

PLAYER HANDOUT 1: EPIC CAMPAIGN SEASON 1 RECAP

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

A year ago, the flow of abominations, horrific weapons created by the gods and primordials during the Dawn War, from Carceri, the astral prison used by the gods, to Arvador, astral dominion of Corellon and the Seldarine, increased dramatically. Many of the abominations appearing in Arvador were tainted with a virulent poison capable of corrupting mortals and immortals alike. Arvador had become so overwhelmed by these incursions that many of them spread beyond Arvador into Faerûn itself. Fearing that these incursions were too much for the exalted of Arvador to handle, Corellon sent for aid from the fey kingdoms of Faerûn.

Adventurers traveled to Arvador 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 Arvador through use of a powerful ritual. Understanding that a direct assault upon Arvador would prove to be fruitless, she employed Sinmaker, an enigmatic apothecary currently detained in Carceri, with crafting a poison powerful enough to bring certain death to Corellon, offering Sinmaker his freedom in return. Her plan to increase the flow of abominations into Arvador and infuse them with Sinmaker's virulent poison was working perfectly until the PCs interceded. Her plan foiled, Lolth retreated back to the Demonweb, leaving a number of powerful servants stationed within Agathys to maintain control over the funnel. Typical of her nature, she did not hold up her end of the bargain with Sinmaker before taking her leave.

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

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

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

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

PLAYER HANDOUT 2: TSIEN CHIANG

Tsien Chiang is a powerful and evil Shou sorceress. Tsien once ruled the province of I'Cath in Kara-Tur. She was evil to the core, but so powerful few dared defy her. Tsien was obsessed with the number four, a number whose symbol in the ancient Shou alphabet was also used for the word 'death'. Her obsession was such that she took four daughters - of four men she killed afterwards - three as blackhearted as her, and one kind and lovely.

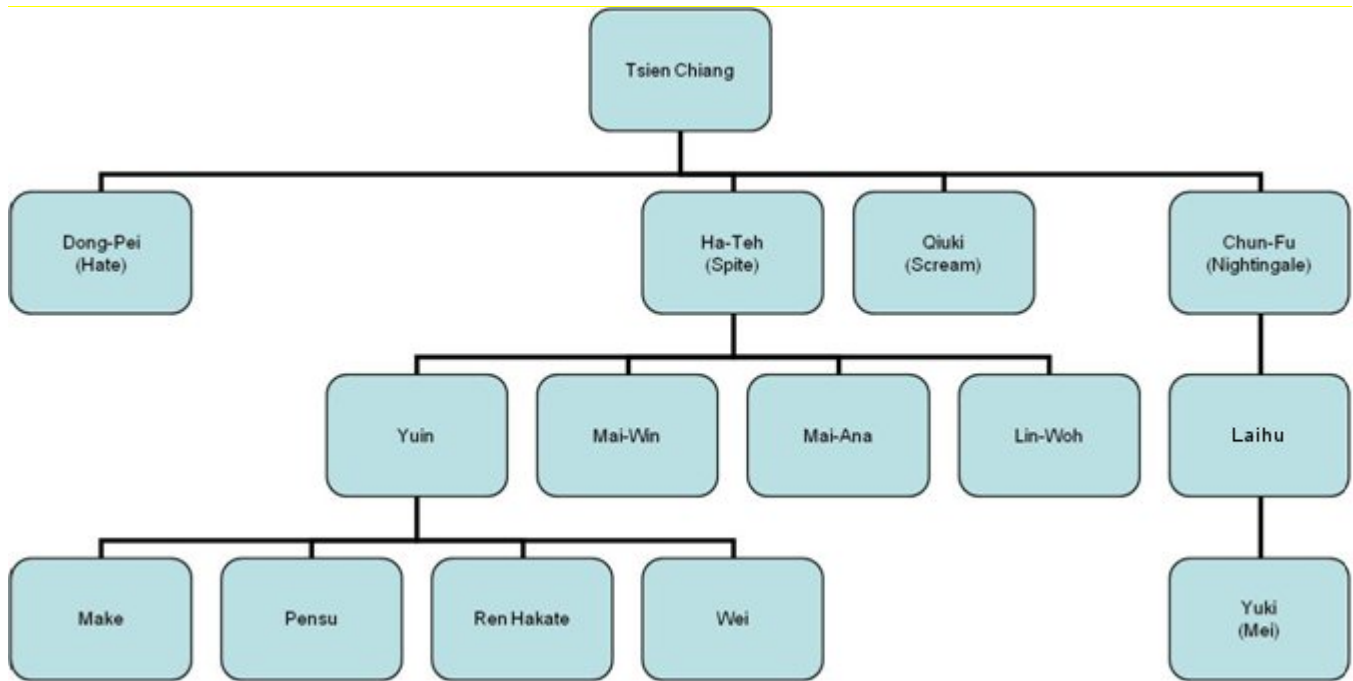
Eventually, Tsien's evil grew such that she and her daughters were exiled to a planar prison. Her banishment wrenched a piece of I'Cath from the world with her. Years later, Auril, the Frost Queen, freed Tsien and her daughters from her prison. In exchange for her freedom, Auril demanded that Tsien serve as her champion. Auril imbued Tsien with powers of a chosen of her faith, so Tsien would endure.

During an event called the Stormstar Requiem, the Gods of Fury assaulted Arvandor, home of Corellon Larethian. Tsien and her evil daughters broke into the heart of Arvandor and sought out a temple of lore to use for her own nefarious plans. A loremaster of Corellon's defended the temple and with his death curse managed to cripple Tsien. She retreated to I'Cath, driven insane by the curse. She spent the next decades trapped by her madness, unable to use the knowledge she'd stolen from Arvandor.

Almost two years ago, a group of adventurers were faced with a difficult decision: Tsien Chiang possessed the only knowledge of how to stop a prophecy of death and doom from occurring, but her price for the information was freedom from her curse.

Freed from her curse, Tsien brought the island of I'Cath back to Faerûn, to the Sea of Fallen Stars. She'd had decades to plan her vengeance on Arvandor, Corellon, and the rest of the world. Recent reports suggest that Tsien Chiang is the root of the cause of last year's problems in Arvandor, Carceri, and the Demonweb. More recently, she has gathered a mighty army on I'Cath. Throughout the land, rulers and heroes prepare for her next move and hope they can stop it.

PLAYER HANDOUT 3: CHIANG FAMILY



KEY FAMILY MEMBERS AND THEIR DUTIES:

Ha-Teh is the head of the Chiang Emporium

Yuin runs the family business in the Cormyr area (Eastern region of the Sea of Fallen Stars)

Pensu is an administrator in the Westgate branch of the business

Ren Hakate has recently taken over leadership of the family's operations in Westgate

Wei has been exiled from the business after being involved in the trade of Agony

Mai-Win runs the business concerns in Nathlekh

Mai-Ana is Mai-Win's twin, and runs the Akanul branch of the business

Lin-Woh heads the Dragon Reach region

Yuki is the granddaughter of Chun-Fu, and as such not officially part of the Chiang Emporium

PLAYER HANDOUT 4A

Perception

<p>A detailed analysis of the strength of I'Cath's military leadership.</p> <p>Tsien Chiang's armies are led by the best Shou generals of the ages, resurrected to serve her. Any assault would have to withstand a withering barrage of missiles from her most elite units.</p> <p>Any PC gains a bonus in future scene: <i>First Wave</i></p>	<p>An old scroll case that has been recently opened and examined.</p> <p>It is a letter between two "Knights of the Seventh Mystery", apparently high devotees of Sehanine. <i>'We shall ensure the goddess's eternal safety, even if she pursues her rash decision to relinquish herself. Gather the holders of her Vestige to Myth Dyraalis.'</i></p>
<p>A recent survey of Myth Dyraalis, an abandoned fey city and mythal.</p> <p>It is located in the Spires of Mir, a forest petrified at the instant of Mystra's death. <i>'The city is nearly impossible to find and extraordinarily dangerous to enter. Only the most powerful of individuals would dare expose themselves to the city now.'</i></p>	<p>A handwritten report on the weaknesses of I'Cath's conscripted and hired forces.</p> <p>The report suggests that some of the units might break more easily, as they are forced to serve Tsien Chiang and have low morale.</p> <p>Any PC gains a bonus in future scene: <i>Weakest Link</i></p>

PLAYER HANDOUT 4B

History

<p>A prophecy centered around an assault on I'Cath:</p> <p>When hosts gather against sorceress grim, Where armies ring armies round palace bone, No catapult nor ram may break the gate That once frustrated frost giant's king, Thrym. Hero shall clear the way past chanted stone, With a mighty strike upon frost-scarred plate.</p> <p>Any PC gains a bonus in future scene: Gate Assault</p>	<p>A laconic prophecy was hidden in the back of a scroll rack.</p> <p>Statues hold the soul of the goddess. Trapped in stone, the soul endures. Statues ring the light of the goddess. Trapped in stone, whose hand shall free? If dark hands bring darkness, Whose hand will grasp moon's light?</p> <p>All PCs gain a +5 bonus to Religion to draw on Sehanine's Power in future encounter: Vestige of Mystery.</p>
<p>A scroll tube contains two prophecies, in different hands. The first reads:</p> <p>The forest is despoiled. The web rent and torn. If hope remains, it rests in mystery herself. Only the greatest of heroes stand between darkness and the vestige of a vestige. A chance can be created in failing moonlight.</p> <p>The second apparently a later addition and reads:</p> <p>While away she schemes, her hearth left weak, gather hosts from across all Faerun. Strike deep, past generals and daughters, seeking the heart of the matter. Only then may you find the road to oblivion, and walking it, find true salvation.</p>	<p>A prophecy lies crumpled and torn:</p> <p>Silent feet lead silent blades, Through the Screaming Glacier's path. No sound's echo ever fades Stealth evades Shou witch's wrath.</p> <p>Any PC gains a bonus in future scene: Flanking Maneuver</p>

PLAYER HANDOUT 4C

Religion

<p><i>The Glorious Hunt</i> is an illustrated novel detailing the exploits of the PCs in saving Arvandor.</p> <p>There is a great deal of speculation on the path to immortality, even divinity, of some of the PCs. More importantly, there is a wealth of detail of every power and defense used by the PCs.</p>	<p>A book entitled <i>The Seldarine: Pantheon, Portfolio, and Methods of Worship</i> lies open at a passage:</p> <p><i>‘In order of appearance and importance, the Seldarine were Corellon, Araushnee (now expelled from the pantheon and known as Lolth), and Sehanine.’</i></p> <p>Next to it is a translation of the Carceri Compact:</p> <p><i>‘All of the gods were bound to never interfere with the working of Carceri except three: Corellon, Araushnee, and Sehanine.’</i></p>
<p>The book <i>Sehanine: Aspects of Mystery</i>.</p> <p><i>‘Sehanine is universally considered the second most powerful and important of the fey gods, but she is but an Aspect of the goddess, Selune.’</i></p> <p><i>Even prior to revealing she was Selune, Sehanine was the primary figure in the triune goddess Angharradh.</i></p> <p><i>Selune is clearly strengthened by the worship directed to Sehanine, but it is almost certain that millennia of separation would make it impossible for Selune to completely integrate Sehanine’s power. Some vestige of the fey goddess must exist as a separate personality or power, at least in the hearts of her greatest worshippers.’</i></p>	<p><i>Auril’s Realm and its Kingdoms</i></p> <p>This book contains a chapter on I’Cath. It talks at length about the extremely dangerous flora and fauna of the island.</p> <p><i>‘Tsien Chiang barely needs to guard her flanks, as few invaders can make their way alive past the animate and vengeful trees.’</i></p> <p>Any PC gains a bonus in future scene: <i>Forests of I’Cath</i></p>

PLAYER HANDOUT 4D

Arcana

<p>The <i>Encyclopedia Arcanorum</i> has recently been thoroughly examined.</p> <p>The tome describes hundreds of known magic items. Dozens of them have been underlined recently: all of them items used by the PCs.</p>	<p><i>Tsien Chiang: Myth or Legend?</i></p> <p>The book examines Tsien's many reports of Tsien's magical strength, comparing them to other contemporaries such as Szass Tam and Fzoul Chembryl.</p> <p><i>"Tsien Chiang was already immortal prior to her return. She was originally defeated only by exiling her, and the entire kingdom in which she lived, to another realm.</i></p> <p><i>Since then, she has stolen power from the gods Corellon and Lolth and made some sort of abyssal pact. She has greatly imbued four magic gems, her hearts, since their recovery freed her.</i></p> <p><i>Recent attacks against the sorceress have described her as "invincible".</i></p>
<p>A book lying open, <i>Mythals of the Ages</i>.</p> <p>It predates the spellplague and has information on all of the known mythals of Faerun. It was open to a page about Myth Dyraalis. <i>'Located in the Forest of Mir, Myth Dyraalis is welcome only to elves, gnomes, and other fey. The city is devoted to the worship of Baravar Cloakshadow and Sehanine Moonbow, and its mythal matches the devotion to trickery of those deities. The unwanted find the city impossible to see, and are teleported past the city unaware whenever they attempt to enter.'</i></p>	<p>A scroll describes one of the threats of I'Cath:</p> <p><i>'The Tower of Broken Promises is a magical tower located in the Grove of Lament. This section of I'Cath is considered largely impassable. Any creature that comes close finds it is paralyzed, put to sleep, or cannot find the way to proceed.</i></p> <p><i>The tower would make an unparalleled defensive position.</i></p> <p><i>A caster whose arcane might were truly epic could potentially move a force through the grove safely by shielding them magically.</i></p> <p>Any PC gains a bonus in future scene: Tower Assault</p>

PLAYER HANDOUT 5: WAR!

Use the chart below to calculate your Army Check roll. This result determines how well the forces you lead perform in the Battle for I'Cath, as well as your personal condition when you engage I'Cath's generals.

	First Wave	Main Gates	Flanking Maneuver	Tower Assault	Forest of I'Cath	Weakest Link
PC Name						
Candlekeep Research (+5)						
Favors and Influence (up to +10)						
Recruitment (up to +10)						
Extended Recruiting (+10)						
Tactical Skill (up to +10)						
Unengaged Objectives (-10 per)						
Objective Skill Check	Endurance	Athletics	Stealth	Arcana	Nature	Intimidate
Subtotal						
Extra Effort (no limit)						
TOTAL						

Favors and Influence: Up to +10

Recruitment: Up to +10 (varies by skill type)

Streetwise DC 21: +2

Streetwise DC 28: +5

Streetwise DC 37: +10

Diplomacy / Intimidate / Bluff DC 28: +2

Diplomacy / Intimidate / Bluff DC 37: +5

Diplomacy / Intimidate / Bluff DC 42: +10

Extended Recruiting: +10 if no extended rest

Tactical Skill: Up to +10 (History)

History DC 21: +2

History DC 28: +5

History DC 37: +10

Extra Effort:

As you evaluate the pending outcome of your battle, you can take on more personal risk, engage more opponents, and otherwise rise to the occasion to improve your overall Army Check. You will not get a short rest until I'Cath's generals are defeated.

Once you have determined your final Army Check result, consult the chart below to see how you, and the troops you led, fared in the battle of I'Cath.

0-50	Barely Survived	Extreme Casualties
51-60	Severely Injured	Significant Casualties
61-70	A Slim Victory	Moderate Casualties
71-80	Victorious!	Minor Casualties
81+	Triumphant!!!	Minimal Casualties

Each Healing Surge Spent	+2
Each Encounter Attack Power Spent	+2
Each Daily Utility Power Spent	+2
Each Daily Attack Power Spent	+5
Each Action Point Spent	+5

PLAYER HANDOUT 6: SPITE'S MESSAGE

Keep this communication secret, do not reveal my intentions to my sisters, and I will help you. Spare me and my children, by killing only Hate and Scream.

I will help you to defeat my mother's insane plans, if you help me first. Due to my sister Hate, I cannot hold back my attacks.

Once Hate and Scream are dead, I can disable the room and end this fight.

.....

If your PC is dominated by Spite, and you mentally communicate an agreement to her (Bluff DC 38 to lie), Spite will show some measure of goodwill by letting you choose which of your companions you attack, so long as you do not include Spite or a Chiang minion in your attack. A burst attack on a resistant or well defended PC in melee with one of her sisters is perfect.