

SHADOW STORM

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

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Thwarted time and again, Shar is finally forced to answer for her attempts to plunge creation into eternal night. But the dark goddess is not so easily defeated, even by Faerûn's greatest heroes. Traps and treachery abound, and every move seems to lead closer to apocalypse. A **three-round** continuous-play *Living Forgotten Realms* Epic Campaign adventure for 29th-level characters.

This adventure is a direct sequel to *EPIC5-2 Dragons Dark* and should be played before *EPIC6-1 Confrontation in Shadow* if possible. We recommend that you allow 12-15 hours of game time to complete this adventure.

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.

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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.

Some monsters do not conform exactly to standard classifications like "Elite" or "Solo". Each monster is customized to provide a better encounter.

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 29** 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. See the *Catching Up* sidebar below for some alterations to help the PC survive a level difference.

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.

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.

The PCs have a great deal of deific attention, as well as a time-manipulating artifact: you are empowered to recover from TPKs as necessary.

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

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 melee basic replacement powers if available like *virtuous strike* or *eldritch strike*. A PC must use at-will benefits like *vanguard* or *horned helm* bonus to

charge damage, and at-will striker 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 at-will bonuses and improvements available."

REMOVING HARMFUL EFFECTS

Some monsters have the ability to "remove a harmful effect". Those abilities sometimes have a cost, such as losing a creature's next standard action. This definition is left open ended in order to give you the necessary tools to avoid broken combinations and maintain fun and challenge at the table, as well as avoid an ability arms race where PCs feel compelled to search for powers that aren't defined conditions but act like them. That said, it should not be overused to unduly harm one particular PC's abilities or render useless every daily power.

As a general rule, avoid using it to remove intrinsic PC abilities like a defender's mark or striker feature (*oath of enmity*, *warlock curse*) or in ways that make the game slower. Consider limiting its use to abilities which are as severe as being stunned, or more serious like dominated or unconscious.

If you know your party, you could also change the monsters to have other forms of status protection. Perhaps one monster sheds stunned, while another removes dominated, and yet another deals 30 damage to all enemies within 10 squares when it ends its turn unable to act.

It's your game. Make it fun.

CATCHING UP

If a PC has missed one or more of the previous adventures, that character may have some temporary items to help them survive this adventure:

- If the PC has fewer than four +6 enhancement bonus items (weapon, implement, armor, and/or neck slot), then they may temporarily upgrade enough of their existing items to +6 so that they have four such items. These upgrades only last for the duration of this adventure.
- The PC may purchase a *potion of heal* and a *potion of life*. If they lack sufficient funds, they can still have the potions but must subtract their cost from the base gold reward at the end of the adventure.

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

Shar has ever warred with her sister Selûne over the fate of creation. While Selûne wishes to nurture and guide to improve the imperfect state of things, Shar wishes for the destruction of everything in order to start anew. Shar has nursed her grudge, working with guile from the shadows, content to pull strings and manipulate events to slowly gain power and achieve her ends.

Shar's greatest success came when she manipulated Cyric into slaying Mystra, allowing Shar to reclaim part of her essence and create the Shadowfell. Unfortunately, she believes her plans will soon be undone, and this knowledge has driven her to reckless confrontation.

Knowing that the other gods and the most powerful mortals will attempt to stop her plans, Shar prepared a myriad of plots which all lead to armageddon, starting with unleashing the Hungering Dark.

The Hungering Dark was an abomination created during the Dawn War that was too powerful for even the gods to deal with. Thus, they locked it in the prison plane of Carceri. The PCs encountered it briefly during *EPIC3-2*, saw its work in the Barrens during *EPIC4-2*, and were attacked by it during Tsien's ritual during *EPIC4-3*. This is a threat that, by definition, the gods themselves cannot stop. In *EPIC5-1*, the PCs attempted to imprison the Hungering Dark in the Calimemnon Crystal, but Shar intervened, shattering the crystal and scattering shards of the Hungering Dark throughout Faerûn.

Before it was scattered, the Hungering Dark was already being used to corrupt and empower dragons throughout Faerûn (as observed during *EPIC5-1*). Shar made a deal with the Cult of the Dragon, offering to restore their fallen patriarch Sammaster and turn him into a threat capable of destroying her mortal enemies and providing a foil against attention from the other gods. However, the PCs thwarted this plan during *EPIC5-2*.

Now that her involvement has been revealed, the gods have formed a council to decide what to do, and have invited the PCs to testify. Shar has several contingencies and plans for victory. Realizing that she is out of time and options and each plan could be easily stopped piecemeal, she has put all of her remaining contingency plans into play.

During *EPIC5-2*, the Coronal of Myth Drannor sent out scouting parties and divinations (many of which were blocked, only revealing shadowy inmates) to determine what else Shar might have brewing. Since the end of *EPIC5-2*, the Coronal of Myth Drannor has been receiving reports, and passing them along to the PCs. This is a good opportunity to run a MYRE adventure to tie up additional plots of your own, or to incorporate some of the specific PC Epic Destiny requirements that the PCs are expected to reach before the end of the campaign.

DM INTRODUCTION

The events of the previous eight EPIC adventures are described in Player Handout 1. Please review those events and give it to the players before starting the adventure. Verify if any PCs have missed previous adventures and need to Catch Up (see sidebar).

The following story awards from the previous EPIC adventures may have relevance during this adventure:

- EPIC05 Rescued Prisoners of Carceri (*EPIC3-2*)
- EPIC11 Gift for Treachery (*EPIC3-3*)
- EPIC13 Sliver of Pure Evil (*EPIC3-3*)
- EPIC15 Protector of Knowledge (*EPIC4-1*)
- EPIC16 Savior of Sehanine (*EPIC4-1*)
- EPIC25 The Power of Four Gods (*EPIC4-3*)
- EPIC26 Rogue's Gallery (*EPIC4-3*)
- EPIC33 Savior of Faerûn (*EPIC5-2*)

The PCs may also use any number of story awards from other adventures to influence the gods in Encounter 1A or 1C. It is not necessary to verify specific awards if a PC claims influence with a god.

The PCs are summoned to testify at the Council of Gods to determine what to do about Shar. Once they arrive at the council, the PCs can interact with the gods. They are offered positions as exarchs and have a chance to influence the gods against Shar.

During the council, Shar creates a distraction under the ruse of a final warning against the PCs while she makes a hidden attack against Selûne. A powerful curse along with a team of angelic assassins interrupts the proceedings. Once the PCs deal with this threat, the council concludes its business. Regardless of the outcome of the vote, the PCs need to eventually face and defeat Shar herself in order to carry out the sentence. (These events unfold in *EPIC6-1*.)

The PCs return home to discover that Shar initiated assaults to coincide with the council.

- The Netherese have taken control of the primordial Entropy, a living sphere of annihilation.
- Invincible shades are emerging from Ormpetarr. They are joining the Netherese army and striking out at all defenders.

The PCs then discover that a ritual to bind the Ordulin Maelstrom is occurring that must be stopped. Thankfully, Amaunator has an idea for how that might be accomplished. The characters must go collect a star and ride it down into the Ordulin Maelstrom.

The star's impact has cataclysmic results upon the ritual, destroying all but its most powerful participants. The PCs face a final battle with Telamont Tanthul the High Prince of Shade, the Ordulin Maelstrom, and Shar's avatars.

The adventure concludes with the PCs having put an end to most of Shar's plots. She has one final card to play. While the PCs have been putting an end to her other schemes, she has kidnapped her sister Selûne and set in motion her last cunning and desperate plan. These events unfold in the conclusion *EPIC6-1 Confrontation in Shadow*.

CREATION'S HOURGLASS

At the end of *EPIC4-2*, the PCs recovered the artifact Creation's Hourglass. The artifact possesses the ability to manipulate time and claims to have witnessed creation.

Creation's Hourglass believes that events are still marching steadily towards the end of creation. It is excited to observe fully all of the details, and curious about the ways in which the PCs choose to fight back. It avoids influencing the events with its own suggestions or opinions, preferring to view a more authentic representation of the end times.

In any encounter, Creation's Hourglass can stop time whenever it seems like it might be interesting to do so. No creatures may act while this occurs, but it can allow telepathic communication, even across great distances.

Creation's Hourglass uses its power to ensure it knows the full history and import of any events occurring in an area, bringing leaders or even enemies into the conversation as needed.

Use Creation's Hourglass as a tool to both facilitate more roleplaying and allow you to explain any aspects of a combat situation or goals without impeding the flow or verisimilitude of the encounter.

Creation's Hourglass has no wish to be considered overused or intrusive. Note that the power it used to split the PCs in *EPIC5-1* was a consumable power that required the use of special sand. The hourglass is no longer able to use that ability.

EPIC DESTINIES

Outside of a convention environment, consider interweaving the events of *EPIC5-1*, *EPIC5-2*, and *EPIC5-3* together with encounters and adventure ideas of your own. Be sure to highlight each PC's own plans and interests, especially in reaching goals defined by their Epic Destinies.

You should not feel confined by the limitations of the content of these adventures, nor should you need to adhere to standard adventure requirements for flushing out the story for each PC as they near retirement.

PCs might decide to go on a solo adventure, wander off in pairs, engage in great combats, or flush out their stories through extensive roleplaying scenes. Incorporate such events where they make sense during the story arc. These challenges can happen between adventures, or inset as special encounters during the course of one or more of these adventures. Now more than ever, you should customize the content presented in these adventures to be appropriate to the PCs and their Epic Destiny choices.

The Player's Introduction is a good place to include any additional groundwork and story hooks that the PCs should be aware of, as well as a place where you could run a few mini-encounters to advance the personal story of PCs in your group.

PLAYER INTRODUCTION

The adventure begins with the PCs meeting with Corellon so he can take the PCs to speak at a Council of the Gods. Distribute Player Handout 2 to gain information about the PCs interactions with the gods. If at all possible, give the handout out before starting play. Player Handouts 3A and 3B may also be given out at any time, though they do not come into play until Encounter 1D.

You have stymied Shar's machinations time and again: you prevented her from misusing Sehanine's vestige, from releasing the Hungering Dark, and most recently from creating a dragon god of death... but the dark goddess still schemes.

At Selûne's request, the gods have gathered for a council to discuss Shar's transgressions and potentially put the goddess on trial for her crimes against creation. Your testimony is crucial. As soon as you are ready, Corellon will bring you to the council.

If the players have not played together before, they should all introduce themselves to each other. It's worth note that all PCs should be very familiar with the exploits and capabilities of each other. They are part of a very exclusive club at this point.

Corellon can give information from the first couple scenes of Encounter 1A, if the PCs ask. He does not wish to delay long, however. As soon as the PCs are ready, continue with Encounter 1A.

ENCOUNTER 1A: EXALTED CONCLAVE

IMPORTANT NPCs

This encounter includes dozens of deities.

SETUP

The gods have gathered to determine whether Shar should be tried for the crimes against creation that she stands accused of and, if guilty, the extent of her punishment. Gods voting “For” are voting to hold Shar accountable, while those voting “Against” either support Shar, oppose the PCs, or are reluctant to support actions against other gods lest they be next. The PCs can influence the votes of those who have not yet committed themselves to a position.

The gods are not perfect, and as such have their own motivations and goals often resulting from events from ages long past. Furthermore, the gods know that the PCs are near the pinnacle of mortal power, and they see this gathering as an opportunity to recruit the PCs to increase their own position. Many of the PCs, especially divine PCs, may be interested in allying themselves with a god in one way or another.

The scenes below should be customized for your group. Use Player Handout 2 to gather information about gods that the PCs feel great attachment for, as well as their past choices. Some PCs have a chance to be invited to become exarchs of gods in this scene, so please do not bypass that roleplaying opportunity.

SCENE 1: OUTSIDE

Corellon and Selûne meet the PCs outside the astral dominion.

You arrive at a perfect white sphere hanging in the Astral Sea. It appears seamless, impregnable, and radiates overwhelming bright light.

Corellon says, “Before we enter, let us speak. The gods are rarely moved to act in concert. Grudges build up over the millennia and many of us can be quite conservative. To the gods as a whole, the ‘greater good’ is hardly a convincing argument.”

Selûne sighs, “Some gods can never see past themselves.”

Corellon continues, “You are a new and exciting element in this circle. I suspect you will find a more interested and receptive audience. You can affect a desirable change in opinion.”

Selûne adds, “Please consider what arguments might sway specific gods to our cause, and be prepared to use them.”

Corellon continues, “Still, we have been known to band together on occasion. The potential destruction of the world is one such compelling occasion.”

The PCs may have questions or preparations. Once they are ready, the gods link hands with the PCs, and bring them to the meeting place.

SCENE 2: INSIDE

The inside of the astral dominion is a featureless empty room. After a barest moment, tables of alabaster form, surrounded by delicate wooden chairs. Ivy crawls up the walls and the scent of a forest glade fills the room. Trills of birdsong echo from the walls and shafts of moonlight illuminate each chair.

Selûne says, “This place is mutable, affected by the will of its inhabitants. Please - change it as you wish.”

Selûne also explains an important rule about working with the gods:

“It is very important that you understand that we gods do not fight each other here. You are not (yet) gods, so are not quite as bound. Just know that if you attack a god here, that god is entitled to retribution, and the other gods will not interfere.”

Amaunator appears next. The normally stern god directly approaches the PCs, clearly annoyed, albeit not with the characters.

“Shar long ago warped the Netherese people, and lately my Companion. This shall no longer stand. I will assist you in whatever is to come. I must arbitrate these proceedings as a neutral party, but at some later date, I would speak with you. I have some ideas for creating a new Companion, and perhaps dealing with her vaunted Shadowstorm.”

Amaunator refers to the Heart of Light and using it to disperse the Ordulin Maelstrom, though he envisions doing so in a planned and careful manner some other time, after the Council has completed all of its business.

Throughout the remaining scenes, the PCs have a chance to sway the gods to their side in the time before the trial.

Each PC has two opportunities to make skill checks, and may spend an action point to make a third check if necessary.

One check must be Bluff, Diplomacy, or Intimidate in Scene 6, when the PCs will be asked to all speak to the gods about Shar’s crimes.

The other check (or two, if an action point is spent) may be any appropriate skill for their actions and argument. Some skills may not make sense, or might only make sense in the context of particular gods.

Throughout all of the checks, a PC may not use a skill they personally have already used. For example, every PC can make a separate Diplomacy check, but a bard cannot use Diplomacy for all two or three checks. A wizard also cannot use Arcana to describe the magical repercussions of Shar's actions, then use *suggestion* to use Arcana again in place of a Diplomacy check.

PCs may either appeal to the room in general, or to specific gods. Once any PC gains at least one success (DC 35+, see below) while speaking with a specific god, no further checks can be made against that god. (That god has already been swayed.) Be liberal when awarding the following bonuses to the PC's check.

- If the PC has previously performed and/or obtained recognition from or done some major service for the deity (justified by some story award), or is a divine character (class or multiclass) who worships that deity, grant a +5 bonus to the check.
- If the PC is a known enemy of the deity (through reputation, statement, or story award), the check takes a -5 penalty. (Due to the number of deities, no PC should have to make a check against an enemy.)
- Give a further +0, +2, or +5 bonus to the check based on how compelling the PC's argument or roleplaying is. If the check is very close, prompt the PC to provide additional details or improve their position.
- Refer to the Exarch section below for another possible modifier.

Each PC should track their personal successes, as they are able to use these successes for benefits in the next encounter and are recorded in Story Award EPIC35.

DC 25-34: The PC gains the ability to add +2 to one check just made at any point during the council. This should only be used when the PC's assistance make a difference in success level.

DC 35-44: PC gains one success.

DC 45+: PC gains two successes.

Cyric is imprisoned in the Supreme Throne, so cannot attend, but he has voted by proxy. The following gods have already decided, and no checks against them can change their votes:

For:

- **Amaunator**, Keeper of the Eternal Sun
- **Corellon**, First of the Seldarine
- **Selûne**, the Moonmaiden

Against:

- **Cyric**, the Mad God

- **Gruumsh**, the One-Eyed God
- **Shar**, the Mistress of the Night
- **Talona**, Mother of All Plagues
- **Tiamat**, Nemesis of the Gods
- **Zehir**, the Great Serpent

Most minor deities and exarchs vote along with their superiors, so may not even be here as is convenient for you, but make sure that all deities worshipped by and relevant to the PCs are present.

SCENE 3: ARRIVALS

Refer to Appendix 3 for more information about the possible gods you can use in this encounter. You have a great deal of flexibility to use as large of a cast in this encounter as serves your table, or narrow interactions to just a few key gods.

A likely list of other relevant attendees:

- **Asmodeus**, Supreme Master of the Nine Hells*
- **Auril**, Queen of Air and Darkness
- **Bahamut**, God of Dragons
- **Bane**, the Black Hand
- **Chauntea**, the Great Mother
- **Garl Glittergold**, the Sparkling Wit
- **Gond**, the Wonderbringer
- **Ilmater**, the Broken God
- **Kelemvor**, Lord of the Dead
- **Lolth**, Queen of the Demonweb
- **Loviatar**, Maiden of Pain
- **Moradin**, All-Father of the Dwarves
- **Oghma**, Lord of Knowledge
- **Silvanus**, the Forest Father
- **Sune**, the Lady Firehair
- **Tempus**, Lord of Battles
- **Torm**, the Loyal Fury
- **Tymora**, Lady Luck
- **Umberlee**, the Bitch Queen
- **Waukeen**, the Merchant's Friend

Allow the PCs to speak with any gods they wish. You have a few options:

- The gods may be roleplayed with individually, or in groups.
- The PCs may split up or mingle together.
- You can allow some players to assist the scenes by roleplaying a god, if the player is very familiar with the god.

The last gods to arrive are a small group of deities: Shar, Talona, and Zehir. They avoid the PCs, but this may be a good opportunity to let the PCs speak directly to Shar. She might show up suddenly to add a comment or

rebuttal to any other conversation, appearing from any shadow. Refer to Appendix 4 for guidance in roleplaying Shar.

If at any time the PCs attempt a confrontation with Shar, attacking her or attempting to bring about one, then proceed to Encounter 1B. Then return to concluding the remaining scenes.

SCENE 4: RECRUITMENT

The PCs are close to the pinnacle of mortal power and have become true peers (even if lesser ones) to the present deities.

Some may already be claiming divinity, or have epic destinies forecasting their ascension. The gods rarely come together in such numbers and this is a good opportunity for the deities to attempt to scoop the PCs up as valuable commodities in their ongoing struggles against each other.

Refer to the results of Player Handout 2, and determine one or two gods for each PC that might choose to recruit them as exarchs. For example, a PC defender focused on protection might be approached by Torm and Ilmater to discuss who they might be willing to support should they succeed in the conflict against Shar.

If a PC accepts an offer, that PC gains a +5 bonus to checks with that god. If a PC rejects an offer, that PC takes a -5 penalty to checks with that god. Some gods may even make the offer when a PC is already making a check, to immediately affect that check with the +/-5.

SCENE 5: DARK OFFER

Asmodeus holds several votes (in proxy, obtained from other gods) that he can cast in either direction. He will approach the PCs (as a whole, or apart) to attempt to convince them to purchase these votes:

“I would encourage you to consider the greater good. Shar aims to destroy your world and everyone on it. All I ask is a small sacrifice in return for the means to ensure its protection.”

He will offer one vote for each PC that offers one of the following:

- That PC’s soul
- The sliver of the abyss (from EPIC3-3, Story Award EPIC13 the PC’s character claimed it)
- All the divinity from other gods the PC has gained (if the PC has either EPIC16 Savior of Sehanine from EPIC4-1 or EPIC25 kept the power of the gods for the PC in EPIC4-3)

For example, one PC could sell their soul and another trade the shard of the abyss in order to obtain two additional votes.

SCENE 6: INQUIRY

After all attempts to recruit the PCs as exarchs are resolved, every PC has had a chance to make a skill check, and Asmodeus has made his pitch, Amaunator calls the gathering to order and the inquiry begins:

Amaunator conjures a column of burning light in the middle of the chamber. The many conversations around the chamber still.

Amaunator says, “Selûne has raised an accusation that Shar has manipulated events in such a way as to endanger all of our followers, and even our creation itself. If found guilty, any and all appropriate punishments will be considered.”

Shar interjects, “I will see to a number of punishments, myself.”

Amaunator continues, “For example, a declaration of war upon Shar could be enacted. Her followers would be hunted down. She could be stripped of her powers and portfolios. Finally, she could be executed, every remnant of her burned in unending light with no shadow to escape into.

“Since we know why we are here, we will hear opening arguments from the defense.”

Shar and any of her allies have the opportunity to speak at this time.

Shar says, “All of darkness and shadow are mine to command, and well within my portfolio. Back off, or regret your mistakes.”

Asmodeus stands and smiles to those assembled. “Indeed, this is just Shar being Shar. It is no coincidence that her enemies have been weakened. As war starts with her pet nation, Netheril, the Hungering Dark is loosed, but she personally ensures that it is manageable. I’ll defer to Cyric and Tyr for their wisdom in becoming entangled in Shar’s plans.” He pauses, as if to give the imprisoned or dead deities a chance to respond.

“This is not the end of the world, except perhaps for Selûne,” concludes Asmodeus.

Amaunator says, “We will next hear any accusations.”

It is preferable for the PCs to speak for the prosecution. All of the gods have eternal history and grudges that mar every argument they might make. If needed, Corellon or Selûne prompt the PCs or mention the collusion with Oubliivae and the Abyss, manipulation of Tsien Chiang, and unleashing of the Hungering Dark upon Faerûn.

Each PC may make a single Bluff, Diplomacy, or Intimidate check (as appropriate) to sway the gods against Shar. Use the same mechanics from Scene 2 for DCs and outcomes.

ENDING THE ENCOUNTER

When the PCs have either all made their checks or provoked Shar to confrontation, proceed to Encounter 1B.

ROLEPLAYING

It is important to remember that the PCs have defeated multiple demigods and destroyed a demon lord and nascent deity: the gods treat them like peers in this encounter, not lesser beings. The PCs are as powerful as many exarchs and minor gods and may grow in power in the days to come.

TROUBLESHOOTING

Some PCs may want to fight the gods here; their allies will attempt to convince them it is not the time. It is reasonable to trigger Encounter 1B whenever this occurs, but Appendix 5 includes additional statistics should it be necessary.

Refer to Encounter 1C for the total number of votes necessary to sway the gods. In general, 2 votes per PC is considered successful and 4 votes per PC is exceptional.

MILESTONE

Encounters 1A-1E collectively count as one encounter towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 1B: FINAL WARNING

CREATURES

This encounter includes the following creatures:

10 dark angel legionnaires (L)

3 dark angel slayers (S)

2 dark angel enforcers (E)

Several enemy gods (G)

These gods act as aggressive bystanders, impeding the PC's ability to make area attacks. Choose one enemy god per PC, choosing appropriate (for the PCs) deities such as Bane, Gruumsh, Talona, Tiamat, Umberlee, and Zehir.

SCALING THE ENCOUNTER

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

Four PCs: Remove an enforcer and 2 legionnaires.

Six PCs: Add an enforcer and 2 legionnaires.

Make the following adjustments as necessary for pacing and difficulty:

Faster: Reduce non-minion hp by 50 and increase angel damage rolls by 5.

Easier: -2 attack. Remove one dark angel slayer.

Harder: +5 initiative. While shrouded, angel slayers and enforcers take half damage.

Glory: +2 attack and +2 defense. Add a dark angel slayer.

SETUP

Shar inflicts the PCs with a curse that shrouds their senses and another more insidious affliction that creates a festering hatred within the PCs for each other.

She uses the fight as a distraction for her own mental assault upon Selûne, hoping the PCs exhaust their resources or provoke other gods to anger.

The room suddenly seems to spin, you and your companions, the gods and their exarchs, all swaying chaotically.

"I'm so glad we had this chance to speak, but I refute your authority to demand anything of me," Shar murmurs, the goddess nowhere to be seen.

Angels with shadowy wings appear throughout the gathering, weapons of darkness appearing in their hands.

Shar whispers, "Consider this your absolute final warning."

Shar disappears, engaging in a mental attack upon her sister. Selûne never disappears, but under the cover of confusion she is silent and does not participate. The few

seconds the PCs need to succeed is long enough for Shar to secure her possession, and Shar is in control of Selûne by the end of the encounter.

For every personal success earned in Encounter 1A, that PC can reroll one attack roll and choose which one to keep, add 20 to one damage roll, or regain 50 hit points during this encounter. Player Handout 4 may be used for this benefit. In some circumstances it can be reasonable to show the god's direct intervention, providing a flank or healing touch, while other PCs might prefer more subtle assistance.

The following hindrances are all immediately obvious to the PCs:

During this encounter, the PCs initially cannot distinguish enemies or allies. All other creatures are treated as enemies until the end of the first round. PCs might accidentally attack other PCs or a god, even with enemies only powers. PCs may not be able to use most of their normal group benefits (such as initiative bonuses and powers).

Until the end of the first round, the dark angels are also shrouded in darkness, which grants total concealment. The dark angel legionnaires are protected entirely from damage during the first round.

FEATURES OF THE AREA

Terrain: The terrain in this dominion is created only by the will and imagination of its inhabitants. By default, the furniture in the encounter is difficult terrain that provides cover. A creature may take a minor action to temporarily cause the terrain to melt away or to remove line of effect to one creature (so as to avoid hitting an ally or enemy god, or damage from an angel's aura), or some other comparable effect, all only lasting until the end of the current turn.

Gods: The gods are not affected by Shar's curse, so freely move around the room observing the combat, using their extraordinary control over the dominion to make themselves immune to all harmful effects. Some allied gods assist the PCs, while a few troublesome enemy gods refuse to move out of the way of attacks or even intentionally move into the area to get a chance to rebuke the PCs. At the end of each round, move each enemy god up to 6 squares.

If a PC attempts to perform a harmful effect or attack that includes an enemy deity, the deity immediately responds with a deific rebuke that deals 50 damage to the PC.

TACTICS

The slayers' auras deal a great deal of cold and necrotic damage to the entire group, so the legionnaires focus attacks on anyone resistant to that damage. The angels

work together to protect the slayers, grouping up PCs by enforcers.

The enforcers focus their attacks on controllers and other enemies who can either attack many targets or prevent immediate attacks with conditions like dazed or stunned.

The dark angel legionnaires are protected against all damage during the first round, though conditions can be quite effective against them.

ROLEPLAYING

Refer to Encounter 1A for guidance in roleplaying the gods. The gods are completely immune to the effects of Shar and the angels, so any that have no interest in the encounter leave immediately.

Many of the gods enjoy a good show, so participate much like spectators at a gladiatorial combat, offering advice or cheering for impressive deeds.

Selûne is silent, taking no part in the combat.

ENDING THE ENCOUNTER

The combat ends once all of the angels are defeated, or the gods evict the angels at the end of the 5th round. Proceed to Encounter 1C.

TROUBLESHOOTING

Some players may wish to make repeated and concerted attacks against enemy deities. Let the PCs mitigate or

alter the terrain-like effect of the evil deities using their powers when appropriate, but avoid making them actual combatants.

If absolutely necessary, refer to Appendix 5 for additional stat blocks you can add into the encounter, though there is no true benefit for doing so.

Some players, particularly replayers, may attempt to do something about Shar's attack on Selûne (which is undetectable, otherwise the other gods would have noticed). Selûne disappears immediately should that occur.

The shroud effects are not intended to be easily removed by skill checks or powers. Some PCs may have reduced ability to act without allies: it is acceptable for their choice to be a hindrance for one round in this combat. That said, some PCs may have rare abilities which might seem appropriate for removing shroud effects. Use your best judgment, but at best such attempts should remove the shroud from a couple of minions and/or a single non-minion angel.

MILESTONE

This encounter counts toward a milestone.

TREASURE

None.

ENCOUNTER 1B: FINAL WARNING

Dark Angel Legionnaire (L)	Level 28 Minion Skirmisher
Small immortal humanoid (angel)	
HP 1; a missed attack never damages a minion	Initiative +23
AC 42, Fortitude 39, Reflex 41, Will 40	Perception +23
Immune fear; Resist 20 necrotic, 20 radiant	Blindsight 3
Speed 6, fly 12 (hover)	
STANDARD ACTIONS	
m/r Chakram (weapon) ♦ At-Will	
Attack: Melee 2 or Ranged 20 (one creature); +33 vs. AC	
Hit: 18 damage, and the target is slid up to 2 squares.	
TRIGGERED ACTIONS	
Death Burst • Encounter	
Trigger: The angel is reduced to 0 hit points.	
Effect (No Action): Close burst 10 (enemies in the burst); 10 necrotic and radiant damage.	
Str 18 (+19)	Dex 23 (+21) Wis 27 (+23)
Con 23 (+21)	Int 15 (+17) Cha 23 (+21)
Alignment unaligned Languages Supernal	
Note: Angel of Light (MM2). <u>Note that the legionnaires are entirely immune to damage in the first round of the combat.</u>	

Dark Angel Slayer (S)	Level 29 Skirmisher
Medium immortal humanoid (angel)	
HP 268; Bloodied 134	Initiative +21
AC 43, Fortitude 40, Reflex 42, Will 41	Perception +21
Speed 8, fly 12 (hover)	Blindsight 3
Immune fear; Resist 20 radiant, 20 necrotic	
TRAITS	
o Grasping Darkness (cold, necrotic) ♦ Aura 10	
Enemies who end their turn in the aura take 20 cold and necrotic damage.	
Angel of Darkness	
While bloodied, the angel gains a +10 bonus to damage rolls and scores critical hits on 18 - 20.	
STANDARD ACTIONS	
m/r Disc of Darkness (cold, necrotic) ♦ At-Will	
Attack: Melee 2 or Ranged 20 (one creature); +32 vs. AC or Reflex (whichever is lower)	
Hit: 3d8 + 25 (avg 38, crit 3d12 + 49) cold and necrotic damage.	
c Initiate of Darkness (cold, necrotic) ♦ Encounter	
Requirement: The angel is bloodied.	
Attack: Close burst 20 (enemies in burst); +32 vs. AC or Reflex (whichever is lower)	
Hit: 3d8 + 25 (avg 38, crit 3d12 + 49) cold and necrotic damage.	
Miss: Half damage.	
TRIGGERED ACTIONS	
Psychic Riposte (charm, psychic) • Encounter	
Trigger: An enemy's damage would reduce this creature to 0 hp.	
Attack (Immediate Interrupt): the triggering enemy; +32 vs. Will	
Hit: The triggering damage is redirected to the triggering enemy.	
Str 24 (+21)	Dex 21 (+19) Wis 21 (+19)
Con 24 (+21)	Int 23 (+20) Cha 20 (+19)
Alignment evil Languages Supernal	
Note: Based on Galewing, Fallen Angel (Dungeon 212), then reflavored and further differentiated from Encounter 3's.	

Dark Angel Enforcer (E)	Level 30 Elite Soldier
Large immortal humanoid (angel)	
HP 550; Bloodied 275	Initiative +26
AC 46, Fortitude 41, Reflex 43, Will 43	Perception +27
Speed 8, fly 16 (hover)	Blindsight 3
Immune fear; Resist 20 radiant, 20 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Angel of Darkness	
While bloodied, the angel gains a +10 bonus to damage rolls and can score critical hits on 18 - 20.	
STANDARD ACTIONS	
m Shadow Sword (necrotic, radiant) ♦ At-Will	
Attack: Melee 2 (one creature); +35 vs. AC	
Hit: 4d10 + 16 (avg 38, crit 3d10 + 56) necrotic and radiant damage, and the target is knocked prone and cannot stand (save ends).	
Shadow Assault • At-Will	
Effect: This creature makes three basic attacks against one creature.	
TRIGGERED ACTIONS	
R Excommunication (teleportation) ♦ Encounter	
Trigger: An enemy bloodies this creature.	
Attack (Free Action): Ranged sight (triggering enemy); +33 vs. Will	
Hit: The target disappears into Carceri and is removed from play (save ends).	
Each Failed Save: The target takes 40 damage from Carceri's deadly environment.	
Aftereffect: The target appears adjacent to the angel, cannot stand (save ends), and is knocked prone.	
Holy Word ♦ Encounter	
Trigger: This creature would be reduced to 0 hp.	
Attack (Immediate Interrupt): Close burst 20 (enemies in the burst); +33 vs. Fortitude; 4d10 + 25 (avg 47, crit 65) thunder damage, and the target is weakened (save ends).	
Skills Bluff +28, Religion +26, Stealth +29	
Str 24 (+22)	Dex 28 (+24) Wis 24 (+22)
Con 22 (+21)	Int 23 (+21) Cha 27 (+23)
Alignment evil Languages Supernal	
Note: Zachariel Angel (Dungeon 173) reduced to an elite, simplified, then customized for this encounter.	

ENCOUNTER 1B: FINAL WARNING

Tomb of Horrors poster map

This map can be replaced by any other convenient to you, due to its morphable nature.
The party may position themselves around the room as desired, placing before the monsters.
Adjust positioning of the angels and gods based on the PCs. Example placement shown. .



ENCOUNTER 1C: AFTERPARTY

KEY NPCs

This encounter includes many gods.

SETUP

The gods discuss matters for a couple more hours, factoring in the PC's advice and Shar's actions. If any PCs died during 1B, the gods restore that PC to life (with the usual death penalties). Selûne (Shar) takes her leave early, but the other gods ask the PCs to stay to resolve the council and receive their blessing:

Selûne appears clearly troubled. "My sister and I were once closer than twins; two parts of a whole. Whatever happens, it will be a tragedy." She turns away then disappears.

The outcome of the council is based on the total number of successes earned by the PCs. If the PCs did not finish making all of their checks in Encounter 1A, they should finish making checks now. The PCs can potentially make a deal with Asmodeus or spend an action point for another check at this time. If the PCs are Failing and could become Successful, it is very much worth pointing out.

Successful

20+ (16+ for a group of 4, 24+ for a group of 6):

The gods are extremely impressed by the PCs. They overwhelmingly agree with the PC's suggestion. They dispatch an angel to Shar to demand she surrender herself to the court's will. The gods assume she will decline, and they request that the PCs be ready to assist an armed delegation of gods that will enforce the decision the next day.

15-19 (12-15 for a group of 4, 18-23 for a group of 6): The gods are in disagreement on the finer details about how to proceed, but largely agree to assist the PCs. They send a message to Shar asking her to surrender herself to the court's will. She is not expected to do so, but the court can determine whether to impose sanctions on her followers or assault her directly another day.

10-14 (8-11 for a group of 4, 12-17 for a group of 6): The gods will require a great deal of time to determine what to do, but promise support in resisting Shar. There's definite impression they want to see if events change or if anyone else intercedes. They hope that it will not be necessary to directly confront Shar: sanctions might be enough, or Ao might intercede.

Failure

5-9 (4-7 for a group of 4, 6-11 for a group of 6): The council is largely at a stalemate, with hollow promises of assistance from some gods, but nothing specific or terribly useful.

Fewer successes than the # of PCs: The talk turns from how to stop Shar to how well Selûne plans to die. Some gods hope to secure some scraps of her power after Shar kills her.

As long as the PCs secured enough votes to be considered successful, the gods grant the PCs a blessing for their time and entertainment against Shar's servants. During a short rest at any time before the end of their next extended rest, the PCs may expend this blessing in order to either regain 4 healing surges or an expended daily power.

The gods end the council for the day, planning to take further actions and meetings. Allied gods bid farewell and good luck to the PCs. Then the PCs are returned to Faerûn.

ENDING THE ENCOUNTER

As soon as the PCs leave the presence of the gods, they feel a growing frustration and festering hatred for their companions. This is part of Shar's curse. Proceed to Encounter 1D.

MILESTONE

Encounters 1A-1E collectively count as one encounter towards a milestone.

TREASURE

The PCs can gain a blessing from the gods, which they can use before their next extended rest.

ENCOUNTER 1D: NEMESIS

SETUP

The PCs can fill in the handouts any time before starting Encounter 2, so it may make sense to hand these out earlier, such as before starting the adventure.

Shar is goddess of quiet revenge for old slights, pain hidden but not forgotten, carefully nurtured bitterness, and never-ending feuds over the smallest offenses. Shar inflames secret hatred and distrust, magnifying old divisions and minor squabbles. Shar is the goddess of secrets and knows the dark recesses of people's minds. Shar has taken notice of the PCs, studied them, and worked her dark magic to fuel their hatred for their closest allies.

Give a copy of Player's Handouts 3A and 3B to each player. Have them list at least three other PCs at the table and list a small offense, secret hatred or distrust, or minor squabble they have had with each listed PC. Since Shar's curse amplifies the slightest of indiscretions, encourage PCs to choose trivial slights, as opposed to actual annoyances that they have grown to accept. In case the players are having difficulty coming up with reasons, here are some sample reasons they might bear a grudge:

- The PC once did something nice for the target, and the target did not thank them.
- The target once forgot the PC's name, or did not address them by their full title.
- The target once spent the Adventuring Company Action Point when the PC wanted it.
- The target finished off an enemy the PC had worked hard to defeat (i.e. stole your kill).
- The target stuck the PC with the bar tab that one time.
- The target does not worship the PC's deity.
- The target disagreed with the PC's opinion on one occasion.
- The target went on an adventure once and did not invite the PC to come along.
- The target did something mean to the PC in the PC's dream last night.

The players should be as silly or serious as they feel comfortable with this mechanic. Encourage players to come up with slights and offenses that enhance the fun of everyone at the table. They should avoid anything of a personal nature or selecting anything that would cause conflict between the players. You are selecting a PC from their list as their "nemesis" for the rest of the adventure.

The players should not discuss their lists with each other (although over the course of the adventure they may provide clues through roleplaying).

After they make the list, each player should rank the PCs listed from the one their character hates the most (1) to the least (2-5). Collect the lists and review them. From each list, assign each PC one listed PC a nemesis. Try to give as many players as possible the PC ranked #1 or #2 as their nemesis, but make sure that the nemesis choices are spread out as evenly as possible among the players. Ideally, everyone has one nemesis and is the nemesis of one other PC; however, try to avoid having a PC and a nemesis reciprocate to each other.

If the PC has never adventured with any of the other PCs at the table, they should choose something based on things that have happened previously in this adventure, or base their decision on observable characteristics like class or race. PCs who have traveled together longest have had more time for grudges to fester, so those PCs are the most likely to have the strongest secret hatreds.

Throughout the adventure, the PC's minor grudge slowly increases into hatred, becoming more and more overpowering. Encourage the players to roleplay this increased hatred as the adventure progresses. The PCs also become testier in general, becoming more easily irritated with others and having exaggerated responses to minor offenses. Shar's followers are empowered by the hatred and mistrust of others and delight in seeing this manifest.

Player Handout 3C can be used for tracking the advancing penalties incurred for being near the nemesis. For the rest of the adventure, PCs are penalized by festering hatred whenever within 5 squares of their nemesis, gaining additional penalties (all apply) after each encounter.

Start (2B or 3B): The PC takes a -5 penalty to initiative rolls (only applies at start of combat) and cannot spend action points.

2nd Encounter (2B or 3B): -2 penalty to all defenses.

3rd Encounter (4B): -2 penalty to all attack rolls.

4th Encounter (5B): The PCs are now dazed when in range and cannot remove dazed while in range. Make clear that moving away from the nemesis removes this penalty, so PCs may potentially undaze and take the rest of their turn by moving away from their nemesis as their first action or if they become dazed while moving can undaze by finishing movement out of range, then continue their turn.

Alternatively, you can start with any 2 of the penalties and add an additional penalty each encounter, if a different order would suit your table, or start with all of the penalties and each encounter the PCs can choose one to remove, dropping the remaining 2 at the end of Encounter 5B.

At the end of Encounter 6A, the PCs believe they have defeated Shar's avatars and are slamming the star into the Maelstrom. The festering hatred subsides and the PCs do not suffer these penalties during 6B.

Instead, when Shar's avatars (the Sharvatars) appear at the start of the first round of 6B, they reinforce the hatred in a new and horrific way. The PCs now begin to attack each other outright. See Appendix 3D for the dreadful penalties they inflict on each other (each PC inflicts a different penalty), as well as the method each can take to beg forgiveness of their nemesis.

TROUBLESHOOTING

When you collect the Player's Handouts, make sure there is nothing listed that would be considered offensive or hostile towards other players at the table. If there are any questionable reasons listed, pull the player aside and ask them not to portray that particular issue, for the enjoyment of everyone at the table.

Remember, conflict between the PCs should be fun, but conflict between the players should be avoided at all costs. If anyone is taking things too far, or someone is uncomfortable with how other players interpret this mechanic, replace the mechanic entirely by giving a +5 bonus to initiative and +2 bonus to attack rolls to all enemies in the adventure.

In a convention environment, it is possible that none of the PCs are familiar with each other and the players may have difficulty choosing nemeses. In this case, either choose appropriately for the challenge level of the table or randomly determine by having each player roll a d20 and determining an order from least to highest. Have each in that order begin to hate the next with the highest taking the lowest as a nemesis.

ENDING THE ENCOUNTER

Proceed to Encounter 1E.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 1E: MEANWHILE...

SETUP

Shar initiated three schemes as soon as the trial started. Once the PCs return to Faerûn, their allies alert them to two of those plans. Customize the means of obtaining this information and relevant NPCs to the party's history and preferences, if possible.

Taliss Muirwood uses a Sending ritual to get a message to all of the PCs:

Netherese shades have reinforced and attacked along all fronts. New shades appear impossible to slay. Please assist. Respond with location or come immediately to Suzail.

The PCs are each able to respond with up to 25 words to the Sending. If no PCs respond, the Sending is repeated every couple of minutes: Cormyr has tasked an entire team of ritualists to seek out the PCs. It should be possible to secure transportation or a means of conference between King Foril and the Coronal of Myth Drannor. While the PCs are arranging to do so:

The image of Empress Ususi Manaalin of High Imaskar appears before you. "Greetings, heroes. Ancient alarms warn of apocalypse: Entropy, the Great Nothing, Destroyer of Gods, stirs! Something seeks to influence the great living sphere of annihilation against creation."

The PCs can use rituals, skills, or allies to uncover information about either plot before setting out. All NPCs believe their plot is far too dangerous to possibly justify splitting the party. It will take all the PCs' collective power to deal with each threat. No one knows how to destroy the shades or stop them from coming, and Entropy was feared by many gods during the Dawn War.

If a majority of the PCs saved Almraiven (EPIC5-2), the WeavePasha provides further information about the gathering of the Hungering Dark in Ormpetarr and emergence of the shades from that area. The WeavePasha notes he suspects the HD is being used as a ritual component, either in the mansion or through a portal within it. That is all he could tell with his divinations. The PCs gain a +5 bonus to checks to find and stop the means of creating the shades.

If a majority of the PCs saved Tymanother (EPIC5-2), Vanquisher Tarhun provides further information about sightings from their scouts of a Netherese flying tower approaching the Maw of the God Swallower. Tymanother's scouts flew up and spoke to Dernan, as well as sized up the threat of the Netherese. They report that

the enemy forces are primarily spellcasters guarding ritual components (that the PCs can then realize are for use in controlling the HD). The PCs gain a +5 bonus to checks made against the pillars.

Dernan Moonbrow: Dernan is a human Silverstar of Selûne who quested for and found the Last Grasp of Shadowbane, an artifact weapon to use against his most hated enemies, the Shadovar of Netheril. He is a constant voice against Shar and Netheril, and has worked with heroes in the past, even against the wishes of the rest of his church.

SHADE INVINCIBLES

- Throughout Faerûn, invincible shades have joined Netherese armies and other powerful Shar worshippers. These shades are devastating any foe that dares to fight them.
- The shades are extremely powerful and shrug off lethal injuries. Even coordinated assaults from massed mages and siege engines do little more than scratch the shades, who regenerate the injuries a few seconds later.
- These shades are cloaked in shadowy energy, resembling that of the Hungering Dark.
- The shades are engaged throughout Faerun, but there are dozens or even hundreds of them to deal with. However they are being created or empowered, it must be stopped.

ENTROPY

- Entropy was a highly destructive primordial that was known for destroying gods utterly and devouring their essence.
- It was freed and altered in some way by the Spellplague. Many research or even pray to it, hoping to gain control of its power.
- High Imaskar has a number of standing divinations which detect threats to the fabric of reality as a whole. If the living sphere of annihilation went on a true rampage, it could easily destroy cities or entire nations.
- A powerful Netherese force of shadovar casters contained within a flying tower was sighted moving out over the Maw of the God Swallower in Chessenta where Entropy dwells.
- Dernan Moonbrow just left a message for the PCs that he was heading to it, bearing Shadowbane to ensure Entropy's destruction.

TYRANGAL'S MANSION

- Shar worshippers have been seen transporting pieces of the Hungering Dark to Tyrangal's Mansion in Ormpetarr. The worshippers leave empty-handed.

- It appears that the Shar worshippers are using Tyrangal's Mansion as a base of operations for something.
- Many pieces of the Hungering Dark can be found in this area because it is near the location where the Hungering Dark exploded (*EPIC5-1 Plaguewrought Prism*).
- Divination and scrying rituals into the mansion fail or show only vague swirling shadows.
- Multiple of these strange shades guard the mansion, and a steady stream of shades seems to emerge from it then move to reinforce other areas.

ENDING THE ENCOUNTER

Proceed to Encounter 2A if the PCs attempt to stop Entropy first. Proceed to Encounter 3A if the PCs attempt to stop the Shade Invincibles first.

Avoiding either or both encounters likely leads to failure in Encounter 6B.

MILESTONE

Encounters 1A-1E collectively count as one encounter towards a milestone.

TREASURE

None.

ENCOUNTER 2A: MAW OF THE GOD SWALLOWER

SETUP

The PCs travel to the Maw of the God Swallower in Chessenta to where a flying Netherese tower and ritualists have taken control of Entropy, a massive living sphere of annihilation.

The sky roils black over the Maw of the God Swallower, a blight that covers a vast section of Chessenta. At its edges the ground crumbles away. Further in, the ground sharply descends until there is only void all around.

At the center of that void hangs Entropy, the living sphere of annihilation that once fought against the gods in the Dawn War. For many years it has slowly and quietly destroyed everything nearby without malice or direction.

A Netherese tower floats above the sphere. Ropes of darkness leash the mighty primordial, drawing Entropy into the tower. The primordial disappears into the tower somehow.

The Netherese magically transported Entropy into the tower. Inside, they are performing a ritual to control Entropy. The PCs can easily get inside of the tower (through stealth or force). The tower's arcanists are all busy with the ritual, so only shadar-kai soldiers (who pose no threat to the PCs) bar their way.

Once the PCs are inside:

Echoes of ritual chanting fill the tower. Waves of darkness flow from a central chamber. Outside its door lies the crumpled unconscious form of Dernan Moonbow.

Shadowbane telepathically calls, "Shadows surround me, slay them all! They ask Entropy to destroy me. Hah, we will destroy it!"

The PCs can burst into the ritual chamber to assist Shadowbane at any time. The PCs can speak with Dernan before or after they attempt to interrupt the ritual, but he is too weak to assist the PCs in any combat.

"Thank the gods you came. Selûne sent me here with Shadowbane to stop this threat, but I was too weak."

If asked, he reveals she did so quite recently, while the PCs were away at the council. He reflects that Selûne was surprisingly direct about what was needed: she usually communicates with him in more cryptic terms or visions.

ENDING THE ENCOUNTER

Proceed to Encounter 2B.

MILESTONE

Encounters 2A and 2B collectively count as one encounter towards a milestone.

TREASURE

None.

ENCOUNTER 2B: ENTROPY

CREATURES

Entropy (E)

5 corrupted agents (A)

10 shards of darkness (S)

10 broken pillars

Shadowbane

SCALING THE ENCOUNTER

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

Four PCs: Remove 2 shards of darkness and 1 corrupted agent. Remove 300 hp and one action point from Entropy and reduce the number of attacks granted by *annihilative transition* to three. Remove two pillars.

Six PCs: Add 2 shards of darkness and 1 corrupted agent. Increase Entropy's hp by 300 and the number of attacks granted by its *annihilative transition* to five. Add two pillars.

Faster: A PC that ends its turn next to a pillar can make an Arcana or Thievery check as a free action. The corrupted agents gain a +2 bonus to attack rolls. Remove Entropy's *magic drain* but he gains a +5 bonus to attack rolls.

Easier: -5 Damage. Remove Entropy's *consumptive aura* and *consume the weak*.

Harder: Crit 18-20 for +10 damage. The corrupted agents each gain an action point.

Glory: Increase Entropy's hp by 200 for each PC. Instead of rolling initiative, Entropy takes a full turn on initiative counts 50 and 35 and may spend an action point each turn.

SETUP

The PCs enter the ritual chamber:

Entropy, a mammoth black sphere, hovers in the center of a ritual room. Magical pillars etched in runes ring the abomination. Netherese ritualists channel streams of magic and darkness into the primordial, keeping it under control.

As you arrive, Entropy pulses and sends a burst of annihilation out from it. The agents scream in pain then disintegrate. The pillars overload and shatter, magic sparking dangerously from them.

Entropy surges into motion, seeking out the greatest sources of power and life still remaining in the room.

Shadowbane telepathically yells, "Stop it!"

The spirits of the agents of Shar who were killed rise again as incorporeal ghosts. The strands of darkness that streamed into Entropy coalesce and animate. Entropy

focuses its attention on one PC. The corrupted agents act last in the round and do not roll initiative.

Distribute Player's Handout 5 so that the PCs understand how the pillars work.

FEATURES OF THE AREA

Ceiling: The ceiling is 25 feet (5 squares) high.

Illumination: Bright illumination.

Pillars: The pillars that once held Entropy are beyond repair. An Easy DC Arcana check (free action) confirms this and reveals that some of the energy can be used to fight Entropy. To use this energy, a PC must make an Arcana or Thievery check as a minor action while adjacent to a pillar.

Arcana / Thievery DC 23 / 31 / 41

The PC gains (1 / 2 / 3) of the following benefits based on the check result. The same benefit may be taken multiple times (making multiple shards or agents easier to kill, for instance).

- If the PC has a penalty to defenses inflicted by Entropy, reduce the penalty by up to 4.
- The PC regains 20 hit points.
- One corrupted agent loses insubstantial.
- One shard of darkness loses *Hungering Dark adaptability*, allowing the shard to be far more easily killed.
- The PC takes half damage from the shards of darkness.

Each pillar only has enough power remaining to be used once. When all pillars have been drained of energy, the last remnants of energy flare out, empowering the PCs to finish the job:

- Entropy can no longer use *magic consumption* (a trait which protects it from attacks).
- Shards of darkness lose *Hungering Dark Adaptability* and no longer spawn from the corrupted agents.
- All corrupted agents lose insubstantial.

After all pillars are used, when a PC spend an action point on the PC's turn to take an extra action, the PC may also do all of the following:

- Spend 1 healing surge to regain hit points equal to the PC's bloodied value.
- Gain a +20 bonus to damage rolls against Entropy until the end of the encounter.
- Destroy one shard of darkness. This does not trigger its *death throes*.

TACTICS

Entropy exists only to destroy. It senses weakness, automatically knowing if any PCs are 50 hp or lower. It uses *consume the weak* on any valid targets, preferring PCs first, then shards, then agents. It uses *disjunction* as its first attack when possible to strip away its enemies magical powers. It then uses *devour all* whenever the attack is available, relying on the occasional miss from *annihilative transition* to recharge the power. If a PC significantly impacts Entropy's ability to act, it focuses all attacks on that PC.

The shards of darkness try to stay within 2 squares of as many targets as possible and focus on PCs taking full damage from their attacks. If Hungering Dark adaptability prevents a shard from taking damage, make it clear to the PCs what is required to overcome the defense.

The corrupted agents each choose a different single target and focus on dueling that target until it is defeated. If marked, or otherwise encouraged by the PCs to select a different target to focus on, they do so.

ROLEPLAYING

Entropy is the physical manifestation of magical annihilation. Attacks against it dull and weaken the weapons used to attack it, and its own attacks strip away any defense that blocks them. Entropy exists only to unbind all creation, freeing it to the chaos from which it originally came.

Shadowbane is safe from Entropy so long as the PCs join the combat. It takes concerted effort from the primordial to destroy it. The sword hates creatures of

shadow and darkness and makes that hatred known. It looks forward to the coming days when it will be used to strike down shade princes, the Hungering Dark, and Shar alike.

An interesting way to present this encounter to players who are heavily motivated by role-playing could be to tell that Entropy is drawn to magical items, and have Entropy move towards powerful items and spend actions consuming items that the PCs feed to it.

ENDING THE ENCOUNTER

The encounter ends when Entropy is destroyed. If the PCs have not yet resolved Encounter 3, they should proceed to that encounter. Refer to Encounter 1E for more information.

If the PCs have resolved both Encounters 2 and 3, proceed to Encounter 4.

MILESTONE

This encounter counts towards a milestone.

TREASURE

Entropy consumed almost anything that would interest the PCs and weakened Shadowbane (see Story Award EPIC39). The powers of the weapon cannot currently be used (its properties function as expected).

If a PC already has *lesser shadowbane* from NETH3-3, they can merge it with Shadowbane to strengthen the artifact, restoring the artifact's powers and increasing its enhancement to +7.

ENCOUNTER 2B: ENTROPY

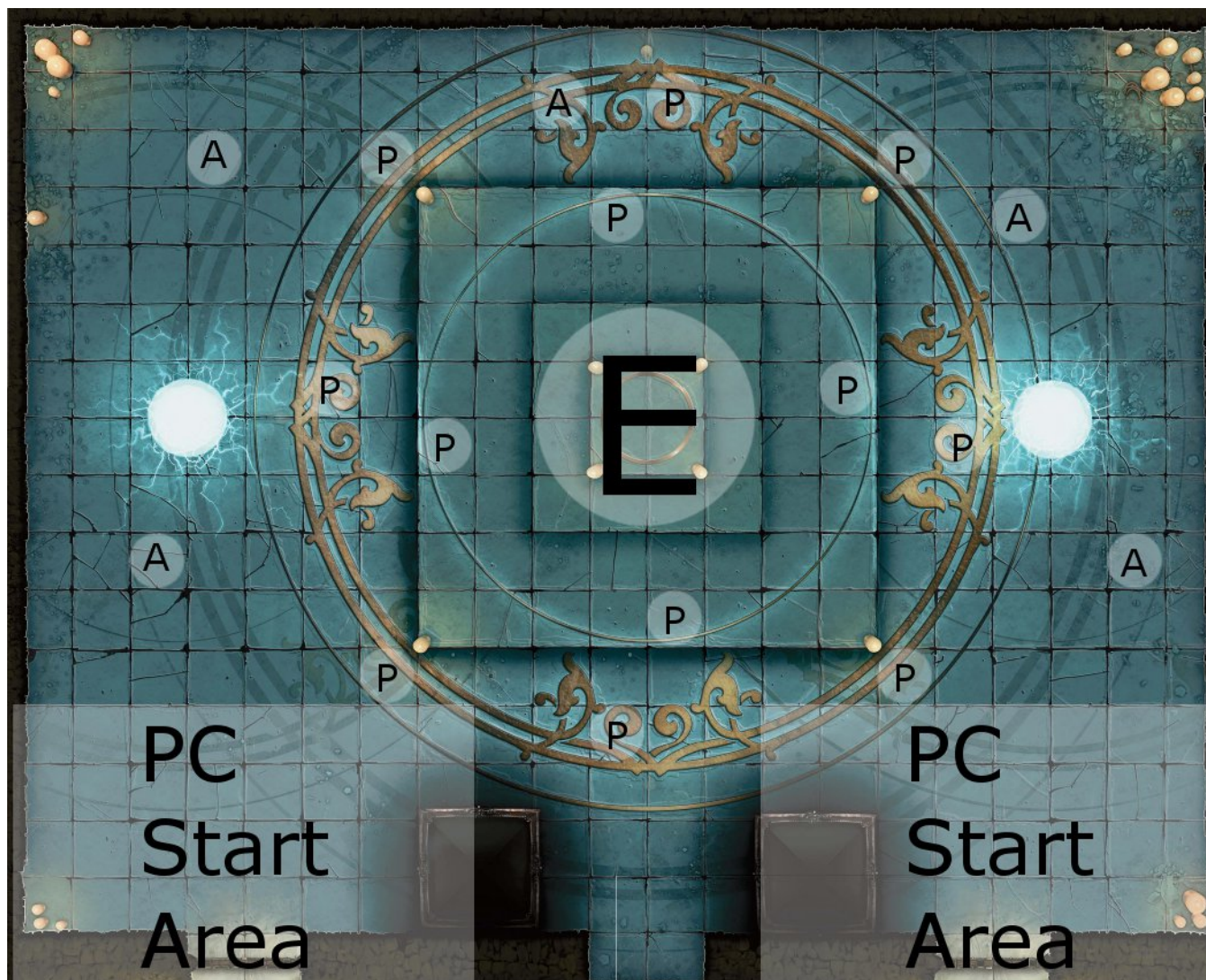
Entropy	Level 31 Solo Controller
Gargantuan immortal beast (primordial)	
HP 1112; Bloodied 556	Initiative +20
AC 45, Fortitude 43, Reflex 44, Will 43	Perception +24
Speed 6, fly 6 (hover)	blindsight 20
Immune charm, dominated, fear, removed from play, teleportation, unconscious	
Saving Throws +5, Action Points 2	
TRAITS	
○ Consumptive Aura ♦ Aura 20	
At the start of Entropy's turn, all creatures within the aura with temporary hit points lose those temporary hit points.	
Magic Drain	
Whenever Entropy misses a target, that target takes a -2 penalty to all defenses until the end of the target's next short rest. These penalties are cumulative.	
Primordial Resolve	
Entropy treats all d20 rolls of 18-20 as if it rolled a natural 20.	
STANDARD ACTIONS	
m/r Annihilate ♦ At-Will	
Attack: Melee 4 or Ranged 20 (one creature); +36 vs. AC.	
Hit: 5d6 + 20 (avg 38; crit 6d12 + 50) damage.	
Miss: Half damage.	
M/R Annihilative Transition ♦ At-Will 1/round	
Entropy moves up to 4 squares, then makes 4 basic attacks.	
C Devour All ♦ Recharge when Entropy misses with a basic attack	
Attack: Close burst 20 (enemies in burst); +34 vs. Fortitude	
Hit: 5d6 + 20 (avg 38; crit 6d12 + 50) damage.	
Miss: Half damage.	
MINOR ACTIONS	
C Disjunction ♦ At-Will 1/round	
Attack: Close burst 10 (enemies in the burst); +34 vs. Fortitude.	
Hit: At-Will and Encounter powers of items in the possession of the target cannot be used until the end of the target's next short rest.	
Properties, already active powers, and daily powers are not affected.	
TRIGGERED ACTIONS	
Magic Consumption ♦ At-Will	
Trigger: An enemy hits or deals damage to Entropy.	
Effect (No Action): Following the triggering event, the triggering enemy takes a cumulative -5 penalty to attack rolls and is weakened until the start of the enemy's next turn.	
Special: This power is removed once all pillars are used.	
C Consume the Weak ♦ At-Will 1/turn	
Trigger: Entropy starts its turn.	
Attack (No Action): Close burst 10 (one, two, or three creatures with 50 hit points or fewer in the burst); +36 vs. Will.	
Special: This attack automatically hits Entropy's allies.	
Hit: The target takes 50 damage. This damage cannot be redirected or reduced in any way. Entropy gains an action point and removes one effect or condition.	
C Bloodied Rage ♦ Encounter	
Trigger: Entropy is first bloodied.	
Effect (No Action): Entropy removes all harmful effects then recharges and uses devour all.	
Str 25 (+23)	Dex 17 (+19)
Con 22 (+22)	Int 8 (+15)
Wis 18 (+20)	Cha 12 (+17)
Alignment chaotic Evil	Languages none

Shard of Darkness	Level 30 Minion Skirmisher
Medium shadow construct	
HP 1; a missed attack never damages a minion	Initiative +26
AC 44, Fortitude 40, Reflex 43, Will 43	Perception +16
Speed 2, fly 10 (hover)	blindsight 5
Resist 10 all	
TRAITS	
Hungering Dark Adaptability	
Enemies can only damage a shard of darkness by hitting it with a natural attack roll of 16 - 20.	
STANDARD ACTIONS	
m Tendril ♦ At-Will	
Attack: Melee 2 (one creature); +33 vs. target's lowest defense	
Hit: 20 damage.	
Effect: 20 damage.	
TRIGGERED ACTIONS	
Death Throes ♦ Encounter	
Trigger: The shard dies.	
Effect (No Action): The shard makes a tendril attack against one enemy within 2 squares.	
Str 19 (+19)	Dex 29 (+24)
Con 21 (+20)	Int 15 (+17)
Wis 13 (+16)	Cha 29 (+24)
Alignment Chaotic Evil	Languages Common

Corrupted Agent (B)	Level 28 Artillery
Medium shadow humanoid (undead)	
HP 130; Bloodied 65	Initiative Special
AC 40, Fortitude 38, Reflex 40, Will 42	Perception +20
Speed 2, fly 6 (hover); phasing	Darkvision
Immune disease, poison, sleep	
TRAITS	
Insubstantial	
The corrupted agent takes only half damage from any source except those that deal force damage.	
STANDARD ACTIONS	
m Spirit Touch (necrotic) ♦ At-Will	
Attack: Melee 1 (one creature); +33 vs. Reflex	
Hit: 3d10 + 20 (avg 36, crit 50) necrotic damage and the target is restrained (save ends).	
First Failed Save: The target takes ongoing 50 damage and is petrified (save ends both).	
r Spectral Scream (force) ♦ At-Will	
Attack: Ranged 10 (one creature); +33 vs. Will	
Hit: 2d10 + 25 (avg 36, crit 45) psychic damage and the target is dazed (save ends).	
Aftereffect: The target chooses to either remains dazed until the start of its next turn or takes 50 psychic damage.	
TRIGGERED ACTIONS	
Spawn Shard ♦ At-Will 1/round	
Trigger: The corrupted agent ends its turn.	
Effect (No Action): A shard of darkness is created within 2 squares of the agent.	
Str 19 (+18)	Dex 24 (+21)
Con 22 (+20)	Int 28 (+23)
Wis 21 (+19)	Cha 26 (+22)
Alignment evil	Languages Common, Draconic, Elven

ENCOUNTER 2B: ENTROPY

*Scepter Tower of Spellgard poster map or H3 Pyramid map
12 pillars shown (appropriate for 6 PCs). Adjust for scaling.
A shard of darkness spawns within 2 squares of each pillar.*



ENCOUNTER 3A: SHADE FACTORY

SETUP

Shar's avatar, Nightsinger (see Appendix 4) is creating shades from the spirits of powerful servants. She is using a process perfected on the death knight Vanrak (WATE3-1 through WATE3-3) to make undead shades that are nearly invincible by creating a special ritual scroll, inked with the essence of the Hungering Dark. Unless interrupted, she can make enough shades to overthrow the armies of and assassinate the leaders of all her mortal enemies.

Nightsinger created a portal from the Dark Library to Tyrangal's mansion in order to assist in gathering the Hungering Dark. The Dark Library is where the pacts between Shar and her most powerful supplicants were forged and stored. The Dark Library is located in the Foundation of Loss, Shar's former home in the Shadowfell. Scrying rituals into the Dark Library and other locations associated with Shar fail or show only vague shadows.

Tyrangal's mansion was convenient for Shar due to its location near the site where the PCs fought the Hungering Dark (EPIC5-1). It is a warded building in the abandoned area of Ormpetarr.

As the PCs approach Tyrangal's mansion:

Tyrangal's mansion shows recent signs of battle. Imposing shades in gleaming black armor guard the entrances.

The doors of the manor are wide open, to receive a group of visitors bearing (or possessed by) strands of the Hungering Dark. A shade emerges from the mansion. It looks northwards for a moment then shadow walks to some distant point.

Use Encounter 3B to provide information about the mansion and let the PCs decide on an approach. If the PCs observe for a time, they can tell that shades appear with regularity and immediately move off to support distant fronts.

The PCs can attempt to learn more about the capabilities of the shades through many means, though stealth might be difficult against its observant inhabitants. That said, before the PCs attempt harm for the inhabitants or attempt to move within 3 squares of the portal, even with advanced means of stealth, Nightsinger (Shar's Avatar) detects their approach and combat ensues. Surprise is not possible.

Some important details the PCs might learn:

- Those carrying the bits of the Hungering Dark do not reemerge from the building. (They are ushered into the library where they are ritually sacrificed in the process to empower the shades.)
- Shadows cloak the building, but the doors are left open. It might be possible to sneak up and look inside.
- A dark angel of Shar commands the shades, though it occasionally pauses as if receiving its own orders.
- With great difficulty (likely initiating combat without extraordinary stealth), the PCs might manage to get close enough to see the portal. If they do, they can potentially observe that the pilgrims bearing the Hungering Dark enter the portal while shades emerge one by one from the portal afterwards. The portal is ringed in shadow and clearly goes to somewhere in the Shadowfell.

ENDING THE ENCOUNTER

This encounter ends after the PCs conclude gathering information. Proceed to Encounter 3B when they begin acting against the followers of Shar.

MILESTONE

Encounters 3A and 3B collectively count as one encounter towards a milestone for each PC.

TREASURE

There is no treasure in this encounter.

TROUBLESHOOTING

If a player is replaying and insists on going to the Dark Library instead of Tyrangal's mansion, remind them that their PC has no reason to believe that would be a useful endeavor. The scouting reports do not indicate that the Dark Library is related to this mission. Also, a direct assault on Shar's former home would take a great deal of time and require additional encounters. The encounter is designed for the PCs to enter the mansion and then go through the portal.

ENCOUNTER 3B: DESTROYING THE INDESTRUCTIBLE

CREATURES

This encounter includes the following creatures:

3 shade invincibles (2 in Mansion, 1 in Library)

3 dark angel binders (1 in Mansion, 2 in Library)

Nightsinger, avatar of Shar (appears on her initiative anywhere on either map)

SCALING THE ENCOUNTER

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

Four PCs: Remove the shade invincible from the library. Remove Nightsinger's action points, reduce her hp by 100, and *song of discord* only allows one minor action.

Six PCs: Add one shade invincible to the mansion. Increase Nightsinger's hp by 200 and *song of discord* now allows three minor actions.

Make the following adjustments as necessary for pacing and difficulty:

Faster: Remove 50 hit points from all creatures and the bookshelves. The creatures gain +5 to damage rolls.

Easier: -5 Initiative. The shade invincibles' *unholy blight* is a standard action.

Harder: +5 Initiative. Shar's avatar disperses when reduced to 0 (instead of bloodied), leaving the encounter. She will heal to full before returning in Encounter 6B.

Glory: +2 Attack and +5 Initiative. All angels and shades can take a standard action as no action when reduced to 0 hp.

SETUP

Adjust starting positions as necessary based on Encounter 3A. Once the PCs choose to approach or are discovered, Nightsinger's voice calls out from somewhere unknown in the manor, alerting the shades to kill the PCs:

Shar's voice calls from the shadows of the building, "Enemies mine, you have spurned my warning and outlived even use as a distraction. Shall we see how you deal with that which you cannot slay?"

In order to prevent more shades from being created, the PCs will need to get past the defenders in Tyrangal's mansion and through the portal. On the other side of the portal is the Dark Library in the Shadowfell, where the scrolls that empower the shades are stored.

FEATURES OF THE AREA

Portal: The portal is open at the start of combat. Once half of the PCs have gone through the portal (round up), it turns opaque and oozes with sickly shadows. The portal becomes clear again when Nightsinger disperses or the bookshelves have been destroyed. There is no line of sight or line of effect through the portal. Passing through the portal simply requires one extra square of movement. If a PC moves through the portal while it is opaque, they must make either an Endurance or Arcana check and they take necrotic damage equal to 80 minus their check result. PCs know that it is dangerous to move through the portal while it is opaque.

Ceiling: The ceiling in both locations is 10 feet high.

Bookshelves: The bookshelves in the library reach to the ceiling and are blocking terrain until they are physically destroyed (see below).

The empowering scrolls for the shades are all located in the Dark Library and give them great power while active. Each shade is connected to one bookshelf (where their scroll is located). The shades gain the following traits.

TRAITS
Invulnerability Until the bookshelf corresponding to this shade is destroyed, the shade has regeneration 30. In addition, the shade takes a maximum of 30 damage per turn. Any damage past the first 30 per turn is reduced to 0.
Pact Feedback When the bookshelf corresponding to this shade is destroyed, the shade gains vulnerability 30 all.

SKILL CHALLENGE: DESTROY THE LIBRARY

PCs can engage in a skill challenge to destroy Shar's scrolls which empower her shades. The scrolls are stored on the bookshelves in the Dark Library. Each of the bookshelves must be destroyed separately (2 bookshelves for 4 PCs, 3 bookshelves for 5 PCs, and 4 bookshelves for 6 PCs - the three bookshelves in the center of the room and one bookshelf along the wall). Each shade in the combat is associated with one corresponding bookshelf where its scroll is stored. When that scroll or bookshelf is destroyed, the corresponding shade becomes vulnerable (see above). Each bookshelf affects a different, single shade when it is destroyed.

There are thousands of books and scrolls on the bookshelves and it is not easy to quickly determine which items are the more mundane variety and which have been enhanced with the essence of the Hungering Dark. PCs can use skill checks to destroy sections of the bookshelf (Athletics or Thievery) or narrow down their

search (Perception or History). PCs can also simply destroy the bookshelves with attacks (fire being particularly effective). See stat block for details on how to destroy a bookshelf with skill checks or damage or both.

Destroying scrolls on a bookshelf requires an adjacent creature to make a skill check as a minor action during its turn or as a free action when it ends its turn (Athletics, Thievery, Perception, or History). The check result is subtracted from the hit point total of the bookshelf.

The bookshelves can also be attacked, though only one bookshelf can be targeted at a time. The bookshelves can only be attacked from the front, so it is not possible to choose an origin square for a burst or blast that fully affects more than one bookshelf. The bookshelves extend to the ceiling, so bursts cannot be placed above them.

TACTICS

All creatures try to defend the bookshelves as much as possible and slow down the PCs who are trying to destroy them.

The shade's invulnerability combined with *marked for death* make a nasty combination. It is painful to violate their mark, but at the same time the shades are essentially invincible. The shades begin the combat with *unholy blight* to improve their allies attacks and do as much damage as possible. Shades try to mark single target strikers so that the striker's attacks are ineffective (the shade takes no more than 30 damage pre turn) or so the striker takes damage for attacking Nightsinger or the angels.

The dark angel binders use *enticing whispers* to pull ranged or squishy enemies next to them or to pull nemesis PCs so the PCs hamper each other. The dark angels try to be adjacent to PCs marked by the shades so that the PC must provoke to attack the shade or violate the mark and take damage.

If no PCs enter the library, then the angels within do not join the combat in the mansion and instead create an additional shade invincible at the start of each round, which they then send out through the portal.

Nightsinger uses *divine fortune* on a *divine avatar* save if necessary, otherwise prioritizing the automatic success for a *song of obedience* miss. She commands her shades to attack the PCs and attempts to dominate a PC who is marked. When Nightsinger uses *disperse* she does not return until Encounter 6B.

ENDING THE ENCOUNTER

The encounter can end once all the bookcases are destroyed and the avatar flees, or the PCs destroy all enemies. The PCs can then destroy all remaining scrolls.

If the PCs have not yet resolved Encounter 2, they should proceed to that encounter. Refer to Encounter 1E for more information.

If the PCs have resolved both Encounters 2 and 3, proceed to Encounter 4.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The library contains a *timeless tome* and *manual of expansive learning*, both kept in protective cases. A *lavanya's shroud* can be found in Tyrangal's manor.

ENCOUNTER 3B: DESTROYING THE INDESTRUCTIBLE

3 Dark Angel Binder	Level 29 Soldier
Medium immortal humanoid (angel)	
HP 268 Bloodied 134	Initiative +25
AC 45, Fortitude 40, Reflex 43, Will 41	Perception +21
Speed 8; fly 12 (hover)	Blindsight 3
Immune fear; Resist 20 necrotic, 20 radiant	
TRAITS	
Angelic Binding (psychic)	
Enemies who attack the angel while not adjacent to it take 30 psychic damage and are slowed until the end of their next turn.	
Angel of Darkness	
While bloodied, the angel gains a +10 bonus to damage rolls and can score critical hits on 18 - 20.	
STANDARD ACTIONS	
m Greatsword (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +34 vs. AC	
Hit: 3d8 + 25 (avg 38, crit 6d8 + 49) damage.	
r Shadow Bolt (necrotic) ♦ At-Will	
Attack: Ranged 20 (one creature); +32 vs. Reflex	
Hit: 4d6 + 24 (avg 38, crit 6d6 + 48) necrotic damage.	
Storm of Steel ♦ Recharge when first bloodied	
Effect: The angel makes three basic attacks.	
MINOR ACTIONS	
c Enticing Whisper (charm) ♦ Recharge when first bloodied	
Effect: Close burst 5 (enemies in the burst); the target is pulled up to 5 squares.	
TRIGGERED ACTIONS	
c Mighty Scream (psychic) ♦ Recharge when first bloodied	
Trigger: An enemy is hit by the angel's melee attack.	
Effect (Free Action): The triggering enemy is knocked prone. Enemies within 5 squares of that enemy take 30 psychic damage.	
Skills Athletics +29, Intimidate +25	
Str 30 (+24)	Dex 27 (+22) Wis 25 (+21)
Con 28 (+23)	Int 21 (+19) Cha 23 (+20)
Alignment evil	Languages Supernal

2-4 Shade Invincibles	Level 29 Soldier
Medium shadow humanoid (undead)	
HP 210; Bloodied 105	Initiative +28
AC 45, Fortitude 42, Reflex 40, Will 41	Perception +28
Speed 8	Darkvision
Resist 30 necrotic	
TRAITS	
Marked for Death	
Once per turn when a creature marked by the shade makes an attack that does not include the shade, that creature takes 30 necrotic damage.	
Invulnerability	
Until the bookshelf corresponding to shade is destroyed, the shade has regeneration 30. In addition, the shade takes a maximum of 30 damage per turn. Any damage past the first 30 per turn is reduced to 0.	
Pact Feedback	
When the bookshelf corresponding to this shade is destroyed, the shade gains vulnerability 30 all.	
STANDARD ACTIONS	
m Ardent Strike (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +34 vs. AC	
Hit: 4d10 + 16 (avg 38, crit 6d10 + 56) damage.	
Effect: The shade may use <i>divine challenge</i> on the target as a free action.	
MOVE ACTIONS	
Shadow Phase ♦ Recharge 5-6	
Effect: The shade moves or teleports up to its speed. During this movement, this shade is phasing and does not provoke opportunity attacks.	
MINOR ACTIONS	
Divine Challenge ♦ At-Will	
Effect: The target is marked until the shade uses this power against another target.	
c Unholy Blight (necrotic, radiant) ♦ Recharge 5-6	
Attack: Close burst 5 (enemies in burst); +32 vs. Reflex	
Hit: 4d8 + 19 (avg 37, crit 51) necrotic and radiant damage.	
Effect: Allies in the burst do an extra 20 necrotic and radiant damage with melee attacks until the end of the shade's next turn.	
Str 22 (+19)	Dex 30 (+23) Wis 28 (+22)
Con 16 (+16)	Int 18 (+17) Cha 15 (+15)
Alignment evil	Languages Supernal

Nightsinger		Level 30 Controller (Leader)	
Medium immortal humanoid			
HP 548; Bloodied 274		Initiative 45	
AC 44, Fortitude 40, Reflex 43, Will 43		Perception +22	
Speed 6, fly 12 (hover), teleport 6		Blindsight 8	
Resist 20 cold, 20 necrotic, 20 radiant			
Immune polymorph, petrification, charm, fear, disease, stun, unconscious			
Saving Throws +5; Action Points 2			
TRAITS			
Divine Avatar			
At the start of her turn, Nightsinger can make a saving throw to end one condition or effect on her, even one not normally ended by a save.			
Divine Fortune			
Nightsinger scores critical hits on natural rolls of 18-20.			
Once per round, when Nightsinger misses with an attack or fails a saving throw or skill check, she instead automatically succeeds.			
STANDARD ACTIONS			
Song of Discord (teleportation) ♦ At-Will			
Effect: Nightsinger teleports up to 6 squares and uses a total of 2 minor action powers before and/or after the teleport.			
MINOR ACTIONS			
m Quip Strike ♦ At-Will			
Attack: Melee 2 (one creature); +35 vs. AC			
Hit: 4d6 + 24 (avg 38, crit 9d6 + 48) damage, and the target slides up to 5 squares, and takes ongoing 30 damage (save ends).			
r Song of Obedience (charm, necrotic, psychic) ♦ Recharge when no creature is dominated by this power			
Attack: Ranged 10 (one creature); +33 vs. Will			
Hit: 4d8 + 20 (avg 38, crit 6d6 + 52) psychic and necrotic damage and the target is dominated (save ends).			
Coordinated Strike ♦ At-Will			
Effect: One ally within 10 squares makes a basic attack as a free action.			
Command the Puppet ♦ At-Will 1/turn			
Effect: One creature dominated by Nightsinger slides up to 5 squares, and uses an at-will attack against one of its allies as a free action.			
Nightsinger makes all choices for the attack, including who counts as an ally or enemy.			
Divine Dispel ♦ At-Will			
Effect: One effect, condition, conjuration, or zone within 5 squares of Nightsinger ends.			
TRIGGERED ACTIONS			
Disperse ♦ Daily			
Trigger: Nightsinger becomes bloodied.			
Effect (No Action): All harmful effects on Nightsinger end and she is removed from play, reappearing wherever and whenever she chooses. (As explained in the Tactics section, the result of this power is to remove Nightsinger from this encounter; she reappears for Encounter 6B.)			
Str 17 (+18)		Dex 24 (+22)	
Con 26 (+23)		Int 26 (+23)	
		Wis 26 (+22)	
		Cha 32 (+26)	
Alignment evil		Languages Supernal	

2-4 Bookshelves of Soul Pacts

HP 100

AC 10, Fortitude 20, Reflex 10, Will immune

Immune psychic, necrotic, any effect that is not damage

Vulnerable 20 fire

COUNTERMEASURES

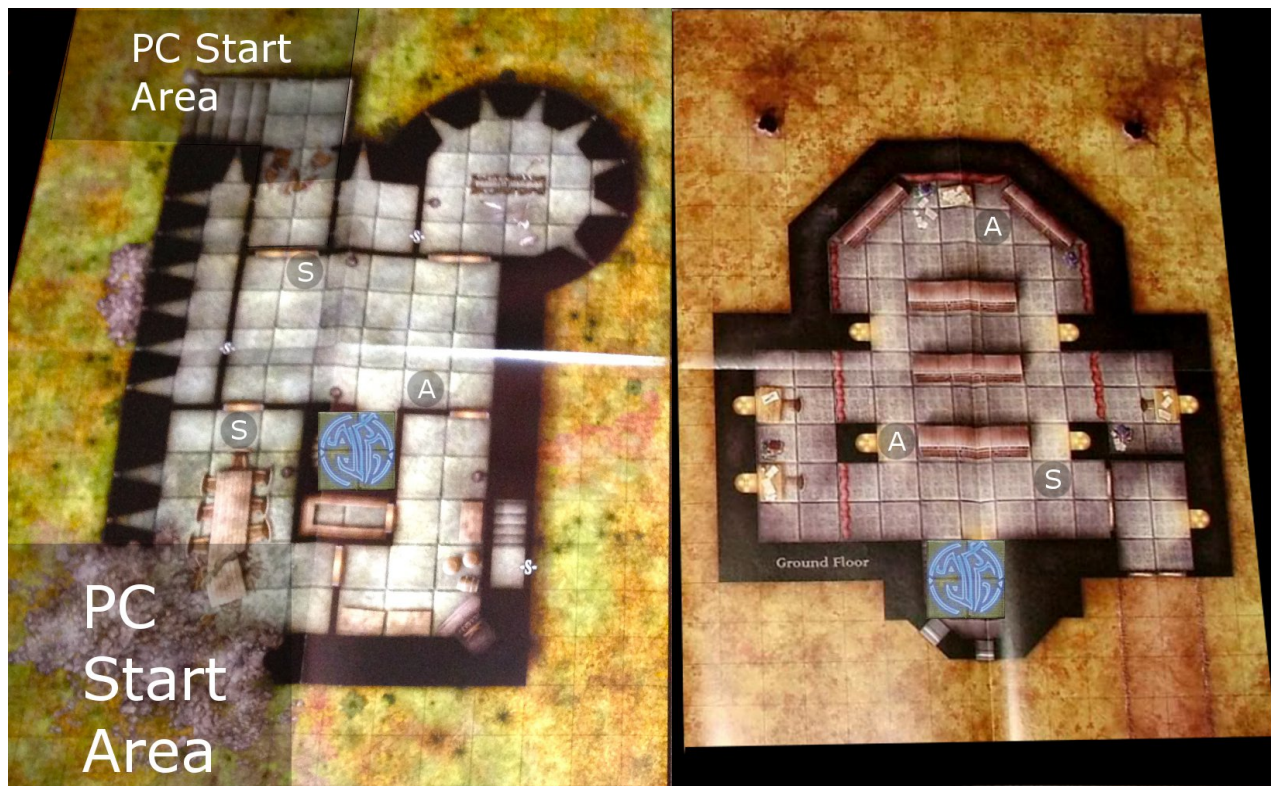
As a minor action, an adjacent PC can use Athletics or Thievery to damage the bookshelf, or Perception or History to inspect the shelves to narrow down where the scroll could be. The check result is subtracted from the hit point total of the bookshelf, regardless of skill chosen.

As a free action, a PC who ends their turn next to the bookshelf can also make one of those skill checks.

ENCOUNTER 3B: DESTROYING THE INDESTRUCTIBLE

Haunted Temple and Shattered Keeps poster map halves; DU1 Halls of the Giant Kings (portals)

On the top map, walls marked with an “S” are not secret doors, but walls are weak there so they could be easily destroyed if someone wishes to go through them.



Note: The PCs enter the first map and can go through the portal (tile added to map) to the second map (do not put out the second map until the PCs go through the portal). All doors are open on the first map.

ENCOUNTER 4A: MAELSTROM RISING

IMPORTANT NPC

Shade Prince (either Brennus or Rivalen Tanthul)

SETUP

At the end of Encounter 2 or 3 (whichever the PCs decided to do second), the party is contacted by a Shade Prince who requests a parlay so the PCs can help prevent the destruction of the world.

- If *any* PC has the Rogues' Gallery story award from *EPIC4-3* and that story award indicates that the PC killed Brennus Tanthul, Rivalen Tanthul contacts the PCs.
- If no PC has the story award indicating that Brennus was killed, Brennus attempts to contact the PCs.

A shadow appears alongside the PCs, slowly solidifying into the projected form of a shade prince. The shade is not actually there, so combat is not possible.

ROLEPLAYING THE SHADE PRINCES

The Shade Princes share an attitude typical of one who has ruled with an iron fist for centuries. They are used to having their directions followed without question, and are unused to opposition from "lesser beings" (for both Princes, this includes the PCs, and for Rivalen, this includes anyone in the room who is not a Greater Deity). If challenged, the Prince does not back down unless the PCs threaten to leave the negotiation, and even then mocks their "heroism" for placing conditions on an alliance that will save the world from darkness. If asked to repeat himself, even for clarity and even if done respectfully, the Prince gets impatient and acts indignant. Each Prince, however, has different motivations for his impatience and for betraying the Netherese plans for the Maelstrom.

Rivalen's impatience is driven by his knowledge of the Maelstrom's threat. He is one of only two living beings who watched the full unbridled fury of the original Shadowstorm lay waste to Ordulin, and he stopped its original expansion. Even though he is Chosen of Shar, who created the Maelstrom, Rivalen chose his loyalty to Netheril over his loyalty to Shar a century ago. He knows that the only way to preserve the Netherese Empire is to stop Shar and the Maelstrom from destroying the world. Sadly, his father Telamont is too short-sighted to see the Maelstrom as anything but a weapon of great power, missing that after the good

nations of Faerûn are consumed, Netheril will be next on the menu.

Brennus's impatience (and motivations) are far baser. He is way out of his league in opposing his father and brother, and he seeks to stop the Maelstrom for purely personal reasons - he wishes both his father Telamont and brother Rivalen dead for past crimes, including the death of his mother. While he won't admit it to the PCs, his impatience is driven by wanting to avoid being the child caught with his hand in the cookie jar - if Rivalen or Telamont learn that he is here, neither his position in the Empire nor his relation to them by blood would save him from their fury.

INFORMATION FROM THE SHADE PRINCE

The arriving Shade Prince informs those present that the Netherese plan to use the Hungering Dark to turn the Maelstrom into a living weapon and utterly destroy Myth Drannor, Cormyr, the Dalelands, and - in time - the rest of Faerûn.

The PCs may question why a prince of Netheril would betray his nation and deity. The Prince tells the PCs that a living Maelstrom will turn on the Netherese once the allied nations are defeated. Telamont Tanthul believes he can control the Maelstrom, but he is blinded by arrogance. If the PCs are speaking to Rivalen, this is his true motivation; if they're talking to Brennus, the claim is no less true, but his motives are far more personal (see "Roleplaying the Shade Princes" above).

In either case, the Prince is willing to provide any details of the ritual that the PCs want - Rivalen from memory, Brennus from stolen notes. Information shared with the PCs by the Prince may include:

- While the Maelstrom is expanding, its center is still locked to the center of Ordulin. This ritual would "unlock" the Maelstrom's center, allowing it to move as well as expand. This would overwhelm opposing forces more quickly and allow the Netherese to lead the heart of darkness into, say, the middle of Suzail.
- The ritual imbues the Maelstrom with sentience, allowing it to act on its own without a ritualist giving it commands. This frees up powerful shades to act elsewhere instead of babysitting their deadly dark cloud all the time.
- While the ritual only requires one person to complete it, there are dozens of Netherese arcanists participating. The addition of more ritual casters makes the ritual proceed more quickly.
- The ritual can be interrupted, but only by striking the center of the Maelstrom with an immense quantity of radiant energy. Such a power could not be mustered by a mere mortal: it takes an

artifact or act by a radiant god, such as Amaunator or Selûne.

Because Brennus wants Telamont to die, he is quite forthcoming about the capabilities of his father and servants. He also observes that the PCs must strike his father down before destroying the heart of the maelstrom, or his father will escape. He warns of the overwhelming necrotic nature of the Maelstrom, so preparations can be taken.

ENDING THE ENCOUNTER

The PCs most likely have to confer with Amaunator next. Continue with Encounter 4B.

TROUBLESHOOTING

If the PCs are completely unwilling to speak with the shade, they receive less information and waste valuable time. If they do not proceed to 4B under their own initiative, an hour later Amaunator contacts the PCs himself, having recognized that a ritual is empowering the Ordulin Maelstrom.

To reflect the additional time used for the ritual, all enemies in Encounter 6B gain a +2 bonus to all attack rolls.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4B: ONE BRIGHT IDEA

SETUP

Almost every sufficiently powerful source of radiant power on Faerûn, such as the Companion of Elturel or the Radiant Vessel of Thesk, has already been corrupted or destroyed. Thankfully Amaunator mentioned having an idea for destroying the Maelstrom (Encounter 1A).

Amaunator responds quickly to the PCs, eager to speak with them. Once they explain their problem, he will reveal his idea:

“Within the Astral Sea hangs a small star. Part of my essence was housed within it for some millennia. I believe the star will prove useful to you as a source of radiance, to burn away the Ordulin Maelstrom. The Companion over Elturgard or the Radiant Vessel might have served well, but it appears that your options are being steadily removed. Perhaps, if successful, the star can serve to replace the lost Companion afterwards.

He offers forward a fist-sized astral diamond. “Take this gem. It will guide you to the correct location in the Astral Sea. Attune it to the star, and you can direct the star’s movement towards Faerun.”

Amaunator’s plan for the star is simple (the star appeared in *SPEC5-2 Closer to the Heart*). Amaunator wants the PCs to move the star to Faerûn into the center of the Ordulin Maelstrom. Amaunator believes this will destroy or greatly weaken the Maelstrom. Amaunator may use the star afterwards to form a new Companion.

Amaunator feels the PCs should not dawdle, both because time is limited to stop the Maelstrom and his own time is quite valuable. That said, he can reveal some additional information:

- The star is only a few hundred feet across. Players’ knowledge of real stars is not particularly applicable.
- The PCs need nothing to move about the Astral Sea; their own power (and that gained from Sehanine’s vestige and other deities) grants them the power to exert their influence on the Astral Sea. They can fly about it through power of will.
- Coincidentally, Selûne contacted him with a very similar question about the star not long ago. Perhaps she will show up to assist the PCs.

ENDING THE ENCOUNTER

The PCs can now collect their star. Proceed to Encounter 4C.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

Amaunator’s gift, the astral diamond, will prove useful in the encounters to come.

ENCOUNTER 4C: TWINKLE TWINKLE LITTLE STAR

SETUP

The PCs must attune the star to Amaunator's gift. They quickly learn the star is alive and they need to attempt to convince the star to go through with their plan. This is a roleplaying scene talking to the star, but the star has the mentality of a 2-year-old (it achieved consciousness only recently) and does not respond well to logic or reason. The star is somewhat feminine and is referred to as "she," although stars have no gender.

The Living Star has the mental temperament of a human toddler. She has not had much experience with social interactions and her only companions and toy were removed or destroyed in *SPEC5-2 Closer to the Heart* (the Heart of Light and the angel guardians). She is immature, child-like, irrational, naïve, and desperate for attention. The star is also adorable, sweet, and very friendly. The Living Star fawns over anyone who is nice to her and is easily amused. She also has wild mood swings and is prone to temper tantrums.

On the horizon looms the star that once held the temple of the Heart of Light, a raging ball of gaseous fire and flames. As you approach, a loud, child-like voice exclaims, "Hi! I'm a great big star and you're so tiny. Are you here to play with me? Will you be my friends? Who are you?"

Use the following sections to guide roleplaying. Remember, the star is hardly rational, so if you cannot quickly think of a response to the PCs, feel free to go off on a tangent topic of conversation or have the star get flustered, confused, or upset ("You ask so many questions!" or "I don't know. Maybe I just don't want to tell you. Harrumph!").

WHO ARE YOU?

- The Star does not have a name. She is fascinated by the PC's names, asking them how they got their names (who gave them their name, what their name means) and asking about the story behind any titles the PCs have.
- The Star is very sad that she does not have a name. She asks the PCs if they will give her the gift of a name.
- **"I'm a great big star. I'm hot and fiery and stuff."**
- **"I'm only 3,000 years old! How old are you?"** Despite its immaturity, the Star assumes it's in charge of anyone younger than it.
- The Living Star generally mirrors the PC's mood and attitude. If the PCs are friendly, the Living Star responds in a friendly manner. If the PCs are

combative, mean, or demanding, the Living Star is unfriendly and stubborn.

- The Living Star's only companions were the angel guardians of the Temple of Light, which were destroyed (or driven away with no further purpose here) in *SPEC5-2*. The star is lonely and bored and eager for someone to talk to.
- The Living Star wants to play and wants the PCs to be her friends. Unfortunately she doesn't really know any games and likely burns up any friends she tries to play with. (She had this big ship friend once, but it got sick and was all blackened and ashy-looking.)
- The Living Star is not aware of how powerful (and hot!) she is. She is cuddly and might accidentally hurt people by being friendly.
- If someone mentions how dangerous she is, she is proud and says something like **"I can do it all by myself!"** or **"I'm a big star now!"**

EXPLAINING THE PLAN

- The PCs need to convince the Living Star that they need her to go to Faerûn in order to help destroy the Maelstrom and then become a new Companion.
- When the PCs try to explain the plan to the Living Star, she is initially confused and doesn't understand.
- The Living Star responds most positively to simplified explanations that make the task seem fun, for example: "Do you want to go exploring and take a trip to another world?" or "Let's play a game called **"ZOOM!"** To win, you have to fly really quickly towards your new home!"
- Once the PCs explain the plan in simple enough terms for the Living Star to understand, she is generally willing to go along with it and is also excited about having something interesting to do.
- The Living Star views the mission as an exciting adventure and responds with things like "Sure! That sounds fun." or "Oooo... That sounds neat!" The Star also has tons of questions about the mission, many of which are silly or nonsensical.

SKILL CHALLENGE: MAKING FRIENDS

The PCs must improve the Living Star's demeanor towards them. The Living Star wants to play and be entertained by her new friends.

Have each PC make a skill check to try to either amuse/entertain/play with the Star or reason with the Star. Make it obvious to the players that the Star responds better to playful interaction than to rational arguments or intimidation. To be clear, in this skill challenge the PCs are simply trying to improve her demeanor towards them. The result of this skill

challenge affects how friendly and cooperative the Star is (for later scenes), but she attacks the PCs regardless of the outcome of this skill challenge (see Play Time! below). Each PC should make this check. The Star encourages everyone to participate by asking other PCs “Hey, what can you do?” or “Wow, that was really neat. Can your friends do neat stuff too?”

The PCs can use skills and/or powers to entertain the Living Star. Encourage creativity. Each PC should make a skill check, with appropriate bonuses for the use of powers (typically +5 for an encounter power, +25 for a daily power) and creativity (maximum +5 bonus for creativity).

Total the PC skill check results. The Living Star surrenders in the following combat when she is reduced to a number of hit points equal to or below the Surrender Number. After each PC makes a check, continue with Play Time! and the start of combat.

PLAY TIME! (OR TEMPER TANTRUM)

- If the PCs try to attune the gem, it glows brighter and brighter in tune with the star. The star becomes increasingly interested in it, and then wants the gem for itself.
- After a while of discussion, the Living Star gets bored with talking and wants to play a “game,” which is the combat in Encounter 4D.
- The Living Star played this game all the time with the angels who had fire and radiant resistance, so she does not realize that she is actually hurting the PCs.
- Depending on how the roleplaying discussion was going, the combat’s trigger might instead be a temper tantrum, where the Star is distressed and angrily lashes out at the PCs.
- Make it clear to the PCs that they can defeat Encounter 4D by fighting the Star, convincing the Star to stop attacking, or a combination of both.

If the interaction has been friendly and the Star wants to play a game, read or paraphrase the following.

Suddenly the Living Star pipes up “Hey, let’s play a game! My angel friends and I used to play this all the time. It’s called “MINE!” and it is so much fun!” With that, you feel a strong tugging as you are pulled towards the Star’s molten center and large tendrils of fire break off from the Star to attack. You will have to convince the Star that this is a bad idea or beat her at her game.

If the interaction between the Star and the PCs has been combative, the Star throws a temper tantrum, read or paraphrase the following.

Suddenly the star shouts “But I don’t wanna! I don’t like you guys anymore and you’re not my friends. Just go

away and leave me alone!” With that, the star begins lashing out in a blind rage. The star’s gravitational pull threatens to draw you into the fiery inferno and large tendrils of fire break off from the star to attack.

ENDING THE ENCOUNTER

After the PCs have had sufficient time to interact with the Living Star and each PC has made a check in the skill challenge, the combat begins. If the interaction with the Star has generally been positive and friendly, the Star treats the combat as a game (the Star simply does not realize how dangerous she is to the PCs). If the PCs have tried to bully the Star or were mean to her, the combat is instead a temper tantrum, with the Star angrily lashing out at the PCs. Regardless of how the roleplaying interaction went, combat ensues. Continue with Encounter 4D.

TROUBLESHOOTING

For some groups, it may be necessary to modify the star’s personality to make it less childish.

MILESTONE

Collectively, Encounters 4A-4D count as one encounter towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4D: SOLAR FLARE

CREATURES

This encounter includes the following creatures:

1 living star
5 solar flares

SCALING THE ENCOUNTER

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

Four PCs: Remove a solar flare. Reduce the star's hp by 200. *Furious flares* now grants up to 4 attacks.

Six PCs: Add a solar flare. Add 200 hp to the star. *Furious flares* now grants up to 6 attacks.

Make the following adjustments as necessary for pacing and difficulty:

Faster: Remove 50 hit points from each solar flare. They gain +2 to attack rolls.

Easier: -2 Attack. Remove 50 hit points from each solar flare.

Harder: Crit 18-20 with +10 damage on crits. Increase the star's hit points by 100 per PC.

Glory: Increase the star's hit points by 100 per PC. At the end of each round, the star creates another solar flare for each PC, all acting after and appearing within 5 squares of their respective PC.

SETUP

This encounter starts when the Living Star gets bored and wants to play a game or starts throwing a temper tantrum and attacks. The PCs start the encounter anywhere 8 to 12 squares away from the surface of the Star.

The Star creates animate fire creatures all about it to join the combat. She models the appearance of each fire creature after each of the PCs, except with exaggerated features, treating every combatant like a personal toy or game piece.

The solar flares do not roll initiative. Assign each solar flare to a different PC, and set their initiatives to immediately after that PC. It is clear to the PCs which flare acts next, because the star gives the flares a childlike impression of the PC's features.

The PCs need to convince the star to surrender (concede they've won) without destroying it.

DON'T DESTROY THE STAR!

Although this is a combat and the Living Star is attacking the PCs, the PCs still need to keep the Star alive in order to transport it to its destination and crash it into the Maelstrom. In this encounter, the PCs need to injure the Star in order to convince it to surrender, but should not

reduce it to 0 hit points. Make sure the PCs understand that their goal is to weaken and subdue the Living Star so that she surrenders, and they should not kill her (and that bad things will happen if they kill her).

Mechanically, the Star is defeated and surrenders at the start of her turn when she is reduced to a number of hit points equal to or below the Surrender Number. Use the following to calculate the Surrender Number, which can change during the combat.

- Total everyone's skill checks from the previous encounter (Encounter 4C).
- Once per round as a minor action, a PC can make a Diplomacy or Intimidate check if they are within 10 squares of the Star. Add the check result to the Surrender Number.
- At the end of each round, all PCs can make a Diplomacy or Intimidate check as a free action if they are within 10 squares of the Star. Add the check result to the Surrender Number.
- Add 100 to the Surrender Number each time one of the Solar Flares is defeated.

If the PCs reduce the Star to 200 hit points or fewer, the Star begins to Nova. Each creature in burst 20 takes 50 fire and radiant damage every time it is damaged. If the PCs reduce the Star to 0, the star dwindles to a barely flickering inert sphere. The PCs can still attune Amaunator's gift to it, but its impact on the Maelstrom and the Netherese is greatly reduced: all monsters in Encounter 6B start the battle with 100 additional hit points, gain a +2 bonus to all attack rolls and defenses, and gain a +5 bonus to damage rolls. Encounter 6A's minigame should be skipped entirely.

FEATURES OF THE AREA

Movement: The PCs can move through the Astral Sea by sheer willpower; i.e. they have a fly speed of their normal speed and can hover. Creatures knocked prone go prone in their space and float there. There is no falling in the Astral Sea.

Living Star: The Living Star is immune to being moved in any way (including being removed from play) and has a speed of 0. Being inside the star is dangerous (see stat block). A creature can make a saving throw to fall prone if it would be forced from the Astral Sea into the star (if a creature who is already inside the star is forced moved to elsewhere inside the star, they do not get a saving throw).

Warp Space: The Astral Sea can be modified by sheer willpower, especially by natives and those with strong minds. The Living Star is immune to attacks that originate from further than 20 squares away because the star can bend space and prevent the attack from hitting her.

TACTICS

The living star primarily wants to drag the PCs inside her to take advantage of *blazing core*. This is accomplished through the *gravity well* and also through *furious flares* to slide targets closer. The Star uses *solar eruption* as soon as the majority of the PCs are within 10 squares. The Star uses *volcanic retort* at the first opportunity each round. The star deflects damage onto the most injured solar flare whenever possible.

The flares try to do as much damage and attack the largest number of enemies as possible. They use *soulfire* on the largest group of enemies or on enemies farthest away from the Star in order to slide them closer.

ENDING THE ENCOUNTER

The encounter ends when the living star is reduced to below the Surrender Number (see Don't Destroy the Star! Section for more details). The Star surrenders and agrees to go with the PCs.

Proceed to Encounter 5.

MILESTONE

Collectively, Encounters 4A-4D count as one encounter towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4D: SOLAR FLARE

1 Living Star	Level 30 Brute
Asteroid-sized elemental (fire)	
HP 1000; Bloodied 500	Initiative +28
AC 44, Fortitude 43, Reflex 41, Will 41	Perception +19
Speed 0, overland flight 20	blindsight 20
Immune fire, radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Gravity Well	
Any enemy that starts its turn within 20 squares is pulled 4 squares towards the center of the Star (including being pulled inside the star). When the Star is bloodied, increase the pull to 8 squares. It costs an extra square of movement for each square of movement that takes a PC away from the center of the Star, except when teleporting.	
Blazing Core (fire, radiant)	
Enemies who end their turn within 10 squares of the Star take 20 fire and radiant damage.	
Enemies who enter or end their turn inside the Star take 50 fire and radiant damage. This damage can only be taken once per round. The Star blocks line of sight.	
Massive Size	
The Star cannot be moved against its will, knocked prone, or removed from play. Enemies cannot gain combat advantage by flanking the Star.	
Damage Deflection	
When the Living Star is damaged, the star may redirect half of the damage to one of the solar flares within 20 squares.	
Gaseous Giant	
At the end of the Star's turn, all conditions and effects on it end.	
Clumsy	
The Living Star cannot take opportunity attacks.	
STANDARD ACTIONS	
m Searing Flames (fire, radiant) ♦ At-Will	
Attack: Melee 20 (one creature); +35 vs. AC	
Hit: 5d8 + 26 (avg 48, crit 6d10 + 66) fire and radiant damage and the Star slides the target up to 5 squares.	
M Furious Flares ♦ At-Will	
Effect: The Star makes five basic attacks, no more than two against any one enemy.	
C Solar Eruption (fire, radiant) ♦ Recharge when first bloodied	
Attack: Close burst 10 (each enemy in the burst); +33 vs. Reflex	
Hit: 4d12 + 18 (avg 44; crit 66) fire and radiant damage and ongoing 30 fire and radiant damage (save ends).	
Miss: Half damage.	

TRIGGERED ACTIONS		
That Tingles (fire, radiant) ♦ At-Will		
Trigger: The Star is hit by an attack.		
Attack (Immediate Reaction): Close burst 20 (enemies only); +33 vs. Reflex		
Hit: 4d6 + 15 (avg 29, crit 39) fire and radiant damage.		
Nova (fire, radiant) ♦ At-Will		
Trigger: Every time the star is reduced to 200 hit points or fewer.		
Effect (No Action): All enemies within 20 squares of the Star take 50 fire and radiant damage.		
Str 26 (+23)	Dex 26 (+23)	Wis 12 (+16)
Con 29 (+24)	Int 10 (+15)	Cha 22 (+21)
Alignment Neutral		Languages Common, Supernal

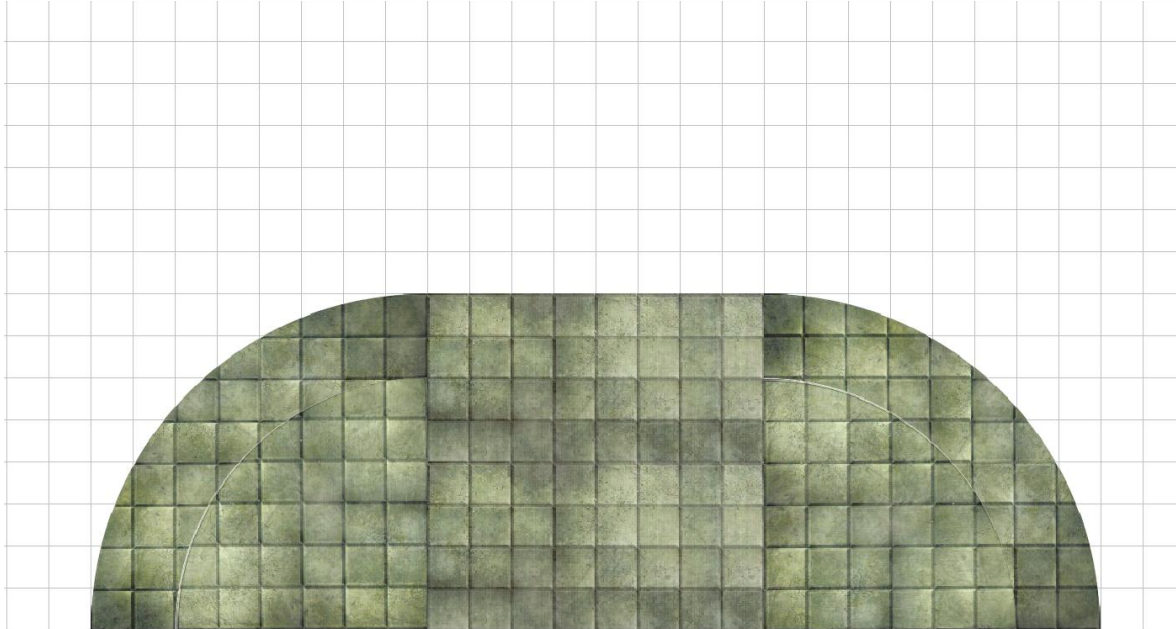
5 Solar Flare		Level 30 Artillery
Large elemental (fire)		
HP 208; Bloodied 104		Initiative Special
AC 42, Fortitude 41, Reflex 42, Will 41		Perception +23
Speed 8; fly 8		
Resist 20 fire, 20 radiant; Vulnerable 20 cold		
TRAITS		
Bloodied Ferocity		
While the solar flare is bloodied, soulfire increases to burst 5 and also inflicts ongoing 30 fire and radiant damage (save ends).		
STANDARD ACTIONS		
m Burning Touch (fire, radiant) ♦ At-Will		
Attack: Melee 2 (one creature); +37 vs. AC		
Hit: 4d8 + 20 (avg 38, crit 52) fire and radiant damage		
A Soulfire (fire, radiant) ♦ At-Will		
Attack: Area burst 2 within 10 (enemies in burst); +35 vs. Reflex or Fortitude, choose one for all targets		
Hit: 3d10 + 14 (avg 30, crit 44) fire and radiant damage, and the target is slid up to 2 squares.		
Miss: Half damage and the target is slid up to 1 square.		
Effect: The solar flare takes 40 damage.		
Str 26 (+23)	Dex 29 (+24)	Wis 26 (+23)
Con 22 (+21)	Int 12 (+16)	Cha 10 (+15)
Alignment Neutral	Languages Common, Primordial	

ENCOUNTER 4C: SOLAR FLARE

This map depicts half of the Living Star. You could double it to let the PCs attack on both sides but from a tactical perspective that is unlikely to matter, and this version of the map is easier to deal with.

The open space is effectively infinite in all directions, since it's the Astral Sea, but the Living Star's Warp Space ability means that the PCs cannot attack her from more than 20 squares away.

As an alternative, you can use just one 8x8 section to represent a corner of the star (in which case it should be the corner of the map, with enough adjacent open space that the PCs can maneuver in more than one direction).



Note: The white areas are considered open terrain in the Astral Sea and the gray areas represent one section of the Living Star. The Living Star can attack from any of its squares and can be attacked from any of its squares. Reminder, the Living Star has a speed of 0 and is immune to forced movement (including removed from play). The solar flares are scattered around the edges of the map.

ENCOUNTER 5A: FOLLOW THE RAINBOW

SETUP

The PCs need to plane shift the star from the Astral Sea to Faerûn. In order to do this, the PCs must locate and identify a planar color strand that leads through the plane to Faerûn.

The star is cheerfully, even whimsically, following your lead.

Ahead along the silvery horizon is a dazzling display; majestic color veils grace the sky like a series of auroras. Thick ribbons of color sway gently in unseen winds, fading in and out of existence in a mesmerizing dance.

Follow the correct color strand, and you can shift planes to return home.

COLOR STRINGS

Refer to the Color Strands puzzle addendum.

There are three levels of difficulty. If the PCs solve all three levels of difficulty they may each choose to gain one of the below benefits. Each PC may choose different benefits. If the PCs complete only two levels of difficulty, they each gain a random benefit (roll 1d6 each):

- 1-2: Regain one healing surge
- 3-4: +10 power bonus to initiative in 5B
- 5-6: Start anywhere on the map in 5B

There is no penalty, except missed fun, for skipping this puzzle, if that is the desire of the party or necessary for time.

If the players take more than 15 minutes to solve the puzzle, consider moving to the next encounter to maintain momentum.

ENDING THE ENCOUNTER

When the PCs have solved all the puzzles (or spent as much time as they desire), they run into an astral kraken ambush.

MILESTONE

Collectively, Encounters 5A and 5B count as one encounter towards a milestone.

TREASURE

There is no treasure in this encounter.

PUZZLES

If you are playing in a time sensitive environment, you should carefully consider whether or not to include this encounter. Some groups do not like puzzles, while others may have spent a lot of time roleplaying in Encounter 1. You may need to set a time limit for this scene, such as 15 minutes. There is no penalty for skipping this puzzle. See the Color Strands puzzle addendum.

ENCOUNTER 5B: MEET THE KRAKENS

CREATURES

This encounter includes the following creatures:

2 astral krakens (K)

2 kraken youths (Y)

Dark Dancer, avatar of Shar (appears anywhere on her initiative in round 1)

SCALING THE ENCOUNTER

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

Four PCs: Remove one kraken youth. Remove Dark Dancer's action points, reduce her hp by 100, and *dance of death* only allows one minor action power.

Six PCs: Add one kraken youth. Increase Dark Dancer's hp by 200 and *dance of death* allows three minor action powers.

Make the following adjustments as necessary for pacing and difficulty:

Faster: Reduce the hit points of all kraken by 50 and increase their damage rolls by 5.

Easier: -2 Attack. *Psychic scream* and *void burst* are both immediate reactions.

Harder: Crit 18-20, +10 damage on crits. Shar's avatar disperses when reduced to 0 (instead of bloodied), leaving the encounter. She will heal to full before returning in Encounter 6B.

Glory: +2 Defense and +5 Initiative. Add an additional kraken, which enters from a wormhole on its initiative.

SETUP

Shar sends a group of shadow-infused astral krakens to stop the PCs and then devour the Living Star. The krakens set an ambush along the color strand to Faerûn.

The Living Star is off-map and flees away from the krakens. The PCs need to deal with the krakens before they can calm her.

Rips appear in the astral space all around you. Divine runes form and massive shadow-infused astral krakens spew forth from holes in reality. The star screams frantically. Her light is being drawn towards the krakens which devour it hungrily.

Dark Dancer appears anywhere on the map on her initiative score (she has a set initiative and does not roll).

FEATURES OF THE AREA

Movement: The PCs move through the Astral Sea by sheer willpower; i.e. they have a fly speed of their normal speed and can hover. Creatures knocked prone go prone in their space and float there. There is no falling in the Astral Sea.

Wormhole: The three orange circles with three smaller circles are holes in reality which facilitate disorienting teleportation. Creatures may move from one wormhole to another with 1 square of movement.

Cloud of Dissipation: The two green circles with a central point and triangle within them diffuse any creature touching them. While a creature is in a cloud square, it is both weakened and insubstantial.

Power Nexus: The two yellow circles filled with runes are a nexus of dangerous untapped power. Creatures in the power nexus gain vulnerable 10 to all damage. A creature that ends its turn in a nexus square can deal 50 radiant damage to any one creature within 10 squares as a free action attack.

Destructive Energy: The two red circles with smaller inner circles represent violent destructive energy. Whenever a creature enters or ends its turn in the energy, it takes 50 radiant damage. This damage can only be taken once per round.

TACTICS

The krakens attempt to encircle the PCs. If a kraken is hampered by a large number of conditions or particularly debilitating conditions (such as stunned, removed from play, dominated, unconscious, etc.), it uses *time stop* (no action) at the end of its turn.

Use *touch of madness* on strikers and other PCs with powerful at-will and encounter attacks, preferably after using *absorb psyche* to improve accuracy.

Dark Dancer acts on a set initiative. She blinds ranged combatants and attempts to slide her enemies into range of the krakens, into a power nexus, or into an energy storm. When Dark Dancer uses *disperse* she does not return until Encounter 6B.

ENDING THE ENCOUNTER

The encounter ends when the PCs defeat all of the krakens, or at the end of the fifth round.

If the PCs have not defeated all of the krakens before the end of the fifth round, their enemies realize that the star is too far away and flee. If the PCs did not disperse Dark Dancer, she becomes more powerful in Encounter 6B.

NEMESSES DEFEATED

At the end of this encounter, inform the players that their triumph over both of Shar's avatars has removed

the last of their nemesis penalties. The PCs no longer suffer from those penalties.

TREASURE
None.

MILESTONE

This encounter counts towards a milestone.

ENCOUNTER 5B: MEET THE KRAKENS

2 Astral Kraken	Level 30 Elite Controller
Gargantuan aberrant magical beast	
HP 544 Bloodied 272	Initiative +22
AC 44, Fortitude 43, Reflex 40, Will 43	Perception +22
Speed 8; fly 8 (hover)	Blindsight 20
Saving Throws +2; Action Points 1	
TRAITS	
Threatening Reach	
The astral kraken can make opportunity attacks against all enemies within 4 squares of it.	
Dreadful Grabber	
Grabbed creatures move with the kraken, even if the kraken is force moved. Grabbed creatures cannot make opportunity attacks.	
STANDARD ACTIONS	
m Tentacles from Beyond ♦ At-Will	
Attack: Melee 4 (one creature); +35 vs. AC	
Hit: 4d8 + 20 (avg 38, crit 52) damage, the target is slid into any adjacent square, and the target takes ongoing 30 damage and is grabbed (escape DC 32 ends).	
M Touch of Madness (charm) ♦ Encounter	
Attack: Melee 4 (one creature); +30 vs. Will	
Hit: The target uses an at-will or encounter standard action attack power of the kraken's choice, without provoking opportunity attacks. The power is not expended and can be used even if already expended. The kraken makes all choices for the power, including who counts as an ally or enemy for the power.	
MINOR ACTIONS	
C Nullifying Pulse ♦ Recharge 5-6	
Attack: Close blast 4 (enemies in the blast); +33 vs. Fortitude	
Hit: The target is dazed (save ends).	
M Absorb Psyche (psychic) ♦ At-Will 1/round	
Attack: Melee 4 (each creature grabbed by the kraken); +33 vs. Will	
Hit: 4d6 + 15 (avg 29, crit 39) psychic damage, and until the end of the encounter, the kraken gains a +5 bonus to attack rolls with touch of madness against the target.	
TRIGGERED ACTIONS	
Psychic Scream (psychic) ♦ Encounter	
Trigger: The kraken is first bloodied.	
Attack (No Action): Close burst 10 (enemies in the burst); +33 vs. Fortitude	
Hit: 4d12 + 18 (avg 44, crit 66) psychic damage, and the target is stunned (save ends).	
Miss: Half damage, and the target is dazed (save ends).	
Time Stop ♦ Encounter	
Requirement: The kraken ends its turn.	
Effect (No Action): All effects on the kraken end and the kraken takes a standard action. Other creatures cannot take triggered actions in response to this action.	
Str 28 (+24)	Dex 25 (+22) Wis 25 (+22)
Con 24 (+22)	Int 27 (+23) Cha 28 (+24)
Alignment chaotic evil Languages telepathy 20	
Note: Behold the Horror replaced with elements of the "Kraken Youth" for consistency and fun.	

2 Kraken Youth	Level 30 Controller
Large aberrant magical beast	
HP 273 Bloodied 136	Initiative +25
AC 44, Fortitude 41, Reflex 43, Will 42	Perception +21
Speed 8; fly 8 (hover)	Blindsight 20
STANDARD ACTIONS	
m Antipathy Tentacle ♦ At-Will	
Attack: Melee 2 (one creature); +33 vs. Fortitude	
Hit: 4d8 + 20 (avg 38, crit 52) damage, and the target is slid into any adjacent square.	
R Mind Shock (lightning, psychic) ♦ At-Will	
Attack: Ranged 10 (one or two creatures); +33 vs. Reflex	
Hit: 4d10 + 16 (avg 38, crit 52) lightning and psychic damage.	
C Void Burst (necrotic, psychic) ♦ Encounter	
Attack: Close burst 5 (enemies in the burst); +33 vs. Will	
Hit: 4d12 + 18 (avg 44, crit 66) necrotic and psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Time Stop ♦ Encounter	
Requirement: The kraken ends its turn.	
Effect (No Action): All effects on the kraken end and the kraken takes a standard action. Other creatures cannot take triggered actions in response to this action.	
Skills Stealth +30, Insight +21	
Str 24 (+22)	Dex 27 (+23) Wis 21 (+20)
Con 20 (+20)	Int 23 (+21) Cha 24 (+22)
Alignment chaotic evil Languages telepathy 20	
Note: Re-flavored Sanity Siphon, made Time Stop a no action. Based ability scores on astral kraken instead.	

Dark Dancer		Level 30 Skirmisher
Medium immortal humanoid		
HP 520 Bloodied 260		Initiative 45
AC 44, Fortitude 40, Reflex 43, Will 43		Perception +23
Speed 6; fly 12 (hover)		Blindsight 8
Resist 20 cold, 20 necrotic, 20 radiant		
Immune polymorph, petrification, charm, dominated, fear, disease, stun, unconscious		
Saving Throws +5; Action Points 2		
TRAITS		
Dark Dance		
Whenever she moves or is moved, Dark Dancer can slide one creature within 20 squares an equal number of squares.		
Divine Avatar		
At the start of her turn, Dark Dancer can make a saving throw to end one condition or effect on her, even one not normally ended by a save.		
Divine Fortune		
Dark Dancer scores critical hits on natural rolls of 18-20.		
Once per round, when Dark Dancer misses with an attack or fails a saving throw or skill check, she instead automatically succeeds.		
STANDARD ACTIONS		
Dance of Death ♦ At-Will		
<i>Effect:</i> Dark Dancer shifts her speed and can use 2 minor action powers at any point in the shift.		
MINOR ACTIONS		
m Dazzling Dance (weapon) ♦ At-Will		
<i>Attack:</i> Melee 2 (one creature); +33 vs. Reflex		
<i>Hit:</i> 4d6 + 24 (avg 38, crit 9d6 + 48) damage, and the target slides up to 5 squares, and takes ongoing 30 damage (save ends).		
r Shadow Darts (teleportation) ♦ At-Will		
<i>Attack:</i> Ranged 20 (one creature); +33 vs. Fortitude		
<i>Hit:</i> 4d8 + 20 (avg 38, crit 6d6 + 52) damage, and the target is blinded (save ends).		
Dancing Acrobat ♦ At-Will 1/turn		
<i>Effect:</i> Dark Dancer can make a saving throw to end each grabbed, slowed, immobilized, or restrained condition, even if the conditions are not normally ended on a save, then stands from prone and shifts up to 2 squares.		
Dancing Trip ♦ At-Will 1/turn		
<i>Effect:</i> One enemy adjacent to Dark Dancer is knocked prone.		
Divine Dispel ♦ At-Will		
<i>Effect:</i> One effect, condition, conjuration, or zone within 5 squares of Dark Dancer ends.		
TRIGGERED ACTIONS		
Disperse ♦ Encounter		
<i>Trigger:</i> Dark Dancer becomes bloodied.		
<i>Effect (No Action):</i> All harmful effects on Dark Dancer end and she is removed from play, reappearing wherever and whenever she chooses. (As explained in the Tactics section, the result of this power is to remove Dark Dancer from this encounter; she reappears for Encounter 6B.)		
Str 17 (+18)	Dex 26 (+23)	Wis 26 (+23)
Con 20 (+20)	Int 11 (+15)	Cha 16 (+18)
Alignment evil		Languages Supernal

ENCOUNTER 5B: MEET THE KRAKENS

The starting squares (1-6 for the PCs plus the star) are normal terrain. (Note that the 6 square looks like a 9 since the bottoms of all the numbers are oriented towards the nearest edge of the map.)



ENCOUNTER 6A: CATCH A FLAILING STAR

SETUP

The star is screaming as it flees the scary astral kraken. Its fear has overwhelmed its reason and the PCs must go to extraordinary lengths to catch it before it exhausts much of its energy (which could be far more valuably used in the Maelstrom).

Refer to the Catch a Flailing Star addendum to run this mini game, which uses the map for Encounter 5B as its board.

It is suggested that the star play aggressively, seeking out yellow and red markers to harass the PCs while building paths to block in the PCs movement so they might accidentally run into it. This is more likely to both cost the PCs surges as well as resolve the game more quickly.

If the PCs manage to catch the star before the end of round 6, they gain the following benefits in Encounter 6B:

- The PCs may convert a single attack to deal fire and radiant damage a number of times equal to 6 - (# of complete rounds).
- The Star will deal 60 - (10 * # of complete rounds) fire and radiant damage to all enemies in the encounter at the end of each round.

If this encounter is skipped, the PCs do not gain these benefits.

ENDING THE ENCOUNTER

At the end of round 6, or as soon as the star is unable to complete its movement, the PCs regain control of the star's movements. They are now very close to the Maelstrom and the star is hurtling down into the storm's center. Continue with Encounter 6B.

MILESTONE

Collectively, Encounters 6A and 6B count as one encounter towards a milestone.

TREASURE

There is no treasure in this encounter.

MINI GAME

This mini-game can easily take 30 to 45 minutes. If you are playing in a time sensitive environment, you should consider whether or not to include this encounter. Some groups do not like mini-games, while others may have spent extensive time roleplaying in Encounter 1. There is no penalty for skipping this mini game. See the Catch a Flailing Star addendum.

ENCOUNTER 6B: DARKNESS FALLS

CREATURES

2 bonded nightwalkers

Maelstrom Heart

Telamont Tanthul, Most High Prince of Shade

Place on the map last, after the PCs:

Dark Dancer, Avatar of Shar

Nightsinger, Avatar of Shar

SCALING THE ENCOUNTER

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

Four PCs: Remove one bonded nightwalker. Remove Shar's Avatars' action points, reduce their current hp by 50, Nightsinger's *song of discord* and Dark Dancer's *dance of death* only allow one minor action power.

Six PCs: Add one bonded nightwalker. Increase the avatars' current hp by 100, Nightsinger's *song of discord* and Dark Dancer's *dance of death* allow three minor action powers.

Make the following adjustments as necessary for pacing and difficulty:

Faster: Remove 50 hit points from all monsters. All monsters gain +2 to attack rolls.

Easier: -5 Damage (including from the auras and maelstrom) and -5 Initiative. Remove the action points from the nightwalkers.

Harder: +5 Damage. The heart and shade prince are insubstantial until the end of their first turn. The avatars of Shar start fully healed.

Glory: +2 Defense and +10 Initiative. Each PC inflicts two nemesis penalties. Increase the hit points of nightwalkers, heart, and shade prince each by 100. The bonded nightwalkers' *finger of death* power is usable At-Will.

SETUP

Now that the star is in position and hurling towards the center of the Maelstrom, the PCs need to separate themselves before it crashes. The explosion of the star into the Maelstrom is massive and sends a large shock wave in all directions. The PCs need to survive being near the explosion and falling from a great height.

What could be better than soaring through the Astral Sea on a shooting star with the wind in your hair? Oh, right. Riding a shooting star WITHOUT having your

skin melt off while leaping off to safety right before the star explosively slams into the Ordulin Maelstrom.

All PCs should make both an Acrobatics and Endurance check and combine the result.

Rituals, Items, or Powers

The PC may use appropriate rituals (that were previously cast), items, or powers to protect them from the explosion or give them a bonus to the check, based on DM discretion. Reward creativity and cool, cinematic ideas. Merely being able to fly is insufficient to prevent the crash, but many abilities and methods might decrease the falling damage or give some measure of control over where the PC lands.

When combat starts, place PCs on the map in order of their checks, from lowest to highest.

Below 60: The PC takes 25 fire and radiant damage and 25 falling damage, lands in a random square, and is both prone and physically restrained by rubble (escape DC 31 ends).

61-70: The PC takes 25 fire and radiant damage and 25 falling damage and lands in a random square.

71-80: The PC may choose to either take 25 fire and radiant damage and 25 falling damage, but select any square to appear in, or takes no damage and lands in a random square.

81+: The PC may select any square to land to start the combat.

While the PCs roll, continue with the description of Ordulin:

The former capital of Ordulin, lost to the Maelstrom a century ago, looks as though darkness has ruled it for millennia. No light penetrates the shadows of the Maelstrom.

Death titans and nightwalkers prowl the streets in the same manner that travelers would in a normal city. Where flocks of birds might fly overhead, bat-winged horrors circle and snap at anything that comes too near. Where insects might provide a nuisance on a hot day, wraiths swarm, hoping to drain the life force from any who linger, making them shadowy, hateful reflections of their former selves.

At the city center, a sphere of absolute blackness hovers. It swallows all light and life that approaches it, and darkness and shadows spill out from it. As the Netherese ritual proceeds, the heart of the Maelstrom pulses, growing shadowy tendrils that reach out to drain the energy from what little life remains in this blasted city and stretch out across Faerun at the whims of its new master.

The PCs can each take one minor action from the sky above before they are thrown free from the star and its impacts. The PCs cannot distinguish particular foes in the combat to directly strike a foe at this point, but might be well served to drink a potion, activate a stance, or shapeshift into a form.

The Star crashes through the shadowy curtain, blazing like a fiery spear into the heart of darkness.

After a brilliant flash of light, the Star is reduced to a crater. The Netherese ritual, partially successful, is interrupted; the Maelstrom Heart is no longer stationary at the city's center and pulses rapidly with black lines of energy arcing over its surface. The impact of the star greatly reduced it in size and strength.

Most of the forces of darkness have been destroyed. Only the Maelstrom heart and the strongest of the Netherese forces - a Prince and his monstrous shadowy pets - remain to oppose you. These foes, who must be remarkably strong to survive a direct hit from a star, are now focused on you.

Any PCs appearing in a random location should roll a d10 to determine starting area on the map.

Shar's avatars appear at the start of combat, after the star's impact, PC location is determined, and initiative is rolled. As soon as they appear, the PCs feel the hatred to their nemesis resurge in a new more violent manner. Make very clear that all previous nemesis penalties do not apply, and only those described in Player Handout 3D now apply. The PCs attempt to kill each other until they can beg forgiveness.

Important: Make it clear to the PCs that all they need to do is destroy the Maelstrom Heart. That said, once they do so the shade prince and avatars likely flee immediately. Whether they slay the avatars and/or prince before defeating the heart is tracked by EPIC37 and influences the events of EPIC6-1. A complete victory is only achieved if they destroy Shar's avatars and Prince Tanthul before the heart.

FEATURES OF THE AREA

Star Crater: The star is a tiny flickering ember of its former self, filling the central area of the map. Any creature that ends its turn adjacent to the Star takes 30 fire and radiant damage and is dazed until the start of its next turn. However, as a free action, the creature ending its turn can imbue its weapon or implement with energy. Before the end of the creature's next turn, one target of one attack takes an additional 30 points of fire and radiant damage, and all of the attack's damage is converted to fire and radiant damage.

Maelstrom: Until the heart is destroyed, creatures take 50 points of necrotic damage at the start of each round. Each creature can make an Endurance check and reduce the damage by the Endurance check result.

(Note that with the monster's resistance, they should normally reduce the damage to 0. This is why they can survive in the Maelstrom.)

Ruins: The century since the Maelstrom began and the impact of the Star ruined all nearby buildings. The ruins are covered in the bones of former inhabitants, including those slain by the star's impact. Treat all squares of bone or ruin as difficult terrain.

TACTICS

Note that many of the creatures just took damage from the impact (the Shade Prince re-directed the damage he would have taken), so the monsters are not at maximum hit points. This has already been reflected in their stat blocks, as the nightwalkers all begin the combat bloodied.

The Maelstrom Heart moves into a position where it can attack the greatest number of PCs, then uses its attacks aggressively to drain the resources of the PCs as quickly as possible.

The nightwalkers use *void gaze* to try to pin multiple PCs between the star crater and its aura. It uses *finger of death* at the earliest opportunity to finish off a PC who is bloodied. The nightwalkers and Shade Prince make use of the *pledged companion* traits to keep the Shade Prince in the fight as long as possible.

The Shade Prince focuses on the PC doing the most damage, trying to pin that PC in the nightwalker's aura and next to the star's crater, and directing his allies to attack that PC.

The Netherese do not take prisoners. If all PCs are incapacitated, they are fed to the Maelstrom Heart.

Assuming the PCs dispersed Shar's avatars already in Encounters 3B and 5B, they start this encounter at their bloodied value and cannot use disperse in this encounter. The avatars use set initiatives and focus their attacks in attempt to kill PCs one by one.

ROLEPLAYING

Telamont is furious that the PCs have just ruined a master stroke in the Netherese efforts to conquer Faerûn. He is uninterested in any sort of negotiations, and hopes to feed PCs' life force to the Maelstrom Heart and strengthen it (this is his Plan B; Plan A was the ritual that the PCs rudely interrupted).

Telamont Tanthul does not fear the PCs and knows the PCs' adventuring careers, plus some of their pre-adventuring history. If a PC directly engages the Shade Prince, he tries to unnerve them, making specific and precise threats about what the Netherese will do to their loved ones and homelands, because the PC was brazen enough to defy him. Use this opportunity to show the PCs the dark side of being world-famous. Their enemies have done deep research into who they are and what makes them tick.

Shar's Avatars have lost any semblance of humor or disrespect, since the PCs have already spoiled almost all of Shar's plans. They instead focus on turning the PCs against each other's plans and distracting them from the Heart, even calling out Telamont if it makes the PCs more likely to fight him.

ENDING THE ENCOUNTER

The encounter ends when the nightwalkers and Maelstrom Heart are defeated. Telamont and any remaining avatars immediately disappear into shadow.

TROUBLESHOOTING

The creatures in this encounter are very resistant to many forms of control, as befits their station as near-gods (Telamont and the avatars), or as a hazard with hp (Heart). Take care that the players do not become overly frustrated by a lack of clarity in their options.

There is a tremendous amount of damage potential in this encounter. If the PCs have been shown to be fragile or to have difficulty overcoming enemies prior to this, it may be very appropriate to tone down the deadliness of this encounter.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs discover many treasures on Telamont and the avatars (as expressed by the Treasure Bundles).

ENCOUNTER 6B: DARKNESS FALLS

Maelstrom Heart (H)	Level 30 Elite Lurker
Large shadow construct (undead)	
HP 312 (of 412); Bloodied 206	Initiative +26
AC 44, Fortitude 41, Reflex 42, Will 43	Perception +29
Speed 10, fly 10 (hover), phasing, teleport 10	blindsight 10
Immune All conditions except marked, All damage (except radiant)	
Saving Throws +2; Action Points 1	
TRAITS	
Pledged Companion	
Any damage dealt to the Maelstrom Heart can be redirected to a nightwalker.	
STANDARD ACTIONS	
m Tendril ♦ At-Will	
Attack: Melee 3 (one creature); +33 vs. Reflex	
Hit: 4d8 + 24 (avg 42, crit 56) damage, and the target slides up to 2 squares.	
C Rhythmic Pulse (healing) ♦ At-Will	
Attack: Close burst 10 (enemies in burst); +33 vs. Fortitude	
Hit: 4d8 + 20 (avg 38, crit 52) damage, and the target takes a -2 penalty to attack rolls (save ends).	
Each Failed Save: The target loses a healing surge and the heart regains 50 hit points. If the target has no healing surges, its hit points are reduced to 0 and it fails a death save.	
MINOR ACTIONS	
C Heartbeat ♦ At-Will 1/round	
Attack: Close burst 10 (enemies in burst); +33 vs. Fortitude	
Hit: 4d8 + 12 (avg 30, crit 44) damage, and the target loses a healing surge. The heart gains 10 temporary hit points for each enemy that was hit by this attack.	
TRIGGERED ACTIONS	
Ragged Pulse (necrotic) ♦ Encounter	
Trigger: The heart is first bloodied.	
Effect (No Action): The heart uses either <i>rhythmic pulse</i> or <i>heartbeat</i> .	
Dying Puppets (charm) ♦ At-Will 1/target	
Trigger: An enemy ends its turn below 0 hp.	
Effect (Free Action): The enemy stands up and is now dominated (save ends). The enemy can take dominated actions even if dead, dying, or unconscious.	
Str 22 (+21)	Dex 25 (+22) Wis 28 (+24)
Con 20 (+20)	Int 11 (+15) Cha 16 (+18)
Alignment chaotic evil Languages none	

2 Bonded Nightwalker (N)	Level 28 Elite Brute
Huge shadow humanoid (undead)	
HP 312 (of 624); Bloodied 312	Initiative +19
AC 41, Fortitude 40, Reflex 38, Will 40	Perception +18
Speed 8	darkvision
Immune disease, fear, poison; Resist 30 cold, 30 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Pledged Companion	
Any damage dealt to Telamont or the Maelstrom Heart can be redirected to the nightwalker.	
O Void Chill (cold, necrotic) ♦ Aura 10	
Any enemy that ends its turn in the aura takes 20 cold and necrotic damage.	
STANDARD ACTIONS	
m Slam (cold, necrotic) ♦ At-Will	
Attack: Melee 2 (one creature); +33 vs. AC.	
Hit: 4d8 + 28 (avg 46, crit 60) cold and necrotic damage.	
R Finger of Death (necrotic) ♦ Recharge 5-6	
Effect: One creature within 10 squares takes necrotic damage equal to half that creature's bloodied value. If the target is reduced below 0 hp by this power, it immediately and automatically fails a death save.	
MINOR ACTIONS	
C Void Gaze (necrotic) ♦ At Will 1/round	
Attack: Close blast 5 (enemies in the blast); +31 vs. Will	
Hit: 3d10 + 10 (avg 26, crit 40) necrotic damage, and the target is pushed up to 4 squares and takes a -2 penalty to all defenses (save ends).	
TRIGGERED ACTIONS	
Final Rebuke (necrotic) ♦ Encounter	
Trigger: The bonded nightwalker is reduced to 0 hp.	
Effect (No Action): If <i>finger of death</i> is available, it is used.	
Skills Stealth +24	
Str 24 (+21)	Dex 20 (+19) Wis 18 (+18)
Con 22 (+20)	Int 17 (+17) Cha 24 (+21)
Alignment evil	Languages Common, Netherese, telepathy 20

ENCOUNTER 6B: DARKNESS FALLS (CONTINUED)

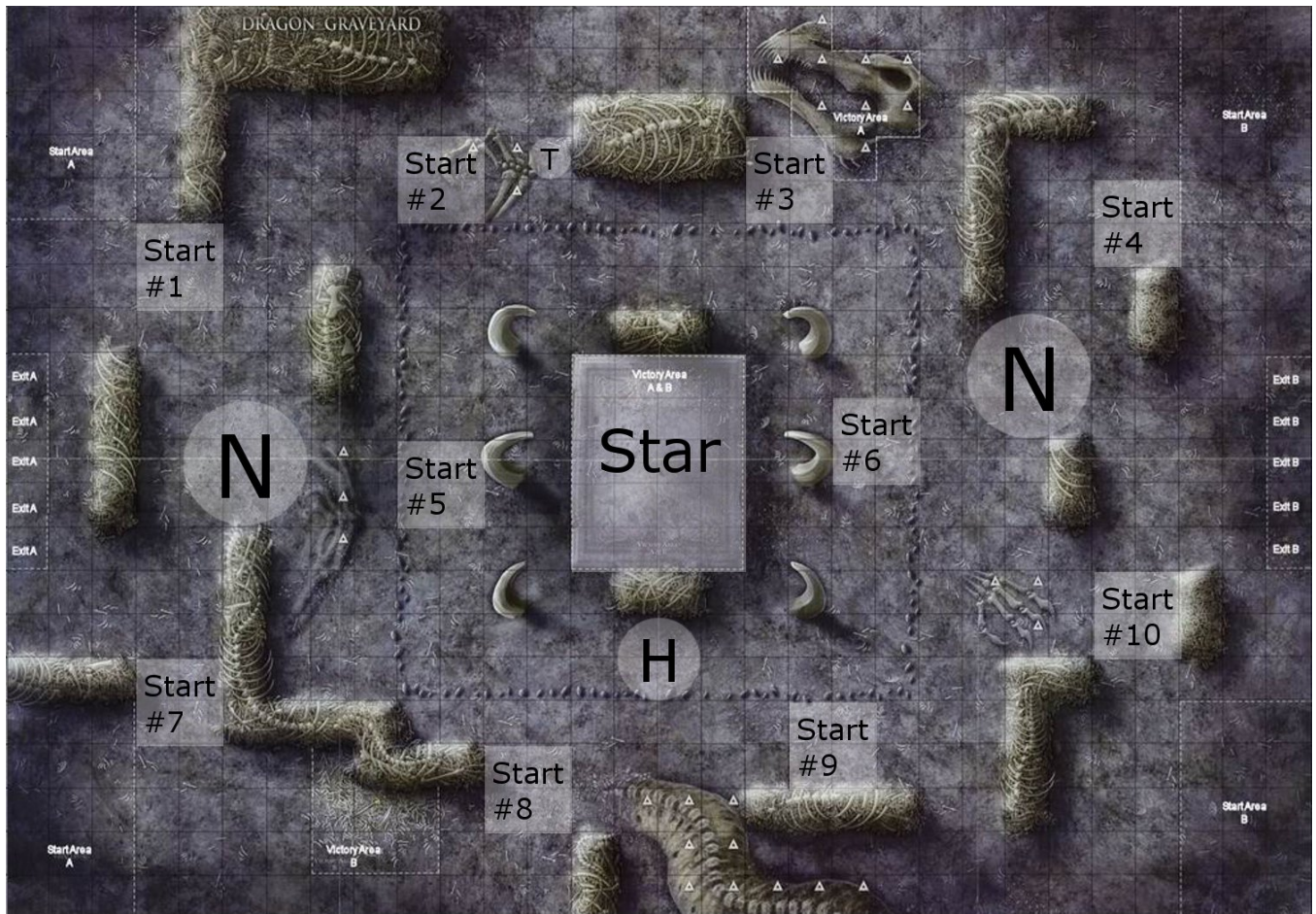
Telamont Tanthul (T)	Level 30 Elite Controller (Leader)
Medium shadow humanoid (shade)	
HP 548; Bloodied 274	Initiative +19
AC 44, Fortitude 42, Reflex 41, Will 43	Perception +25
Speed 8. fly 6 (hover), teleport 6	darkvision, blindsight 2
Resist 30 necrotic, 30 psychic; Vulnerable 10 radiant	
Saving Throws +2, Action Points 1	
TRAITS	
Pledged Companion	
Any damage dealt to Telamont can be redirected to a nightwalker.	
O Prince's Concord ♦ Aura 20	
Allies within the aura gain a +2 power bonus to attack rolls.	
STANDARD ACTIONS	
m/r Overwhelming Shadows (necrotic, psychic) ♦ At-Will	
Attack: Melee or Ranged 20 (one creature); +34 vs. Will	
Hit: 4d8 + 30 (avg 48, crit 6d12 + 62) necrotic and psychic damage, and the Shade Prince slides the target 3 squares.	
M/R Aggression Pact ♦ At-Will	
Effect: The Shade Prince uses <i>overwhelming shadows</i> then one ally within 10 squares can make an at-will attack as a free action.	
A Defiling Burst (necrotic, psychic) ♦ Recharge 5-6	
Effect: Each enemy adjacent the Shade Prince takes 20 necrotic and psychic damage and is pushed 2 squares. The Shade Prince gains a +2 bonus to attack rolls for each enemy damaged by this attack. The bonus lasts until the end of his next turn.	
Attack: Area burst 2 within 10 (enemies in burst); +32 vs. Fortitude.	
Hit: 4d10 + 16 (avg 38, crit 6d12 + 55) necrotic and psychic damage.	
MOVE ACTIONS	
Transposition (teleportation) ♦ At-Will	
Effect: Telamont teleports, swapping positions with an ally within 10 squares of him.	
MINOR ACTIONS	
Zone of Shadows (zone) ♦ Recharge when this power's zone ends	
Effect: Telamont creates a zone in a close burst 2 that lasts until the end of his next turn. The zone blocks line of sight for all creatures except Telamont. Enemies are blinded while within the zone.	
Highest Authority ♦ Recharge when first bloodied	
Effect: One ally within 10 squares of Telamont that can take free actions immediately uses a free action to take a standard action.	
TRIGGERED ACTIONS	
Dispersion ♦ Encounter	
Trigger: The Shade prince is first bloodied.	
Effect (No Action): Telamont teleports up to 10 squares and becomes invisible and insubstantial until the end of his next turn.	
Manipulate Shadows ♦ At-Will	
Trigger: Telamont is subject to a harmful effect.	
Effect (No Action): The harmful effect is redirected to a nightwalker within 10 squares.	
Skills Arcana +27, Endurance +29, History +27, Insight +25, Intimidate +29, Religion +27	
Str 16 (+18)	Dex 19 (+19)
Con 26 (+23)	Int 24 (+22)
	Cha 28 (+24)
Alignment evil	Languages All, telepathy 10

Nightsinger		Level 30 Controller (Leader)	
Medium immortal humanoid			
HP 274 (of 548); Bloodied 274		Initiative 45	
AC 45, Fortitude 40, Reflex 43, Will 43		Perception +22	
Speed 6, fly 12 (hover), teleport 6		Blindsight 8	
Resist 20 cold, 20 necrotic, 20 radiant			
Immune polymorph, petrification, charm, dominated, fear, disease, stunned, unconscious			
Saving Throws +5; Action Points 2			
TRAITS			
Divine Avatar			
At the start of her turn, Nightsinger can make a saving throw to end one condition or effect on her, even one not normally ended by a save.			
Divine Fortune			
Nightsinger scores critical hits on natural rolls of 18-20.			
Once per round, when Nightsinger misses with an attack or fails a saving throw or skill check, she instead automatically succeeds.			
STANDARD ACTIONS			
Song of Discord (teleportation) ♦ At-Will			
Effect: Nightsinger teleports up to 6 squares and uses 2 minor action powers before and/or after the teleport.			
MINOR ACTIONS			
m Quip Strike ♦ At-Will			
Attack: Melee 2 (one creature); +35 vs. AC			
Hit: 4d6 + 24 (avg 38, crit 9d6 + 48) damage, and the target slides up to 5 squares, and takes ongoing 30 damage (save ends).			
r Song of Obedience (charm, necrotic, psychic) ♦ Recharge when no creature is dominated by this power			
Attack: Ranged 10 (one creature); +33 vs. Will			
Hit: 4d8 + 20 (avg 38, crit 6d6 + 52) psychic and necrotic damage and the target is dominated (save ends).			
Coordinated Strike ♦ At-Will			
Effect: One ally within 10 squares makes a basic attack as a free action.			
Command the Puppet ♦ At-Will 1/turn			
Effect: One creature dominated by Nightsinger slides up to 5 squares, and uses an at-will attack against one of its allies as a free action.			
Nightsinger makes all choices for the attack, including who counts as an ally or enemy.			
Divine Dispel ♦ At-Will			
Effect: One effect, condition, conjuration, or zone within 5 squares of Nightsinger ends.			
Str 17 (+18)	Dex 24 (+22)	Wis 26 (+22)	
Con 26 (+23)	Int 26 (+23)	Cha 32 (+26)	
Alignment evil		Languages Supernal	

Dark Dancer		Level 30 Skirmisher
Medium immortal humanoid		
HP 260 (of 520); Bloodied 260		Initiative 45
AC 45, Fortitude 40, Reflex 43, Will 43		Perception +23
Speed 6; fly 12 (hover)		Blindsight 8
Resist 20 cold, 20 necrotic, 20 radiant		
Immune polymorph, petrification, charm, dominated, fear, disease, stunned, unconscious		
Saving Throws +5; Action Points 2		
TRAITS		
Dark Dance		
Whenever she moves or is moved, Dark Dancer can slide one creature within 20 squares an equal number of squares.		
Divine Avatar		
At the start of her turn, Dark Dancer can make a saving throw to end one condition or effect on her, even one not normally ended by a save.		
Divine Fortune		
Dark Dancer scores critical hits on natural rolls of 18-20.		
Once per round, when Dark Dancer misses with an attack or fails a saving throw or skill check, she instead automatically succeeds.		
STANDARD ACTIONS		
Dance of Death ♦ At-Will		
Effect: Dark Dancer shifts her speed and can use 2 minor action powers at any point in the shift.		
MINOR ACTIONS		
m Dazzling Dance (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +33 vs. Reflex		
Hit: 4d6 + 24 (avg 38, crit 9d6 + 48) damage, and the target slides up to 5 squares, and takes ongoing 30 damage (save ends).		
r Shadow Darts (teleportation) ♦ At-Will		
Attack: Ranged 20 (one creature); +33 vs. Fortitude		
Hit: 4d8 + 20 (avg 38, crit 6d6 + 52) damage, and the target is blinded (save ends).		
Dancing Acrobat ♦ At-Will 1/turn		
Effect: Dark Dancer stands up if prone and can make a saving throw to end each grabbed, slowed, immobilized, or restrained condition on her, even conditions that are not normally ended on a save.		
Dancing Trip ♦ At-Will 1/turn		
Effect: One enemy adjacent to Dark Dancer is knocked prone.		
Divine Dispel ♦ At-Will		
Effect: One effect, condition, conjuration, or zone within 5 squares of Dark Dancer ends.		
Str 17 (+18)	Dex 26 (+23)	Wis 26 (+23)
Con 20 (+20)	Int 11 (+15)	Cha 16 (+18)
Alignment evil		Languages Supernal

ENCOUNTER 6B: DARKNESS FALLS

Poster Map: The Dragon Graveyard



CONCLUDING THE ADVENTURE

When the PCs destroy the heart, read or paraphrase the following.

The great shadow storm that has raged over the city of Ordulin for more than a century howls a final time.

The dark winds abate. The necrosis which gripped at your heart to slay and reanimate you ceases. The light of the star glimmers, forcing away the utter darkness of the maelstrom's heart.

It is done: Shar's most powerful creation of shadow upon Faerun has been defeated.

Amaunator appears by the fitfully glimmering star and surveys the destruction. The star exhaustedly whispers, "Look, daddy, look what we did!"

Amaunator winces, clearly uncomfortable with the star's personality. Amaunator looks to you and nods in respect, "Well done." The star seems pleased with his words, even if they were directed at you.

"I bring ill tidings, though. During the council battle, while all attention was upon you and the angels, Shar struck against Selûne in a most insidious way.

"Once, the two sisters were evenly matched in power, but Shar has been far more successful at gathering power for the last few centuries. She overwhelmed Selûne's mental defenses and possessed her sister's will.

"Since then, Shar has controlled Selûne: she ordered Shadowbane brought into danger and learned from me where to ambush the star. Finally, she brought Selûne to the Towers of Night.

"I do not know what Shar plans to do with Selûne, but I can say that she is not yet dead. I doubt there is much time to save her, though.

"If you are willing to help, then I will bring you to join some other allies, and a number of artifacts we have gathered.

"It is time to take this fight to Shar and her realm."

**The Epic Campaign concludes in
EPIC6-1 Confrontation in Shadow**

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

Base Gold per PC
1,425,000 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 29 magic item at market price.

All the PCs are considered to be 30th 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 30th level).

To be clear, a character who chooses More Gold twice receives no other Treasures. That character would earn 1,200,000 gp in addition to the Base Gold award, for a grand total of 2,625,000 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. Although all characters have access to all Treasures, the specific individual Treasures (A through G) may only be chosen once per PC; the generic treasures (U through Z) may be chosen more than once by the same character.

EACH PC SELECTS TWO OF THE FOLLOWING:

Treasure A: *Secrets of the Universe* (level 30; *custom boon*)
PCs who choose this item as one of their Treasures also gain EPIC38 (which includes the game statistics)

Treasure B: *Divine Authority* (level 30; *custom boon*)
PCs who choose this item as one of their Treasures also gain EPIC39 (which includes the game statistics)

Treasure C: *Shadowbane* (level 30 or 31; *custom Rare*)
PCs who choose this item as one of their Treasures also gain EPIC40 (which includes the game statistics).

If a PC who chooses this Treasure already has Story Award NETH12 *Lesser Shadowbane*, that character gets a more powerful version *Last Grasp of Shadowbane* (see the Story Award for details). If the character does not have *Lesser Shadowbane*, they can still choose this Treasure, but they get a Level 30 version of the item instead of a Level 31 version of the item.

In either case, Treasure W may not be used to upgrade *Shadowbane*. The game statistics on the Story Award for EPIC40 cannot be further improved.

Treasure D: *+6 sentinel marshal honor blade* (level 30 Rare; *Dragon 407*)

Treasure E: *+6 gloaming armor* (level 30 Rare; *MME*)

Treasure F: Your character gains a bonus feat. This may be any Heroic, Paragon, or Epic tier feat for which you qualify. From a rules perspective, treat this the same way as any other feat that you gained through character advancement (it's a character level 30 feat slot).

The bonus feat is not considered a magic item, divine boon, or alternative reward, and does not cost a found-item slot.

Treasure G: You gain 12 soulfang consumable items: 2 *soulfangs of resistance* for each of the cold, necrotic, psychic, poison, and radiant energy types, and 2 *ironskin soulfangs* (level 25 and 30; *Dragon* 378). These consumables do not take found item slots.

Treasure U (Upgrade a Tiered Item): A character may upgrade one item that has no enhancement bonus, but has paragon and epic versions, from its paragon version to its epic version (typically by increasing its level by 10). The upgraded item is the same item, but the character now has the epic version of that item instead of the paragon version.

If the original 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 V (Upgrade an Enhancement 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 W (Upgrade a Weapon or Implement): A character may upgrade one existing +6 enhancement bonus weapon or implement (and only a +6 enhancement bonus magic item) to a +7 enhancement bonus. The upgraded item is the same item, but the character now has the +7 version of that item instead of the +6 version.

If it ever matters, the item's level is now 31, but it does not gain any additional powers or properties, and any properties or powers that have different effects at different levels still use the highest-available version, as if the item's level was still in the +6 bonus range (26-30).

If the original +6 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 or Uncommon magic item of 30th 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 500,000 (five 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 600,000 (six hundred thousand) gold pieces (in addition to the Base Gold amount) instead of another Treasure.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their Story Awards.

All PCs should gain EPIC35 and EPIC36, adjusted for the choices they made. If the PCs slew any creatures other than nightwalkers before destroying the Maelstrom Heart in Encounter 6B, they receive EPIC37. Only PCs who take Treasure A gain EPIC38, while only PCs who take Treasure B gain EPIC39.

EPIC35 Council of the Gods

You attempted to persuade a divine council that Shar's destructive schemes must be stopped.

How many successes did you (personally) obtain in the Council? _____

Check any of the following that you traded to Asmodeus in exchange for his support:

- ☐ Your soul
- ☐ Shard of the Abyss (from EPIC3-3)
- ☐ Divine power (from EPIC4-3)

If you agreed to serve a deity as its exarch, list that deity:

EPIC36 Tale of Two Apocalypses

Shar initiated two dreadful plans that you had to deal with. Which plan did you prevent first? Check off only one:

- ☐ Gaining control of Entropy, the Great Nothing, Devourer of Gods
- ☐ Creating an army of near invincible shade warriors

EPIC37 Fatal Blow to Shadow

Before you destroyed the Heart of the Ordulin Maelstrom, you took efforts to slay some of Shar's most powerful servants. Check off all enemies that were slain before the Heart:

- ☐ Nightsinger, Avatar of Shar
- ☐ Dark Dancer, Avatar of Shar
- ☐ Telamont Tanthul, Most High Prince of Shade

EPIC38 Secrets of the Universe

The blessings given to you by the gods are but stones to cast against your ultimate enemy. The form of those stones is yours to choose.

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

EPIC39 Divine Authority

The gods have granted you a powerful divine boon for defeating Shar's servants.

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

EPIC40 Last Grasp of Shadowbane

You wield a powerful weapon that hungers to destroy all creatures of shadow. There is no foe more implacable than *Shadowbane* when it comes to the destruction of Shar and her servants. Possessing this artifact will surely prove useful during EPIC6-1 *Confrontation in Shadow*.

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

NEW RULES

Secrets of the Universe

Level 30 Uncommon (Divine Boon)

Reference: Story Award EPIC38

Divine Authority

Level 30 Uncommon (Divine Boon)

Reference: Story Award EPIC39

Last Grasp of Shadowbane

Level 30 / 31 Rare (Melee Weapon)

Reference: Story Award EPIC40 (two versions)

Gloaming Armor

Level 30 Rare

You fade from view even as the noise of your footfalls recedes.

Armor: Cloth, leather or hide 3,125,000 gp

Enhancement: AC

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

Utility Power (Illusion) ♦ Encounter (Standard Action)

Effect: You become invisible until you attack or until the end of the encounter. You can end this effect as a minor action. While you are invisible, allies within 5 squares of you gain an item bonus to Stealth checks equal to the armor's enhancement bonus.

Reference: *Mordenkainen's Magnificent Emporium*, p. 15.

Sentinel Marshal Honor Blade

Level 30 Rare

This bright blade is a badge of respect and a shield against enemies of the law.

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

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

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

Property: When you use this weapon to reduce a nonminion enemy to 0 hit points, you gain temporary hit points equal to 5 + the weapon's enhancement bonus.

Utility Power ♦ Encounter (Free Action)

Trigger: You hit an enemy with an attack using this weapon.

Effect: Until the end of your next turn, you gain a +2 power bonus to all defenses against the enemy.

Reference: *Dragon* 407.

Soulfang of Resistance

Level 25 Uncommon

Energy crackles around you once you use this, absorbing some that would damage you.

Consumable: Soulfang 25,000 gp

Utility Power ♦ Consumable (Minor Action)

Effect: Until you remove the soulfang, you gain resist 30 to a damage of a specific type, and you take damage equal to half your healing surge value at the start of your turn or if you remove the soulfang on the turn you use it. Damage caused by this soulfang cannot be reduced by any means. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the soulfang is created.

Reference: *Dragon* 378.

Ironskin Soulfang

Level 30 Uncommon

When you stab this fang into your flesh, your skin turns gray and iron hard.

Consumable: Soulfang 125,000 gp

Utility Power ♦ Consumable (Minor Action)

Effect: Until you remove the soulfang, you gain resist 15 to all damage, and you take damage equal to half your healing surge value at the start of your turn or if you remove the soulfang on the turn you use it. Damage caused by this soulfang cannot be reduced by any means.

Reference: *Dragon* 378.

Potion of Heal

Level 30 Uncommon

This potion covers your most grievous wounds in brilliant silver light, restoring your body.

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*, p. 96.

APPENDIX 1: TIME MANAGEMENT

This adventure is designed to run in 12-15 hours. Some groups can easily run longer, through roleplaying or slower more thoughtful combat. In a time-sensitive environment, you may need to carefully manage time. Consider the following methods for playing 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 and conclusion.

- Pre-Draw Maps - This is absolutely vital! Many 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. You can charge a reasonable number of healing surges, or not, as befits your group's desire for challenge.
- 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 or 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 faster. 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, use Easier guidelines, 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, and may make the adventure easier.

In a very time restricted environment, it may be necessary to take more drastic steps to shorten the adventure. These changes make the adventure easier. Consider some of the following:

- Encounter 1B: Resolve at the end of the 2nd round, with allied gods evicting (or destroying) any remaining dark angels.
- Encounter 1D: Skip the nemesis mechanic entirely, to save time gathering information and on action paralysis from PCs needing to avoid each other. Warning: this removes a unique mechanic from the entire adventure, please consider carefully.
- Encounter 2B: Entropy's *magic drain* adds complex overhead. Replace the entire trait with giving Entropy a +5 bonus to attack rolls.
- Encounter 3B: Have Nightsinger appear at the end of the first round, rather than on her initiative, and make it very clear to the PCs that reinforcements are coming out of the portal, so they investigate it more swiftly.
- Encounter 4B: This combat encounter could be replaced with additional roleplaying or surge loss with skill challenge mechanics.
- Encounters 5A and 6A: These mini games can be skipped for time.

APPENDIX 2: DIFFICULTY MANAGEMENT

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. This adventure is balanced for parties who are not optimized.

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, or 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 less optimized tables the option to face an easier challenge so they can finish the adventure faster, and offer 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 Shar knows almost every secret and capability of the PCs. She can share that information with any allies or servants, as she chooses. 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: GODS

AMAUNATOR, KEEPER OF THE ETERNAL SUN

“Shar has broken all covenants and must pay for her crimes.”

Interests: sun, law, order, rulership, time

RP Notes: Amaunator is harsh, but fair. He believes in strict adherence to law and order, following the word rather than the spirit. He resents the destruction of his Companion, blaming Shar for its fate, so has decided to assist the PCs in destroying the Ordulin Maelstrom.

ASMODEUS, SUPREME MASTER OF THE NINE HELLS

“My vote can save your world. What have you done for me, lately?”

Interests: sin, souls, oppression, evil

Epic Favors: Sparing Glasya (EPIC4-3), making a deal with the devil (see Encounter 1A, Scene 6)

Special: A PC who killed Glasya (EPIC4-3) or sold Asmodeus their soul then broke the deal (WATE4-3) automatically fails checks against Asmodeus.

RP Notes: Cunning and manipulative. Utterly confident. Maneuvering to serve as proxy for several other gods and speak in Shar’s defense so that he could convince other gods to pay him off or PCs to sell their souls.

AURIL, THE FROSTMAIDEN

“The more who die, the less there are to tend the fires. This serves me well and soon the ice will creep over the ruins.”

Interests: eternal winter, icy domination

RP Notes: Auril has been under a curse for millenia that compelled her to evil. She cared only for freezing the world and making all fear her. She is harsh, but it is possible to turn her away from its corruption.

BAHAMUT, GOD OF DRAGONS

“I heartily approve of your recent great deeds against evil dragons. Tiamat is quite wroth with you.”

Interests: good dragons, wisdom, justice tempered with mercy

RP Notes: Bahamut believes in the highest ideals of honor and justice, ones that require fighting evil and oppressive regimes.

BANE, THE BLACK HAND

“This is no problem of mine. Let the fools who do not serve me meet their doom.”

Interests: fear, hatred, tyranny

RP Notes: Bane acts through intermediaries, controlling his enemies with fear or force. He was once an adventurer himself, so has more respect for the PCs ability to seize divinity and potential usefulness in the days to come.

CHAUNTEA, THE GREAT MOTHER

“Shar and Selûne have fought for as long as I have lived, and that is a very long time indeed. What harvest do you expect from this conclave?”

Interests: agriculture, life, summer

RP Notes: Chauntea is the embodiment of civilized nature, caring for the protection and feeding for all people and harmonious cultivation. Many halflings worship her through her Aspect, Yondalla.

GARL GLITTERGOLD, THE SPARKLING WIT

“I agree with your plan for Shar, but where are you going to get Rainbow Slaad and Tarrasque pie this time of year?”

Interests: gnomes, humor, gems, protection

RP Notes: Garl believes that everyone, especially those in authority like other gods, takes everything far too seriously, and helps provide laughter with jests and pranks.

GOND, WONDERBRINGER

“What is your intended solution to Shar, and have you considered all repercussions?”

Interests: craft, smithwork, artifice

RP Notes: Result driven. Cares little for speech or intentions. Open to new ideas. Scientific method.

ILMATER, THE CRYING GOD

“Let us not be too hasty. Shar was once a twin to Selûne. She might be shown the error of her ways and turned once more to good.”

Interests: Perseverance, Martyrdom, Compassion

RP Notes: Ilmater is the eternal foe of suffering, seeking to aid others to endure all abuse and taking on the burdens of those who cannot. Ilmater is quiet with a kind and gentle nature, good-spirited and even tempered, eager to forgive.

KELEMVOR, LORD OF THE DEAD

"I have little time to waste. Many have died recently, and many more will follow them, and I must attend to their judgment."

Interests: death, judging the dead, fighting undead

RP Notes: Kelemvor is extraordinarily serious and reluctant to misstep in his judgment. He once blundered seriously in his role by thinking too much like a human.

LOLTH, QUEEN OF THE DEMONWEB

"These ranks will be thinning soon enough. Should be a delightful show to watch from a distance."

Interests: drow, darkness, spiders

Epic Favors: EPIC10 Blessing of Lolth, EPIC11 Gift for Treachery (both from EPIC3-3)

RP Notes: Lolth is domineering and cruel, crushing the weak. She is cunning and calculating, outwitting or seducing the strong.

LOVIATAR, MAIDEN OF PAIN

"The world is filled with pain and torment, and the best you can do is deal as much pain back to those who offend. Cry in your suffering and find the strength to serve me."

Interests: agony, suffering

Epic Favors: EPIC05 Rescued Karas (from EPIC3-2)

RP Notes: Cold-hearted bully, calculating and despotic. She is a master of inflicting psychological suffering.

MORADIN, ALL-FATHER OF THE DWARVES

"I still have much to do fixing the damage done to Carceri. Let us resolve this quickly, then get back to work."

Interests: dwarves, smithing, stonework

Epic Favors: EPIC05 Rescued Brugor (from EPIC3-2)

RP Notes: Harsh, but fair. Moradin looks out for the best interests of his dwarves while fighting against evil, especially Gruumsh and the orcs.

OGHMA, LORD OF KNOWLEDGE

"Did me a fine service saving Candlekeep. Be glad to spit in her eye and back your play."

Interests: bards, knowledge, inspiration, invention

Epic Favors: EPIC05 Rescued Therus (from EPIC3-2), EPIC15 Protector of Knowledge (from EPIC4-1)

RP Notes: Oghma is a charming bard known for his love of knowledge and tales.

SELUNE, THE MOONMAIDEN

"I thank you again for all that you have done. I hope our arduous quest is near to finished."

Interests: light, moon, navigation, questers

RP Notes: Selune is reserved, preferring to stay silent during the proceedings. She seems exhausted and saddened by the eternal struggle with her twin sister Shar.

SILVANUS, OAK FATHER

"Do not be hasty. We have time to avoid violence and open confrontation in this matter."

Interests: nature and the wilds

RP Notes: Silvanus resents destruction and life-threatening impulses, believing in keeping a careful distance and preserving a balance and cycle of life.

SUNE, LADY FIREHAIR

"Shar's spite is a blemish upon an otherwise beautiful form. Is it time we all kissed and made up?"

Interests: beauty, love, passion.

RP Notes: Sune is an artist and a lover, who believes in beauty both inner and outer. She disdains the unattractive, in either appearance or personality.

TEMPUS, FOEHAMMER

"Decide this with battle, not votes. Bring on the war."

Interests: war, honorable battle, force of arms

RP Notes: Tempus' orders: "1. Be fearless. 2. Never turn away from a fight. 3. Obey the rules of war."

TORM, THE LOYAL FURY

"Shar is corrupt and evil, and deserves a quick death, but we must be wary to avoid playing into her schemes and focus first on protecting all good beings on Faerun."

Interests: law, duty, righteousness

RP Notes: Salvation may be found through service. Your duties are to faith, family, those you serve, and all good beings of Faerun.

TYMORA, LADY LUCK

"Shall I put my decision to a flip of the coin, or do you have a better plan?"

Interests: adventurers, fortune, victory

Epic Favors: EPIC05 Rescued Clovar (from EPIC3-2)

RP Notes: Tymora favors the bold, those willing to place themselves in danger and rely on fate.

UMBERLEE, THE BITCH QUEEN

“When Selûne is dead, sailors will no longer turn to her for guidance upon the sea.”

Interests: ocean and sea

RP Notes: UMBERLEE is a demanding goddess who requires respect and fear from all those who dare cross her domain.

WAUKEEN, THE MERCHANT'S FRIEND

“I'm very interested in everything you have to say. What do you offer in trade for my support?”

Interests: trade, money

RP Notes: Waukeen makes deals for everything, bribing and trading coins, favors, and knowledge to gain any advantage.

APPENDIX 4: SHAR, MISTRESS OF THE NIGHT

Shar is a greater power of darkness and destruction known as the Mistress of the Night, Lady of Loss, and the Dark Goddess. As a deity, she rules over the night and all that is dark, lost, or secret. She knows everything that happens in the dark and every secret that has been forgotten.

Shar and Selune formed together during the creation of the universe. Originally, the twins were so close they believed themselves one being. The twins worked together to form the heavens and the world, but eventually came to creative differences. Selune wished the world to be bright and full of life, while Shar preferred the dark and the void from which she'd formed. The twins battled violently, creating many other gods in the aftermath. The end of their struggle came when Selune sacrificed a piece of herself to tear a hole in Shar, forming Mystryl from the conjoined pieces. Shar could not stand against both Selune and Mystryl and fled, vowing revenge against them both.

Shar has schemed for millennia to earn her revenge. She saw to Mystra's death with the Spellplague, and now acts against her sister, Selune. Shar's centuries of gathering power, servants, and tools ensures that she is far more powerful and dangerous than any of the gods who might dare to interfere with her plans.

Shar knows every secret and dark thought of the PCs. She has spied on them so thoroughly that she may know them better than they know themselves. Every word is considered for its impact in manipulating the PCs to her goals. She will taunt to distract, seduce to delay, and compliment to confuse.

Shar maintains two avatars, Dark Dancer and Nightsinger, who are themselves almost as powerful as a minor god.

Dark Dancer is a lithe, barely dressed beautiful woman with jet black skin who uses exotic dance to manipulate her allies and enemies alike.

Nightsinger is tall, wearing a voluminous robe and mask of feathers. She sings in a voice filled with sorrow and loss.

APPENDIX 5: ENEMY GODS

It is not intended that the PCs engage in actual combat with the enemy gods present in Encounter 1B. The PCs are guests in a diplomatic setting, and the gods are only attempting to be nuisances, rather than directly attacking the PCs.

For some groups, it may still be necessary to use actual statistics, rather than treating the gods as mobile terrain. The following stat block can be used for this purpose. The statistics are flexible, so you can adjust it to best fit the flavor of the deity. If the group comes to the council prepared fully for assassination (targeting specific deities, obtaining Sinmaker's concoction, etc), you may need to rewrite the adventure entirely.

Enemy God	Level 35 Brute
Large immortal humanoid	
HP 1272 Bloodied 636	Initiative Special
AC 49, Fortitude 48, Reflex 48, Will 48	Perception +32
Speed 6; fly 12 (hover)	Blindsight 8
Resist 20 cold, 20 necrotic, 20 radiant	
Immune polymorph, petrification, charm, dominated, fear, disease, stunned, unconscious	
Saving Throws +5; Action Points 2	
TRAITS	
Divine Action	
The god acts three times per round, on initiative scores 50, 40, and 30, taking a full turn on each initiative.	
Divine Protection	
At the start of its turn, the god can make a saving throw to end one condition or effect on it, even one not normally ended by a save.	
Divine Fortune	
The god scores critical hits on a roll of 16-20.	
Once per turn, when this god misses with an attack or fails a saving throw or skill check, it instead automatically succeeds.	
STANDARD ACTIONS	
Smite ♦ At-Will 1/turn	
<i>Effect:</i> One enemy within 20 squares takes 50 damage.	
A/C Greater Attack (special) • Recharge 5-6	
<i>Attack:</i> Area burst 3 within 20, Close blast 10, or Close burst 5 (enemies in the burst or blast); +38 vs. Fortitude, Reflex, or Will (choose one)	
<i>Hit:</i> 6d12 + 15 (avg 54, crit 6d12 + 89) damage and the target is dazed (save ends).	
<i>Special:</i> This attack deals damage of two different energy types, such as fire and radiant, as appropriate to the deity in question.	
MINOR ACTIONS	
m/r Basic Attack ♦ At-Will	
<i>Attack:</i> Melee 2 or Ranged 20 (one creature); +40 vs. AC	
<i>Hit:</i> 6d12 + 15 (avg 54, crit 6d12 + 89) damage.	
Divine Dispel ♦ At-Will	
<i>Effect:</i> One effect, condition, conjuration, or zone within 5 squares of the god ends.	
TRIGGERED ACTIONS	
Discorporation ♦ At-Will	
<i>Trigger:</i> The god is reduced to 0 hp.	
<i>Effect (No Action):</i> The god discorporates, returning to its home plane.	
Str 30 (+27)	Dex 30 (+27) Wis 30 (+27)
Con 30 (+27)	Int 30 (+27) Cha 30 (+27)
Alignment evil Languages Supernal	

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.

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.

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

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.

EPIC5~1

The PCs embarked on a daring plan to re-imprison the Hungering Dark. Powering the Calimemnon crystal using the djinn Calim and efreet Memnon, and firing a bolt of chaotic spellplague energy at the Hungering Dark using the Pandemonium Stone, the PCs were able to weaken the Hungering Dark and gain its attention.

Before they could fully imprison it, however, Oublivae (who had only staged her previous death) interfered. She had been secretly using holes in the plaguelands to turn pieces of Faerûn into the Barrens layer of the Abyss. The Demon Queen met her final end at the PC's hands, which forced Shar to reveal her guiding hand upon events. She struck directly at the prison, scattering the weakened Hungering Dark in shreds across the nations, then fled away.

EPIC5~2

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

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

PLAYER HANDOUT 2: DIVINE INFLUENCE

You will soon meet with many gods, some of whom may be quite interested in obtaining your services. Consider which gods you might most care about interacting with, as well as which might care most about interacting with you.

- 1) Are you a divine worshipper, Chosen, Demigod, or similar epic destiny tied with a particular deity?

- 2) What gods (other than Amaunator, Corellon, Cyric, Gruumsh, Selûne, Shar, Talona, Tiamat, or Zehir) might you be particularly able to influence through special favors and past service?

- 3) If you were to somehow become a god, what divine spheres of influence or portfolio would you govern? For example, "War", "Magic", "Protection"

- 4) If that particular sphere was already taken (such as by Tempus or Torm), what specific lesser aspect might you be interested in? For example, "Fire Spells" or "Castles" or "Surprise Attacks"

PLAYER'S HANDOUT 3A: FESTERING HATRED

Shar is goddess of quiet revenge for old slights, pain hidden but not forgotten, carefully nurtured bitterness, and never-ending feuds over the smallest offenses. Shar inflames secret hatred and distrust, magnifying old divisions and minor squabbles. Shar is the goddess of secrets and knows the dark recesses of people's minds. Shar has taken notice of you, studied you, and worked her dark magic to fuel minor gripes into violent hatred for your closest allies. The characters who have adventured with you the longest have had more time for grudges to fester, so they will be the strongest secret hatreds.

On the next page, list at least three other characters at the table and list a small offense, secret hatred or distrust, or minor squabble you have had with each listed character. These should be minor issues from long ago, and not quirks that you have already learned to accept and deal with.

If you have never adventured with the other characters before, choose something that has happened during this adventure, or come up with another reason. (For example, your character is martial and secretly despises all users of the arcane power source.)

Choose slights and offenses to enhance the fun of everyone at the table. Avoid anything of a personal nature or that would cause conflict between the players. Remember, a little conflict between characters can be fun, but player conflict is not intended or encouraged.

Do not discuss your list with other players until the conclusion of the adventure. However, during the adventure, these minor infractions grow slowly to hatred, becoming more and more overpowering. Feel free to provide clues through your roleplaying, especially as the adventure progresses. Keep it fun.

Rank the other characters listed from the one your character feels the most angst towards (1) to the least (2-5). Then, give your list to the DM.

Here are some sample reasons you might bear a grudge:

- You once did something nice for the target, and the target did not thank you.
- The target once forgot your name, or did not address you by your full title.
- The target once spent the Adventuring Company Action Point, when you wanted to use it.
- The target finished off an enemy that you had worked hard to defeat (i.e. stole your kill).
- The target stuck you with the bar tab that one time.
- The target does not worship your deity.
- The target disagreed with your opinion on one occasion.
- The target went on an adventure once and did not invite you to come along.
- The target was mean to you in your dream last night.

PLAYER'S HANDOUT 3B: FESTERING HATRED

Your character's name: _____

Other Character's Name	Reason for Grudge	Rank (1-5)

Which other character at the table do you think is most likely to bear a grudge against you?

Why?

PLAYER'S HANDOUT 3C: HATRED MANIFEST

<p>Your Nemesis: _____</p> <p>While within 5 squares of your nemesis, you take a number of penalties.</p> <ul style="list-style-type: none"> () You cannot spend action points. () -5 to initiative at start of combat () -2 all defenses () -2 attack rolls () You are dazed and cannot remove the dazed condition. <p>As soon as you move more than 5 squares from your nemesis, the penalties end.</p>	<p>Your Nemesis: _____</p> <p>While within 5 squares of your nemesis, you take a number of penalties.</p> <ul style="list-style-type: none"> () You cannot spend action points. () -5 to initiative at start of combat () -2 all defenses () -2 attack rolls () You are dazed and cannot remove the dazed condition. <p>As soon as you move more than 5 squares from your nemesis, the penalties end.</p>
<p>Your Nemesis: _____</p> <p>While within 5 squares of your nemesis, you take a number of penalties.</p> <ul style="list-style-type: none"> () You cannot spend action points. () -5 to initiative at start of combat () -2 all defenses () -2 attack rolls () You are dazed and cannot remove the dazed condition. <p>As soon as you move more than 5 squares from your nemesis, the penalties end.</p>	<p>Your Nemesis: _____</p> <p>While within 5 squares of your nemesis, you take a number of penalties.</p> <ul style="list-style-type: none"> () You cannot spend action points. () -5 to initiative at start of combat () -2 all defenses () -2 attack rolls () You are dazed and cannot remove the dazed condition. <p>As soon as you move more than 5 squares from your nemesis, the penalties end.</p>
<p>Your Nemesis: _____</p> <p>While within 5 squares of your nemesis, you take a number of penalties.</p> <ul style="list-style-type: none"> () You cannot spend action points. () -5 to initiative at start of combat () -2 all defenses () -2 attack rolls () You are dazed and cannot remove the dazed condition. <p>As soon as you move more than 5 squares from your nemesis, the penalties end.</p>	<p>Your Nemesis: _____</p> <p>While within 5 squares of your nemesis, you take a number of penalties.</p> <ul style="list-style-type: none"> () You cannot spend action points. () -5 to initiative at start of combat () -2 all defenses () -2 attack rolls () You are dazed and cannot remove the dazed condition. <p>As soon as you move more than 5 squares from your nemesis, the penalties end.</p>

PLAYER'S HANDOUT 3D: NEMESIS

If you have line of effect to your nemesis at the start of your turn, you must use the listed power targeting your nemesis. After using the power, as a free action you must shift 1 square and use an effective at-will attack power or charge your nemesis (this does not provoke opportunity attacks). Then you take your turn as normal. In addition, you consider your nemesis as an enemy (not an ally) for all effects. The reverse is not true (your nemesis still considers you an ally).

FREE ACTION

Identify Weakness ♦ At-Will

Effect: Until the end of your next turn, the target takes a -5 penalty to all defenses.

FREE ACTION

Expose Vulnerability ♦ At-Will

Effect: Until the end of your next turn, the target gains vulnerable 10 all.

FREE ACTION

Distract ♦ At-Will

Effect: The target loses a minor action during its next turn.

FREE ACTION

Curse ♦ At-Will

Effect: Until the end of your next turn, all attack rolls against the target that roll an even number automatically hit.

FREE ACTION

Drain Life ♦ At-Will

Effect: Until the end of your next turn, the target cannot gain temporary hit points and regains only half hit points, rather than the full amount.

FREE ACTION

Easy Target ♦ At-Will

Effect: Until the end of your next turn, attackers can roll two dice and take the better result when attacking the target.

If one of your allies is treating you as a nemesis, you can try to end this effect by using the following power.

FREE ACTION AT THE END OF EACH ROUND

Beg Forgiveness ♦ At-Will

Requirement: You must be within 5 squares of the target and be able to communicate with the target.

Effect: You make a Diplomacy or Bluff check. You gain the check result in Forgiveness Points.

Special: When you have accumulated 50 or more Forgiveness Points, the target no longer considers you as a nemesis.

PLAYER HANDOUT 4: DIVINE ALLIES

For every personal success earned in Encounter 1A, that PC can reroll one attack roll and choose the desired result, add 20 to one damage roll, or regain 50 hit points. These benefits must be used this encounter. You can provide players one of these cards for each success to track their resources.

<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points.
<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points.
<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points.
<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points.
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<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points.
<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points. 	<p>Divine Ally During this encounter only, choose one benefit:</p> <ul style="list-style-type: none"> • Reroll one attack roll. • Add 20 to one damage roll. • Regain 50 hit points.

PLAYER HANDOUT 5: PILLARS

The pillars that the followers of Shar used to control Entropy can also be used to fight it. Doing so not only weakens the abomination, but also enables you to use the energy for your own benefit.

As a minor or standard action, make an Arcana or Thievery check to manipulate the pillars. If you use a standard action, you gain an additional benefit (minimum of 1 benefit even if you score less than a 23). If you score any benefits, the pillar disintegrates.

Arcana / Thievery (DC 23 or less: 1 benefit / DC 31 to 40: 2 benefits / DC 41 or more: 3 benefits)

You gain one, two, or three of the following benefits based on the check result. The same benefit can be taken multiple times.

- If you have a penalty to defenses inflicted by Entropy, reduce that penalty by up to 4 (minimum 0).
- Regain 20 hit points.
- One corrupted agent of your choice loses the insubstantial trait.
- One shard of darkness of your choice loses the *Hungering Dark adaptability* trait, allowing that shard to be killed far more easily.
- You take half damage from the shards of darkness for the rest of the encounter.

Each pillar only has enough power remaining to be used once. When all pillars have been drained of energy, the last remnants of energy flare out, empowering you to finish the job:

- Entropy can no longer use *magic consumption* (a trait which protects it from attacks).
- Shards of darkness lose *Hungering Dark adaptability* and no longer spawn from the corrupted agents.
- All corrupted agents lose the insubstantial trait.

After all the pillars have been destroyed, when you spend an action point on your turn to take an extra action, you may also do all of the following:

- Spend 1 healing surge to regain hit points equal to your bloodied value.
- Gain a +20 bonus to damage rolls against Entropy until the end of the encounter.
- Destroy one shard of darkness. This does not trigger its *death throes*.

PLAYER HANDOUT 6: CATCH A FLAILING STAR

The star is screaming and spiraling through the Astral Sea, dodging between bursts of energy and holes in reality, leaving behind a blazing turbulent trail. If you can surround it and cut off its ability to move forward, you're certain you can calm it down before it exhausts a lot of energy that would be useful against the Maelstrom.

You can use each of the following six skills once to maneuver around on the map. Once you have used all six options, the game is called.

Athletics - Strength of limb allows you to push yourself further and faster.

Bluff - With guile you outwit the star, letting you get right where you need it.

Endurance - Tiring as this chase is, you push ever onwards.

Insight - You can intuit the star's movements and more intelligently catch up to it.

Religion - Your knowledge of the Astral Sea and command of divine energy propels you.

Stealth - The star cannot avoid what it cannot detect.

<p>CHECK OFF EACH USED SKILL:</p> <p><input type="checkbox"/> ATHLETICS</p> <p><input type="checkbox"/> BLUFF</p> <p><input type="checkbox"/> ENDURANCE</p> <p><input type="checkbox"/> INSIGHT</p> <p><input type="checkbox"/> RELIGION</p> <p><input type="checkbox"/> STEALTH</p>	<p>CHECK OFF EACH USED SKILL:</p> <p><input type="checkbox"/> ATHLETICS</p> <p><input type="checkbox"/> BLUFF</p> <p><input type="checkbox"/> ENDURANCE</p> <p><input type="checkbox"/> INSIGHT</p> <p><input type="checkbox"/> RELIGION</p> <p><input type="checkbox"/> STEALTH</p>	<p>CHECK OFF EACH USED SKILL:</p> <p><input type="checkbox"/> ATHLETICS</p> <p><input type="checkbox"/> BLUFF</p> <p><input type="checkbox"/> ENDURANCE</p> <p><input type="checkbox"/> INSIGHT</p> <p><input type="checkbox"/> RELIGION</p> <p><input type="checkbox"/> STEALTH</p>
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DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

DESTROYED THE HEART OF THE ORDULIN MAELSTROM DURING THE ADVENTURE:

EPIC5~3 SHADOW STORM

EPIC35 Council of the Gods

You attempted to persuade a divine council that Shar's destructive schemes must be stopped. (This has an important effect in EPIC6-1.)

How many successes did you (personally) obtain in the Council? _____

Check any of the following that you traded to Asmodeus in exchange for his support:

- ☐ Your soul
- ☐ Shard of the Abyss (from EPIC3-3)
- ☐ Divine power (from EPIC4-3)

If you agreed to serve a deity as its exarch, list that deity:

EPIC36 Tale of Two Apocalypses

Shar initiated two dreadful plans that you had to deal with. Which plan did you prevent first? Check off only one:

- ☐ Gaining control of Entropy, the Great Nothing, Devourer of Gods
- ☐ Creating an army of near invincible shade warriors

EPIC37 Fatal Blow to Shadow

Before you destroyed the Heart of the Ordulin Maelstrom, you took efforts to slay some of Shar's most powerful servants. Check off all enemies that were slain before the Heart:

- ☐ Nightsinger, Avatar of Shar
- ☐ Dark Dancer, Avatar of Shar
- ☐ Telamont Tanthul, Most High Prince of Shade

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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EPIC5~3 SHADOW STORM

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DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

LEARNED SECRETS OF THE UNIVERSE DURING THE ADVENTURE

EPIC5~3 SHADOW STORM

EPIC38 Secrets of the Universe

You have been granted many blessings over the course of your life. The power behind those blessings, like any other power, can be released in many ways.

Secrets of the Universe

Level 30 Uncommon

The blessings given to you by the gods are but stones to cast against your ultimate enemy.

Divine Boon (cannot be sold)

Requirement

This must be your only active divine boon or alternative reward at all times. You may have no other active boons/rewards, regardless of source, while this boon is active. This requirement supersedes any and all rules text on other LFR Story Awards or certificates specifying that a given boon or reward is an exception to the limit of one active boon.

Property

You gain a +5 bonus to your healing surge value.

Activation

In order to activate any of this boon's utility powers, you must choose another divine boon or alternative reward that you possess (typically this will be a Story Award; in any case, you must have the campaign documentation) and that was not granted to you by Shar. Permanently void that reward or boon, and choose one of the effects listed below. Each time you want to use any of this boon's powers, you must void another (different) boon or alternative reward. When all your other boons/rewards are gone, you still benefit from this boon's property.

Utility Power ♦ At-Will (No Action)

Trigger: You roll a d20 and dislike the result.

Effect: Reroll the d20 and choose to take either the new result or a result of 10.

Utility Power ♦ Encounter (Free Action)

Effect: You or an ally within 5 squares of you recharges a single expended encounter power. That power may not be recharged again by any means, including Secrets of the Universe, during the current encounter.

Utility Power ♦ Daily (Free Action)

Effect: You or an ally within 5 squares of you recharges a single expended daily power. That power may not be recharged again by any means, including Secrets of the Universe, until the character takes an extended rest.

Utility Power ♦ Daily (Minor Action)

Effect: At the start of your next turn, you gain an action point, which you must spend during the current encounter. You may spend this action point even if you have already spent an action point during this encounter.

Reference: Custom LFR divine boon.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

WAS INVESTED WITH DIVINE AUTHORITY DURING THE ADVENTURE

EPIC5~3 SHADOW STORM

EPIC39 Divine Authority

A council of gods has invested you with the power to sanction those who would defy their mandate. They have also strengthened your mind, body, and soul to resist any attempt to sway your course.

Divine Authority

Level 30 Uncommon

Those gods who support your quest have granted you a measure of their authority, with which to punish Shar and her servants.

Divine Boon (cannot be sold)

Property

You can roll twice and take the better result when making saves against the dominated, weakened, and removed from play conditions.

Attack Power ♦ At-Will (No Action, 1/Round)

Requirement: You can only use this power on your own turn.

Target: One enemy within five squares whose location is known to you. (You do not need to have line of sight or line of effect to the target, but you must know its location.)

Attack: You deal 20 damage to the chosen target (no attack roll). This damage bypasses all of the target's resistances and immunities (including resist all) unless the target is at least 31st level.

Effect: The next time you use this power during the same encounter, increase the damage by 10, to a maximum of 50. (Once the damage reaches 50, the damage stops increasing, but you can still use the power once per round until the encounter ends.)

Special: At the beginning of any encounter, the damage this power deals resets to 20.

Reference: Custom LFR divine boon.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

ACQUIRED AN ARTIFACT DURING THE ADVENTURE

EPIC5~3 SHADOW STORM

EPIC40 Last Grasp of Shadowbane

You wield a powerful weapon that hungers to destroy all creatures of shadow. There is no foe more implacable than *Shadowbane* when it comes to the destruction of Shar and her servants. Possessing this artifact will surely prove useful during EPIC6-1 *Confrontation in Shadow*.

Shadowbane

Level 30 Rare

When do we depart for the Towers of Night? I hunger to feast on the darkest souls of shadow!

Weapon: Any melee (3,125,000 gp)

Enhancement: +6 to attack rolls and damage rolls

Critical: +6d12 radiant damage

Property

You gain resist 30 necrotic.

Property

You are immune to fear. (This means that you ignore the non-damaging effects of powers with the fear keyword.)

Utility Power ♦ Encounter (Minor Action)

Effect: Your attacks with *Shadowbane* ignore concealment and total concealment until the end of the encounter.

Attack Power ♦ Daily (Standard Action)

Attack: Close burst 30 (creatures with the shadow origin in the burst): +37 vs. Reflex

Hit: 6d8 + 30 radiant damage, and the target cannot benefit from concealment or total concealment (save ends).

Effect: The target loses the insubstantial and/or phasing qualities until the end of your next turn.

Reference: Custom LFR item, based on *Lesser Shadowbane* (NETH3-3 *Seek and Destroy*).

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

ACHIEVED CONCORDANCE WITH AN ARTIFACT DURING THE ADVENTURE

EPIC5~3 SHADOW STORM

Note: In order to gain this version of Story Award EPIC40, you must possess Story Award NETH12 *Lesser Shadowbane* from the adventure NETH3-3 *Seek and Destroy*. Attach that Story Award to this one. This version of the weapon replaces *Lesser Shadowbane* with the true artifact in its most powerful form.

EPIC40 Last Grasp of Shadowbane, Empowered

Your long relationship with *Lesser Shadowbane* has been rewarded, as the artifact now recognizes the chance to achieve its greatest purpose and is prepared to unleash all its power. There is no foe more implacable than *Shadowbane* when it comes to the destruction of Shar and her servants. Possessing this artifact will surely prove useful during EPIC6-1 *Confrontation in Shadow*.

Last Grasp of Shadowbane

Level 31 Rare

When do we depart for the Towers of Night? I hunger to feast on the darkest souls of shadow!

Weapon: Any melee (artifact bonded to you; cannot be sold)

Enhancement: +7 to attack rolls and damage rolls

Critical: +7d12 radiant damage

Property

You gain resist 30 necrotic.

Property

You are immune to fear. (This means that you ignore the non-damaging effects of powers with the fear keyword.)

Utility Power ♦ Encounter (Minor Action)

Effect: Your attacks with *Shadowbane* ignore concealment and total concealment until the end of the encounter.

Attack Power ♦ Daily (Standard Action)

Attack: Close burst 30 (creatures with the shadow origin in the burst): +38 vs. Reflex

Special: This attack can score a critical hit on a natural roll of 17-20.

Hit: 7d8 + 35 radiant damage, and the target cannot benefit from concealment or total concealment (save ends).

Effect: The target loses the insubstantial and/or phasing qualities until the end of your next turn.

Reference: Custom LFR item, based on *Lesser Shadowbane* (NETH3-3 *Seek and Destroy*).

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.

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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

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DUNGEONS & DRAGONS®

SESSION TRACKING

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