nature to predict the wind's movements. With each Acrobatics, Bluff, History, or Nature check, the PC carrying the crystal takes 25 thunder damage from the siphoned energy.

Keep a running total of points scored by the group. Calim's hit points and maximum hit points are reduced by an amount equal to the total number of points scored.

Once you reach 125 points (100 for a group of 4, 150 for a group of 6), Calim's essence has been partially absorbed into the crystal and it is empowered. He takes vulnerable 10 to all damage.

Once you reach 250 points (200 for a group of 4, 300 for a group of 6), Calim's essence has been fully absorbed and he can be permanently killed. His vulnerability to all damage increases to 20, and no further points can be scored.

Special: The skill challenge ends immediately when Calim is reduced to 0 hit points. If the skill challenge is not complete, Calim is merely banished to the Elemental Chaos. If the skill challenge is fully complete, Calim is killed. Imprisoning the Hungering Dark will be easier the more you absorb Calim.

PLAYER HANDOUT 5: MAIMING MEMNON

Efrete Lord Memnom is ruthless. He enjoys watching his foes slowly burn to death. When Memnom is particularly threatened or wounded, he transforms into a raging inferno intent on incinerating his enemies. He draws much of his power from the Ring of Fire.

To siphon Memnom's power into the crystal, draw away the power of his Ring of Fire. Decide which PC is carrying the Calimemnon Crystal. All PCs can use powers or skills to score points as long as they are adjacent to the Ring of Fire and within 10 squares of the PC carrying the crystal.

You may take or pass the *Calimemnon Crystal* to an adjacent ally as a single minor action. Your enemies cannot pick it up so long as the PCs live.

Once per round, each PC may expend certain powers to siphon Memnom's power, so he can be destroyed and his power absorbed into the *Calimemnon Crystal*. This requires a minor action and must be done adjacent to the Ring of Fire and within 10 squares of the PC carrying the crystal. The chosen power is expended, but does not select any targets or gain any effects other than adding a success; no attack roll is required.

- For 25 points, expend an encounter or daily attack power that blinds, applies forced movement or teleportation of at least 5 squares, or has the cold keyword.
- For 50 points, expend an encounter or daily power that applies the weakened or dominated condition or removes from play.

In addition, a PC may score points by making a skill check as a standard action or minor action. You score points equal to the check result if attempted as a standard action, or half of the check result if attempted as a minor action. You may use Athletics or Endurance to dismantle the Ring of Fire, Heal to draw directly on Memnom's life force, or Thievery to remove key structural pieces of the ring. With each Athletics, Endurance, Heal, or Thievery check, the acting PC takes 25 fire damage from the Ring of Fire.

Keep a running total of points scored by the group. Memnom's hit points and maximum hit points are reduced by an amount equal to the total number of points scored.

Once you reach 125 points (100 for a group of 4, 150 for a group of 6), Memnom's essence has been partially absorbed into the crystal and it is empowered. He takes vulnerable 10 to all damage.

Once you reach 250 points (200 for a group of 4, 300 for a group of 6), Memnom's essence has been fully absorbed and he can be permanently killed. His vulnerability to all damage increases to 20, and no further points can be scored.

Special: The skill challenge ends immediately when Memnom is reduced to 0 hit points. If the skill challenge is not complete, Memnom is merely banished to the Elemental Chaos. If the skill challenge is fully complete, Memnom is killed. Imprisoning the Hungering Dark will be easier the more you absorb Memnom.

PLAYER HANDOUT 6: MUTATIONS

<p>1 - Your legs turn into tentacles -</p> <ul style="list-style-type: none"> • You can reduce the distance of forced movement by 1 square. • You have a -1 penalty to speed. 	<p>11 - Your senses are slightly out of sync with time -</p> <ul style="list-style-type: none"> • You gain a +2 bonus to attack rolls against creatures whose initiative result is greater than yours. • You have a -2 penalty to attack rolls against creatures whose initiative result is less than yours.
<p>2 - You gain a second head -</p> <ul style="list-style-type: none"> • You gain a +2 bonus to Will defense. • You have a -5 penalty to initiative. 	<p>12 - Your body bloats and enlarges -</p> <ul style="list-style-type: none"> • You gain a +1 bonus to your attack rolls. • You have a -1 penalty to all defenses.
<p>3 - Flaming blue eye stalks sprout from your head -</p> <ul style="list-style-type: none"> • You gain a minor action at-will attack that you can use once per round, the attack is ranged 10 and automatically deals 20 damage (no attack roll required). • You always grant combat advantage. 	<p>13 - Your body shrivels up and ages -</p> <ul style="list-style-type: none"> • You gain a +1 bonus to your attack rolls. • You have a -5 penalty to damage rolls.
<p>4 - You sprout wings of blue fire -</p> <ul style="list-style-type: none"> • You gain a fly speed of 10. • You have a -1 penalty to all defenses. 	<p>14 - Your body partly turns gelatinous -</p> <ul style="list-style-type: none"> • You gain a +5 bonus to escape checks and saving throws against slow, immobilize, and restrained. • You have a -1 penalty to attack rolls.
<p>5 - Your arms and weapons or implements fuse together -</p> <ul style="list-style-type: none"> • You gain a +5 bonus to damage rolls. • You have a -1 penalty to attack rolls. 	<p>15 - You have a stunted third leg growing from your forehead -</p> <ul style="list-style-type: none"> • You can stand up from prone as a minor action. • You have a -5 penalty to perception checks.
<p>6 - You become swarm-like -</p> <ul style="list-style-type: none"> • You have resist 10 to melee and ranged attacks. • You are vulnerable 15 to close and area attacks. 	<p>16 - Your eyes literally grow bigger than your stomach</p> <ul style="list-style-type: none"> • You gain a +5 bonus to perception checks. • You have a -2 penalty to Fortitude defense.
<p>7 - Your arms grow freakishly long -</p> <ul style="list-style-type: none"> • Your reach increases by 1 square. • You have a -5 penalty to opportunity attack rolls. 	<p>17 - Your blood turns gel-like and hardens when exposed to air -</p> <ul style="list-style-type: none"> • While bloodied, you gain a +2 bonus to all defenses. • You take a -5 penalty to initiative.
<p>8 - You sprout dozens of gnashing, hungry mouths -</p> <ul style="list-style-type: none"> • When you end your turn, adjacent creatures take 20 damage. • You have a -1 penalty to all defenses. 	<p>18 - You gain quills that emerge under stress -</p> <ul style="list-style-type: none"> • You have a +10 bonus to damage rolls while you are bloodied. • You have a -10 penalty to damage rolls while you are not bloodied.
<p>9 - Your brain pops out of your body and sits on top of your head -</p> <ul style="list-style-type: none"> • You gain a +2 bonus to Will defense. • You gain vulnerable 5 all. 	<p>19 - Your skin becomes translucent -</p> <ul style="list-style-type: none"> • You gain resist 10 ALL while you are bloodied. • You gain vulnerable 10 ALL while you are not bloodied.
<p>10 - You become nearly weightless -</p> <ul style="list-style-type: none"> • You gain a +2 bonus to speed. • Forced movement powers can move you an additional 2 squares. 	<p>20 - You gain a large eye in the back of your head</p> <ul style="list-style-type: none"> • You do not grant combat advantage. • You are dizzy so you have a -2 penalty to attack rolls during the first round of combat.

“PLAYER” HANDOUT 7: HALTING THE RITUAL

Some extremely powerful, legendary heroes are siphoning the Spellplague power of your homeland. You are the only creatures in the area powerful enough to try to stop them. The fate of the Plaguedwrought Lands rests in your hands/claws/tentacles.

The legendary heroes are using a powerful ritual to drain the power of the land and native creatures. They are channeling Spellplague energy into a colossal magical stone from the Elemental Chaos. It is suspected that these adventurers cannot be reasoned with, so you must interfere with the ritual directly. You must stop the ritual before the very essence of your being is drawn into the stone and the Plaguedwrought Lands are drained of all energy, leaving them a barren wasteland.

When they cast the ritual, the legendary heroes earned 20 successes in empowering the ritual. You must now weaken and stop the ritual.

Because you are infused with spellplague energy, it is relatively easy for you to disrupt the ritual. At the end of every round, if you are close enough to the stone (i.e. if you are within 5 squares of the left side of the map) and able to take free actions, you automatically succeed at weakening their ritual (i.e. you remove two of the adventurers' initial 20 successes).

WARNING!

The legendary heroes do not stand idly by while you attempt to disrupt their ritual. Now that the ritual is already in progress, the adventurers cannot strengthen the ritual again, they can only prevent you from disrupting it. The adventurers may employ the following tactics to hinder you.

- Move you too far away from the stone (more than 5 squares away).
- Stop you from taking free actions, such as by stunning, dominating, or knocking you unconscious.
- Kill you, of course.
- Make one of the following skill checks as a minor action. DC 30 makes you remove only one success instead of two. DC 39 makes it so you automatically fail to disrupt the ritual that round.
 - Arcana (while within 5 squares of you) - The adventurer's mumbo-jumbo makes it harder for you to disrupt the ritual.
 - Athletics (while adjacent to you) - The adventurer tackles you, making it harder to concentrate.
 - Dungeoneering (while within 5 squares of you) - The adventurer knows of your weaknesses and uses them against you to distract you.
 - Intimidate (while within 5 squares of you) - The adventurer's icy gaze fills you with terror, making it momentarily difficult to remember why you are here.

PLAYER HANDOUT 8: PRISON OF LIFE

The Hungering Dark is drawn to sources of life, so the combination of life force (Calim, Memnon, and your own), magnified by the work of the WeavePasha and Coronal upon the *Calimemnon Crystal* mystically draws its attention to the prison

In order to succeed at trapping the Hungering Dark within the *Calimemnon Crystal*, you must empower the crystal and weaken the Hungering Dark until the prison is more powerful than it. You can weaken the Hungering Dark by defeating any of its near infinite abominations. It is most effective to destroy its maw, when exposed.

You may take or pass the *Calimemnon Crystal* to an adjacent ally as a single minor action. Your enemies cannot pick it up so long as the PCs live.

The prison's strength starts at 50 per surge donated in Encounter 6A, immediately prior to attacking (maximum of 2 per PC).

The Hungering Dark is weakened by

- 500 per maw of darkness defeated
- 100 per shadow storm or devouring tentacle defeated

At the end of each round, if the *Calimemnon Crystal* is carried by a living PC within the central area of the map, add:

- 100 if Calim was entirely absorbed by the crystal (Encounter 2).
- 50 if Calim was instead partially absorbed by the crystal (Encounter 2).
- 100 if Memnon was entirely absorbed by the crystal (Encounter 4).
- 50 if Memnon was instead partially absorbed by the crystal (Encounter 4).
- 10 per success at striking the Hungering Dark from the Pandemonium Stone (Encounter 5).
- Each PC may also take a free action to donate one healing surge to the prison which adds 50 per surge donated. Each PC may donate only one surge per round.

The prison may be further strengthened by including it as a target in any healing power, so long as it is in the central area of the map. For this purpose, its surge value is considered to be 50 and it has infinite surges.

PLAYER HANDOUT 9: BARRENS FEATURES

TRIGGERED ACTIONS

Oublivae's Influence • At-Will 1/round

Trigger: You make a damage roll.

Effect (No Action): You gain a bonus to the damage roll equal to 5 times the number of non-minion creatures that have died in the encounter, to a maximum of +20.

Dying: The grasp of the grave is swifter and certain. If you end your turn with 0 hit points or less, you are treated as having just failed a death save. You must still also make death saving throws as normal, if you are Dying, and you cannot be stabilized by a Heal check.

Flesh Warp

Level 28 Disease

The infected creature's flesh warps and twists into disgusting demonic forms as it slowly and painfully transforms into a child of the Abyss.

Stage 0: The target is cured.

Stage 1: Initial Effect: The target's body warps to take on a demonic form, as determined by the DM. The target loses a healing surge that it cannot regain until cured of the disease. In addition, the target takes a -2 penalty to attack rolls that target demons.

Stage 2: The target's body continues to warp, losing almost all semblance of its original form. The target loses two more healing surges that it cannot regain until cured of the disease. In addition, whenever the target hits a demon with an attack, the target takes 15 psychic damage.

Stage 3: Final State: The target becomes a free willed sibriex spawn. Special: This final state occurs if the target progresses to it normally, or if the target dies while infected with flesh warp.

PLAYER HANDOUT 10: HOPE AND DESPAIR

Refer to EPIC24 End of Tsien (from *EPIC4-3*). If you did NOT use Words of Destruction, you avoided being further corrupted by Oublivae and gain resist 10 all against Oublivae's attacks for the encounter.

Refer to EPIC18 Oblivion Overcome (from *EPIC4-2*).

If you:

- Shed all Despair before you fought Oublivae: You gain a +2 bonus to attack rolls in this encounter.
- Gained *destroy them* by dying and being returned by the Barrens: If you have any boon active other than *bloodthirsty wrath*, it becomes inactive and is replaced by *bloodthirsty wrath*.
- Gained *devour them*: At the start of the encounter after rolling initiative, Oublivae forces you to shift up to half your speed and make an at-will attack against an ally or yourself as a free action.
- Were Lost in the Abyss: You take a -5 penalty to saves against falling or being hurled into the pit.
- Suffered a Total Party Kill (TPK): You take a -10 penalty to death saves in this encounter.
- Surrendered to Oublivae: You gain vulnerable 10 to Oublivae's attacks.

You may have a number of Hope points you can expend against Oublivae. Hope points may be spent in this battle (by either original or duplicate PCs), as no action, for any of the following benefits.

- You remove one harmful effect or condition (such as helpless, one of the above penalties, or flesh warp)
- You become immune to one (and only one) of the following for the encounter:
 - Oublivae's *perish alone* aura
 - *sibriex horror* auras
 - *flesh warp* disease
- Spend a healing surge to regain hit points equal to your bloodied value.
- Reroll a missed attack roll with a +5 bonus.
- Gain resist 15 all until the start of your next turn.