

SHOOTING THE MOON

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

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Devious plots have greatly weakened the Seldarine and nearly destroyed Arvandor and the Demonweb. Can you intervene before these machinations plunge Faerûn into havoc, ruin, desolation, and devastation? A three-round *Living Forgotten Realms* Epic Campaign adventure for 24th level characters.

This adventure is a direct sequel to *EPIC3-3 The Tangled Skein of Destiny* and the beginning of the second season of the Epic Campaign. We recommend that you play the Epic Campaign adventures in order if possible.

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

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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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.

Brief descriptions of the monsters and other information can be found in Appendix 3.

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.

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. This adventure should be played in about 12-15 hours. If you are running this adventure in a time-sensitive environment, 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 24** player characters (PCs). Players may only play this adventure with characters that have reached 21st level through play in the *Living Forgotten Realms* campaign. To be clear, it is okay to use a character that was started above 1st level following the rules in the *LFR Campaign Guide* and subsequently reached 21st level through the play of LFR adventures. However, the campaign rules limit new characters to a starting level of 11. It is not legal to create a brand-new 21st-level character specifically to participate in the Epic Campaign.

If a character has reached 21st level but is not the correct level for this adventure, which can only happen by playing the Epic Campaign adventures out of order, that player may adjust the level of his or her character accordingly for the duration of this adventure.

Adjusting Level Up: If a character is below the designated level for this adventure (but has reached at least 21st level), increase the character's level to the correct level for this adventure, following the core rules (so the character gains powers, feats, ability score increases, and so forth as normal). The player may not change any of the character's existing magic items, and the character gains no new magic items.

Adjusting Level Down: If a character is above the designated level for this adventure, reduce the character's level by removing all benefits gained from higher levels. The character may not use any of the magic items or Story Awards gained from Epic Campaign adventures designated for levels higher than this adventure. For example, if a player had to skip the level 21 adventure but has already played the level 22 and level 23 adventures, that character may not use any of the magic items gained from those adventures during the lower-level adventure. Anything that happened in the higher-level adventures is temporarily “unwound,” as if the character had played the adventures in the correct order.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but 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 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are

up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character that chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's resurrection power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has

reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the restore life power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

ADVENTURE BACKGROUND

For a recap of the key events in Season 1 (*EPIC3-1*, *EPIC3-2*, and *EPIC3-3*), refer to Player Handout 1.

NEW PLOTS REVEALED

Tsien Chiang has machinations to rule all of Faerûn. She siphoned some of the power of Corellon and Lolth, two of the original three members of the Seldarine. To complete her deific power, Tsien requires something from Sehanine Moonbow, the elven goddess of the moon, who after the Spellplague revealed herself as an aspect of the goddess Selûne. With the power of the third, she will have achieved the power she needs to enact the next phase in her plan.

As is often the case with the gods, devout belief can often become reality. Selûne wore her elven aspect like a heavy cloak, and when she discarded it, so strong was her following that a portion of her godhood was kept alive as a vestige. Sehanine's most powerful priestly order, the Knights of the Seven Mysteries, knew the truth of Sehanine's identity and made plans for the inevitable. The Knights preserved a fragment of Sehanine's power through a High Magic ritual.

The highest order of the Knights of the Seven Mysteries brought Sehanine's vestige to the hidden city of Myth Dyraalis in the Forest of Myr. However, the mythal's wards ran amok during the Spellplague, petrifying the city's inhabitants and the surrounding forest. The Knights died along with their city, but the mythal's magic preserved their spirits and bound them to Sehanine's vestige.

Tsien is working with two accomplices. Karadrach, who is corrupting Words of Creation into Words of Destruction and who attempted to assassinate Corellon in *EPIC3-1*, and a yet-to-be-revealed third conspirator, who appears only as a radiant angel and whose identity will be revealed in a future adventure.

DM'S INTRODUCTION

This investigative-style adventure is designed to follow the story begun by its predecessor, *EPIC3-3 The Tangled Skein of Destiny*. The adventure requires PCs to determine what Tsien Chiang has planned, and intervene before her machinations destroy Faerûn.

The adventure features a number of new types of traps and encounter mechanics. To maximize player enjoyment, be sure to over-communicate with the players and explain these new mechanics to keep things moving. This adventure also features a great deal of content and players may not yet be used to playing at Epic tier. The adventure should run in 12 - 15 hours of play time. Many of the maps are large and detailed, so

drawing, printing, or preparing them in advance is advised. Be sure to save 1.5 - 2 hours for the final encounter and conclusion. Pay special attention to underlined sections - they are underlined for a reason!

A number of previous adventures may have an impact in this adventure. Before beginning the adventure, determine which PCs have played *EPIC3-1 The Glorious Hunt*, *EPIC3-2 Cracks in the Crimson Cage*, and *EPIC3-3 The Tangled Skein of Destiny*. Other adventures of note: *DALE1-1 The Prospect*, *DALE1-3 Master and Servant*, *DALE1-6 The Vesperin Initiative*, *CORE2-10 Upon the Sea of Stars*, and *CORE2-11 The Sign of Four*.

The adventure begins with the PCs traveling to Candlekeep aboard the *Mistress of the Night* in response to information from Corellon. Their research helps them discover what Tsien is planning and intercept her before it is too late. There, they learn that Tsien needs power from another member of the Seldarine, the elven pantheon of gods. Tsien's next move is to gain some of Sehanine's power.

The PCs travel to Myth Dyraalis to meet with the Knights of the Seventh Mystery, guardians of Sehanine's vestige. There, they confront Tsien, who cannot be defeated with the deific power she has already accumulated, so Tsien escapes on the *Mistress of the Night* with whatever power she has managed to collect.

Sehanine's vestige is grateful for the intervention of the PCs, and helps them marshal a force to assault Tsien's army in I'Cath. There, they can defeat Tsien's daughters and search her palace for information to defeat Tsien.

The PCs travel through a portal and face a group of guardians who believe the PCs are demons. They tell the PCs about their leader, a "blessed angel" named Karadrach. (PCs may remember Karadrach from *EPIC3-1* as the angelic being who was attempting to assassinate Corellon in the final encounter.)

The PCs enter the temple to face Karadrach and the Words of Destruction, corrupted Words of Creation. They see that Karadrach is working for another creature other than Tsien. The PCs are able to defeat Karadrach and learn the final secrets needed to overcome Tsien's invulnerability.

GODS AREN'T PERFECT

Deities, although very powerful, are not omniscient and their power has limits. Throughout this adventure and future adventures in the Epic campaign, the characters will interact with the deities of Faerûn in a variety of ways. In some cases, the characters may come to the aid of a greater deity. In other cases, the characters may stand against the schemes of another. It is important to convey the fact that the gods, like mortals, are flawed and need to be helped or opposed when the time comes. Always remember that the characters are the heroes and they have a special place in this world, one that even the gods cannot deny.

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. Use your discretion in determining ways for the party to recover from a TPK.

PLAYER'S INTRODUCTION

This adventure follows the trilogy EPIC3-1, EPIC3-2, and EPIC3-3. Take a few minutes to have the players review the events that transpired in those adventures. Distribute Player Handout 1 to remind PCs of the events of the trilogy. The EPIC adventures are intended to be played in order, so advise the players to play the previous trilogy before this one if they have not played any of its adventures.

The events of this adventure take place about a year after the PCs saved Arvandor, escaped Carceri, and met with Lolth in the Demonweb. Have each of the PCs narrate what they have been up to for the past year. This could include performing duties in kingdoms where they have leadership positions, leading various organizations, or completing adventures of great heroics.

Once all of the players have finished, they are overcome by a vision. This vision most likely occurs while dreaming, meditating, or otherwise distracted:

A bonfire rages underneath a full moon. Slips of paper swirl in the air above the flames. The slips are covered in writing, some the careful and cramped penmanship of a scholar, others the mad scrawls of a prophet. The smoke of their burning rises up towards the moon, darkening it from below even as some other unknown darkness spreads across the moon from above.

A tall Shou woman with elaborately painted nails appears, hand closing around the moon and nails tearing furrows in its surface. As she does so, Tsien Chiang looks down at Faerûn with avarice, then all light disappears.

Shortly after receiving this vision, they receive a visitor. One way or another, the *Mistress of the Night* seeks them out wherever they are:

The Mistress of the Night, the spelljammer piloted by skeletal Captain Eluryo Panahq, descends from the sky. "Ahoy!" he calls out. Bowing deeply at the waist he continues, "I bring a message from Arvandor. Please come aboard."

Captain Panahq does not know any details, just that he was asked to gather the PCs for Corellon and Arvandor and that a messenger will arrive once he's picked up all of the other guests. Panahq then shows them to their private quarters on board. When they are all aboard, Captain Eluryo invites them to meet and discuss what to do next.

The opulent meeting room of the Mistress of the Night is non-descript compared to the current inhabitants. The most legendary heroes of Faerûn have gathered for this meeting.

If the players do not know each other, allow each to briefly regale the others with the legendary exploits of their PC. The great deeds of these PCs are well-known, especially to other adventurers of their superior caliber.

If any know Yuki (Mei) Chiang from previous adventures, she brings them refreshments. She is extremely attentive to their needs and solicitous of their well being. If asked about Tsien Chiang, she will say:

"My grandmother has been gathering an army on I'Cath for more than a year. She is surely up to evil. I hope that I, and the crew of the Mistress of the Night, can assist you in stopping her."

With all of the PCs aboard, an elf suddenly appears in their midst:

An attractive elf in pale green robes with silver hair and eyes appears suddenly in the room.

"I am Labelas Enoreth, and I bring a message from my father, Corellon."

Religion DC 21: Labelas Enoreth is an exarch of the Seldarine pantheon. He is a teacher and philosopher who cares most about education and the pursuit of

knowledge. He is primarily worshipped by sages, historians, philosophers, and librarians.

Religion DC 28: Elves call him the Lifegiver, because he decreed that elven beauty would not be marred by the passing of time, granting them long lives. He is also known as the Lord of the Continuum because he guards against those who would alter the path of history or tamper with time.

“Esteemed legendary heroes. I bring information that may be of use to you. The sorceress Tsien Chiang is a threat to your world, and her machinations in Arvador, Carceri, and the Demonweb are part of some greater plan.

The power she stole from the Demonweb was great, and she is somehow channeling that power to cloak herself from divination, even from Corellon’s divine sight. Until yesterday.

She can still not be viewed directly, but divinations reveal that she has taken actions in or around the great library of Candlekeep. If you act swiftly and decisively, you can prevent her from causing more destruction.”

If any of the PCs completed any of the previous EPIC adventures, he adds:

“You have saved Arvador, and the Seldarine still toil to repair it. Hopefully this information repays the favor by helping you to save your own world.”

He has very little else to add, though he’ll answer any questions politely then depart for Arvador.

Once the PCs are ready to go to Candlekeep, the *Mistress of the Night* takes them there. Continue with Encounter 1. If any PCs do not think that saving the world is enough motivation to investigate further, Captain Panahq nudges them in the right direction, pointing out the tangible benefits of heroism, including the lavish rewards kings and queens will shower the PC with, once they have saved the world.

ENCOUNTER 1A: WELCOME TO CANDLEKEEP

SETUP

The PCs arrive at Candlekeep in order to search for information about Tsien Chiang and why she may have targeted Corellon and Lolth.

The Mistress of the Night descends towards the reaching spires of Candlekeep. While the primary building is the library, there are numerous other buildings to support it, enough to be considered a small town.

Your unorthodox arrival is causing concern below, as people scurry through the city. Your ship gently touches down just outside the front gates of Candlekeep, where a small contingent of monks cautiously stands at the ready. A tall human male, with an air of command shouts up to the ship.

“Ahoy the ship! I am Amanther, senior librarian at Candlekeep.”

Allow the PCs a chance to respond and interact with Amanther. He recognizes most of the PCs by reputation, and his stance is one of openness. Once the PCs disembark, he continues.

“Please forgive my initial wariness. A flying ship is not a normal occurrence. We will, of course, waive the normal entrance-gift requirement. Although, we would not reject any willing donations. Oghma and his servants look kindly upon all who further the pursuit of knowledge.”

Candlekeep is not interested in gold, and the fee is a rare tome. The PCs may, at this point, hand over any tomes of worth, or use favors, to gain the assistance of up to 4 learned scholars. The following partial list of tomes and favors is acceptable. As always, feel free to allow any favor or story award that seems applicable.

- AGLA01 Tome of the Twilight Boughs
- BALD08 Friend of the Library
- CORE03 Tymoran Scriptures
- CORE17 Brand of the Golden Scroll
- IMPI09 The Bloodsoaked Letters
- WATE19 Bloodsoaked Ballad

For each story award the PCs use (tome story awards are expended), they gain the services of a learned scholar to assist them, providing a bonus of +2 on skill checks in one room, up to a maximum of +2 in each of the four

rooms. Even if the PCs turn in no story awards they are assigned a guide to ensure the PCs are aware of the rules and policies of Candlekeep and to make sure nothing untoward should happen. The tomes turned in must be unique; no PC may turn in the same story award as another PC. Once the PCs have finished making arrangements to get scholars to help them and are ready to be escorted into the library, read the following:

Your business concluded at the front gate, you are escorted through the gates and towards the library. The entrance is a large emerald-colored door, guarded by a single, elderly gentleman.

“Greetings seeker, who is it that wishes to pass beyond the Emerald Door?”

As each PC gives his name the elder gentleman writes the name down in a massive tome, consulting the exact position of the sun for accurate time. After writing down the person’s name and time of entry he opens the door and bows to them.

As the PCs enter, they are carefully shown how to activate sigils of protection found throughout the library’s main rooms. While it’s not *expected* that the PCs will randomly destroy the library around them, some of them may have auras, reactive damage, or simply reputations for mass destruction.

It takes only a few minutes to examine a map of the sections of the library and come up with a few good ideas for locations that might provide insight into what Tsien is attempting.

- Intake (Perception)
- Prophecies (History)
- Deities and Demigods (Religion)
- Magic and Alchemy (Arcana)

Put out the map for Encounter 2 and have the players place their PCs in the room where they are doing research. Remind them that they are in a race to find this information before Tsien can complete her tasks and every minute could be of vital importance.

Each section of the library contains information that may aid the PCs later in the adventure. As mentioned before, this is a race against time, and it is highly encouraged that the PCs split up and cover all four locations simultaneously.

The PCs may wish to question the librarians about other visitors, or examine the doorkeeper’s tome to see who has entered Candlekeep recently. A PC who investigates in this way cannot also make a check in one of the four rooms.

Insight or Streetwise DC 28: Investigation quickly turns up that a confident woman named Ailarrali Lilarri performed a great deal of research yesterday and only left a couple of hours ago. The PC can recognize patterns in her name, some of the things she said, and her habits (particularly the fact that Tsien Chiang is obsessed with the number four, four-fold sayings and constructions), suggesting she was really Tsien Chiang in disguise. The monks can much more quickly locate books that she was interested in, so this success gives a +2 bonus to the checks of all other PCs (applied retroactively if necessary).

ALL SCENES

Learned Scholars: For each scholar available to the PCs for donating lore to Candlekeep, they can assign a +2 bonus to skill checks in one of the rooms.

Lore-based Characters: Any PC who has training in 3 or more knowledge skills (Arcana, Dungeoneering, History, Nature, and Religion) gains a bonus of +2 to their check in this encounter. This bonus does not stack with the learned scholar bonus.

Story Awards: Any PC with story award CORE65, CORE66, or CORE67 gains a +2 bonus to their check, due to former dealings with Tsien Chiang.

Hot on the Trail: If any PCs searched for signs of Tsien and succeeded on the Insight or Streetwise above, they discovered Tsien Chiang's disguise. All other PCs gain a +2 bonus to all of their checks in this encounter since they know where to look.

Rituals: Strategic use of rituals can be a great boon to PCs in this challenge, especially divinations. Allow the PCs to perform any rituals they wish and award them with the appropriate information. As a rough guideline, a ritual that can work should not provide more information than what can be found in any one room of Candlekeep and all use of rituals should not gain more than 6 pieces of information in total.

There is limited time to use rituals before combat begins. Consider the amount of time for the ritual and give any PCs involved a penalty to their skill check:

Up to 10 minutes: No penalty

Up to 30 minutes: -5 penalty

Up to 1 hour: No check allowed

More than 1 hour: The ritual is interrupted. No components are expended.

The monks always bring the PCs some information about Tsien Chiang and her family. Be sure to distribute Player Handouts 2 and 3.

LOREMASTERING

Use Player Handouts 4a - 4d for the pieces of information the PCs can acquire in this encounter. Cut out the separate pieces for each room and randomly provide them to the PCs as they find each piece. Do not reveal how many pieces are left in each room until the end of the Encounter 1B.

Each PC can make a single skill check (the skill depending on the room) for one of the rooms of the library before combat begins:

- **DC 21:** The PC notices several books left out from another's recent research: books about the Seldarine and the PCs themselves.
- **DC 28:** The PC finds one piece of information.
- **DC 37:** The PC finds two pieces of information.

ROOM 1: THE INTAKE ROOM

Just beyond the Emerald Door are a large variety of shelves with books strewn about them haphazardly. Your guide speaks in a low, hushed tone. "This is our intake area where manuscripts first go, once donated, and books misplaced in the library are brought for sorting. They are catalogued and taken to the appropriate place in the library for storage. You are free to look at books in this area, but I warn you that there is no organization to them, unlike the rest of the library."

Perception: The PC is able to scan the thousands of uncatalogued books and identify titles that Tsien researched or might be of interest.

- A detailed analysis of the strength of l'Cath's military leadership. 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. The PCs gain a +5 bonus during Encounter 6A's First Wave scene.
- An old scroll case that has been recently opened and examined contains a letter between two "Knights of the Seventh Mystery," apparently devotees of Sehanine. It reads: "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."
- A recent survey shows Myth Dyraalis, an abandoned fey city and mythal, is located in the Spires of Mir, a forest petrified at the instant of Mystra's death. 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.

- A handwritten report on the weaknesses of I'Cath's conscripted and hired forces. The report suggests that some of the units might break more easily, as they are forced to serve Tsien Chiang and have low morale. The PCs gain a +5 bonus during Encounter 6A's Weakest Link scene.

ROOM 2: PROPHECY

The vast majority of this room is taken over by the combined works of Augathra the Mad and Alaundo the Seer, but there are still hundreds of "prophecies" from other writers on these shelves.

History: The PC is able to pick apart the various prophecies and compare them to actual events to determine which ones should be given more weight.

- A prophecy centered around an assault on I'Cath:
*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.*
The PCs gain a +5 bonus to Athletics checks in encounter 6A's Gate Assault.
- A scroll tube contains two prophecies, in different hands. The first reads:
*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.*
The second is apparently a later addition and reads:
*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.*
- A laconic prophecy was hidden in the back of a scroll rack. It reads:
*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?*
The PCs gain a +5 bonus to Religion checks to draw on Sehanine's power in Encounter 5.

- A prophecy lies crumpled and hidden behind a nearby scroll rack.
*Silent feet lead silent blades,
Through the Screaming Glacier's path.
No sound's echo ever fades
Stealth evades Shou witch's wrath.*
The PCs gain a +5 bonus in Encounter 6A's scene Flanking Maneuver.

ROOM 3: DEITIES AND DEMIGODS

This room is stacked floor to ceiling with ancient scrolls and prayer books containing works on the various religions of Faerûn.

Religion: The PC is able to piece together information about the religious significance of Tsien's plot.

- *The Glorious Hunt* is an illustrated novel detailing the exploits of the PCs in saving Arvandor. 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.
- A book entitled *The Seldarine: Pantheon, Portfolio, and Methods of Worship* is open to the passage, "In order of appearance and importance, the Seldarine were Corellon, Araushnee (now expelled from the pantheon and known as Lolth), and Sehanine."
- Next to it is a translation of the Carceri Compact, "All of the gods were bound to never interfere with the working of Carceri save three: Corellon, Araushnee, and Sehanine."
- The book *Sehanine: Aspects of Mystery* contains the following passage. "Sehanine is universally considered the second most powerful and important of the fey gods, but she is but an Aspect of the goddess, Selûne. Even prior to revealing she was Selûne, Sehanine was the primary figure in the triune goddess Angharradh. Selûne is clearly strengthened by the worship directed to Sehanine, but it is almost certain that millennia of separation would make it impossible for Selûne 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."
- *Auril's Realm and its Kingdoms* contains a chapter on I'Cath. It talks at length about the extremely dangerous flora and fauna of the island in this passage, "Tsien Chiang barely needs to guard her flanks, as few invaders can make their way alive past the animate and vengeful trees." The PCs

gain a +5 bonus in Encounter 6A's scene Forests of I'Cath.

ROOM 4: MAGIC AND ALCHEMY

One of the many towers of Candlekeep, at least ten stories tall, is dedicated to the study of magic and alchemy. Mundane books on related topics are housed on the ground floor of the tower, while magical tomes and theoretical hypothesis are stored in the upper levels.

Arcana: On the ground floor, the PC finds lore and references about the magical phenomena that the PCs may encounter as they face Tsien Chiang.

- A tome, *Encyclopedia Arcanorum*, describes hundreds of known magic items. Dozens of them have been underlined recently: all of them items used by the PCs.
- A book lying open, *Mythals of the Ages*, predates the Spellplague and has information on all of the known mythals of Faerûn. It is open to a page about Myth Dyraalis and reads, "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."
- The book *Tsien Chiang: Myth or Legend?* examines many reports of Tsien's magical strength, comparing them to other contemporaries such as Szass Tam and Fzoul Chembryl. A key passage reads, "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. 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. Recent attacks against the sorceress have described her as invincible."
- A scroll describes one of the threats of I'Cath as follows. "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. The tower would make an unparalleled defensive position from which to launch magical attack. A caster whose arcane might were truly epic could potentially move a

force through the grove safely by shielding them magically."

The PCs gain a +5 bonus in Encounter 6A's Tower Assault scene.

ENDING THE ENCOUNTER

After each PC has performed one skill check, proceed to Encounter 1B.

MILESTONE

This encounter does NOT count towards a milestone.

TREASURE

There is no treasure gained in this encounter.

ENCOUNTER 1B: FAHRENHEIT 451

ENCOUNTER LEVEL 25

SETUP

This encounter includes the following creatures:

1 Jalm d'Akrar, Efreet lord (J)

3 greater magma elementals (M)

8 fire archon flamebows (F)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the greater magma elementals and two fire archon flamebows.

Six PCs: Add one greater magma elemental and two fire archon flamebows.

Make the following adjustments as necessary for pacing and difficulty:

Faster: If you need the encounter to run more quickly, replace one greater magma elemental with 6 flamebow minions.

Easier: Every PC may move their speed as a free action at the start of combat. The sigils of protection may be activated as a free action during a PC's turn instead of a minor action. Remove Jalm d'Akrar's action point.

Harder: Add a greater magma elemental and two fire archon flamebows to the central chamber of the library.

As the PCs pore through a mountain of lore in an effort to figure out what Tsien is up to, she sends fire elementals to destroy Candlekeep and any clues that may lead to her.

The calm serenity of the library is violently shattered as rifts open throughout the library. Shouts and screams erupt as fiery elemental creatures step through.

Several monks give cries to Oghma and attempt to activate sigils of protections, but are almost instantly overcome by the overwhelming fire of the attackers. Other monks flee with books, trying to preserve the lore.

The PCs should be in the rooms where they are doing their research (or at the front entrance if they were examining the visitor's log). Place the monsters as follows.

- Jalm d'Akrar appears with 2 minions in the Deities and Demigods (Religion) room. One

magma elemental and 2 minions appear in each of the other three rooms.

- For 6 PCs, Jalm d'Akrar and 2 minions appear in the Deities and Demigods (Religion) room. Two magma elementals appear in the Magic and Alchemy (Arcana) room. One magma elemental and 4 minions appear in each of the other two rooms.
- For 4 PCs, Jalm d'Akrar appears in the Deities and Demigods (Religion) room. One magma elemental appears in the Prophecies (History) room and one magma elemental and two minions appear in the Magic and Alchemy (Arcana) room. Four minions appear in the Intake (Perception) room.

It should also be noted that the different combat areas are spread out so that visibility between the rooms is impossible and communication requires shouting, hindering tactical discussion.

FEATURES OF THE AREA

Ceiling: The ceiling is forty feet (8 squares) high.

Library Stacks: The shelves are blocking terrain extending from floor to ceiling. Ladders allow easy climbing up any shelf.

Stairs: The spiral staircase ascends and descends to other floors of Candlekeep, which are not part of the combat.

Altar: The altar is non-denominational, used for religious rituals. It is blocking terrain.

Statues: The statues are of Oghma, god of Knowledge, and are blocking terrain.

Tables: The tables are three feet tall.

ROOM OF BOOKS

At the end of each round, remove one piece of information from each room that was not protected by a PC (see *sigil of protection* in Encounter 1A, reprinted below) and where any of the following is true:

- Jalm d'Akrar is alive.
- A greater magma elemental or 2+ archons spent their actions on close or area attacks.
- A greater magma elemental or 2+ archons spent their actions on melee or ranged attacks targeting the room.
- PCs used one or more area or close attacks that were not psychic damage only, enemies only, or required hitting Will defense.

Once three pieces of information would have been removed (regardless of whether three pieces were left), the room is destroyed.

The monks are too weak to power the sigils of protection against epic threats. Only the PCs are powerful enough to do so, but there is a price. Activating the sigil protects the room for a round, even against attacks that occurred earlier in the round, but it strips away the protections of the PC and make them vulnerable to the attacks of the elementals.

Sigil of Protection (minor action)

Effect: You cannot benefit from resistances and gain vulnerability 10 all until the end of your next turn. This protects all books in your current room from damage for this round.

TACTICS

Tsien has sent these creatures here to destroy any information that might connect to her. As such, all of the creatures follow this general order of priority.

1. Destroy the region of the library it arrives in, unless the room is warded by an activated sigil.
2. Kill active threats (creatures that have already attacked them), unless that creature is demonstrating resistance or immunity to fire.
3. Once the room is destroyed, move to destroy another room in Candlekeep.

In combat, Efreet lord Jalm starts off with *fiery wall* and *rolling flame*, using the wall to slow down reinforcements and prevent teleportation. He makes both *smoke's blade* attacks on the same PC in an effort to drop them. Jalm d'Akrar is wearing a *ring of the phoenix* and uses its power when reduced to 0 hp.

Ring of the Phoenix (no action)

Trigger: Jalm is reduced to 0 hp.

Effect: The efreet's body burns away to ash. On the start of his next turn, he appears in a burst of flame within 5 squares of his last location with 110 hp and makes an attack.

Attack: Close burst 2 (creatures in burst); +27 vs. Reflex

Hit: 4d10 + 10 fire damage.

Miss: Half damage.

The magma elementals try to use their *eruption* attack as often as possible to threaten both the PCs and the books. They target any PC who attacks them with cold.

The flamebows attempt to keep ongoing fire damage on all of their opponents, then move into positions so that *deathstorm* is as deadly as possible. If the magma elemental in their room has not used *eruption* in the round, two flamebows use *firestorm* to burn books and PCs.

ROLEPLAYING

Jalm d'Akrar is an extremely powerful mercenary, with vast otherworldly wealth. He is civilized, intelligent, and quite willing to suggest that everything can be resolved peaceably: if the PCs just leave for a few moments to let him burn the books.

Tsien Chiang gifted him with the *ring of the phoenix* for his assistance in destroying the library. If he fails in his mission, he offers the PCs the ring to deliver to her.

ENDING THE ENCOUNTER

If the PCs have not won by the end of the fifth round of combat, Amanther and the most senior priests of Oghma rush into the area. They chant prayers of dismissal that force the elementals away from the library, ending the encounter.

The residents of Candlekeep are grateful for the PCs help in defending the books. No matter the outcome, the PCs actions allowed many books to be saved this day. The librarians drop everything they are doing to find information for the PCs. While the PCs take a short rest, the librarians provide any information the PCs missed in the first encounter (that was not destroyed) and provide any of the following information the PCs were not able to find on their own. Jalm d'Akrar could also provide some of this information, as part of his surrender.

- Tsien Chiang lives with her daughters on the island of I'Cath, now in the Sea of Fallen Stars. The defenses of I'Cath are many, and an invading force will need to split their troops to send in a leading force, batter down the gates, sneak around the flank, brave the forest, take out the arcane tower defenses, and overwhelm some of the mercenaries.
- From what the librarians know, Corellon and Lolth were two of the three original Seldarine, Sehanine was the third.
- Sehanine's Vestige was kept safe by her Knights of the Seventh Mystery who tried to store it in Myth Dyraalis. Myth Dyraalis was destroyed during the Spellplague when its mythal went out of control.
- Someone secretly researched information about Myth Dyraalis and the knights recently.
- It is likely that if Tsien stole power from Corellon and Lolth, she is probably headed to Myth Dyraalis to steal Sehanine's Vestige.

The PCs have access to the *Mistress of the Night*, so they could probably catch up to Tsien in Myth Dyraalis, but they should leave immediately. If the PCs want to

assault I'Cath, remind them that it would require an army to assault the island, and that they need to stop her before she absorbs the power of the last of the original Seldarine.

MILESTONE

This encounter counts towards a milestone.

TREASURE

Jalm d'Akrar is carrying a *ring of the phoenix*.

ENCOUNTER 1B: "FAHRENHEIT 451" STATISTICS

Jalm d'Akrar, Efreet Lord (J)	Level 24 Elite Skirmisher
Large elemental humanoid (fire)	XP 12,100
HP 440; Bloodied 220	Initiative +24
AC 38, Fortitude 36, Reflex 37, Will 35	Perception +20
Speed 6, fly 8 (hover)	
Immune fire	
Saving Throws +2; Action Points 1	
TRAITS	
O Smoke Soul • Aura 1	
Each creature that ends its turn within the aura takes 20 fire damage. Jalm d'Akrar and creatures in the aura have concealment against ranged attacks.	
Ally in Flame	
Jalm has combat advantage against any creature in or adjacent to a square that contains fire.	
Combat Advantage	
Jalm's attacks deal ongoing 10 fire damage (save ends) against any creature granting him combat advantage.	
Defensive Mobility	
Jalm gains a +4 bonus to all defenses against opportunity attacks.	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 2 (one creature); +29 vs. AC	
Hit: 3d10 + 22 damage (crit 3d10 + 52 damage).	
Effect: Jalm d'Akrar shifts 1 square before or after the attack.	
M Smoke's Blade (weapon) • At-Will	
Effect: Jalm d'Akrar flies his speed and makes two <i>scimitar</i> attacks at any point during that move. If Jalm hits with both attacks, he gains insubstantial and phasing until the end of his next turn or until damaged by an attack.	
M Carving the Fiery Wall (conjunction, fire, weapon) • Recharges when first bloodied	
Effect: Jalm d'Akrar flies his speed and makes a <i>scimitar</i> attack against each enemy within reach during his move. Jalm conjures a wall of flames in each square of his path that lasts until the end of his next turn. The wall is 6 squares high and blocks line of sight. Its space is lightly obscured. Any creature that starts its turn adjacent to the wall takes 10 fire damage, and any creature that enters a square of the wall or starts its turn there takes 20 fire damage.	
Sustain: Minor. The wall persists.	
C Roiling Flames (fire, zone) • Recharge 5-6	
Attack: Close burst 3 (creatures in burst); +27 vs. Reflex	
Hit: 2d12 + 19 fire damage.	
Effect: The burst creates a zone of flames and hot, shimmering air that lasts until the end of Jalm d'Akrar's next turn. The zone is difficult terrain to creatures other than Jalm, and any creature ending its turn there takes 20 fire damage. Creatures within the zone have concealment against ranged attacks.	
Skills Bluff +22, Insight +25, Intimidate +22, Stealth +27	
Str 28 (+21)	Dex 31 (+22)
Con 20 (+17)	Int 19 (+16)
	Cha 20 (+17)
Alignment Evil	Languages Draconic, Primordial
Equipment scimitar, <i>ring of the phoenix</i>	

Note: Revised damage timing of aura and *roiling flames* to end of turn, preventing the difficult terrain from hindering own shifting ability, and reducing ongoing damage to match minion's for ease of play.

3 Greater Magma Elemental (G)	Level 24 Brute
Large elemental magical beast (earth, fire)	XP 6,050
HP 275; Bloodied 137	Initiative +19
AC 36, Fortitude 37, Reflex 36, Will 34	Perception +13
Speed 8	
Vulnerable 5 cold (see <i>obsidian crust</i>)	
TRAITS	
Obsidian Crust	
When a magma elemental takes cold damage, it is also slowed until the end of its next turn.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
Attack: Melee 1 (one creature); +29 vs. AC	
Hit: 6d10 + 7 fire damage.	
C Eruption (fire) • Recharge 5-6	
Attack: Close burst 1 (creatures in burst); +29 vs. AC	
Hit: 6d10 + 7 fire damage.	
TRIGGERED ACTIONS	
Molten Invigoration (fire) • At-Will	
Trigger: The magma elemental takes fire damage.	
Effect (Free Action): The <i>eruption</i> power recharges and the elemental removes any slowed or immobilized conditions.	
C Magma Burst (fire) • Encounter	
Trigger: The magma elemental drops to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in burst); +27 vs. Reflex	
Hit: 3d8 + 5 fire damage and the target is petrified and takes ongoing 20 fire damage (save ends both). This ongoing fire damage ignores the resistance provided by the petrified condition. The magma elemental is destroyed.	
Str 27 (+20)	Dex 24 (+19)
Con 25 (+19)	Int 12 (+13)
	Cha 25 (+19)
Alignment Unaligned	Languages Primordial

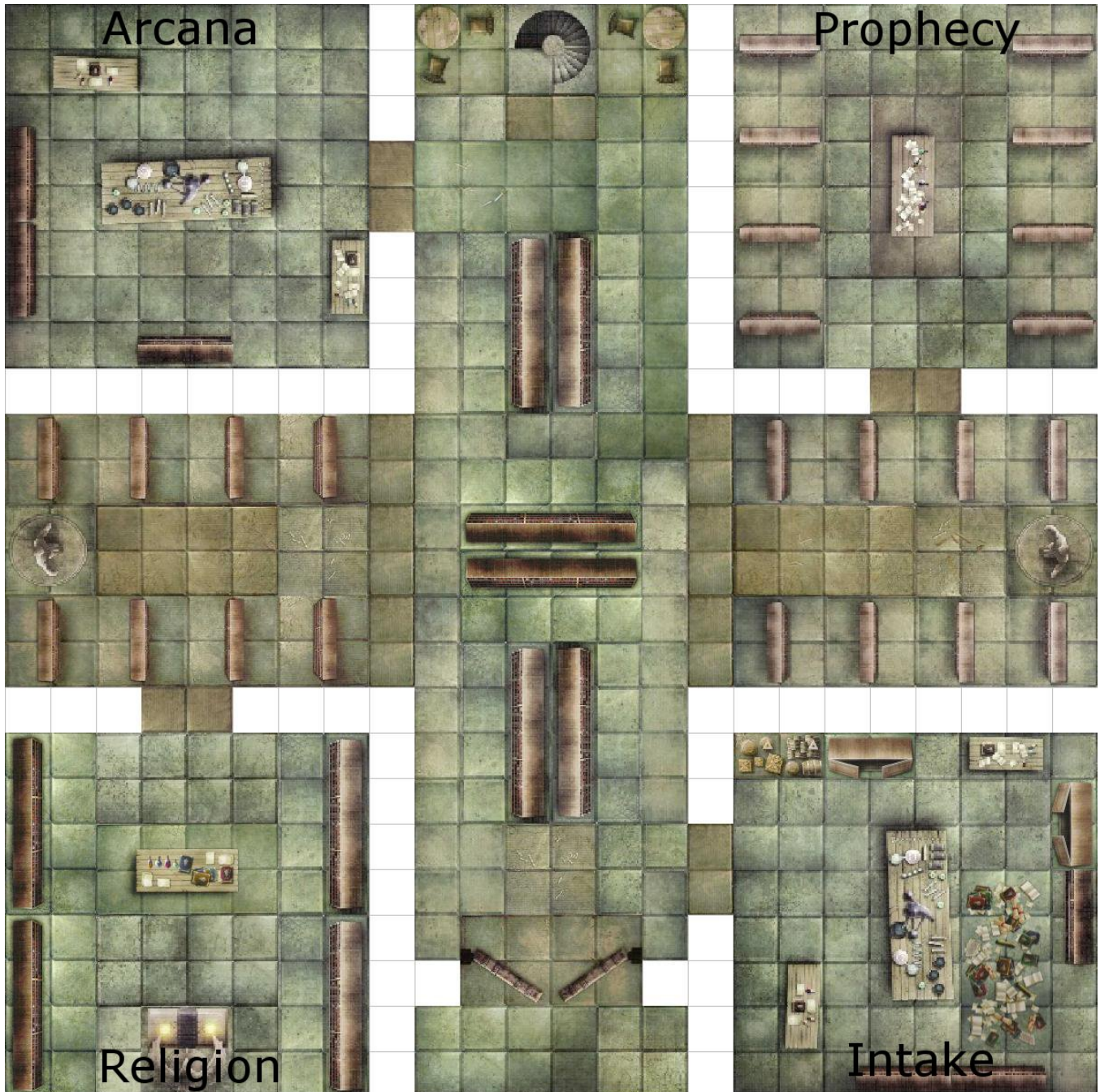
Note: Added *molten invigoration*, partially because of constant questions about fire resistance, and partially to make it easier to burn information.

8 Fire Archon Flamebow (F)		Level 24 Minion Artillery
Medium elemental humanoid (fire)		XP 1,008
HP 1; a missed attack never damages a minion		Initiative +21
AC 36, Fortitude 37, Reflex 35, Will 36		Perception +20
Immune disease, fire		
Speed 7 (see also <i>flamestep</i>)		
STANDARD ACTIONS		
r Flamebow (fire) • At-Will		
Attack: Ranged 20 (one creature); +29 vs. Reflex		
Hit: 11 fire damage, and ongoing 10 fire damage (save ends).		
A Firestorm (fire) • Encounter		
Attack: Area burst 1 within 10 (creatures in burst); +29 vs. Reflex		
Hit: 11 fire damage and ongoing 10 fire damage (save ends).		
MOVE ACTIONS		
Flame Step • At-Will		
Effect: The flamebow can teleport to within 3 squares of any fire creature within 20 squares of it.		
TRIGGERED ACTIONS		
C Deathstorm (fire) • At-Will		
Trigger: When the flamebow drops to 0 hit points.		
Attack: Close burst 5 (enemies in burst taking ongoing fire damage); +29 vs. Fortitude		
Hit: The target and takes 15 fire damage.		
Miss: The target takes 7 fire damage.		
Effect: Any enemy that is adjacent to a target that was hit by the attack takes 15 fire damage.		
Str 25 (+19)	Dex 29 (+21)	Wis 27 (+20)
Con 23 (+18)	Int 20 (+17)	Cha 18 (+16)
Alignment Chaotic Evil Languages Primordial		
Note: Revised damage output. Poison immunity changed to fire immunity.		

ENCOUNTER 1B: "FAHRENHEIT 451" MAP

TILE SETS NEEDED

DTMS - The Dungeon, Arcane Towers, Halls of the Giant Kings, and extra bookcases .



ENCOUNTER 2: JOURNEY TO MYTH DYRAALIS

SETUP

The PCs fly to the Spires of Mir on the *Mistress of the Night* and search for Myth Dyraalis.

SKILL CHALLENGE: MYTH DYRAALIS

Goal: Get into Myth Dyraalis and find Tsien Chiang.

Complexity: 2 (special)

Primary Skills: Acrobatics, Arcana, Athletics, Endurance, Insight, Nature, Perception.

Victory: The PCs make it into Myth Dyraalis, not far behind Tsien Chiang.

Note: Each check is made only once, with immediate results for failure. There is no need to track total successes or failures.

SCENE 1: FINDING MYTH DYRAALIS

A vast petrified forest spreads out beneath the Mistress of the Night. The Forest of Mir once possessed some of the tallest trees in Faerun. Ever since the Spellplague, it is instead Faerun's finest collection of massive stone spires.

Somewhere amidst the columns of rock is hidden the lost city of Myth Dyraalis.

The mythal was designed to make Myth Dyraalis impossible to find for non-fey. The Spellplague warped the mythal's effect to make it difficult even for fey to find.

Nature or Perception DC 28 (Group Check):

The PCs must make a group check, each choosing to use either Nature to navigate to the correct location or Perception to identify landmarks and places the city could be.

If the group achieves 3+ successes (2+ for a group of four, 4+ for a group of six), they locate the city quickly.

Allow action points to be spent for additional checks. Reward use of utility powers and rituals.

If they fail to achieve enough successes, the PCs suffer a -5 penalty to initiative in Encounters 4 and 5.

Once the PCs have located the location where the city should be, they need to overcome the mythal's illusion so they can see the dangerous barrier around the city and deal with it.

Insight DC 28 (Individual Checks from all PCs):

Each PC must make an Insight check. Fey PCs gain a +5 bonus to this check. Failure still allows the PC to eventually see and interact with the city, but that PC suffers a -5 penalty to any further checks in this skill challenge. PCs with truesight or similar abilities to automatically pierce illusions automatically succeed at this check.

SCENE 2: OVERWHELMING THE MYTHAL

Having pierced the veil of illusion cast by the mythal, a fey city surrounded in a crackling barrier of blue fire appears.

Captain Eluryo Panahq surveys the field, rubbing his jawbone with a skeletal finger. "That's something you don't see every day, no?"

He flips a dagger into hand and hurls it at the barrier. As the dagger hits, it seems to stretch - as if trying to teleport somewhere else - but then pops through in an explosion of blue flames.

Only a puddle is left on the other side.

The mythal originally teleported non-fey through it to the other side, so that they could never enter the city. Anything that attempts to pass it now is lashed by spellplague fire. Tsien Chiang weakened an area of the barrier when she entered, however.

Arcana (Individual Check):

The PCs may study the barrier to determine how to pass it. Each PC may make a check, with no penalty for failure, and consider the highest result. Fey PCs gain a +5 bonus to this check.

DC 28: The PC notices that attempting to teleport through the barrier would result in automatic exposure to spellplague.

DC 37: The PC finds the section of barrier that Tsien weakened when she entered. All PCs gain a +2 bonus on their Arcana or Athletics check to break through.

Regardless of check result, the PCs will determine that the barrier can be forced through a combination of arcane and physical might.

Arcana or Athletics DC 28 (Group Check):

The PCs must make a group check, each choosing to use either Arcana to deflect the barrier or Athletics to smash through.

If the group achieves 3+ successes (2+ for a group of four, 4+ for a group of six), they create a stable corridor through the outer destructive barrier.

If they fail to achieve enough successes, the PCs each suffer a -5 penalty to any further checks in the skill challenge.

At this point, Captain Eluryo shouts to the PCs:
“That hole’s a bit small for the Mistress. You chase on ahead. We’ll see if the trebuchet maybe widen this hole up, and follow if we can.”

SCENE 3: DODGING BLUE FIRE

Myth Dyraalis is but a short distance through the mythal barrier, but the intervening space is lashed with whips of blue spellfire.

Far past the barrier, a raging storm cloud sweeps through the city. A tiny figure of a Shou sorceress flies in the heart of the storm towards two spires rising from the middle of the city. Tsien Chiang is not far ahead, once you dare the risk of spellfire.

Each PC (as well as any companions or mounts they bring with them) must make an Acrobatics check to avoid lashes of blue fire as they pass into Myth Dyraalis. A spellscarred PC gains a +5 bonus to each check.

After making the Acrobatics check, each PC must then make an Endurance check to withstand the magic’s effect. The DC for the Endurance check is determined by their success in Acrobatics.

Acrobatics Result	Endurance DC
Below 21	Impossible
21-27	DC 37
28-36	DC 28
37+	DC 21

Any PC that teleports through the barrier automatically gains one mutation.

Roll 1d8 for each PC that fails. Reroll duplicates, if possible.

Blue fire traces trails through the PC’s veins and their skin turns translucent.

1: Whenever the PC spends a healing surge, they gain ongoing 20 radiant and fire damage (save ends).

2: Whenever the PC heals, they regain only half as many hit points.

The PC’s eyes turn into two blazing blue orbs of flame.

3: The PC takes a -2 penalty to all attack rolls.

4: The PC grants combat advantage to all enemies.

Some of the PC’s limbs turn into multi-colored tentacles.

5: Whenever subjected to forced movement (push, pull, or slide), the PC is knocked prone.

6: The PC provokes opportunity attacks when they shift.

Blazing heatless blue fire springs up in an aura all around the PC.

7: At the start of the PC’s turn, all allies within 2 squares take 20 radiant and fire damage.

8: If the PC does not end each turn more than 2 squares from the square they started the turn in, they take 20 radiant and fire damage.

These penalties persist until the PC completes 2 more encounters that count towards a milestone (likely at the end of Encounter 4). PCs count as spellscarred for as long as they have these penalties. Spellscarred creatures take a -2 penalty to defenses and saving throws against the attacks of other spellscarred creatures.

ENDING THE ENCOUNTER

After the PCs make their way through the barrier, proceed to Encounter 3.

MILESTONE

This encounter counts towards a milestone.

TREASURE

There is no treasure gained in this encounter.

ENCOUNTER 3: COLD STONE

ENCOUNTER LEVEL 25

SETUP

This encounter includes the following creatures and traps:

- 1 Rethraxus, ancient earthquake dragon (R)
- 1 Maelandresos, ancient tornado dragon (M)
- 1 rocktempest gargoyles (G)
- 1 haunting conscience trap (T)

SCALING THE ENCOUNTER

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

Four PCs: Reduce the hp of all enemies by 100 and remove the gargoyles' action point.

Six PCs: Add a second rocktempest gargoyles

Make the following adjustments as necessary for pacing and difficulty:

Faster: Reduce the hp of all enemies by 50. The dragons use *Rising Winds* and *Rising Tremors* in the round before combat starts, so their auras start at size 3. The dragons attempt to surrender or flee at the start of the third round.

Easier: Reduce the hp of both dragons by 50, and remove their action points.

Harder: *Bloodied Storm* and *Bloodied Breath* can be used twice per encounter and now trigger whenever either dragon is bloodied.

The party has crossed through the mythal and entered Myth Dyraalis. The *Twin Spires of Mystery*, the temple to Sehanine, is an obvious landmark, and the ordered streets make reaching it a matter of heading in the right direction.

Before the PCs can arrive at their destination, they must contend with the last remaining residents of the city. A mated pair of dragons claimed the city as its lair, gathering its surviving riches. They were then slowly corrupted by the spellplague-infused mythal. Tsien found it easy to dominate the pair as she passed, and left them to ambush anyone who pursued her. The dragons are now effectively insane and attempt to slay anyone who approaches the temple.

Myth Dyraalis is the definition of a dead city. The absolute silence is a disquieting sensation considering what should be a bustling city. Not even the song of birds or buzz of insects disturbs the silence. Even the air seems

to stand perfectly still, as if all of Myth Dyraalis is preserved in the moment of its death.

- The temple of Sehanine is easily seen from anywhere in the city: twin marble spires rise up from a hill at the center of Myth Dyraalis.
- The city is very easy to navigate with wide, ordered streets.
- The entire city is petrified by the corruption of the mythal. It is filled with crowds of eladrin, elf, and gnome statues. There is no sign of pain or loss on any faces; they did not have even an instant of warning.
- The people are technically still alive, but it is beyond anyone's abilities to save them without many years of work. Any ritual or item use fails, before components are expended.
- The streets are lined with petrified shrubs, trees, and even small birds and animals. Every major intersection contains an enormous fountain filled with dust.
- The PCs may explore the city: it boasts all of the buildings an elven city might offer. There is little to find except tragedy and dust, however. All of the treasures of the city have been removed by the dragons.

When the PCs proceed to the temple, they run afoul of dragon defenders in the plaza before the temple.

Piles of gems and gold coins glitter within several abandoned stalls and inside a large fountain in the center of the plaza at the bottom of the hill leading up to the temple.

When the group either moves near to one of the trapped squares, or attempts to skirt the area and move towards the temple, read or paraphrase:

With a tremendous explosion, the building next to the plaza explodes outward, raining rocks over the crowds of statues in the plaza. A huge dragon springs out of the wreckage, wind rising about it in its rage. She screams, "Intruders!"

An answering crack comes from the cobblestones next to the fountain as a second huge dragon bursts up from the ground. The ground shakes all around it as he roars, "Thieves!"

Veins of blue fire trace through both dragons and smoke rises from blazing blue pools where their eyes once were.

FEATURES OF THE AREA

Illumination: The entire area has bright illumination.

Mobs: There are petrified individuals all over the area, but the mob tiles represent areas where a large number are gathered in a small space. These tiles are difficult terrain and provide cover.

Stalls: These are merchants' stalls filled with dragon treasure; they are difficult terrain and provide cover while inside.

Fountain: The fountain is filled with coins and gems from the dragon's hoard. The fountain is difficult terrain.

Statues: The left statue is of a gnome twirling a cloak (the god Baravar Cloakshadow) and the right statue is a crying elven woman with hands clasped (the goddess, Sehanine Moonbow). There is a third statue in the fountain - open mouthed eladrin, elf, and gnome clasping hands while looking out.

All statues are blocking terrain. On the rocktempest gargoyle's initiative (or later if dramatically appropriate), choose one (or two for six players) to animate and attack.

TACTICS

All of the enemies in this encounter are either spellscarred or animated by spellfire. Any PCs already spellscarred, or currently mutated by Encounter 2, take a -2 penalty to defenses and saving throws against them. The monsters take the same penalties against any spellscarred PCs.

The gargoyle and Maelendresos focus on sliding enemies into the areas of the trap, preferably the ones near to Rethraxus.

The dragons act defensively for the first couple of rounds while their auras build up, then attempt to maximize effect in the middle of as many PCs as possible.

The trap and gargoyle cease working as soon as both dragons are dead.

ROLEPLAYING

The dragons are a mated pair that have laired in Myth Dyraalis for a century. They yell at the PCs for injuring the other or ignoring their own prowess, while bickering with each other for failing to deal with the PCs.

Rethraxus believes himself owner of all stone things in Myth Dyraalis. He is enraged by anyone damaging his subjects (such as the statues in the square) and pleased at the idea of acquiring new prizes by turning PCs to stone.

Maelendresos is insane with rage and grief. She has attempted and failed to have a child for over a century, since passing through the mythal barrier. Tsien Chiang promised she would fix this if the dragon stopped the PCs.

ENDING THE ENCOUNTER

With the dragons defeated, the party is free to enter the temple and move on to the next encounter.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The dragon's hoard contains 500,000 gp in gold and gems, an *avandra's ring*, and *great hero's gauntlets*.

ENCOUNTER 3: “COLD STONE” STATISTICS

Maelandresos (M)		Level 24 Elite Controller	
Huge elemental magical beast (dragon, air)		XP 12,100	
HP 454; Bloodied 227		Initiative +21	
AC 38, Fortitude 36, Reflex 37, Will 35		Perception +19	
Speed 10, fly 10 (hover)		Darkvision	
Saving Throws +2; Action Points 1			
TRAITS			
O Whirlwind • Aura 1			
Any enemy that ends its turn in the aura is slid 3 squares.			
Instinctive Claw			
On an initiative of 10 + the dragon's initiative check, the dragon flies its speed and makes a <i>claw</i> attack as a free action. If it cannot move or take that free action due to an immobilized, restrained, stunned, or dominated effect, it instead ends that effect.			
STANDARD ACTIONS			
m Bite • At-Will			
Attack: Melee 3 (one creature); +29 vs. AC			
Hit: 3d8 + 12 damage, and the target is pushed 6 squares.			
m Claw • At-Will			
Attack: Melee 3 (one creature); +29 vs. AC			
Hit: 4d6 + 18 damage, and the dragon slides the target 4 squares.			
M Double Attack • At-Will			
Effect: The dragon uses <i>bite</i> and <i>claw</i> , or uses <i>claw</i> twice.			
MINOR ACTIONS			
C Rising Winds • Recharge at the start of any turn when whirlwind aura is aura 1			
Effect: The whirlwind aura expands to aura 3. At the start of the dragon's next turn, the whirlwind expands to aura 5. At the start of its following turn, the dragon makes the following attack.			
Attack (No Action): Close burst 5 (enemies in the burst); +27 vs. Fortitude			
Hit: 4d10 + 18 damage, and the target slides 6 squares and is stunned (save ends).			
Effect: The whirlwind aura reverts to its original state and size (aura 1).			
TRIGGERED ACTIONS			
Sudden Cyclone • At-Will			
Trigger: The dragon is hit by an attack.			
Effect (Immediate Reaction): The dragon slides each enemy in its aura 2 squares, then slides itself 4 squares.			
Bloodied Storm • Encounter			
Trigger: The dragon is first bloodied.			
Attack: Close burst 5 (enemies in the burst); +27 vs. Fortitude			
Hit: 4d10 + 18 damage, and the target slides 6 squares.			
Miss: Half damage, and the target slides 3 squares.			
Str 24 (+19)		Dex 28 (+21)	
Con 27 (+20)		Int 25 (+19)	
		Cha 22 (+18)	
Alignment unaligned		Languages Common, Draconic	
Note: Ancient blizzard dragon reflavored as a tornado dragon (including movement effects), with <i>bloodied storm</i> and <i>instinctive claw</i> .			

Rethraxus (R)		Level 24 Elite Soldier	
Huge elemental magical beast (dragon, earth)		XP 12,100	
HP 456; Bloodied 228		Initiative +22	
AC 40, Fortitude 37, Reflex 37, Will 35		Perception +19	
Speed 8 (earth walk), burrow 4, fly 6 (clumsy) Darkvision, tremorsense 10			
Saving Throws +2; Action Points 1			
TRAITS			
O Quaking Earth • Aura 1			
When any enemy within the aura makes an attack that does not include the dragon as a target, that enemy falls prone and takes 15 damage.			
Threatening Reach			
The dragon can make opportunity attacks using claw against enemies within 3 squares of it.			
Instinctive Bite			
On an initiative of 10 + the dragon's initiative check, the dragon makes a bite attack as a free action. If it cannot take that free action due to a stunned or dominated effect, it instead ends that effect.			
STANDARD ACTIONS			
m Bite • At-Will			
Attack: Melee 2 (one creature); +29 vs. AC			
Hit: 4d8 + 14 damage.			
m Claw • At-Will			
Attack: Melee 3 (one creature); +31 vs. AC			
Hit: 4d6 + 10 damage.			
M Double Attack • At-Will			
Effect: The dragon uses bite and claw or uses claw twice.			
C Petrifying Breath • Recharge 5-6			
Attack: Close blast 5 (creatures in blast); +27 vs. Reflex			
Hit: 4d10 + 11 damage, and the target is restrained (save ends).			
First Failed Saving Throw: The target is instead petrified (save ends).			
MINOR ACTIONS			
C Rising Tremors • Recharge at the start of any turn when quaking earth aura is aura 1			
Effect: The quaking earth aura expands to aura 3. At the start of the dragon's next turn, the quaking earth expands to aura 5. At the start of its following turn, the dragon makes the following attack.			
Attack (No Action): Close burst 5 (enemies in the burst); +27 vs. Reflex			
Hit: 4d8 + 14 damage, and the target falls prone and cannot stand up (save ends).			
Effect: The quaking earth aura reverts to its original state and size (aura 1).			
TRIGGERED ACTIONS			
Sudden Quake • At-Will			
Trigger: The dragon is pulled, pushed, slid, or knocked prone.			
Effect (Free Action): Each enemy in the dragon's aura falls prone.			
Bloodied Breath • Encounter			
Trigger: The dragon is first bloodied.			
Effect (Free Action): The dragon recharges its petrifying breath and uses it as a free action.			
Str 26 (+20)	Dex 27 (+20)	Wis 25 (+19)	
Con 28 (+21)	Int 24 (+19)	Cha 22 (+18)	
Alignment unaligned		Languages Common, Draconic	
Note: Petrifying breath replacing earthen maw as a thematically appropriate variant, and instinctive bite and bloodied breath added.			

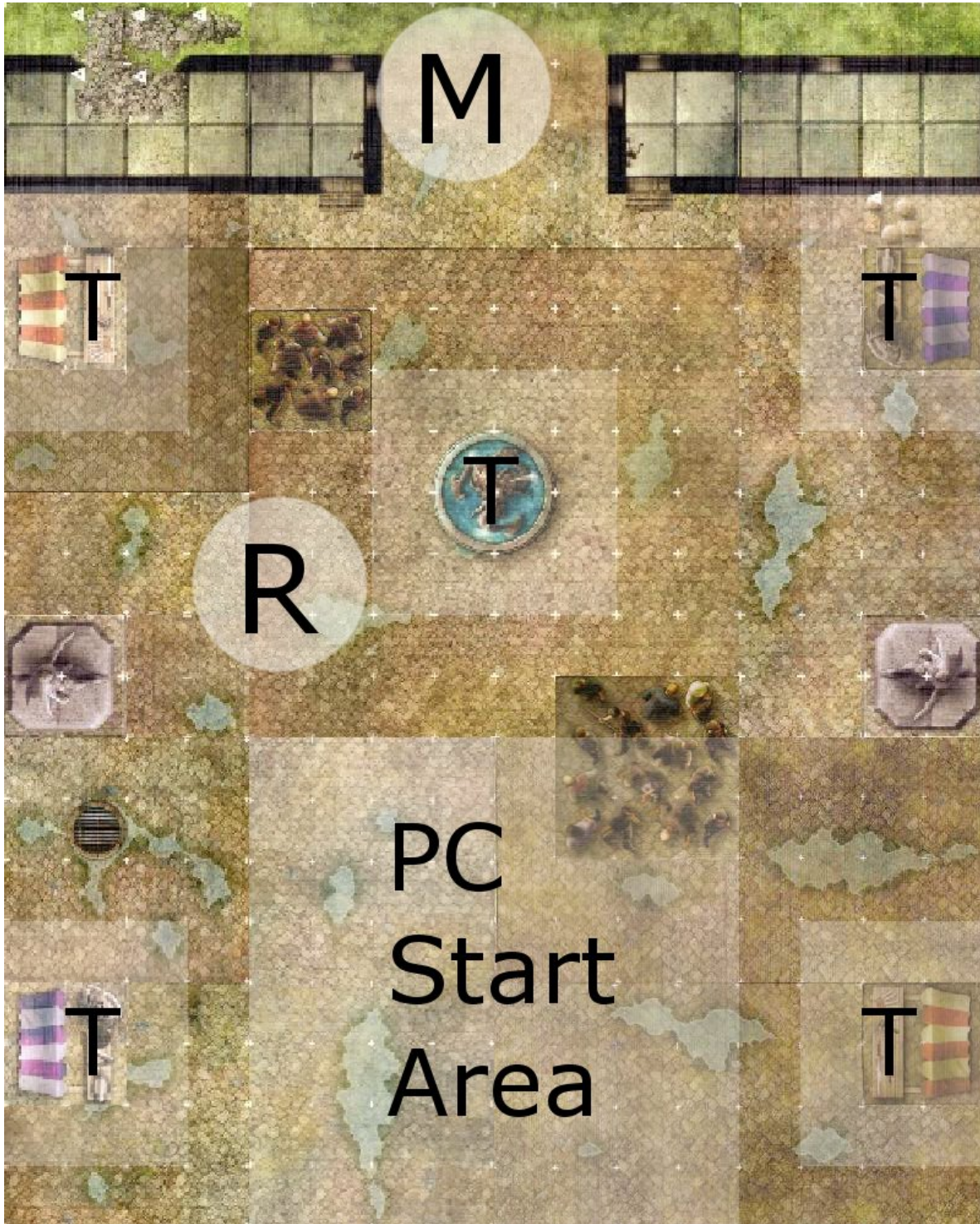
Rocktempest Gargoyle (G)	Level 24 Elite Lurker
Large elemental humanoid (earth)	XP 12,100
HP 342; Bloodied 171	Initiative +24
AC 38, Fortitude 38, Reflex 37, Will 35	Perception +15
Speed 6, fly 8 (hover)	Darkvision
Immune petrification	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 1 (one creature); +29 vs. AC	
<i>Hit:</i> 2d8 + 7 damage, and ongoing 15 damage (save ends).	
M Tempest Claws • At-Will	
<i>Effect:</i> The gargoyle uses claw two times. If both attacks hit the same target, the target is also dazed (save ends).	
Stone Form • At-Will	
<i>Effect:</i> The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 30 to all damage, gains 10 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +10 bonus to all damage rolls before the end of its next turn.	
M Flying Strike • Recharge when the gargoyle uses stone form	
<i>Effect:</i> The gargoyle flies up to 8 squares. At any point during its move, it makes the following attack three times, but only once against any creature. This movement does not provoke opportunity attacks.	
<i>Attack:</i> Melee 1 (one creature); +27 vs. Fortitude	
<i>Hit:</i> 4d8 + 13 damage, and the gargoyle slides the target up to 3 squares.	
TRIGGERED ACTIONS	
Bloodied Stone • Encounter	
<i>Trigger:</i> The gargoyle is first bloodied.	
<i>Effect (Free Action):</i> The gargoyle uses its <i>stone form</i> power.	
Str 26 (+20)	Dex 27 (+20) Wis 17 (+15)
Con 24 (+19)	Int 15 (+14) Cha 21 (+17)
Alignment chaotic evil Languages Primordial	
Note: <i>Bloodied stone</i> added for pacing reasons.	

Haunting Conscience (T)	Level 24 Warder
Trap	XP 6, 050
Trap: The trap protects a dragon's hoard, occupying each square adjacent to the hoard and all squares containing the hoard. When the trap is triggered, it attacks and compels the triggering creature to protect the treasure at all costs.	
Perception	
• DC 37: The character notices a shimmering malignant presence hanging over the hoard.	
Additional Skill: Religion	
• DC 28: Religion can only be used if Perception is first made, or the trap has attacked. The character recognizes the hoard as haunted by a malignant force of a dragon's will that protects the hoard by charming the dragon's enemies.	
Trigger	
• The trap attacks any enemy of the dragons that enters a square in or adjacent to a stall or fountain.	
C Attack (charm, psychic) • At-Will	
<i>Trigger:</i> An enemy enters or ends its turn in the trapped area.	
<i>Attack (Free Action):</i> Close burst 1 from all stalls and the fountain (triggering enemy in burst); +27 vs. Will	
<i>Hit:</i> 4d8 + 14 psychic damage and the target is dominated (save ends). The dominated creature screams a warning to the dragons and uses its most effective at-will attack abilities to defeat its allies, with a preference to stay within the trapped area if possible, and to attack other dominated creatures last.	
<i>Aftereffect:</i> The target makes its most effective at-will attack against itself, with combat advantage.	
<i>Special:</i> A creature may only be attacked once per round by the trap.	
Countermeasures	
• A dominated creature who starts their turn outside of a trapped square may make a saving throw to end the dominated effect.	
• Slaying the dragons automatically disables the trap.	
Note: Stun removed from aftereffect, replaced with attacking self.	

ENCOUNTER 3: “COLD STONE” MAP

TILE SETS NEEDED

Streets of Shadow, DTMS - The City



ENCOUNTER 4: VESTIGE OF MYSTERY

ENCOUNTER LEVEL 26

SETUP

This encounter includes the following creatures and traps:

Tsien Chiang (T)

2 storm archon dervishes (D)

2 storm archon invokers (I)

2 storm gorgons (G)

SCALING THE ENCOUNTER

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

Four PCs: Remove an invoker and a gorgon.

Six PCs: Add an invoker and a dervish.

Make the following adjustments as necessary for pacing and difficulty:

Faster: Reduce the hp of all enemies by 50 and increase all recharge rolls by 2.

Easier: Tsien Chiang does not act on initiative 50 during the first round and cannot drain a statue during the first round. Remove the -5 save penalty from her *Heart of Treachery*.

Harder: Add an invoker next to statue 7 and move statue 7's gorgon next to statue 5.

PCs ascend to the temple of Sehanine, called the Twin Spires of Mystery, at the top of the city.

At the top of the city lies its fabled temple, the Twin Spires of Mystery. A gleaming marble temple rises up from the city, flanked by a pair of towers that rise hundreds of feet above the temple. An arch of marble crosses between the two towers over the open-topped temple.

Bracketed by the two spires is a clear view of the full moon. Within the temple, a storm of energy is gathering; Tsien Chiang is just ahead.

You suddenly see a vision: Tsien's nails tear into the flesh of a beautiful elven woman. The elf screams, "Help!"

If the PCs do not immediately enter, Tsien drains one statue per round. When the PCs are ready to enter the temple:

Several statues of elves, former knights of the seventh mystery, are spread around the temple gazing towards

its center. At that center, a grassy fey circle is bathed in moonlight. Elemental creatures stand guard, awaiting your arrival.

Tsien Chiang hovers before one of the statues. Energy crackles around the Shou sorceress, shielding and lashing out from her. Four gemstones hover by her head. Glittering in the depths of the gems are glowing sigils of creation.

Her hand is outstretched to the statue, drawing a stream of silver light into herself. The statue disintegrates and Tsien turns towards you. "You have no hope, chance, possibility, or prayer of stopping me. Do not waste my time."

Religion DC 21: Tsien Chiang is radiating energy much like a full-fledged god. She's draining divine power of Sehanine from the statues.

Religion DC 28: Tsien Chiang is almost invincible in her current state, with a mix of abyssal and deific powers, as well as extraordinarily powerful defenses from her four gems.

Religion DC 37: Explain the name and power of each of her hearts.

A truly powerful individual, such as any of the epic PCs, can stop Tsien from obtaining Sehanine's power by taking a standard action next to any of the statues to draw the power into themselves, as long as no other enemy are adjacent to it to stop them.

Tsien Chiang is entirely focused on draining Sehanine's Vestige from the statues throughout the room. She is concerned that other greater powers, particularly gods, might show up. Dealing with the PCs is likely trivial for her to do, but might slow or weaken her. Tsien starts the encounter having drained one statue (not shown on map), leaving 6 remaining statues.

If two or more rooms were destroyed in Encounter 1B, she has drained a second statue. If all four rooms were destroyed, she has drained a third statue.

SEVENTH MYSTERY STATUES

The statues throughout the room contain Sehanine's vestige, remnants of the goddess that was worshipped for millennia. There is a statue in each corner of the temple and one at each end of the arch 9 squares overhead. A PC may make a standard action Religion check while adjacent to a statue that has no enemies adjacent to it to draw the power into themselves.

Religion DC 28: The PC controls a thread of Sehanine's power to gain resist 5 all for the remainder of the encounter.

Religion DC 37: The PC also gains a +2 bonus to attack rolls for the encounter. If the PC wishes, a moonbridge immediately forms to any square they wish, and they may fly to that square as part of the standard action just taken. This flight provokes opportunity attacks (as usual for movement).

Sehanine wishes to escape Tsien, so her power automatically joins the PC regardless of their Religion check. Each PC can only draw power from one statue during the encounter. Tsien Chiang cannot draw power from any statue claimed by a PC.

Tsien Chiang can draw power from any statue that is within 2 squares, as long as less than 2 PCs are adjacent to the statue. Tsien can only drain the power from a maximum of one statue per round.

Each time Tsien drains a statue, the statue is destroyed. The moon wanes further each time, slimming to a crescent and going out entirely if the PCs do not manage to draw some of the power themselves. As the moon darkens, the white marble of the temple turns black from east to west to match the state of the moon.

MISTRESS OF THE NIGHT

At the end of the first round of combat, the PCs can observe the *Mistress of the Night* bursting through the mythal barrier.

A flash of blue light flares at the edge of town as the Mistress of the Night bursts through the mythal barrier. It races towards the temple, at fantastic speed.

Once there are only two statues remaining, or at the end of the second round of combat (whichever comes last), read or paraphrase the following.

The Mistress of the Night slows down as it nears the spires, preparing to come to a stop overhead. The deck is a flurry of movement, crew preparing for combat.

Once all of the statues are drained, or at the end of the third round of combat (whichever comes last), read or paraphrase the following.

Tsien Chiang declares, "Our business is ended, finished, concluded, and terminated. You may live, today, but never appear in my sight again."

She then gestures with one hand, and appears far above on the deck of the Mistress of the Night. The Chiang crew on the deck flattens in a bow to her, compelled to serve her. Captain Panahq looks over the

rail down to you, and salutes. There is a hesitation to his movements, but he turns away from the rail.

A moment later, the ship thrums with energy and jets forward into a hole ripped in the planes. In a blink of an eye, it disappears.

The remaining elementals focus on killing any of the PCs they can, coup de gracing if necessary. The combat can be called as soon as there is no possibility of them killing a PC, since there is an extended rest available after this combat.

FEATURES OF THE AREA

Columns: The arch over the temple is held up by two forty-foot (8 squares) tall carved stone columns. The western column is carved as the gnomish god, Baravar Cloakshadow spinning his stone cloak upwards, while the eastern column is the elven goddess Sehanine Moonbow, staff upraised. The columns are blocking terrain.

Spiral Stairs: The stairs are difficult terrain to ascend, and it requires 4 squares of stairs to move from one tower level to the next.

Moonlit Circle: Any PC in the moonlit area of grass in the center of the temple gains a +10 bonus to death saving throws. A PC standing in the area may use a move action to travel via moonbeam, teleporting 10 squares.

TACTICS

The PCs should quickly realize that Tsien's hearts make her nearly unbeatable.

Tsien takes two turns each round. If she has not yet drained a statue this round, she does everything possible to do so, moving within 2 squares of a statue that is not guarded by PCs and draining it as a standard action if able. Otherwise, she uses her standard action to clear PCs away from a statue and moves towards a statue. If the PCs are being highly effective at controlling her, she double-moves and/or run to the statues if necessary. Note that she must use different standard action attack powers on each of her turns due to the powers' 1/round limitation. She'll use *acid slash* every turn, focusing on PCs who have not yet claimed a statue.

The dervishes move to engage the PCs in melee, trying to pull PCs away from statues and threaten with opportunity attacks.

The invokers attempt to stay at range adjacent to a statue, holding them safe for Tsien. They use *dancing lightning* as much as possible, then *thunder crack* on enemies that are not teleporting (especially flyers) and *thunder crash* if enemies get near the statue.

The gorgons attempt to end each turn adjacent to a statue, since they are immune to forced movement and can block PCs from claiming those statues. They use *storming breath* when available, and *mobile melee attack* and *trample* to attack then move back to a statue.

ROLEPLAYING

Tsien Chiang is obsessed and arrogant. She hates men and reveres the number four. She has a speech quirk where she often uses four words, instead of one.

When the PCs first drain one of the statues:

Tsien glares. *“That was an unwise tactic, decision, maneuver, and ploy.”*

When a PC hits her:

Tsien smirks. *“Your own attacks will be your undoing, defeat, ruin, and doom.”*

ENDING THE ENCOUNTER

The encounter ends when the PCs are defeated, or Tsien escapes on the *Mistress of the Night*, or discorporates.

If Tsien Chiang discorporates, the *Mistress of the Night* still come towards the temple, then abruptly changes plans and shift planes.

MILESTONE

This encounter counts towards a milestone.

TREASURE

None.

ENCOUNTER 4: “VESTIGE OF MYSTERY” STATISTICS

Storm Archon Dervish (T)	Level 24 Soldier
Medium elemental humanoid (air)	XP 6,050
HP 222; Bloodied 111	Initiative +21
AC 40, Fortitude 36, Reflex 38, Will 36	Perception +19
Speed 6, fly 8 (hover)	blindsight 10
Immune disease, poison; Resist 15 lightning, 15 thunder	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 2 (one creature); +29 vs. AC	
Hit: 3d10 + 15 (crit 9d10 + 45) damage.	
Effect: The target is marked until the end of the archon's next turn.	
R Spinning Vortex (cold, thunder) • Recharge 6	
Attack: Ranged 10 (one creature); +27 vs. Reflex	
Hit: 4d12 + 22 cold and thunder damage and the target is immobilized (save ends).	
C Whirlwind Dervish (lightning, thunder) • Recharge when the archon is struck by a critical hit	
Attack: Close burst 2 (creatures in blast); +29 vs. AC	
Hit: 4d10 + 18 lightning and thunder damage.	
MINOR ACTIONS	
R Come to Me • At-Will 1/round	
Attack: Ranged 10 (one creature); +27 vs. Fortitude	
Hit: The target is pulled 5 squares.	
TRIGGERED ACTIONS	
Rebuking Storm • At-Will	
Trigger: A marked enemy within 10 squares makes an attack that does not include the dervish	
Effect (Immediate Reaction): The triggering enemy is pulled 5 squares and takes 15 lightning and thunder damage.	
Skills Bluff +22, Insight +24	
Str 28 (+21)	Dex 25 (+19) Wis 25 (+19)
Con 22 (+18)	Int 19 (+16) Cha 20 (+17)
Alignment chaotic evil Languages Primordial	
Equipment: scimitar	

Note: Djinn Stormsword very mildly reflavored as a storm archon and range improved from 5 to 10. Rebuking Storm added to give it a mark punishment.

Storm Archon Invoker	Level 24 Artillery
Medium elemental humanoid (air)	XP 6,050
HP 173; Bloodied 86	Initiative +18
AC 36, Fortitude 34, Reflex 36, Will 37	Perception +20
Speed 10, fly 12 (hover)	
Immune disease, poison; Resist 15 lightning, 15 thunder	
TRAITS	
Clao of Winds	
Any ranged or area attack against the archon takes a -2 penalty.	
STANDARD ACTIONS	
m Thunderstaff (thunder, weapon) • At-Will	
Attack: Melee 2 (one creature); +29 vs. Fortitude	
Hit: 2d10 + 10 damage plus 2d10 thunder damage.	
R Thunder Crack (thunder) • At-Will	
Attack: Ranged 20 (one creature); +29 vs. Fortitude	
Hit: 2d12 + 19 thunder damage, and the target is knocked prone.	
C Thunder Crash (thunder) • At-Will	
Attack: Close burst 3 (enemies in burst); +29 vs. Fortitude	
Hit: 4d6 + 10 thunder damage and the target is pushed 2 squares.	
Effect: The archon shifts 2 squares.	
R Dancing Lightning (lightning) • Recharge 5-6	
Attack: Ranged 20 (one, two, or three creatures); +29 vs. Reflex	
Hit: 3d12 + 20 lightning damage.	
Skills Insight +23, Religion +23	
Str 20 (+17)	Dex 22 (+18) Wis 25 (+19)
Con 19 (+16)	Int 24 (+19) Cha 27 (+20)
Alignment chaotic evil Languages Primordial	
Note: Angel of Thunder reflavored to a storm archon.	

Storm Gorgon (G)		Level 24 Skirmisher
Medium natural humanoid		XP 6,050
HP 232; Bloodied 116		Initiative +20
AC 40, Fortitude 38, Reflex 33, Will 33		Perception +18
Speed 8, fly 10 (hover)		truesight 6
Immune knocked prone, push/pull/slide; Resist 20 lightning, 20 thunder		
TRAITS		
O Tempest's Fury (lightning) • Aura 5		
Any enemy that ends its turn in the aura takes 20 lightning damage.		
STANDARD ACTIONS		
m Gore (thunder) • At-Will		
Attack: Melee 1 (one creature); +29 vs. AC		
Hit: 2d10 + 12 damage plus 2d8 thunder damage, and the target is pushed 2 squares and knocked prone.		
M Mobile Melee Attack • At-Will		
Effect: The gorgon moves up to half its speed and makes one gore at any point during that movement. The gorgon doesn't provoke opportunity attacks when moving away from the target of its attack.		
M Trample • At-Will		
Effect: The gorgon moves up to its speed and can enter enemies' spaces. This movement provokes opportunity attacks, and the gorgon must end its move in an unoccupied space. When it enters an enemy's space, it makes a trample attack.		
Attack: Melee 1 (one enemy); +27 vs. Reflex		
Hit: 3d10 + 16 damage, and the target is knocked prone.		
C Storming Breath (lightning, thunder) • Recharge 6		
Attack: Close blast 5 (creatures in blast); +27 vs. Fortitude		
Hit: 3d10 + 24 lightning and thunder damage.		
Str 30 (+22)	Dex 22 (+18)	Wis 23 (+18)
Con 32 (+23)	Int 2 (+8)	Cha 8 (+11)
Alignment unaligned		Languages -
Note: Aura altered to enemy only and end of turn.		

Tsien Chiang (T)		Level 27 Hazard	
Medium immortal humanoid		XP 11,000	
HP 1032; Bloodied 516			
AC 48, Fortitude 45, Reflex 48, Will 48			
Speed 6, teleport 6, fly 8			
TRAITS			
Deific Power			
Tsien Chiang acts on initiative count 50 and 30 and may take a minor, move, and standard action each turn. At the end of each turn, remove all harmful effects and conditions from Tsien Chiang.			
Heart of Lament (healing)			
At the start of each of her turns, Tsien Chiang heals 100 hit points and gains 50 temporary hit points.			
O Heart of Discord • Aura 20			
When an enemy starts or ends its turn in the aura, it loses all temporary hit points and Tsien Chiang gains an equal number of temporary hit points. These temporary hit points stack with any she already possessed.			
Heart of Treachery (charm)			
Any enemy that attacks Tsien Chiang becomes dominated (save ends, with a -5 penalty) at the end of its turn before it makes saves.			
Mistress of Sorcery			
Tsien Chiang scores critical hits on an 18, 19, or 20. When she makes an attack that includes at least two enemies, she may swap attack rolls between two of the targets after rolling.			
STANDARD ACTIONS			
R Thunder Summons (thunder) • At-Will 1/round			
Attack: Ranged 10 (one, two, or three creatures); +32 vs. Will			
Hit: 3d8 + 22 (crit 6d10 + 46) thunder damage, and the target is teleported to a space adjacent to its nearest ally.			
C Thunder Pulse (thunder) • At-Will 1/round			
Attack: Close burst 3 (enemies in burst); +32 vs. Fortitude			
Hit: 3d6 + 22 (crit 6d10 + 40) thunder and the target is pushed 9 squares and knocked prone.			
A Mass Charm (charm) • At-Will 1/round			
Effect: Area burst 1 in 10 (enemies in burst); Each target slides 5 squares, then makes a melee basic attack against a creature of Tsien's choice as a free action.			
MINOR ACTIONS			
m/r Acid Slash (acid) • At-Will 1/turn			
Attack: Melee 1 or Ranged 20 (one creature); +32 vs. Reflex			
Hit: 2d10 + 22 (crit 6d10 + 42) acid damage.			
TRIGGERED ACTIONS			
Heart of Doom • At-Will			
Trigger: An enemy damages Tsien Chiang			
Effect (Free Action): The triggering enemy takes equal damage.			
Discorporate			
Trigger: Tsien Chiang is reduced to 0 hp			
Effect: Tsien disappears and reforms somewhere else, leaving the encounter.			
Str 24 (+21)		Dex 26 (+22)	
Con 26 (+22)		Int 31 (+24)	
		Wis 26 (+22)	
		Cha 29 (+23)	
Alignment chaotic evil		Languages All, telepathy 40	

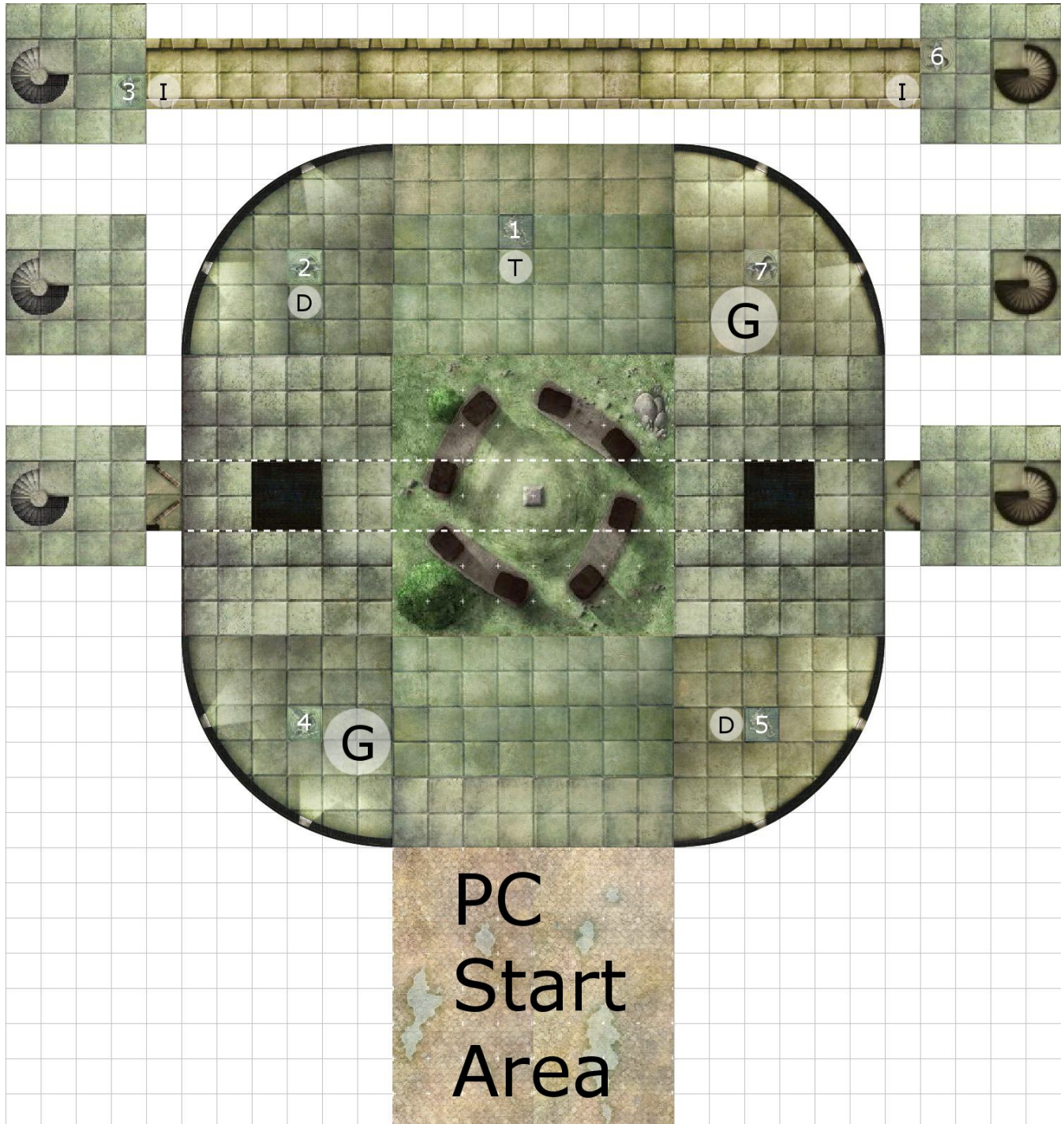
Note: Custom hazard based on stat block for custom solo - only contains the powers necessary for this encounter, plus the effects of her four hearts. Defenses include a +7 power bonus to all defenses.

ENCOUNTER 4: “VESTIGE OF MYSTERY” MAP

TILE SETS NEEDED

Arcane Towers, DTMS - The Dungeon, DTMS - The City, DTMS - The Wilderness, Fane of the Forgotten Gods, Halls of the Giant Kings

The arch extends between the 3rd level of the towers and is over the two black squares (statue columns). It's assumed that PCs will fly or teleport up there, not actually use the towers or stairs. Statues are 1 - 7, with 1 destroyed in box text.



ENCOUNTER 5: ALLIED FORCES

Sehanine Moonbow, fey aspect of Selûne

Make the following adjustments as necessary for difficulty:

Easier: PCs who do not take an extended rest still regain three healing surges.

Harder: PCs can only regain healing surges, and not daily powers, from taking an extended rest.

Selûne is currently distracted by events in Netheril, but Sehanine's vestige can aid the PCs in stopping Tsien Chiang. After Tsien acquired some of Sehanine's power and escaped on the *Mistress of the Night*, the remaining power of the vestige communicates with the PCs telepathically. Sehanine rarely communicates directly, frequently using dreams and visions to illustrate her point.

An image of a full moon appears in your mind. A form emerges from the silver moon - a beautiful, young female elf wearing a gown of moonbeams. She steps out of the moon and into a temple with no ceiling, open to the night sky. She gestures to the frescos on the walls.

Describe each of the frescos to the PCs and allow them to piece together what the vestige is trying to communicate. If the PCs are having difficulty deciphering the visions, provide more clues or have Sehanine directly explain what needs to be done.

- The first fresco shows the PCs standing in a room in the presence of a beautiful elf. In the background to the right, is a small island; to the left, a spelljammer with a Shou female standing on deck sails off towards a void; below them is a map of Faerûn.
- The second fresco pictures the same room. Bridges of silvery light span from each of the PCs' feet down towards a map of Faerûn. The beams fade before reaching any particular destination. Another powerful beam leads to the Feywild.
- The third fresco illustrates the PCs ascending the silvery bridges with an army of humanoids following each of them. A force of fey creatures ascends the feywild bridge.
- The fourth and final fresco depicts a large moon bridge leading to the small island. The ship is now merely a spec. The PCs are leading their armies and the fey forces toward the island, where a large group of Shou warriors march out to meet them.

The forces from the Feywild assist the PCs in the upcoming battle. They split up to fill out the ranks, but provide no specific bonus. If there are five PCs, there are enough fey forces to complete one of the six objectives in Encounter 6A. If there are four PCs, the fey forces can accomplish two objectives.

The PCs can also learn the following:

- **Insight DC 21:** The vestige is using these images to communicate what needs to be done.
- **Insight DC 28:** The vestige does not seem to know where the ship is going, only that it is going away from the island.
- **Religion DC 21:** Sehanine is a close ally of Corellon.
- **Religion DC 28:** Sehanine uses dreams and visions to communicate.
- **History DC 21:** The island looks like I'Cath, at the center of which is the Palace of Bones, home of Tsien Chiang.
- **History DC 28:** Tsien Chiang has three living daughters: Hate, Spite, and Scream. She murdered her fourth daughter, Nightingale, for being insufficiently evil.
- **History DC 37:** Tsien's forces include the Chiang clan, as well as other Shou adopted into the Chiangs. I'Cath also has powerful elemental and plant guardians that protect the wilderness around the Palace of Bones.

From the frescos, the PCs should deduce that while Tsien Chiang is away, they should raise an army and invade I'Cath. The knowledge of how to defeat Tsien Chiang is there. The next step for the PCs is to travel anywhere in Faerûn and summon their allies to besiege I'Cath. If they picture a location in their mind, Sehanine's vestige creates a moonbridge to that location. Be sure the PCs understand the following guidelines before they choose their destinations.

- Each individual PC must choose a different location, since any given kingdom or organization has only limited resources.
- Raising an army in a short amount of time requires the PC's presence the entire time. Few rally behind a leader in absentia.
- Each PC gains a bonus for favors or recognition with the kingdom or organization they choose.
- Each PC also needs to make a social skill check (Bluff, Diplomacy, Intimidate, or Streetwise) as part of raising the army.

At each destination, briefly roleplay the PC's interaction with local leaders. Commonfolk rally to their banner, while groups of adventurers plead to come along. This is

a rare opportunity for PCs to flex their epic muscles in Faerûn, so be sure to have the mortals respond in an appropriately obsequious fashion. If you are not playing in a time-restricted environment, feel free to extend this scene.

Ask the PC how influential they are with the organization or region. Don't spend an excessive amount of time checking story awards, but influence and titles awarded in play should count, not simply claimed or imagined influence.

As a rule of thumb, consider the following:

- Background benefit for the region
- Membership in the meta-organization
- 3+ favors / recognitions with individuals or organizations
- 6+ adventures played in the region
- Special title

If the PC has none of the above, then they do not gain any bonus, and likely should go to a different location for help.

Somewhat Influential: If the PC has 1 of the above forms of influence, grant a +5 bonus to the Army Check in Encounter 6.

Very Influential: If the PC has 2 or more of the above forms of influence, grant a +10 bonus to the Army Check in Encounter 6.

Each individual PC must decide whether they wish to take an extended rest at this point of the adventure, or whether they want to spend the entire time recruiting. There are a number of reasons the PCs might choose not to rest, such as saving Action Points, items that improve because they have reached a milestone, or the large added bonus in the next encounter for recruiting a larger force. Make it clear to the PCs that this will likely be their only opportunity to take an extended rest. Each PC decides individually whether or not they rest.

As the PCs recruit an army from their favorite Faerûn regions, they should each make a Streetwise, Diplomacy, Intimidate, or Bluff check to determine how much help their allies can muster (this will affect the Army Check in Encounter 6A). Tell the PCs that Streetwise is the most effective (easiest) path, while using Bluff on one's allies is likely to have drawbacks.

Streetwise

- **DC 21:** Getting the word out through the right contacts rallies all sorts of individuals to fight under your banner. Gain a +2 bonus to your Army Check.
- **DC 28:** The bonus to the Army Check increases to +5.

- **DC 37:** The bonus to the Army Check increases to +10.

Diplomacy or Intimidate

- **DC 28:** Either through a convincing argument, or pointing out the imminent threat posed, sending troops is in the organization's best interest. Gain a +2 bonus to your Army Check.
- **DC 37:** The bonus to the Army Check increases to +5.
- **DC 42:** The bonus to the Army Check increases to +10.

Bluff

- **DC 28:** Even allies do not appreciate being tricked into entering a war. Gain a +2 bonus to your Army Check. However, you lose all favors with the nation or organization at the conclusion of the adventure. Make a note of this on your adventure log.
- **DC 37:** The bonus to the Army Check increases to +5.
- **DC 42:** The bonus to the Army Check increases to +10, and the nation or organization never detects your deception. You do not lose any favors.

When the PCs have gathered their forces and returned on the moonbridge, the fey are waiting for them. The majority of the force is comprised of elves and eladrin, who explain that they felt their goddess' pain and were given a vision to cross the moonbridge and be led by the PCs on a mission of vengeance and learning. Feel free to use the elves to communicate information directly with the PCs (they can interpret Sehanine's visions).

Note: While there is insufficient time to organize and recruit a massive army, each PC should easily be able to gather a sizable group of volunteers as well as an elite force, like a unit of knights with a war wizard, a group of dragonborn berserkers on rage drakes, or several groups of Paragon and Heroic tier adventurers. Convey that it is only the legendary status of the PCs that allows such marshaling to happen so quickly, if there are any objections based on logistics.

ENDING THE ENCOUNTER

The encounter ends when the PCs have gathered their forces and returned to Sehanine's vestige. Each PC may (but does not have to) take an extended rest.

MILESTONE

This encounter does NOT count toward a milestone.

ENCOUNTER 6A: WAR!

Sehanine Moonbow, fey aspect of Selûne

SCALING THE ENCOUNTER

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

Four PCs: Fey forces engage two of the paths. The PCs only need to choose 4 of the 6 options.

Five PCs: Fey forces engage one of the paths. The PCs only need to choose 5 of the 6 options.

Six PCs: The PCs must lead their forces to defeat all six options.

This encounter represents the PCs leading armies into war with the forces of I'Cath. Depending on the amount of time available, you should allow the players to describe their battles in appropriate graphic detail.

Remember, before this encounter, all of the PCs had the opportunity to take an extended rest. When you are ready to continue, read or paraphrase the following.

Several armies have assembled under your banners to wage war. The objective is simple enough. Invade and conquer I'Cath to gain access to Tsien Chiang's secrets, learn of her master plan, and find a weakness to exploit against her.

Review the information the PCs learned from Candlekeep. They should understand that there are six key objectives they need to accomplish to win the war. Troops follow the example set by their leaders, so a strong showing by each PC is reflected in the success of their troops.

- **First Wave:** The first wave need to endure the brunt of the attack, a volley of arrows that darkens the sky. Despite heavy casualties, they will need to press on. (Endurance)
- **Main Gates:** While the first wave engages the defenders, a group need to batter through the reinforced front gates. (Athletics)
- **Flanking Maneuver:** A group attempts to slip around the enemy forces near the screaming glacier without being detected and launch a surprise attack from their flank. (Stealth)
- **Tower Assault:** The tower of broken promises is the center of arcane support. The forces engaged there need to be able to counter their most powerful spells and ward themselves against magical attacks. (Arcana)
- **Forests of I'Cath:** The trees of I'Cath are known to charm the minds of enemies, turning them on

themselves. Knowledge of the natural defenses of the terrain allow an attack through the less-fortified forests. (Nature)

- **Weakest Link:** A group of Shou mercenaries holds a key position on the battlefield. They likely flee or surrender if faced with a terrifying show of power. (Intimidate)

Once the armies have the upper hand, the PCs should disengage and engage the top commanders personally at the Palace of Bone. They do not get a short rest until they have defeated I'Cath's military leadership.

If the PCs double up on an objective, use the better bonus when resolving each step of their objective. No more than two PCs may take on a single objective. Unfortunately, doing so also leaves the Chiang forces better able to redistribute their own defensive resources. For each objective not engaged, each PC takes a cumulative -10 penalty to all of their Army Checks.

SCENE 1: PLANNING

The PCs should choose which objective each of them will attempt. Provide them with Player Handout 5 to help them determine their bonus for each objective. Note that if there are fewer than six PCs, Sehanine's fey forces engage the other tasks.

To determine how successful each PC's force is, calculate their total Army Check Bonus:

- Any research bonus specific to the mission that was learned in Encounter 1.
- A bonus for favors and influence with the region or organization the PC is recruiting from.
- The bonus earned in Encounter 5 from the social skill check.

During the course of the battle, each PC must make a History check to apply tactical knowledge of past battles to the current situation.

History

- **DC 21:** Gain a +2 bonus to your Army Check.
- **DC 28:** The bonus to the Army Check increases to +5.
- **DC 37:** The bonus to the Army Check increases to +10.

SCENE 2: BATTLE

At this point, each PC should calculate their total Army Check bonus and make a skill check with that bonus.

Scene 2A: First Wave

As you lead your forces in the first wave across I'Cath, a volley of arrows darkens the sky. Undaunted, your troops look to you and press forward.

The PC should make an Endurance check.

Scene 2B: Main Gates

Your forces reach the walls protecting the Palace of Bone and beat the gates with a tremendous battering ram. The blows echo across the battlefield, but the gates are heavily reinforced.

The PC should make an Athletics check.

Scene 2C: Flanking Maneuver

Your forces make their way along a ravine by the great glacier, every sound amplified and echoed off the towering walls of ice.

The PC should make a Stealth check.

Scene 2D: Tower Assault

Waves of psychic energy wash over your forces from the tower ahead. Their weak minds are no match for the dominating effect, but magical wards and counterspells should protect them long enough to clear the area.

The PC should make an Arcana check.

Scene 2E: Forest of I'Cath

Flesh eating plants and rending thorns assault your forces as they push forward through the forest of I'Cath. Some are much more deadly than others.

The PC should make a Nature check.

Scene 2F: Weakest Link

A band of Chiang mercenaries holds a breach in the wall. They seem disorganized.

The PC should make an Intimidate check.

As each PC observes the tide of their battle, they can take on more personal risk, engage more opponents, and otherwise rise to the occasion to improve their overall Army Check. Remind the PCs that they do not get a short rest until they have defeated I'Cath's generals.

Each PC may spend any of these resources to improve their Army Check score.

- Each healing surge, encounter attack power, or daily utility power spent increases the score by +2.

- Each daily attack power or action point spent increases the score by +5.

Consult the chart below to resolve the effect of the Army Check result.

Check	Consequence
0-50	Barely Survived: The PC takes damage equal to their bloodied value. This damage cannot be resisted in any way. They also take a -10 penalty to their initiative result in Encounter 6B. All of the non-minion enemies in the next combat gain a cumulative +5 bonus to damage rolls and add 2 additional minions near this PC's Starting Area.
51-60	Severely Injured: The PC takes damage equal to their bloodied value. This damage cannot be resisted in any way. They also take a -5 penalty to their initiative result in Encounter 6B.
61-70	A Slim Victory: The PC makes it through, but not as quickly as they hoped, and takes a -5 penalty to their initiative result in Encounter 6B.
71-80	Victorious: The PC makes it through and suffers no ill effects from the battle. They gain the army strike ability.
81+	Triumphant: The PC defeats their objective soundly with minimal casualties. They may move their speed without provoking before combat begins (after monsters are placed), gain a +5 to initiative, and gain the army strike ability.

Army Strike (minor action 1/round)

Effect: A barrage of attacks from the serving army deals 20 ranged weapon damage to an enemy within 10 squares.

ENDING THE ENCOUNTER

Once the outcome has been determined for each PC, continue with Encounter 6B.

MILESTONE

This encounter does NOT count toward a milestone.

TREASURE

None.

ENCOUNTER 6B: STRIKE FORCE

ENCOUNTER LEVEL 24

SETUP

This encounter includes the following creatures:

- 2 Shou generals (G)
- 2 Shou spirit talkers (S)
- 8+ Shou warriors (W)

SCALING THE ENCOUNTER

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

Four PCs: Remove a spirit talker and 2 warriors.

Six PCs: Add a general and 2 warriors.

Make the following adjustments as necessary for pacing and difficulty:

Faster: Reduce the hp of the Shou generals and spirit talkers by 50. All of the Shou forces can score critical hits on a roll of 17-20.

Easier: Instead of 2 per PC, add only 1 Shou warrior per PC at the start of round 2.

Harder: The temporary hp and bonuses granted by *unbroken spirit* stack. Instead of adding 2 Shou warriors per PC at the start of round 2, add 2 per PC on the Shou warrior's initiative in round 1. These reinforcements use their move action to enter the combat and may then take their standard action to attack.

Leading the forces of I'Cath are the most brilliant female Shou generals of the ages. They have been resurrected by Tsien Chiang to command her forces, and are considered the greatest military minds of their era. They are ancient warriors, considered the greatest military minds of their respective eras. They have left the Palace of Bone to meet the PCs in the open, knowing that defeating the PCs is their last chance at demoralizing the invading troops. Read or paraphrase:

Ancient Shou warriors wearing uniforms of generals from generations past stand ready for you. They protect the Palace of Bone with the might, wisdom, and experience of generations.

All around the palace, your armies clash with the Shou armies. The Shou forces look fearfully towards their leaders. Defeating the generals should rout the remaining armies.

Have the PCs place themselves in the starting areas of the map corresponding to their mission. Remember that

PCs who were Triumphant in their mission objective can move at the start of combat after enemies are placed.

At the start of round 2, the Shou armies hurry in to protect their generals. Add 2 warriors per PC to the outer edge of the map.

FEATURES OF THE AREA

Palace of Bone: The palace is blocking terrain. The entryway is currently closed.

Trees: The trees are difficult terrain. Any non-Shou who enters or ends their turn next to a tree takes 20 points of psychic damage.

Walls: The walls of the palace are 30 feet high and require a DC 20 Athletics check to climb. The towers are 120 feet high.

Map Edges: Any creature that ends its turn off of the map takes 20 points of weapon damage from the clashing armies.

TACTICS

The Shou forces attempt to keep the PCs separated, sending two warriors and a general or spirit talker against Start Areas B and C, while they concentrate all other forces on Start Area A.

The generals and spirit talkers use *army strike* on difficult to hit PCs, focusing damage when possible.

The spirit talkers target PCs using ranged attacks with *incite savagery* and use their minor action powers at every available opportunity.

If any of the PCs have CORE66 Good Deeds from CORE2-11 *The Sign of Four*, Nightingale shows up to assist them after the fight. She appears as a ghost of a young woman and heals every PC who has CORE66 as if they regained hit points equal to their surge value. She then informs them that her sisters are inside the Palace of Bones.

ENDING THE ENCOUNTER

The Shou surrender when they are clearly outmatched. When their generals are defeated the army of I'Cath surrenders or flees. The armies led by the PCs work to secure the island while the PCs can continue into the palace. The PCs can take a short rest before entering the Palace of Bone.

MILESTONE AND TREASURE

Together, Encounters 6A and 6B count as one encounter towards a milestone. There is no treasure in this encounter.

ENCOUNTER 6B: “STRIKE FORCE” STATISTICS

Shou General (G)	Level 24 Brute (Leader)
Medium natural humanoid	XP 6,050
HP 275; Bloodied 137	Initiative +19
AC 36, Fortitude 37, Reflex 35, Will 36	Perception +25
Speed 7	
TRAITS	
Inveterate Warrior	
The general can score a critical hit on a roll of 19-20. When the general scores a critical hit, one ally within 2 squares of it can make a melee basic attack as a free action.	
STANDARD ACTIONS	
m Longspear (weapon) • At-Will	
Attack: Melee 2 (one creature); +29 vs. AC	
Hit: 3d12 + 20 (crit 3d12 + 56) damage, and the target takes a -2 penalty to AC until the end of the general's next turn.	
R Direct the Strike • At-Will	
Effect: One ally within 5 squares can make a basic attack against an enemy within 10 squares that the general can see.	
C Whirling Frenzy (weapon) • Encounter	
Attack: Close burst 2 (enemies in the burst); +29 vs. AC	
Hit: 4d12 + 7 (crit 3d12 + 55) damage	
Effect: The general shifts 3 squares and makes a secondary attack.	
Secondary Attack: Close burst 2 (enemies in the burst not hit by the primary attack); +27 vs. AC	
Hit: 3d12 + 7 (crit 3d12 + 43) damage.	
MINOR ACTIONS	
Army Strike • At-Will 1/round	
Effect: A barrage of attacks from the serving army deals 20 ranged weapon damage to an enemy within 10 squares.	
TRIGGERED ACTIONS	
Unbroken Spirit	
Trigger: The general drops to 0 hit points.	
Effect (No Action): The general's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn.	
Str 28 (+21)	Dex 14 (+19)
Con 25 (+19)	Int 21 (+17)
	Wis 26 (+20)
	Cha 23 (+17)
Alignment unaligned	Languages Common, Shou
Note: Tuglar Warrior with forest theme removed, axe switched to a spear, and damage increase. Copying <i>inveterate warrior's</i> extra attack line from Shou warrior, and integrating crit damage so it isn't missed. <i>Direct the strike</i> added to fit general theme and give a non-melee option.	

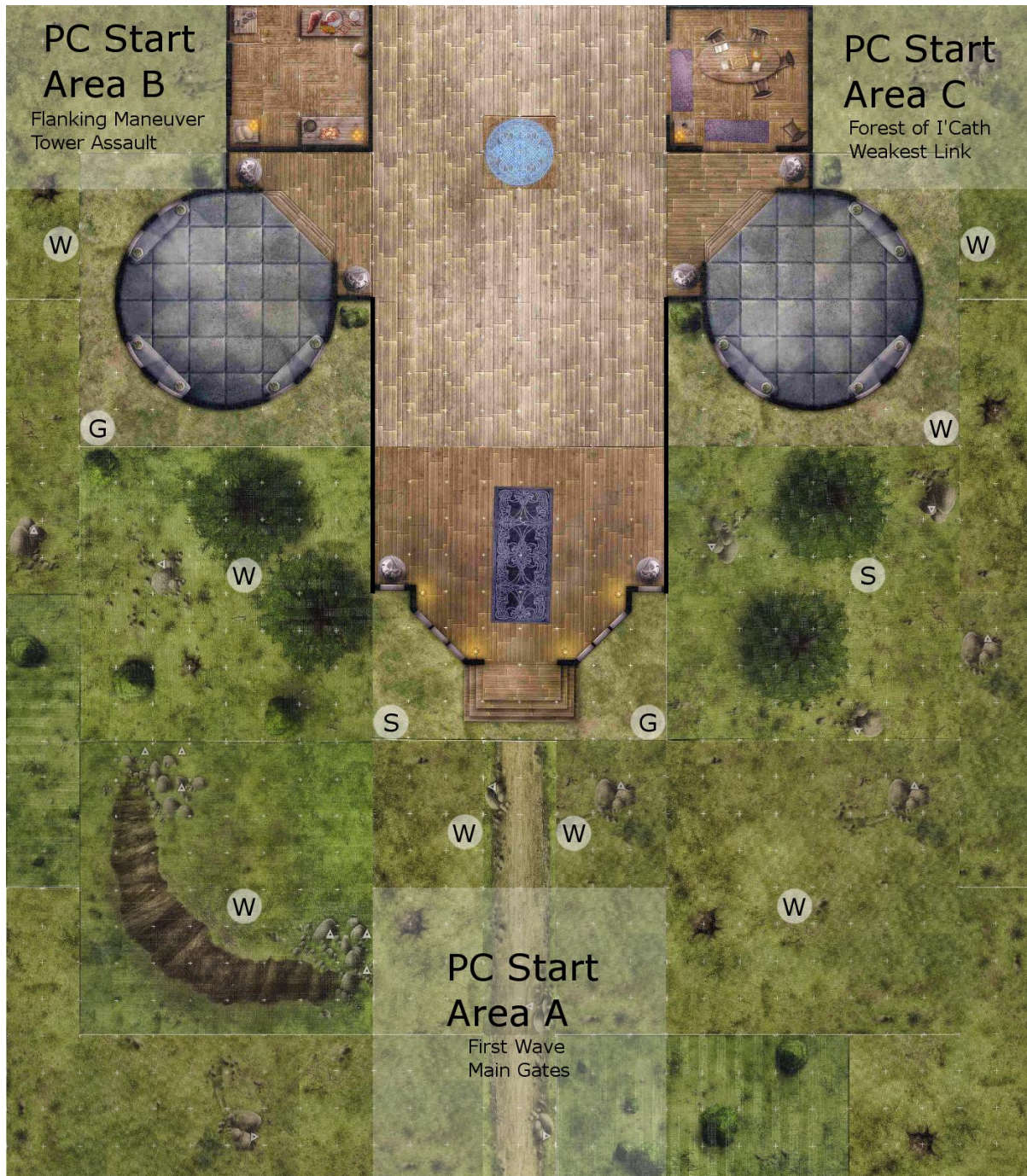
Shou Spirit Talker (S)	Level 24 Controller
Medium natural humanoid	XP 6,050
HP 225; Bloodied 112	Initiative +18
AC 37, Fortitude 35, Reflex 37, Will 37	Perception +25
Speed 7	
TRAITS	
O Primal Barrier • Aura 2	
Squares within the aura are difficult terrain to enemies.	
STANDARD ACTIONS	
m Fist of Serenity • At-Will	
Attack: Melee 1 (one creature); +29 vs. AC	
Hit: 4d8 + 14 damage, and the target is marked by an ally within 10 squares of the spirit talker until the end of the spirit talker's next turn.	
r Incite Savagery (psychic) • At-Will	
Attack: Ranged 10 (one creature); +27 vs. Will	
Hit: 4d10 + 10 psychic damage. If the target does not make a melee attack during its next turn, it takes 30 psychic damage and grants combat advantage until the end of its following turn.	
MINOR ACTIONS	
R Dismissal • Recharge 4-6	
Special: Choose a conjuration, a summoned creature, or a zone that is within 10 squares of the spirit talker, which then makes the following attack.	
Attack: Ranged 10 (creator of the chosen effect); +29 vs. Will	
Hit: The chosen effect ends.	
Army Strike • At-Will 1/round	
Effect: A barrage of attacks from the serving army deals 20 ranged weapon damage to an enemy within 10 squares.	
TRIGGERED ACTIONS	
Unbroken Spirit	
Trigger: The spirit talker drops to 0 hit points.	
Effect (No Action): The spirit talker's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn. The spirit talker's death creates a zone in a close burst 2 that lasts until the end of the encounter. The zone is difficult terrain for enemies of the spirit talker.	
Str 22 (+18)	Dex 23 (+18)
Con 25 (+19)	Int 26 (+20)
	Wis 27 (+20)
	Cha 28 (+21)
Alignment unaligned	Languages Common, Shou
Note: Tuglar Spirit Talker with forest theme removed, <i>call spirit warrior</i> removed, and conditional damage added to incite savagery.	

Shou Warrior (W)		Level 24 Minion Brute
Medium natural humanoid		XP 1,008
HP 1; a missed attack never damages a minion		Initiative +18
AC 36, Fortitude 37, Reflex 35, Will 37		Perception +25
Speed 7		
TRAITS		
Inveterate Warrior		
The warrior can score a critical hit on a roll of 19-20. When the warrior scores a critical hit, one ally within 2 squares of it can make a melee basic attack as a free action.		
STANDARD ACTIONS		
m Longspear (weapon) • At-Will		
Attack: Melee 2 (one creature); +29 vs. AC		
Hit: 20 damage.		
r Javelin (weapon) • At-Will		
Attack: Ranged 10/20 (one creature); +29 vs. AC		
Hit: 15 damage.		
TRIGGERED ACTIONS		
Unbroken Spirit		
Trigger: The warrior drops to 0 hit points.		
Effect (No Action): The warrior's nearest ally gains 10 temporary hit points and a +2 bonus to attack rolls, damage rolls, and all defenses until the end of its next turn.		
Str 27 (+20)	Dex 23 (+18)	Wis 26 (+20)
Con 24 (+19)	Int 20 (+17)	Cha 23 (+18)
Alignment unaligned		Languages Common, Shou
Note: Tulgar Savage with forest theme removed, spears instead of axes, and slight damage increase.		

ENCOUNTER 6B: “STRIKE FORCE” MAP

TILE SETS NEEDED

DTMS - *The Wilderness* x 2, *Harrowing Halls* x2



ENCOUNTER 7: PALACE OF BONES

ENCOUNTER LEVEL 24

SETUP

This encounter includes the following creatures and traps:

Dong-Pei 'Hate' (D)

Chiuki 'Scream' (C)

Ha-Teh 'Spite' (H)

2 lightshield guardians (L)

2 darkshield guardians (G)

8 Chiang fighters (F)

SCALING THE ENCOUNTER

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

Four PCs: Reduce the hit points of each of the guardians by 50.

Six PCs: Give Hate, Scream, and Spite an action point and +2 to attacks and all defenses.

Make the following adjustments as necessary for pacing and difficulty:

Faster: Give Spite's entire message to any PC hit or missed by *ego control* or starting in her aura.

Easier: Reduce the vulnerability granted by the energy attunement terrain feature to 10 and reduce the damage dealt by the Chiang fighters by 4.

Harder: Hate, Scream, and Spite take two turns each round. They act once on initiative 40 and again on initiative 25.

After defeating Tsien's army and defenses, the PCs break into the Palace of Bones while their armies remain outside to finish securing and pacifying the island. When the PCs enter the Palace of Bone, read or paraphrase the following.

The entrance to the palace is an arch of pearl grey giant bones. Elaborately carved polished white pillars support an enormous entry hall. The floor is made of yellowed finger bones in meticulous lines.

The bones at the center of the hall ahead are inscribed in mystic glowing runes and several exits lead off into the palace. It is eerily silent, though there is a sense of being watched by someone, or something, filled with hate.

The palace is imbued with a measure of Tsien Chiang's will, giving it a form of sentience. It is preparing to

defend itself and its inhabitants. Once the PCs move far enough in that they cannot easily flee, the palace seals its exits and transports all of the remaining defenders to attack the PCs.

Allow the PCs to enter and investigate the room. As soon as any of them try to physically interact with the glyph in the center of the room or move past it, read or paraphrase the following.

There is a tremendous flash of magical energy and the hall fills with brilliant multi-colored light that splits it into four quarters.

More than a dozen enemies materialize in the light. Three beautiful Shou women begin to cast spells. Four rune-covered bone golems are arrayed around the room around them, as well as several soldiers with spears and bows wearing uniforms of the Chiang emporium.

The entrances to the palace seal shut.

If any of the PCs have played previous adventures dealing with the Chiang Emporium such as DALE1-6 or CORE2-10, they recognize some of the soldiers from those adventures.

Adjust the placement of the monsters and PC starting location as necessary. Any PCs who chose to remain outside are sealed outside.

Due to Hate's aura, all combatants must attempt to kill each other. Roll initiative immediately.

Spite is disappointed in all of the changes Tsien has made, does not want her many-times removed grandchildren (the Chiang fighters) killed, and wants a return to the way things used to be. Accordingly, she attempts to manipulate the fight so that her other two sisters are defeated, then she surrenders. She does not reveal her true intentions in front of them.

At the start of combat, Spite is attuned to two of the shield guardians, and Hate and Scream are attuned to one each.

If one of the guardians attuned to Spite dies, she claims one of the shield guardians from her sisters, so they can be more easily defeated. She also rearranges the energy attunement of the room to best protect herself and harm her sisters.

If Spite manages to hit a PC with *ego control* then give that PC Handout 6. If she hits with other powers, or a PC starts in her aura, then she may give the PC one sentence from that Handout if she thinks the PC can be trusted not to reveal her intent. Any PC with telepathy may be given all of the information.

PCs may notice something is a little odd about the combatants with active or passive Insight.

Insight DC 28: The Chiang fighters are clearly reluctant to fight the PCs, and would flee if they could.

Insight DC 37: Spite is hiding something, directing at least as much animosity at her sisters as the PCs.

FEATURES OF THE AREA

Energy Attunement: The four quarters of the room make creatures in their area resistant to one energy type and vulnerable to another.

1: Vulnerable 20 Fire / Resist 20 Cold

2: Vulnerable 20 Necrotic / Resist 20 Radiant

3: Vulnerable 20 Cold / Resist 20 Fire

4: Vulnerable 20 Radiant / Resist 20 Necrotic

As a free action at the start of Spite's turn, she can reassign the numbers to different quadrants of the room.

Magic Glyph: Any PC within 2 squares of the glyph may attempt to reassign the energy attunement as a minor action DC 37 Arcana check.

Sealed Entryway: The entryways may be reopened with a standard action DC 32 Strength check, or by dealing 100 hp of damage (treat as a construct with all defenses 10).

TACTICS

Assume that Tsien's daughters are well aware of the capabilities of the PCs.

Hate uses *blizzard step* to be invisible near cold vulnerable enemies so she can get opportunity attacks while invisible.

Scream moves within 3 squares of her enemies then uses *sleep's undeniable grasp* and *dust of dreams* to knock unconscious as many enemies as possible.

The guardians stay within 10 squares of their current master and otherwise focus on attacking targets vulnerable to their extra damage.

The Chiang fighters are clearly frightened of the PCs. Half of them stay at range, while the other half split up and attempt to slow separate PCs.

Spite first attempts to hit with *ego control*, targeting a PC with low Reflex. She otherwise tries to attack as many PCs as possible with her powers to spread her message.

ROLEPLAYING

Hate is appropriately named. She is vindictive and hates the PCs for everything they have done. She is not interested in discussion, but she scowls and rants at them.

Scream has lost her voice and speaks only in a rasping whisper. She sounds horrific and expects her whispered commands to be obeyed immediately. She knows she comes back to life tomorrow even if killed, so she does not fear for herself.

Spite is unrepentantly evil, but has no interest in world domination. She is the mother of the Chiang Emporium and was quite happy to expand her mercantile empire. A plot to conquer or destroy the world is just too likely to endanger the status quo and her legacy. Spite considers her mother insane and dislikes all of the recent attention. She wants to once again be free to use business acumen and shady dealings to obtain power.

ENDING THE ENCOUNTER

If the PCs defeat both Hate and Scream, then Spite and the Chiang fighters attempt to surrender and end the encounter.

MILESTONE

This encounter counts towards a milestone.

TREASURE

None.

ENCOUNTER 7: “PALACE OF BONES” STATISTICS

Dong-Pei ‘Hate’ (D)	Level 23 Lurker
Medium natural humanoid	XP 5,100
HP 167; Bloodied 83	Initiative +22
AC 39, Fortitude 35, Reflex 38, Will 36	Perception +21
Speed 6, fly 8 (clumsy)	Darkvision
Immune cold	
TRAITS	
O Inspire Hate • Aura 20	
A creature in the aura fights to kill, regardless of its original intent. It cannot subdue foes. The first time an attack reduces a creature in the aura to 0 hit points or lower, it can make a basic melee attack as an immediate interrupt.	
STANDARD ACTIONS	
m Graystaff (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +28 vs. AC	
Hit: 3d10 + 15 cold damage, and the target is immobilized (save ends).	
R Winter Curse (cold) • Recharge 5-6	
Attack: Ranged 10 (one or two creatures); +28 vs. AC	
Hit: 3d10 + 15 cold damage and ongoing 20 cold damage (save ends), and the target cannot benefit from resistance to cold until the end of the encounter.	
C Rimefire Blast (cold) • At-Will	
Attack: Close blast 5 (enemies in blast); +26 vs. Reflex	
Hit: 3d8 + 11 cold damage and the target is slowed until the end of its next turn.	
MINOR ACTIONS	
Blizzard Step • Recharge 4-6	
Effect: Dong-Pei teleports 10 squares, reappearing in a hail of wind and frost; she gains invisibility until the end of her next turn.	
Skills Stealth +13	
Str 17 (+14)	Dex 25 (+18) Wis 22 (+17)
Con 19 (+15)	Int 20 (+16) Cha 18 (+15)
Alignment chaotic evil Languages Common, Shou, Abyssal	
Equipment: robes, staff	

Note: Dong-Pei (from CORE2-11) with updated damage values and slightly increased level, though not as much as the PCs. Slightly tweaked, mostly to simplify the encounter.

Qiuki ‘Scream’ (Q)	Level 23 Controller
Medium natural humanoid	XP 5,100
HP 211; Bloodied 105	Initiative +22
AC 37, Fortitude 33, Reflex 35, Will 36	Perception +23
Speed 6	Low-light vision
TRAITS	
O Nightmare Weaver • Aura 3	
Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by Scream.	
STANDARD ACTIONS	
m Staff of Mindless Reverie (weapon) • At-Will	
Attack: Melee 1 (one creature); +28 vs. AC	
Hit: 4d6 + 17 damage, and the target is dazed until the end of Scream’s next turn.	
R Nightmare Vision (charm, implement, psychic) • At-Will	
Attack: Ranged 10 (one creature); +26 vs. Will	
Hit: 3d8 + 18 psychic damage, and the target slides 5 squares.	
C Dust of Dreams (charm) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +26 vs. Will	
Hit: The target is dazed (save ends).	
First Failed Saving Throw: The target falls unconscious (save ends).	
C Sleep’s Undeniable Grasp (implement) • Encounter	
Attack: Close blast 5 (enemies in blast); +26 vs. Will	
Hit: The target is unconscious (save ends). This effect also ends if the target is attacked by Scream or one of her allies.	
Skills Bluff +20, Diplomacy +20, Insight +23	
Str 10 (+11)	Dex 14 (+13) Wis 24 (+18)
Con 19 (+15)	Int 21 (+16) Cha 19 (+15)
Alignment chaotic evil Languages Common, Shou, Abyssal	
Equipment: robes, staff	

Note: Qiuki (from CORE2-11) with updated damage values and slightly increased level, though not as much as the PCs.

Ha-Teh 'Spite' (H)	Level 23 Controller
Medium natural humanoid	XP 5,100
HP 211; Bloodied 105	Initiative +22
AC 36, Fortitude 37, Reflex 35, Will 35	Perception +23
Speed 6	Darkvision
TRAITS	
O Mind Whispers • Aura 5	
Spite slides any enemy that starts its turn in the aura 1 square.	
Armored Mind (charm)	
Spite makes saving throws against effects that dominate, including effects that don't normally end on a save, at both the start and end of her turn. When she saves against such an effect, the creature that dominated Spite is dominated by her (save ends).	
STANDARD ACTIONS	
m Psychic Claw (psychic) • At-Will	
Attack: Melee 1 (one creature); +28 vs. AC	
Hit: 2d8 + 13 damage plus 2d8 psychic damage, and the target takes a -2 penalty to AC until the end of Spite's next turn.	
C Referred Pain (psychic) • At-Will	
Attack: Close burst 2 (enemies in blast); +27 vs. Reflex	
Hit: 4d8 + 13 psychic damage, and the target is slowed until the end of Spite's next turn.	
R Ego Control (charm, psychic) • Recharge when this attack misses or an enemy saves against the dominate	
Attack: Ranged 10 (one creature); +27 vs. Reflex	
Hit: 6d10 + 14 psychic damage, and the target is dominated (save ends).	
Skills Bluff +20, Diplomacy +20, Insight +23	
Str 20 (+16)	Dex 18 (+15)
Con 21 (+16)	Int 14 (+13)
Wis 22 (+17)	Cha 16 (+14)
Alignment chaotic evil Languages Common, Shou, Abyssal	
Equipment: robes, staff	
Note: Psurlon Mindworm with minor reflavoring. Made <i>ego control</i> more likely to hit at least once.	

8 Chiang Fighters (F)	Level 23 Minion Soldier
Medium natural humanoid	XP 850
HP 1; a missed attack never damages a minion	Initiative +19
AC 38, Fortitude 36, Reflex 35, Will 33	Perception +20
Speed 5	
TRAITS	
O Spinning Spear • Aura 1	
An enemy that starts its turn in the aura is slowed until the start of its next turn.	
STANDARD ACTIONS	
m Longspear (weapon) • At-Will	
Attack: Melee 2 (one creature); +28 vs. AC	
Hit: 16 damage.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +28 vs. AC	
Hit: 14 damage.	
Str 21 (+16)	Dex 20 (+17)
Con 18 (+16)	Int 10 (+12)
Wis 17 (+15)	Cha 8 (+11)
Alignment unaligned Languages Common, Shou	
Equipment: 20 arrows, longbow, longspear, scale armor	
Note: Risenguard of Drzak reflavored as chiang soldier (role) and damage removed from aura. Damage revised.Defenses corrected.	

2 Lightshield Guardians (L)	Level 23 Soldier
Large natural animate (construct)	XP 5,100
HP 210; Bloodied 105	Initiative +13
AC 39, Fortitude 38, Reflex 31, Will 36	Perception +19
Speed 4	Darkvision
Immune charm, disease, fear, poison	
Resist 20 fire, radiant	
TRAITS	
O Shield Other • Aura 20	
As long as its master is within the aura, the construct grants its master a +2 bonus to all defenses and takes half of its master's damage until it is destroyed. Whenever its master is subject to a harmful condition, the condition can be transferred to the guardian instead. It persists for the same duration and the guardian's immunities do not apply.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +28 vs. AC	
Hit: 2d10 + 10 damage, plus 10 fire and radiant damage.	
Str 24 (+18)	Dex 10 (+11)
Con 18 (+15)	Int 7 (+9)
Wis 16 (+14)	Cha 16 (+15)
Alignment unaligned Languages -	

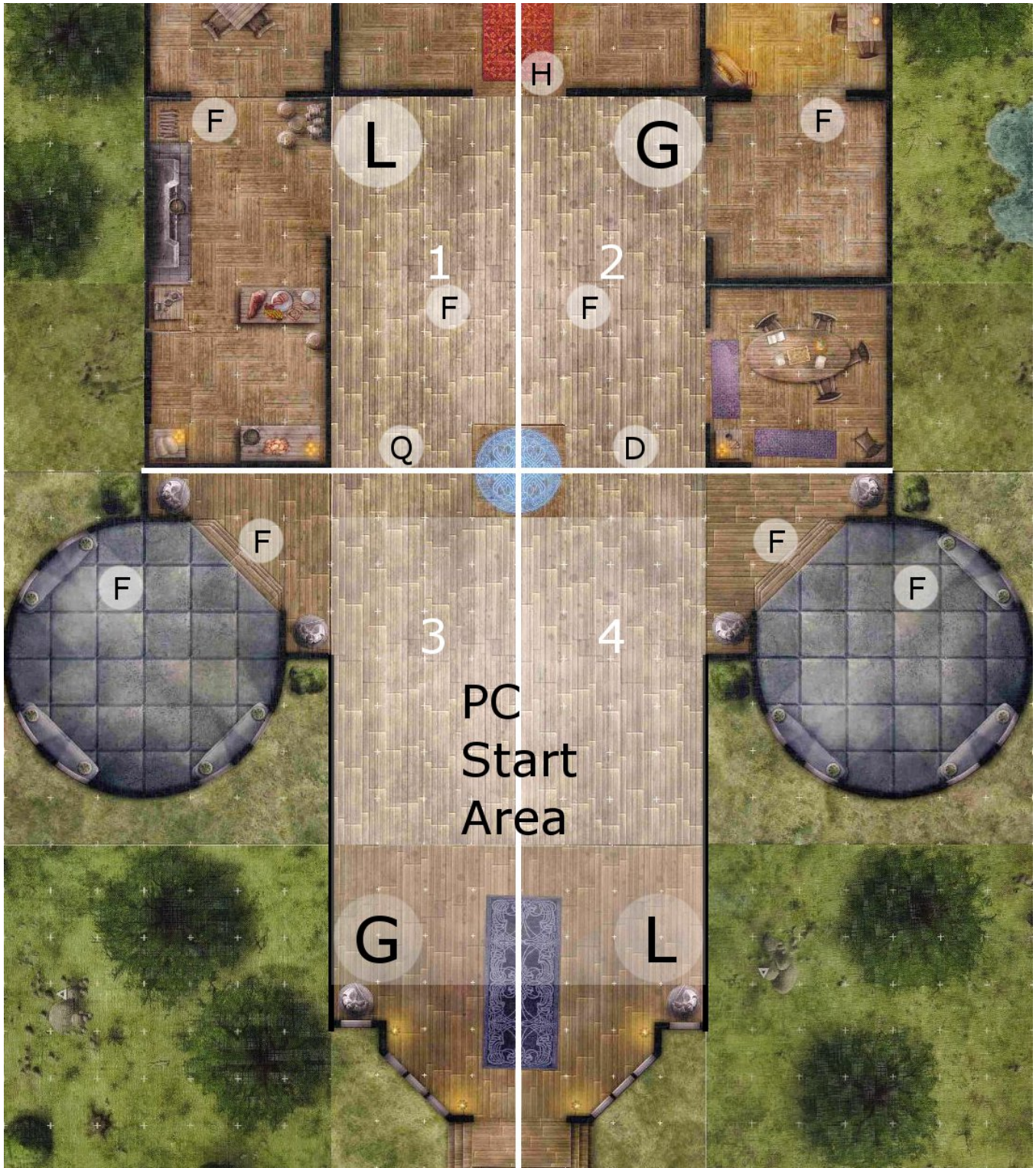
2 Darkshield Guardians (G)	Level 23 Soldier
Large natural animate (construct)	XP 5,100
HP 210; Bloodied 105	Initiative +13
AC 39, Fortitude 38, Reflex 31, Will 36	Perception +19
Speed 4	Darkvision
Immune charm, disease, fear, poison	
Resist 20 cold, necrotic	
TRAITS	
O Shield Other • Aura 20	
As long as its master is within the aura, the construct grants its master a +2 bonus to all defenses and takes half of its master's damage until it is destroyed. Whenever its master is subject to a harmful condition, the condition can be transferred to the guardian instead. It persists for the same duration and the guardian's immunities do not apply.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +28 vs. AC	
Hit: 2d10 + 10 damage, plus 10 cold and necrotic damage.	
Str 24 (+18)	Dex 10 (+11)
Con 18 (+15)	Int 7 (+9)
Wis 16 (+14)	Cha 16 (+15)
Alignment unaligned Languages -	
Note: Shield Guardians with increased shield range and condition transference (as part of upgrading them to epic monsters), and synergy with the energy attunement of the room.	

ENCOUNTER 7: "PALACE OF BONES" MAP

TILE SETS NEEDED

DTMS - The Wilderness x2, Harrowing Halls x2

White lines show energy attunement quadrants.



ENCOUNTER 8: TO THE HEART OF THE MATTER

SETUP

Ha-Teh 'Spite' Chiang
Lin-Woh Chiang

Having defeated all enemies on the island of ICath, the PCs have an opportunity to search through the Palace of Bones for information vital to defeating Tsien Chiang. Tsien's daughter Spite may still live from the previous encounter. If she is alive, read the following.

Spite makes a gesture with impressively long nails, and the magical defenses of the palace are extinguished. "Now we can discuss how to stop my mother's madness, so life can return to normal."

Spite wants to give the PCs enough information to get them to stop her mother, but leave the Chiang Emporium intact.

Lin-Woh Chiang is Spite's fourth daughter and likely had previous dealings with the PCs in DALE1-1, DALE1-3, DALE1-6, CORE2-10, CORE2-11, or CORE2-12. If none of the PCs have played any of those adventures, she can safely be skipped from this scene and her information found through searching and/or Spite. She has been acting as a spy for the Valerian Trade Alliance. She reveals herself after the battle:

Lin-Woh Chiang steps slowly out from deeper in the palace. "It appears that you have come far since last I saw you," she admits as she surveys the battle's carnage.

Both Chiangs appreciate any efforts the PCs took not to kill their kin in the previous encounter. Consider how many of the Chiang Fighters are not dead (either knocked unconscious outside of Hate's aura or spared until they could surrender):

8+: They are extremely thankful, going out of their way to aid the PCs.

4+: They thank the PCs politely, assisting the PCs in a sincere manner.

1+: They assist the PCs in a formal manner.

0: They are openly annoyed at the PCs. They answer questions only in the shortest form possible.

The PCs may also search the premises, finding a large number of maps, notes, tomes, and scraps of prophecy. They eventually either find or be shown a portal, which they can examine:

Arcana DC 21: The portal goes to another plane.

Arcana DC 28: It is not trapped in either direction.

Arcana DC 37: The portal's destination is somewhat odd, bearing the signature of a destination that is simultaneously on Faerûn, the Abyss, and an astral dominion. There are some locations that exhibit such behavior, such as the Demonweb (once in the Abyss, now an astral dominion) or gate-towns that are transition points between planes, but they are fairly rare. It most likely travels to a demi-plane that was originally an actual location on Faerûn.

The PCs cannot learn much more, because any other information about the destination has been purged from Faerûn.

The PCs can learn the following information in this scene, either from an NPC or their own searching:

- Tsien Chiang has been focused on learning to manipulate so-called Words of Creation.
- She has been working with a corrupted angel, named Karadrach. PCs recognize this angel as the one they fought in EPIC3-1.
- Karadrach is the expert on Words of Creation, and corrupting them, as evidenced by his work on Arvandor. He's been teaching her, though he clearly knows more than her, and Tsien is worried he is holding back a means to bypass her defenses.
- There is a portal in the palace that goes to Karadrach's stronghold, where he is served by creatures that worship him.

From Spite or Lin-Woh:

- One of the times that Tsien met with Karadrach on the other side of the portal, she also met with another powerful female. Tsien Chiang came back from that meeting with the abyssal shard she used in the Demonweb.

From Spite Only:

- Her mother has further plans for Carceri. Apparently the involvement of the PCs stopped events there before something important could finish, just as they did in Arvandor and the Demonweb.
- She's been avoiding confrontation with the PCs because one of her prophecies foretold the PCs as a great danger to her until she completes a ritual she's working on.

From Lin-Woh Only:

- Tsien Chiang has many military plans of conquest to conquer the entire world. Some of her early targets include the Dalelands and Akanul, after which Tsien Chiang expects the rest of the world to hurry to surrender.
- She has begun negotiations for an alliance with Szass Tam in Thay and at least one of the Netheril Princes.

From Searching Only:

- A PC can find many notes on Tsien's work at empowering her hearts. A DC 37 Arcana or Religion check grants the PC full knowledge of the effects of Tsien's hearts (Lament, Discord, Treachery, and Doom) from Encounter 4.
- Some of the work is on corrupting or using inverted versions of the normal Words of Creation, aimed at results of pure destruction rather than creation.

Other information that is not readily available, but might be found through ritual use:

- Analyze Portal or a similar ritual might reveal the portal's destination as Corendath (this location is not familiar to anyone - no knowledge of it exists on Faerûn) and that Tsien Chiang (an immortal humanoid) passed through it last. A view to the next destination is possible (use the description in Encounter 10).

If the PCs take more than 2 hours, Sehanine gives them a vision of danger and urges them to move more quickly, before Tsien returns.

ENDING THE ENCOUNTER

The encounter ends when the PCs go through the portal to Karadrach's stronghold.

TROUBLESHOOTING

The PCs may be reluctant to go through the portal. It is, however, their only lead to being able to face Tsien (she is basically invincible until they can turn off her hearts). They may have also found prophecies earlier suggesting it is the correct route, and Tsien's own prophecies here imply that it is.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The PCs can find a *star opal ring* and *sash of regeneration*.

ENCOUNTER 9: RELIGIOUS DISAGREEMENT

ENCOUNTER LEVEL 25

SETUP

This encounter includes the following creatures and traps:

2 corrupted paladins (P)

2 corrupted avengers (A)

1 corrupted invoker (I)

Zayala, corrupted saint (not present at start)

SCALING THE ENCOUNTER

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

Four PCs: Remove a paladin and Zayala's action point. It requires 8 successes to make the combatants surrender, but only 3 of those successes can come from secondary skills.

Six PCs: Add a second invoker. It requires 12 successes to make the combatants surrender.

Make the following adjustments as necessary for pacing and difficulty:

Faster: Reduce the skill challenge DCs by 5 and the hp of all combatants by 50. The PCs grant combat advantage and gain vulnerability 10 radiant while in the teleportation circle room.

Easier: Do not make recharge rolls for any of the defenders.

Harder: Before rolling initiative, an attack bursts from the angels to attack all enemies in the teleportation chamber, attempting to separate the PCs:

Attack: +27 vs. Fortitude

Hit: 3d10 + 16 radiant damage and the target is teleported 3 squares.

Miss: Half damage and the target is teleported 1 square.

The PCs appear in the teleportation circle. There are many good divine creatures guarding the area who raise an alarm when the PCs arrive. All of the divine protectors believe the PCs are demons. It is possible, but very difficult, to defuse the combat with skilled negotiation.

The teleportation chamber is brightly lit by braziers of searing radiance. An open door leads into another chamber where a marble statue of a kindly robed man

looks past two glowing statues of angels whose wings arc over the doorway.

Several humans stand guard by the door and seem startled by your arrival. These holy warriors are garbed in immaculate white cloaks pinned with golden sunbursts, gleaming mithral plate, or robes covered in silver-threaded holy symbols.

Their expressions grim, they look ready to fight and ready to die. One in armor levels a sword at you, and cries out in a strange accent, "Demons! Destroy them!"

A bell tolls somewhere above.

The defenders speak Supernal, so their words are translated into the native language of the listener. They can understand any language the PCs speak to them in the same manner.

The defenders perceive the PCs as attacking demons, no matter how peaceful the PC's intentions. Make it clear that even when a PC does not attack that the defenders are dodging and parrying imagined blows.

Roll initiative. The defenders use a number of powers at the start of combat. These powers are free actions and are not included in the stat blocks as they are automatically used during the initiative roll and otherwise factored in.

- A paladin uses *shared valor* to allow the avengers and paladins to teleport up to 10 squares to a square adjacent to an enemy, so they can immediately surround and threaten the entire party.
- Each avenger uses *avenger readiness* to shift 3 squares as a free action when the first creature in initiative order starts its turn. They use this opportunity to move adjacent to a likely oath target and spread out from a blast or area formation. It may not be necessary to shift at all, after the teleport.

The defenders die at negative bloodied hit points, not 0 hit points. If the PCs do not attempt to coup de grace them or do enough damage to reduce them to negative bloodied when dropping them, they do not die until they have been down and dying for 3 rounds.

Zayala teleports into the combat at the end of the first round of combat.

A woman appears in a flash of light, hovering over the floor while gently flapping white-feathered wings. She swings a glowing mace in your direction as she surveys the battle. "Demons, in the heart of our sanctuary? The

other world must already be lost. Blessed Angel, give us the strength to defeat evil one more time!"

She acts immediately, first using her *healing word* on two allies, favoring allies below 0 hit points.

SKILL CHALLENGE: PEACE

Goal: Stop the fighting.

Complexity: 4 (10 successes required)

Primary Skills: Diplomacy, Intimidate

Secondary Skills: Arcana, History, Insight, Religion

Victory: The holy warriors cease fighting, and attempt to see to everyone's wounds.

A PC may make any of the following secondary skill checks as a minor action to gain more information, and assist with all checks for the skill challenge:

History

- **DC 28:** They are speaking a mix of Supernal and an extremely ancient dialect. The symbols on their garb and that dialect do not match any recognizable culture, but pieces suggest connections to some of the earliest human civilizations, far predating Netheril.
- **DC 37:** These warriors use a language and alphabet with roots more than ten thousand years old, but untouched by interactions with cultures that have emerged since. They will not recognize modern, or even ancient, slang, phrasing, or forms of worship. The PC's knowledge grants the party a +2 bonus to all checks in this skill challenge and one success in the skill challenge.

Insight

- **DC 28:** They feel righteous in their cause and firm in their belief. To them, you are apparently evil outsiders who must be fought. Enchantment or mind control may be at work.
- **DC 37:** They are not reacting perfectly to the movement and appearance of the PCs, as if seeing or imagining something other than the PCs. They react to the words that are spoken as if understood, but perhaps in other tones. The PC's knowledge grants the party a +2 bonus to all checks in this skill challenge and one success in the skill challenge.

Arcana

- **DC 28:** The defenders are surrounded in a haze of magic, including threads of enchantment.

- **DC 37:** The enchantment is clearly altering their behavior, and appears to have demonic origin. The PC's knowledge grants the party a +2 bonus to all checks in this skill challenge and one success in the skill challenge.

Religion

- **DC 28:** The prayers of the defenders are directed towards a sun god, though not a known god.
- **DC 37:** The power answering their prayers is not wholly divine. A demon lord is providing some of the power. The PC's knowledge grants the party a +2 bonus to all checks in this skill challenge and one success in the skill challenge.

The bonuses for these four skills stack with each other to a maximum of +8, but can only be obtained for each specific skill once. There is no additional bonus or successes for using the secondary skills after someone obtains the DC 37 result for each skill.

At the end of each PC's turn, they may make a DC 37 Diplomacy or Intimidate check as a free action to contribute a success towards the skill challenge. There is no penalty for failure.

- If half or more of the defenders are bloodied or down, the PC gains a +5 bonus to Intimidate checks.
- If it is round 2 or later and the PCs have not killed any defenders, the PC gains a +5 bonus to Diplomacy checks.

When the PCs gain their first Diplomacy success, the defenders seem confused and begin making nonlethal attacks. Any PC reduced to 0 or lower is knocked unconscious, but not dying. If all PCs are defeated, proceed to Encounter 11.

If the PCs obtain all of the necessary successes, the defenders shake off some of the enchantment over them and attempt to stop the fight.

"Stop fighting! Something is wrong. They're not demons!"

They attempt to immediately tend to the wounds of any creature below 0 hit points, making any promise necessary to obtain peace.

FEATURES OF THE AREA

Altars: The altars provide a protection over the second room. Any attempt by an enemy to teleport into the room instead places the teleporter in the nearest legal space north of the door. Enemies attacking any of

the defenders in the altar room from the portal room take a -5 penalty to attack.

A standard action DC 28 Religion within 3 squares of the altars disables this effect.

Ceiling: The ceiling of the room is 10 feet tall.

TREASURE

None.

TACTICS

The invokers initially attempt to stay outside of the portal room to use the altars' defense. They focus on making as many PCs as possible vulnerable to radiant damage. Once threatened in melee, they *astral step* into positioning and *pure glow* against as many of the PCs as possible.

The paladins use *knight's defiance* to keep enemies off their allies, particularly other defenders and controllers, and favor using *demand respect* on a striker, preferably one that makes multiple attacks.

The avengers oath a more fragile looking target, such as a cloth wearer with an implement or an obvious leader. They begin combat next to their chosen target, using *oath of enmity*, *bonded by blood*, and *fury's advance* as soon as possible.

Zayala arrives in the most advantageous space within 2 squares of the magic circle. She uses a *healing word* immediately on her two most damaged allies, especially targeting any below 0 hit points. She then uses *supernal radiance* and *turn demons* (which works on the PCs).

ENDING THE ENCOUNTER

Proceed to Encounter 10 once the defenders are either defeated, or the skill challenge is complete.

TROUBLESHOOTING

If necessary, refer to Encounter 10 for guidance on roleplaying the defenders, but they are not particularly interested in talking during the few seconds of combat. They'd rather knock the PCs out, then figure out what's going on afterwards. Do convey the progress of the skill challenge through roleplaying, so the players understand their successes have meaning and how many are required.

Some PCs may refuse to fight the defenders, even though they can freely make nonlethal attacks and the defenders are clearly afflicted by magic. Making secondary checks and assisting the skill checks of others can be very helpful. It may be necessary for group enjoyment to accelerate the skill challenge and end the combat quickly for some groups.

MILESTONE

This encounter counts towards a milestone.

ENCOUNTER 9: “RELIGIOUS DISAGREEMENT” STATISTICS

Corrupted Avenger	Level 24 Skirmisher
Medium humanoid	XP 6,050
HP 215; Bloodied 107 (starts with 23 temporary hp)	Initiative +27
AC 38, Fortitude 34, Reflex 37, Will 37	Perception +28
Speed 7	
TRAITS	
Oath of Enmity	
Against its oath of enmity target, the avenger may score a critical hit on a 19 or 20 and deals 10 extra radiant damage on a hit. When making a melee attack against its oath target and that target is the only adjacent enemy, the avenger may roll two dice for attacks and use the higher result.	
STANDARD ACTIONS	
M Overwhelming Strike (weapon) • At-Will	
Attack: Melee 1 (one creature); +29 vs. AC	
Hit: 2d12 + 16 damage (crit 3d12 + 40). The avenger shifts 2 squares and slides the target 2 squares into the vacated space.	
M Bonded by Blood (weapon, teleportation) • Daily	
Attack: Melee 1 (one creature); +27 vs. Fortitude	
Hit: 4d12 + 16 (crit 3d12 + 64) damage.	
Miss: Half damage.	
Effect: Whenever the target moves, the avenger may teleport to a square adjacent to it as a free action after its movement is complete. This effect lasts until the avenger ends its turn not adjacent to the target or until the end of the encounter.	
MINOR ACTIONS	
Oath of Enmity • Recharge when the currently oathed target is reduced to 0 hp	
Effect: One enemy within 10 squares that the avenger can see becomes its oath of enmity target until the target drops to 0 hit points.	
M Fury's Advance (weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +29 vs. AC	
Hit: 2d12 + 16 damage (crit 3d12 + 40) and the target is pushed 2 squares. The avenger then shifts 2 squares to a square adjacent to the target.	
Skills Acrobatics +27, Athletics +19, Insight +28	
Str 14 (+14)	Dex 26 (+22) Wis 29 (+23)
Con 15 (+14)	Int 13 (+13) Cha 10 (+12)
Alignment good Languages Supernal	
Equipment: fullblade	

Note: Heavily reflavored as a classed NPC (*Dungeon Master's Guide*).

Corrupted Invoker	Level 24 Controller (Leader)
Medium humanoid	XP 6,050
HP 216; Bloodied 108 (starts with 23 temporary hp)	Initiative +20
AC 38, Fortitude 34, Reflex 36, Will 38	Perception +28
Speed 6	
TRAITS	
Morninglord	
Any creature hit by the invoker gains vulnerability 10 radiant until the end of the invoker's next turn.	
STANDARD ACTIONS	
m Staff (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +29 vs. AC	
Hit: 2d8 + 13 plus 10 radiant damage.	
R Hand of Radiance (radiant) • At-Will	
Attack: Ranged 10 (one, two, three, or four creatures); +27 vs. Reflex	
Hit: 4d4 + 14 radiant damage.	
Special: This power does not provoke opportunity attacks.	
C Pure Glow (radiant) • Recharge 5-6	
Attack: Close burst 5 (enemies in burst); +27 vs. Will	
Hit: 2d8 + 14 radiant damage.	
Effect: Until the end of the invoker's next turn, enemies that begin their turn in the burst take 10 radiant damage.	
MOVE ACTIONS	
Astral Step (teleportation) • Daily	
The invoker and all allies within burst 5 teleport 10 squares.	
Skills Arcana +26, Insight +28, Religion +26,	
Str 10 (+12)	Dex 13 (+13) Wis 28 (+23)
Con 16 (+15)	Int 25 (+21) Cha 16 (+15)
Alignment good Languages Supernal	
Equipment: quarterstaff	

Note: Heavily reflavored as a classed NPC (*Dungeon Master's Guide*).

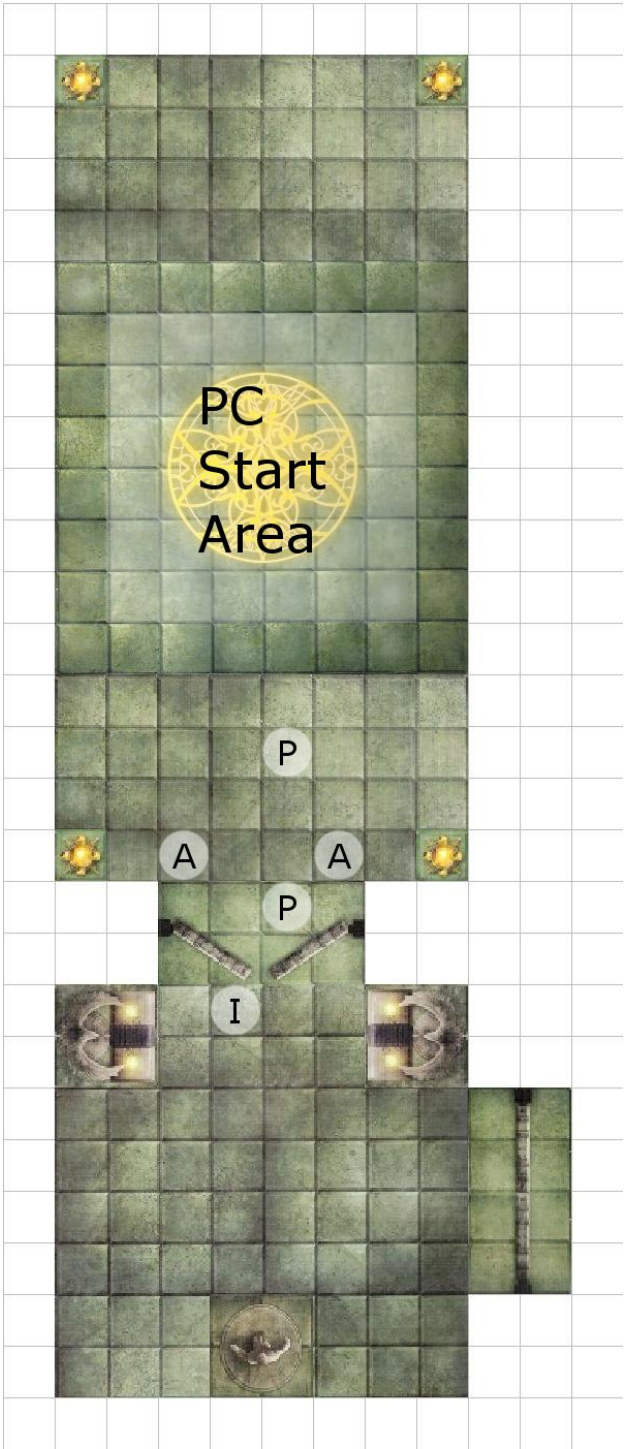
Corrupted Paladin	Level 24 Soldier
Medium humanoid	XP 6,050
HP 218; Bloodied 109 (starts with 23 temporary hp)	Initiative +21
AC 40, Fortitude 37, Reflex 34, Will 37	Perception +16
Speed 5	
TRAITS	
Divine Sanction	
The paladin's divine sanction marks the target. A sanctioned target that makes any attack that does not include the paladin takes 20 radiant damage and is weakened for the triggering attack.	
STANDARD ACTIONS	
m Castigating Strike (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +29 vs. AC	
Hit: 3d10 + 16 radiant damage.	
Effect: Each enemy within 3 squares is subject to divine sanction until the end of the paladin's next turn.	
R Beckon Foe • At-Will	
Attack: Ranged 5 (one creature); +27 vs. Will	
Hit: 2d10 + 16 damage and the target is pulled 4 squares.	
C Knight's Defiance (weapon) • Daily	
Effect: Close burst 5 (enemies in burst); Each enemy in the burst is pulled to an adjacent square, then the paladin makes a melee basic attack against one of them.	
MINOR ACTIONS	
M Virtue's Touch • At-Will 1/round	
Effect: Melee 1 (one creature); One of the following conditions is removed from the target: blinded, dazed, deafened, slowed, stunned, or weakened.	
TRIGGERED ACTIONS	
C Demand Respect (radiant) • Encounter	
Trigger: An enemy makes an attack that does not include the paladin as a target.	
Attack (<i>Immediate Interrupt</i>): Close burst 10 (triggering enemy); +27 vs. Will	
Hit: 2d10 + 16 radiant damage and the target is knocked prone. The target is also blinded until the end of the paladin's next turn.	
Skills Athletics +25, Diplomacy +25, Insight +21	
Str 26 (+20)	Dex 15 (+14)
Con 18 (+16)	Int 13 (+13)
	Cha 26 (+20)
Alignment lawful good Languages Supernal	
Equipment: bastard sword, heavy shield, full plate	
Note: Heavily reflavored as a classed NPC (<i>Dungeon Master's Guide</i>). +7 Initiative from invoker's <i>call of the vanguard</i> already factored in.	

Zayala, Corrupted Saint	Level 24 Elite Controller (Leader)
Medium immortal	XP 12,100
HP 436; Bloodied 218	Initiative +14
AC 38, Fortitude 36, Reflex 34, Will 40	Perception +25
Speed 5, fly 7 (hover)	
Saving Throws +2; Action Points 1	
TRAITS	
Superior Will	
Zayala makes saves against daze and stun at the beginning of her turn, even if the effects normally do not allow a save.	
STANDARD ACTIONS	
m Brand of the Sun (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +29 vs. AC	
Hit: 4d8 + 16 radiant damage.	
Effect: One creature within 5 squares can make a saving throw.	
R Starry Snare • At-Will	
Attack: Ranged 10 (one or two creatures); +27 vs. Fortitude	
Hit: 3d8 + 16 radiant damage and the target is immobilized, cannot teleport, and does not benefit from being insubstantial.	
C Supernal Radiance (radiant) • Recharge 5-6	
Attack: Close burst 5 (enemies in burst); +27 vs. Will	
Hit: 3d10 + 16 radiant damage.	
Effect: The target gains ongoing 10 radiance, cannot benefit from invisibility or concealment, and cannot go hidden (save ends all).	
MINOR ACTIONS	
C Healing Word • Encounter	
Effect: Close burst 15 (two creatures in burst); The target heals 100 hit points.	
C Turn "Demons" • Recharge 5-6	
Attack: Close burst 5 (enemies in burst); +27 vs. Will	
Hit: 3d10 + 16 radiant damage and the target is immobilized until the end of the cleric's next turn.	
Miss: Half damage.	
Effect: The target is pushed 9 squares.	
Skills Diplomacy +23, Insight +25, Perception +25	
Str 26 (+20)	Dex 15 (+14)
Con 18 (+16)	Int 13 (+13)
	Cha 22 (+18)
Alignment lawful good Languages Supernal	
Equipment: mace, heavy shield, chainmail	
Note: Simplified cleric template with feat reflavoring.	

ENCOUNTER 9: “RELIGIOUS DISAGREEMENT” MAP

TILE SETS NEEDED

DTMS - The Dungeon x2, Arcane Towers



ENCOUNTER 10: REVELATION

Important NPCs: Zayala, corrupted saint, and various other divine defenders

The PCs have pacified the corrupted defenders and can now learn more about the area. If they killed all of the defenders they may still obtain some or all of the information by ransacking a nearby library, using rituals, or capturing someone else. It is not necessary for the PCs to gain all of this information, though they need a reason to move to the cathedral. Assume that Zayala speaks for the others, unless she was intentionally killed (she can be revived even if reduced to 0 hit points).

“My apologies, strangers. A demonic influence clouded your form. It must have been an insidious plot by the demons that threaten your world, and I am sorry that so much pain resulted from it. In what way can we redress this wrong?”

The PCs can learn the following, one way or another.

- The defenders are the Holy Order of the Blessed Angel, the last remnant of life upon this world.
- They have fought against demons for thousands of years. They are losing, slowly, but the fiends have paid for every life they have taken.
- They believe that the PCs come from another world, much like their own, but in which the demons have not yet won.
- One of their angels of knowledge, Karadrach the Wise, has been working with a saint of the PC's world, Tsien Chiang, to help create weapons to defeat the demons.
- These weapons are “Words of Creation”, the power that the gods used in creating the worlds.
- Tsien Chiang left recently after inscribing a number of such words on the reliquaries of four of her most devout servants that had fallen to the demons. With these weapons, she hoped she could defeat the demons once and for all.
- Karadrach can be found in the Cathedral of Contemplation, where he continues to research the Words of Creation.
- The portal the PCs came through cannot be easily reactivated. The alarm that sounded when the PCs arrived disabled the portal, so that demons could not break through it.
- The PCs are encouraged to seek out Karadrach, to obtain information about the work he did for “Saint Chiang,” and/or confront his possible treachery, but none of the defenders feel capable of fighting him. (They were made unable to ever

fight against Karadrach by a ritual “blessing”, though they do not realize it).

- If, and only if, the PCs expend serious effort to learn the history of this place can they locate scraps of information or remind a scholar of sufficient details of times before the demons came. Ages ago, they referred to their world as Abeir-Toril, and they know bits of ancient history, such as the elven Crown Wars, suggesting they actually came from the PCs' own world.

The PCs can also learn the following information.

Insight DC 21: The defenders are not lying, though the truth they know is clearly flawed.

Religion DC 28: They follow a false religion, but some powerful being is answering their prayers. It is not uncommon for evil gods, devils, and demon lords to masquerade as gods to gain worshippers.

Religion DC 37: You detect a tremendous divine power, tainted by demonic influence, coming from a location nearby (the cathedral).

Arcana DC 28: You are on a different plane, most likely a demi-plane or layer of the Abyss.

Arcana DC 37: The magic alarm which sounded created a ward forbidding planar travel in the area. The power sustaining the ward, as well as something even more potent, comes from nearby (the cathedral).

The defenders are extraordinarily confused by these events, which go against everything they've believed for thousands of years. Pay attention to whether the PCs attempt to rehabilitate or aid the defenders, or whether they browbeat or taunt them. They are close to despair and breaking, with the thought that they may have spent thousands of years aiding evil entities and some, or even all, of the demons they've fought might have been other good creatures. They do anything they can to help the PCs (but they cannot go into the next combat).

ENDING THE ENCOUNTER

The encounter ends when the PCs are ready to face Karadrach in the Cathedral of Contemplation. The defenders can lead them to it, but are reluctant to enter. They end up trapped outside. If any PC died in Encounter 10, Zayala can revive them to their bloodied value in hit points. The PC takes the standard death penalty for the next 3 milestones.

MILESTONE AND TREASURE

This encounter does NOT count toward a milestone. The defenders offer the PCs the use of a *coif of mindiron* and a *greater storm shield*.

ENCOUNTER II: WORDS OF DESTRUCTION

ENCOUNTER LEVEL 27

SETUP

This encounter includes the following creatures and traps:

2 glabrezu (G)

2 ferrolith (F)

8 angels of destruction (A) (two groups of 4)

Karadrach, angel of corruption (K)

Words of destruction hazard

SCALING THE ENCOUNTER

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

Four PCs: Remove a glabrezu. It requires only 1 success to deactivate each symbol.

Six PCs: Add a ferrolith, 4 angels (2 to each wave), and allow Karadrach to act twice each round – once on initiative 40 and again on initiative 25. Karadrach's powers that last until the end of his next turn now last until he's taken two turns. It requires 3 successes to deactivate each symbol.

Make the following adjustments as necessary for pacing and difficulty:

Faster: Reduce the glabrezu hp by 100 and ferrolith hp by 50. Remove the 1/round restriction on Karadrach's *lash of fury* and give Karadrach a +10 bonus to damage rolls.

Easier: The glabrezu can make only one minor action attack per round. A word of destruction that has been disabled cannot be reactivated by *flaring power*.

Harder: The glabrezu may use and sustain *devastation of eons* as a free action and its *arcane fury* is no action. Allow Karadrach's *lash of fury* to affect two demons per use.

Karadrach, the angel of corruption who tried to assassinate Correllon at the end of *EPIC3-1*, currently disguised in a less evil form, waits in the Cathedral. He is speaking to the angel worshipped by the Holy Order of the Blessed Angel.

Another altar of an angel glows at the far side of a grand cathedral. Stained glass windows show many scenes of saints and paladins fighting against demons.

A pair of angels stands next to the altar. One looks familiar and bears a falchion covered in altered Words of Creation. The second angel has a feminine cast and looks exactly like the angel depicted on all of the altars.

She says, "Delay them, Karadrach, as long as you can. The world needs time without their interference and even a few moments will let the future play out as it must."

She disappears in a pulse of power that washes out from where she stood, sweeping across the entire cathedral. In its wake, a pair of huge dog-headed demons and several angelic figures of black energy appear to menace you.

When the wave of power passes over you, everything seems to slow, almost freeze. Then time crashes back to full speed as the demons roar in fury.

Any PC may make an Arcana and/or Religion check as no action to gain further information.

Arcana

- **DC 28:** The power that the angel used sealed the area in some sort of ward. The effect also altered the flow of time in some way.
- **DC 37:** The ward prevents any type of travel outside of the area and all forms of planar travel that would leave the area do not work (including most methods of removing from play).

Religion

- **DC 21:** The four glowing symbols around the room are phrases of Words of Creation, altered in subtle ways.
- **DC 28:** The symbols are near inversions of the symbols inscribed on Tsien's hearts. The symbols pierce the defenses of enemies, weaken the effectiveness of their lingering powers, and prevent healing. Indicate the countermeasures for the hazard and the general purpose of each symbol.
- **DC 37:** Indicate the exact function of each symbol.

Only half of the angels of destruction begin on the map. The other half appear anywhere in the room when Karadrach uses *final revelation*.

When Karadrach is first reduced to 0 hit points, his disguise ends and he appears as he did in *EPIC3-1*.

Karadrach falls, transforming as he does. His wings turn to a sickly green light and his robes tatter and darken. Poison gushes from his black eyes.

When Karadrach rises again with *final revelation*, he is surprised that he reformed within the cathedral. He expected to reform elsewhere - the wards the other angel created kept him here. He is now bitter and betrayed, raging against the PCs, and focuses all attention on killing any of them - even if he cannot win, he will take some of them with him.

Karadrach rises again, with a scream of rage that makes ears bleed and shatters every stained glass window, revealing a blood red sky. "You are not worthy to kill me! I have worked eons to bring your reality to ruin. My mistress's plans be damned, now it is time for you to die!"

The other angels reform as he turns his fury upon you.

FEATURES OF THE AREA

Pool of Contemplation: Any creature that enters or starts its turn in the pool cannot attack Karadrach until the end of its next turn.

Ceiling: The ceiling of the cathedral is 30 feet tall.

TACTICS

Karadrach and the demons seek to spread damage over all of the PCs. They are less interested in killing a PC than toying with them, causing them pain and subjecting all of them to the full effects of the Words of Destruction.

Karadrach uses *foresight* to avoid being hit by strong control or damage powers. He favors using *mind lash* and *roaring revelation* to make it more difficult to disable the words of destruction. He generally does not care about provoking opportunity attacks, because it's difficult to hit him, and he thinks he'll just disincorporate from the combat. Once he's died and come back, he is not quite as reckless. He favors using *lash of fury* on an unbloodied glabrezu so the PCs trigger their *arcane fury* more quickly.

The angels stay spread out so they are not easily all killed at once, and use *blood oath* when Karadrach does not have any temporary hit points.

The glabrezu use *devastation of eons* if they can catch 2 or more PCs in it, and try to use both words as soon as possible.

The ferroliths try to stop PCs from moving between the symbols with *barrage of razors* and *iron spiked web*.

ROLEPLAYING

Throughout the fight, Karadrach gloats over the ways in which Tsien Chiang is going to destroy them and the world. Use the following statements during the course of the battle.

- "You think your actions today will stop Tsien Chiang? Armed with the power of the original Seldarine, the way is open before her, and the end is nigh."
- "The darkness will devour the sun and wash over the land like a sea of shadow."
- "The sorceress is armored in the words of creation... a power almost nothing can defeat." Karadrach looks at the symbols in the room with a knowing smile. "Almost. The gods will learn the greater power of the words of destruction."

ENDING THE ENCOUNTER

The wards drop once all four symbols and Karadrach are defeated. Play out defeating the other demons, or remove them, as appropriate for time.

MILESTONE

This encounter ends the adventure.

TREASURE

None.

ENCOUNTER 11: “WORDS OF DESTRUCTION” STATISTICS

Karadrach, Corruption Angel (K)	Level 27 Controller
Large immortal humanoid	XP 11,000
HP 244; Bloodied 122	Initiative +22
AC 41, Fortitude 39, Reflex 39, Will 41	Perception +25
Speed 6, fly 8 (hover)	
Immune disease, fear; Resist 10 radiant	
TRAITS	
Angelic Presence	
Attacks against Karadrach take a -2 penalty. When Karadrach is bloodied, the penalty to attack is removed but he gains a +10 bonus to damage rolls.	
STANDARD ACTIONS	
m Memory Blade (psychic) • At-Will	
Attack: Melee 2 (one creature); +32 vs. AC	
Hit: 3d8 + 16 psychic damage, and the target cannot use encounter or daily attack powers until the end of Karadrach's next turn.	
R Mind Lash (psychic) • At-Will	
Attack: Ranged 10 (one creature); +30 vs. Will	
Hit: 3d8 + 16 psychic damage and the target is dazed until the end of Karadrach's next turn.	
C Roaring Revelation (psychic, thunder) • Encounter	
Attack: Close burst 5 (enemies in burst); +28 vs. Fortitude	
Hit: 4d8 + 9 psychic and thunder damage, and the target is stunned until the end of Karadrach's next turn.	
Double Attack • At-Will	
Effect: Karadrach makes two <i>memory blade</i> attacks, two <i>mind lash</i> attacks, or one <i>memory blade</i> and one <i>mind lash</i> attack. The attacks must target two different creatures.	
MINOR ACTIONS	
M Lash of Fury • At-Will 1/round	
Effect: A demon within 10 squares of Karadrach takes 18 damage, then moves its speed and makes a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Foresight (teleportation) • Recharge 6	
Trigger: When targeted by an attack.	
Effect (Immediate Interrupt): Karadrach teleports 4 squares.	
Final Revelation (healing) • Encounter	
Trigger: Karadrach starts his turn with 0 hit points or fewer.	
Effect (No Action): Karadrach is restored to 122 hit points, all harmful conditions and effects are removed, he teleports 5 squares, and stands up. <i>Roaring revelation</i> recharges and Karadrach uses it as a free action. 4 angels of destruction are created in safe spaces within 10 squares of Karadrach.	
Skills Arcana +24, History +24, Stealth +22	
Str 22 (+19)	Dex 18 (+17)
Con 20 (+18)	Int 23 (+19)
Cha 27 (+21)	Wis 23 (+19)
Alignment chaotic evil Languages All	
Equipment: memory sword, cloak of angels	

Note: Karadrach (from *EPIC3-1*) with increased level, but reduced from an elite to a standard. Added movement to lash of fury.

Words of Destruction	Level 24 Warder
Hazard	XP 6,050
Perception	
The symbols are automatically seen.	
Additional Skills: Religion	
DC 21: The four glowing symbols around the room are phrases in words of creation, altered in subtle ways.	
DC 28: The symbols are near inversions of the symbols inscribed on Tsien's hearts. The symbols pierce the defenses of enemies, weaken the effectiveness of their lingering powers, and prevent healing.	
DC 37: Indicate the function of each of the four symbols, as well as the countermeasures.	
SYMBOL EFFECTS	
No Defense	
When Karadrach and his allies make an attack, the target cannot benefit from power bonuses to defenses and no free, immediate, or opportunity action can be triggered by the attack.	
No Mercy	
Damage dealt by Karadrach and his allies cannot be reduced by resistance or applied against temporary hit points and must be applied against actual hit points.	
Abandon Hope	
When Karadrach and his allies end their turn, they may remove all harmful conditions and also automatically save against any effect that a save can end.	
Sicken and Die	
When Karadrach and his allies hit with an attack, targets hit cannot regain hit points until the end of their attacker's next turn or until the symbol is disabled.	
TRIGGERED ACTIONS	
Flaring Power • At-Will	
Trigger: At the start of each round.	
Effect: A random symbol requires one additional success. If the chosen symbol had been disabled, it reactivates.	
COUNTERMEASURES	
<ul style="list-style-type: none"> The symbol may be disabled by an adjacent character with a DC 28 (Move) or DC 37 (Minor) Thievery, Religion, or Insight, with a +2 bonus if the character has EPIC02 Alphabet Soup. A character may only achieve a maximum of one success per round. Each symbol requires two successes (one for a group of four, three for a group of six) to completely disable. 	

Note: Custom Hazard.

8 Angel of Destruction (A)		Level 24 Minion Skirmisher	
Medium immortal humanoid (angel)		XP 1,008	
HP 1; a missed attack never damages a minion		Initiative +20	
AC 38, Fortitude 35, Reflex 35, Will 37		Perception +20	
Speed 8, fly 12 (hover)			
Immune fear; Resist 15 radiant			
STANDARD ACTIONS			
m Whip (weapon) • At-Will			
Attack: Melee 2 (one creature); +29 vs. AC			
Hit: 16 damage.			
TRIGGERED ACTIONS			
Blood Oath • Encounter			
Trigger: Karadrach is within 10 squares of the angel and takes damage.			
Effect (Immediate Interrupt): The angel takes the triggering damage instead.			
C Death Burst (radiant, necrotic) • Encounter			
Trigger: The angel is reduced to 0 or fewer hit points.			
Effect (No Action): Karadrach gains 25 temporary hit points and all enemies in a close burst 10 take 5 radiant and necrotic damage.			
Str 26 (+20)	Dex 15 (+14)	Wis 19 (+16)	
Con 18 (+16)	Int 13 (+13)	Cha 26 (+20)	
Alignment chaotic evil		Languages Abyssal, Supernal	
Equipment: whip			

Note: Angel of Light with *blood oath* from Karadrach's demon summoner theme. Death burst streamlined for faster play, better results, and altered to only help Karadrach.

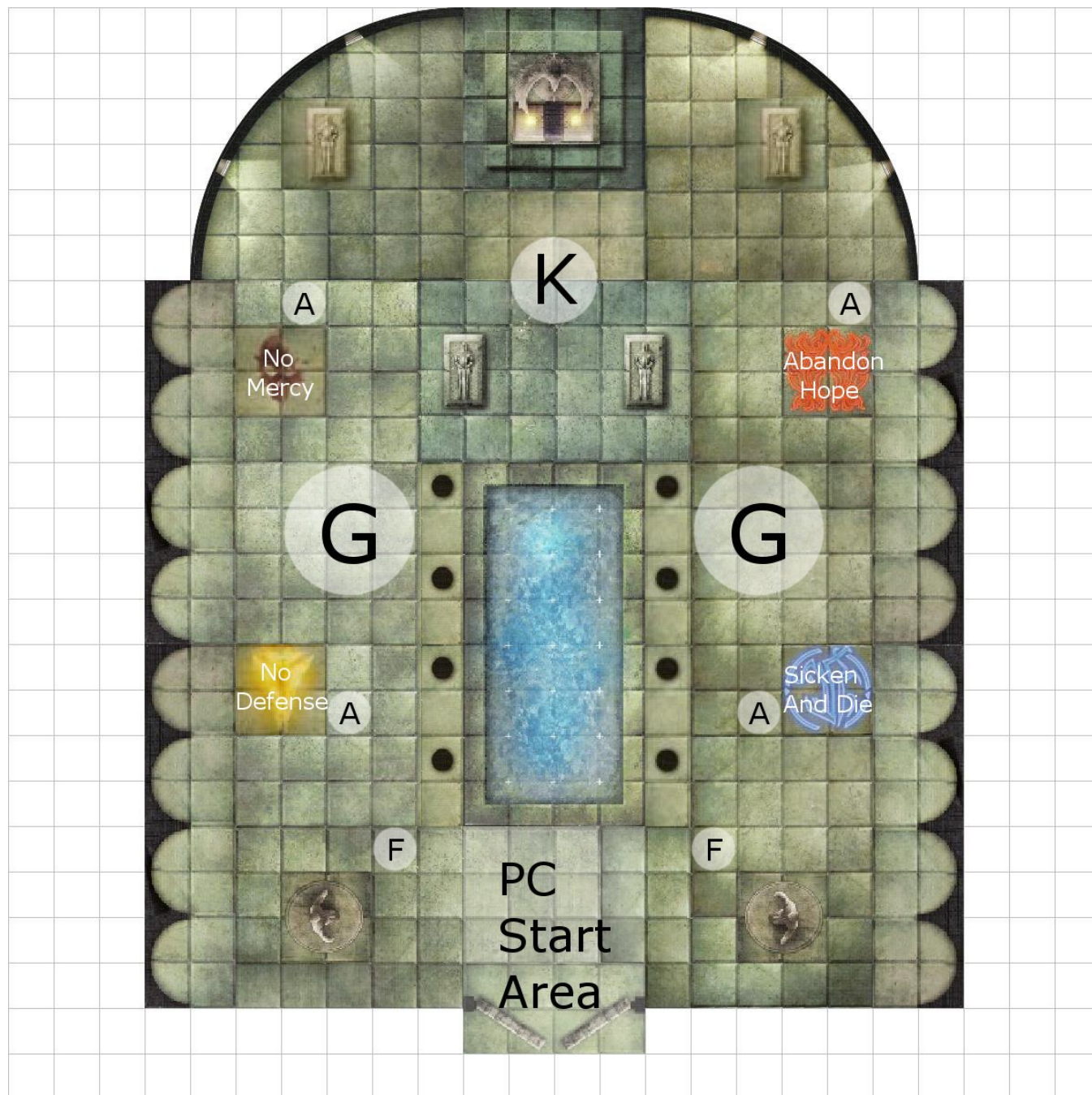
2 Glabrezu (G)		Level 24 Elite Brute	
Huge elemental humanoid (demon)		XP 12,100	
HP 540; Bloodied 270		Initiative +18	
AC 38, Fortitude 36, Reflex 34, Will 40		Perception +19,	
Speed 8, fly 8		Truesight 6	
Saving Throws +2; Action Points 1			
STANDARD ACTIONS			
m Pincer Claw • At-Will			
Attack: Melee 3 (one creature); +29 vs. AC			
Hit: 5d8 + 17 damage.			
M Double Attack • At-Will			
Effect: The glabrezu makes two <i>pincer claw</i> attacks. If both attacks hit the same target, the target is grabbed (escape DC 28)			
A Devastation of Eons (zone) • Encounter			
Effect: The glabrezu creates a zone in an area burst 2 within 10 squares that lasts until the end of the glabrezu’s next turn. The glabrezu gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against creatures within the zone.			
Sustain Minor: Each creature within the zone takes 10 damage and the zone persists.			
MOVE ACTIONS			
Abyssal Transference (teleportation) • Encounter			
Effect: If the glabrezu and Karadrach are within 10 squares of each other, the glabrezu swaps positions with Karadrach.			
MINOR ACTIONS			
R Abyssal Bolt • At-Will			
Attack: Ranged 10 (one creature); +27 vs. Reflex			
Hit: 4d6 + 17 damage.			
C Blasphemous Word (psychic) • Encounter			
Attack: Close burst 5 (enemies in burst); +27 vs. Will			
Hit: 4d8 + 12 psychic damage and the target is dazed until the end of the glabrezu’s next turn.			
C Chaos Word • Recharge 6			
Attack: Close burst 5 (enemies in burst); +27 vs. Fortitude			
Hit: 4d8 + 12 damage. This damage bypasses all resistances.			
TRIGGERED ACTIONS			
Arcane Fury • Encounter			
Trigger: The glabrezu becomes bloodied.			
Effect (Free Action): The glabrezu teleports 8 squares, recharges its <i>blasphemous word</i> and <i>chaos word</i> powers, and attacks with <i>abyssal bolt</i> , <i>blasphemous word</i> , and <i>chaos word</i> .			
Demonic Harvest • Encounter			
Trigger: A demon with an unused encounter or recharge power is reduced to 0 hit points within 5 squares of the glabrezu.			
Effect (Free Action): The glabrezu gains the use of the unused power.			
Skills Arcana +24, Bluff +20, History +21, Intimidate +20			
Str 26 (+20)		Dex 17 (+15) Wis 14 (+14)	
Con 20 (+17)		Int 24 (+19) Cha 16 (+15)	
Alignment chaotic evil		Languages Abyssal, Common	
Note: Glabrezu (EPIC3-1 version) with <i>abyssal transference</i> from Karadrach’s demon summoner theme (<i>Demonomicon</i>).			

2 Ferrolith (F)	Level 24 Soldier
Medium elemental humanoid (demon)	XP 6,050
HP 231; Bloodied 115	Initiative +18
AC 40, Fortitude 37, Reflex 34, Will 36	Perception +21, Darkvision
Speed 6, fly 8 (hover)	
Vulnerable 10 acid	
STANDARD ACTIONS	
m Adamantine Claws • At-Will	
Attack: Melee 1 (one creature); +29 vs. AC	
Hit: 3d10 + 16 damage.	
Effect: The target is marked until the end of the ferrolith's next turn.	
R Barrage of Razors • Recharge 4-6	
Attack: Ranged 10 (one creature); +29 vs. AC	
Hit: 3d10 + 16 damage, and the target takes ongoing 20 damage and is slowed (save ends both).	
C Iron Spiked Web • Encounter	
Attack: Close blast 3 (creatures in the blast); +29 vs. AC	
Hit: 4d10 + 10 damage and the target is immobilized (save ends).	
Miss: Half damage, and the target is immobilized until the end of the ferrolith's next turn.	
TRIGGERED ACTIONS	
M Ripping Fangs • At-Will	
Trigger: A marked enemy adjacent to the ferrolith shifts.	
Attack (Opportunity Action): Melee 1 (triggering enemy); +29 vs. AC	
Hit: 2d10 + 10 damage, and ongoing 20 damage (save ends).	
Demonic Harvest • Encounter	
Trigger: A demon with an unused encounter or recharge power is reduced to 0 hit points within 5 squares of the ferrolith.	
Effect (Free Action): The ferrolith gains the use of the unused power.	
Skills Arcana +24, Bluff +20, History +21, Intimidate +20	
Str 26 (+20)	Dex 17 (+15)
Con 20 (+17)	Int 24 (+19)
Wis 14 (+14)	Cha 16 (+15)
Alignment chaotic evil Languages Abyssal	
Note: Ferrolith with <i>demonic harvest</i> from Oublivae's Ruinlords theme.	

ENCOUNTER 11: “WORDS OF DESTRUCTION” MAP

TILE SETS NEEDED

Arcane Towers, DTMS - The Dungeon, Fane of the Forgotten Gods, Halls of the Giant Kings, extra columns/alcoves



ENCOUNTER 11: CONCLUSION

SETUP

Zayala, corrupted saint
Several other divine defenders

As Karadrach's sickly body falls a second time, a rush of wind fills the room. The symbols are extinguished forever and the entrance to the cathedral opens. Zayala and the other defenders rush in and kneel down to examine Karadrach's body.

Zayala sighs. "It seems that we have been fooled for many generations. You have our eternal thanks, heroes."

She stands and turns to her people. "All must see this infamy. The body will stay displayed here so all can witness the treachery and pray for hope and guidance."

The PCs can find a scroll of notes about developing words of destruction in the altar. The four words used against the PCs were specifically designed to counteract the benefits Tsien gains from her hearts. With some effort, the PCs can use this information against Tsien Chiang.

The defenders of the holy order need some time to process what they have learned this day. They anxiously offer the PCs all manner of treasure, and act as if they are in true despair at being fooled and misused. They seek out the PCs to answer a few questions:

"Have our lives been a waste? Should we stay here, to continue fighting the demons, or abandon our land to travel to your world?"

Note whether the PCs are supportive or derisive of the defenders. Even if the PCs suggest traveling to their world, the defenders will require some time to prepare so will follow after the PCs several days later.

Once the PCs are ready to teleport back to Faerûn, either under their own power, or as provided by Zayala, proceed with the following:

The teleportation chamber in Faerûn has greatly changed. The magical lights are extinguished and a thick layer of dust coats the surface. The portal sputters from the effort of your arrival, then fizzles out, exhausted forever.

Outside the silent and empty palace of bones, the island of I'Cath is a tangled wilderness. Bushes and vines have spread up to cover the entire hill around the palace. Trees have grown decades in height overnight.

Thousands of skeletons are impaled upon spikes. Time has stripped the skeletons of all flesh, and largely destroyed their equipment, but they are clearly the remains of your armies.

The angel had told Karadrach, "The world needs time without their interference and even a few moments will let the future play out as it must."

Apparently horrible things can happen in a few moments.

The story continues in EPIC4-2

If the PCs prevented the destruction of all rooms in Candlekeep, they earn Story Award EPIC15 Protector of Knowledge. Any PC that activated a *sigil of protection* during the battle is also eligible to take Treasure Bundle I.

Any PC that drew Sehanine's power from a statue earns story award EPIC16 Savior of Sehanine and may take Treasure Bundle J.

If the PCs did not kill all of the defenders in Encounter 9, they earn EPIC17 Hope of the Blessed Order. Indicate whether the blessed order faces the future with courage or despair. Consider the words and actions of the PCs' with the defenders. Indicate also whether the PCs suggested they stay and fight or flee through the portal.

Finally, any PC that earns EPIC17 Hope of the Blessed Order may take a Treasure Bundle H, Blessed Brooch of Corendath, a holy relic thousands of years old that has saved innumerable lives. Any PC that takes the brooch earns story award EPIC18 Blessed Brooch of Corendath.

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

Base Gold per PC

275,000 gp

(Encounter 3: 100,000gp, Encounter 8: 100,000gp, Conclusion: 75,000 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 one and only one selection 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.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

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 24 magic item at market price.

All the PCs are considered to be 25th 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 25th level).

To be clear, a character who chooses More Gold twice receives no other Treasures. That character would earn 250,000 gp in addition to the Base Gold award, for a grand total of 525,000 gold pieces gained from this adventure.

EACH PC SELECTS TWO OF THE FOLLOWING:

Treasure A: *ring of the phoenix* (level 27; AV)
Found in Encounter 1B

Treasure B: *avandra’s ring* (level 27; AV2)
Found in Encounter 3

Treasure C: *great hero’s gauntlets* (level 27; AV2)
Found in Encounter 3

Treasure D: *star opal ring* (level 26; PHB)
Found in Encounter 8

Treasure E: *sash of regeneration* (level 28; AV2)
Found in Encounter 8

Treasure F: *coif of mindiron* (level 28; AV)
Found in Encounter 10

Treasure G: *greater storm shield* (level 28; AV)
Found in Encounter 10

Treasure H: *blessed brooch of Corendath* (level 24; *custom*)
Found in Conclusion. PCs who choose this as one of their Treasures also gain EPIC18 (which includes the game statistics for the brooch).

Treasure I: Book of Five Truths: Fifth Truth (level 28; DMG2)
Available only if no rooms in Candlekeep were destroyed and to a PC who used a sigil of protection in Encounter 1B. This choice does not consume a found-item slot.

Treasure J: Sehanine's Mark of the Dark Moon (level 28; DMG2)
Available to any PC who drew Sehanine's power from a statue in Encounter 4. This choice does not consume a found-item slot.

Treasure K: Any Uncommon permanent magic item (regardless of item slot) of level 25 or lower from a player resource
Found in the Conclusion

Treasure L: Any Common permanent magic item (regardless of item slot) of level 27 or lower from a player resource
Found in the Conclusion

Treasure X (Upgrade an Item): A character may upgrade one existing +4 enhancement bonus magic item (and only a +4 enhancement bonus magic item) to a +5 enhancement bonus. The upgraded item is the same item, but the character now has the +5 version of that item instead of the +4 version.
Found in the Conclusion; if the original +4 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 Y (Potion): A character may choose to gain 1 *potions of life* (level 30) 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 125,000 (one hundred twenty-five 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.

EPIC15 Protector of Knowledge

You stopped elementals from burning down any of the rooms in Candlekeep library. The monks of Candlekeep will do anything they can to help you, and Oghma himself appreciates your service. If you activated a *sigil of protection* during the battle to protect a room that was in danger of being burned, you may select the Book of Five Truths (Fifth Truth) legendary boon as one of your Treasures from this adventure without spending a found-item slot.

EPIC16 Savior of Sehanine

When Tsien Chiang attempted to drain the Vestige of Sehanine from the statues of the Knights of Seventh Mystery, you acted to stop Tsien by taking some of the Vestige's essence into yourself. The Goddess of Mystery will act to assist and guide you in the days to come. You may select Sehanine's Mark of the Dark Moon as one of your Treasures from this adventure without spending a found-item slot.

EPIC17 Hope of the Blessed Order

You encountered the Blessed Order, a group of divine heroes who have fought against demons for thousands of years. You revealed their religion as a fraud and cast doubt on every action and sacrifice they've made. For this service, you have been granted the *light of the blessed order*. This does not cost you a found-item slot, does not count as a Treasure selection, and does not count against the limit of Uncommon magic items you are allowed to possess. It also does not count as an active divine boon.

Light of the Blessed Order	Epic Tier Uncommon
<i>May this divine light reveal truths unto you, however painful they may be, as you have revealed the painful truth unto us.</i>	
Alternative Reward	
Utility Power ♦ At-Will (Minor Action)	
You may create or dismiss a halo of brilliant light above your head. The halo casts bright light in a 20-square radius. Undead find this light painful, but not damaging. Wandering around with a glowing halo may provoke some NPCs.	
Utility Power (Radiant) ♦ Daily (No Action)	
<i>Trigger:</i> You are reduced to 0 hit points while the halo of light is active.	
<i>Effect:</i> Close burst 10 (enemies in burst); the target takes 10 radiant damage.	

EPIC18 Blessed Brooch of Corendath

You were offered the greatest treasure of the Blessed Order of Corendath. This item counts against your limit of one Rare item per tier, as one of your found magic items, and as one of your Treasure selections for this adventure.

Blessed Brooch of Corendath		Level 24 Rare
<i>This bloodstained gold brooch has been worn by countless saints and martyrs, saving innumerable lives over thousands of years.</i>		
Neck Slot	525,000 gp	
Enhancement Bonus: Fortitude, Reflex, and Will		
<i>Special:</i> This item's enhancement bonus is +5 until you reach character level 26, when the bonus becomes +6.		
Property		
When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the number of hit points regained.		
Utility Power (Healing) ◆ Daily (Immediate Interrupt)		
<i>Trigger:</i> An ally within 10 squares of you would be reduced to 0 hit points or below.		
<i>Effect:</i> The triggering ally regains hit points as if he or she had spent a healing surge, and may also spend a healing surge.		
Utility Power (Healing) ◆ Daily (No Action)		
<i>Trigger:</i> You are reduced to 0 hit points or below.		
<i>Effect:</i> All of your allies within 10 squares regain hit points as if they had spent a healing surge.		
Reference: Custom item created for LFR, a <i>healer's brooch</i> upgraded to Rare quality.		

EPIC4~1 EVENT SUMMARY

THE RESULTS OF THIS ADVENTURE WILL HAVE AN IMPACT ON THE FUTURE DEVELOPMENT OF THE EPIC CAMPAIGN!
Please fill this survey out and return it to your Event Organizer or Senior DM. You may also fill out the survey online.

<https://www.surveymonkey.com/s/EPIC0401LFR>

Question 1. How much did Candlekeep burn?

- a. One or more rooms burned entirely.
- b. One or more pieces of information burned, but no rooms.
- c. They stopped any information from burning.

Question 2. How many of the PCs did not drain Sehanine's power? (0-6)

Question 3. Did the PCs work with Spite?

- a. Yes.
- b. Yes, but they hated doing so.
- c. No.
- d. No, but only because they didn't know it was an option.

Question 4. What happened when the blessed order attacked the PCs?

- a. The PCs talked them into surrendering.
- b. The PCs defeated them.
- c. The PCs were defeated by them.

Question 5. If alive, at the end of the adventure, the Blessed Order looked to the future with

- a. Hope
- b. Despair

Question 6. If alive at the end of the adventure, the Blessed Order planned to

- a. Continue fighting the demons
- b. Flee through the portal

Question 7. How many total PC deaths were there during the adventure? (If the same character died, came back, and died again, count that as two deaths.) ____

Questions 8-9 (Optional). How do the DM and the players rate this adventure?

DM's Rating:

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

Players' Rating:

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

NEW RULES

Ring of the Phoenix

Level 27 Uncommon

This red and gold ring is etched with the symbol of a fiery bird.

Ring Slot 1,625,000 gp

Property: You gain resist 15 fire.

Power (Fire) ♦ Daily (No Action)

Trigger: You die or are dying

Effect: Your body burns away to ash. On the start of your next turn, you appear in a burst of flame within 5 squares of your last location with a number of hit points equal to your healing surge value. If you've reached at least one milestone today, the burst of flame surrounding your return is treated as an attack.

Attack: Close burst 2 (creatures in burst). Constitution +6 or Charisma + 6 vs. Reflex

Hit: 4d10 + Constitution modifier or Charisma modifier fire damage.

Miss: Half damage.

Reference: Adventurer's Vault, page(s) 161.

Avandra's Ring

Level 27 Uncommon

This loose-fitting ring grants you the power to ignore effects that would constrain you.

Ring Slot 1,625,000 gp

Property: You ignore difficult terrain.

Power ♦ Daily (Immediate Interrupt)

Trigger: An effect immobilizes, restrains, or slows you.

Effect: The triggering effect ends. If you've reached at least one milestone today, you also gain a +5 power bonus to saving throws against immobilizing, restraining, or slowing effects until the end of the encounter.

Reference: Adventurer's Vault 2, page(s) 126.

Great Hero's Gauntlets

Level 27 Uncommon

These heavy steel gauntlets reward great risk and heroism.

Hands Slot 1,625,000 gp

Property: When you spend an action point to make an attack, you gain a +2 bonus to attack rolls for that attack.

Property: When you spend an action point to make an attack, you gain a +2 bonus to attack rolls for that attack.

Property: When you spend an action point to make an attack and the attack deals damage, you gain temporary hit points equal to your healing surge value.

Reference: Adventurer's Vault 2, page(s) 59.

Star Opal Ring

Level 26 Uncommon

This black band sports a star opal that glows softly.

Ring Slot 1,125,000 gp

Property: Gain a +1 item bonus to speed.

Power (Radiant, Teleportation) ♦ Daily (Move Action)

Effect: Teleport up to 10 squares. If you've reached at least one milestone today, a brilliant explosion bursts from your starting square after you complete the teleport.

Attack: Close burst 3 (creatures in burst). Charisma +5 vs. Reflex

Hit: 4d8 + Charisma modifier radiant damage.

Miss: Half damage.

Reference: Player's Handbook, page(s) 252.

Sash of Regeneration

Level 28 Uncommon

While you wear this heavy brown hide sash, you heal at a tremendous rate.

Waist Slot 2,125,000 gp

Property: When gain regeneration 5 while you're bloodied.

Reference: Adventurer's Vault 2, page(s) 75.

Coif of Mindiron

Level 28 Uncommon

Your head and mind is guarded by this glistening mail hood.

Head Slot 2,125,000 gp

Power ♦ Encounter (Immediate Interrupt)

Trigger: Use this power when you would be dazed, dominated, or stunned by an attack that targets your Will defense.

Effect: You are not dazed, dominated, or stunned by the attack.

Reference: Adventurer's Vault, page(s) 140.

Greater Storm Shield

Level 28 Uncommon

When a foe dares to attack you, you summon the storm through this shield to smite your enemy.

Arms Slot 2,125,000 gp

Property: You gain resist 15 lightning and thunder.

Power ♦ Daily (Immediate Reaction)

Trigger: An enemy within 10 squares of you hits you with an attack.

Effect: The triggering enemy takes 20 lightning and thunder damage.

Special: If the enemy's attack deals lightning or thunder damage, you do not expend this power.

Reference: Adventurer's Vault, page(s) 140.

Blessed Brooch of Corendath	Level 24 Rare
<i>This bloodstained gold brooch has been worn by countless saints and martyrs, saving innumerable lives over thousands of years.</i>	
Neck Slot	525,000 gp
Enhancement Bonus: Fortitude, Reflex, and Will	
<i>Special:</i> This item's enhancement bonus is +5 until you reach character level 26, when the bonus becomes +6.	
Property	
When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the number of hit points regained.	
Utility Power (Healing) ♦ Daily (Immediate Interrupt)	
<i>Trigger:</i> An ally within 10 squares of you would be reduced to 0 hit points or below.	
<i>Effect:</i> The triggering ally regains hit points as if he or she had spent a healing surge, and may also spend a healing surge.	
Utility Power (Healing) ♦ Daily (No Action)	
<i>Trigger:</i> You are reduced to 0 hit points or below.	
<i>Effect:</i> All of your allies within 10 squares regain hit points as if they had spent a healing surge.	
Reference: Custom item created for LFR, a healer's brooch upgraded to Rare quality.	

Book of Five Truths (The Fifth Truth)

Level 28 Uncommon

Legendary Boon 2,125,000 gp

Property: Gain darkvision and a +6 item bonus to Insight checks and Perception checks.

Power ♦ Daily (Minor Action)

Effect: You can see invisible creatures as if they were visible.

Sustain Minor: The power remains in effect.

Reference: Dungeon Master's Guide 2, page(s) 143.

Sehanine's Mark of the Dark Moon

Level 28 Uncommon

Divine Boon 2,125,000 gp

Property: If a creature cannot see you, you take half damage from its attacks that hit you and no damage from its attacks that deal damage on a miss.

Power (Teleportation) ♦ Daily (Immediate Interrupt)

Trigger: You take damage.

Effect: You teleport 8 squares, become invisible until the end of your next turn, and can make a Stealth check as a free action.

Reference: Dungeon Master's Guide 2, page(s) 142.

Potion of Life

Level 30 Common

Consumable: Potion 125,000 gp

Power (Healing) ♦ Consumable (Standard Action)

Effect: If this potion is administered to a character who died since the end of your last turn, that character is restored to life at 50 hit points. If consumed by a living creature, this potion instead functions as a potion of recovery.

Reference: Player's Handbook, page(s) 255.

APPENDIX 1: TIME MANAGEMENT

This adventure is designed to run in 12 - 15 hours. In a convention environment, you may need to carefully manage time to run in 12 hours or less. Consider the following methods for DMing faster while still having fun. Please don't lose track of time and do a disservice by cutting out roleplaying or rushing the final battle.

- **Pre-Draw Maps** - This is absolutely vital!
- **Pre-Roll Initiative** - In addition to saving some time each encounter, this lets you consider monster tactics in advance.
- **Use Average Damage** - Not for everyone, but it makes attacks resolve more quickly.
 $1d6 = 3.5$, $1d8 = 4.5$, $1d10 = 5.5$, $1d12 = 6.5$
 Round to the nearest even number when necessary. (Ex: $3d8 + 13 = 26$, $3d6 + 13 = 24$)
- **Call Fights** - Almost every fight in this adventure is designed to be able to be resolved within 3 rounds and 60 minutes. If a fight's conclusion seems foregone, narrate a resolution and move on. Feel free to charge 1 healing surge for every unbloodied non-minion, plus 1 per elite and/or 6 minions left alive.
- **Play Quickly** - Make players decide their turns quickly and set a good standard by resolving yours quickly, as well. Don't rewind time or allow group consensus tactics if doing so bogs the game down.
- **Fun First, Worry Second** - Don't worry about optimal rules perfect play. Make a call, forget unimportant details, just 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. The following table summarizes the adventure's encounters and rough pacing guidelines to make sure you can finish it in less than 12 hours.

Encounter	Notes / Warnings	Pacing
Introduction & Setup	Allow enough time for PCs to introduce and talk about their year	30 minutes
1A: Welcome to Candlekeep	Quick RP and research section. May need extra time for research-oriented group.	10 minutes
1B: Fahrenheit 451	Normal combat. Some extra time may be needed to remember how to play	90 minutes
2: Journey to Myth Dyraalis	Quick skill challenge. May resolve quickly.	10 minutes
3: Cold Stone	Short combat. Can end after 3 rounds.	60 minutes
4: Vestige of Mystery	Important combat - allow it full time. Can likely resolve in 3 rounds.	120 minutes
5: Allied Forces	Give every PC time to roleplay. If there's extra time, consider an extended scene.	30 minutes *HALFWAY*
6A: War!	May quickly resolve planning and tactics	10 minutes
6B: Strike Force Alpha	Short combat. Resolve it fast and furious.	60 minutes
7: Palace of Bones	Short combat. Complexity can slow play, but Spite can be used to end fight faster.	60 minutes
8: To the Heart of the Matter	Quick RP and information encounter.	10 minutes
9: Religious Disagreement	Short combat. Skill challenge can easily end the fight in round 2 or early round 3.	60 minutes
10: Revelation	Quick roleplay scene.	10 minutes
11: Words of Destruction	Important combat - may go several rounds.	120 minutes
Conclusion	May need extra time for treasure and story awards in some environments.	10 minutes

Each combat encounter includes a suggestion under scaling for a way to make that particular encounter run more quickly. These suggestions have not been playtested as thoroughly, but may be good options for some tables. Consider using some or all of them if the table starts late, lacks damage output, or will have less than 12 hours. Be careful using the changes with damage optimized parties as the enemies may die too quickly.

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 benefit like damage output, healing, or control.

Most of the encounters in this adventure can be made easier or harder simply by using different tactics, such as focus firing key PCs and matching attacks to weak defenses for tough groups and spreading out damage and using less dangerous powers for more fragile groups.

For other groups, it may be necessary to make greater adjustments for optimal enjoyment. Many of the encounters contain information for scaling for difficulty to make the challenge easier or harder. Do not use these options without discussing difficulty with the table first. Feel free to offer weaker tables the option to face an easier challenge so they can finish the adventure faster and stronger tables the option to show off with a more legitimate challenge.

Encounter	Intended Challenge	Note
1B: Fahrenheit 451	Scary, if saving all information. Easy to avoid losing a room.	PCs can choose difficulty by how much they use the sigils.
3: Cold Stone	Relatively easy, though perceived danger from dragons and trap can seem higher.	Do not kill any PCs, as it can cause pacing problems.
4: Vestige of Mystery	Difficult for all PCs to get a statue, Easy to get some statues.	Fine to kill some PCs, due to the break afterwards.
6A: War!	Easy to avoid penalties, but requiring resource expenditure for best results.	Encourage the PCs to avoid a result below 50.
6B: Strike Force Alpha	Easy, unless the PCs do very badly in 6A.	Parties that expend a lot in 6A will blow through this one. That's fine! Do not kill any PCs, for pacing.
7: Palace of Bones	Average difficulty.	Energy attunement strongly affects certain PCs.
9: Religious Disagreement	Average difficulty, except for groups who refuse to fight and lack the right skills.	DC 37 skill checks can be hard for some groups initially.
11: Words of Destruction	Difficult combat, especially if they focus fire on Karadrach to start or ignore the words hazard.	Spread damage and give the PCs time to get the combat in hand before Karadrach gets murderous

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 will require scaling for a different number of PCs and for easier/harder difficulty. Be very careful doing so unless a group seems guaranteed to TPK or begs for more challenge.

APPENDIX 3: THE PALACE OF BONES

Map covers the area around both Encounters 6 and 7.



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.

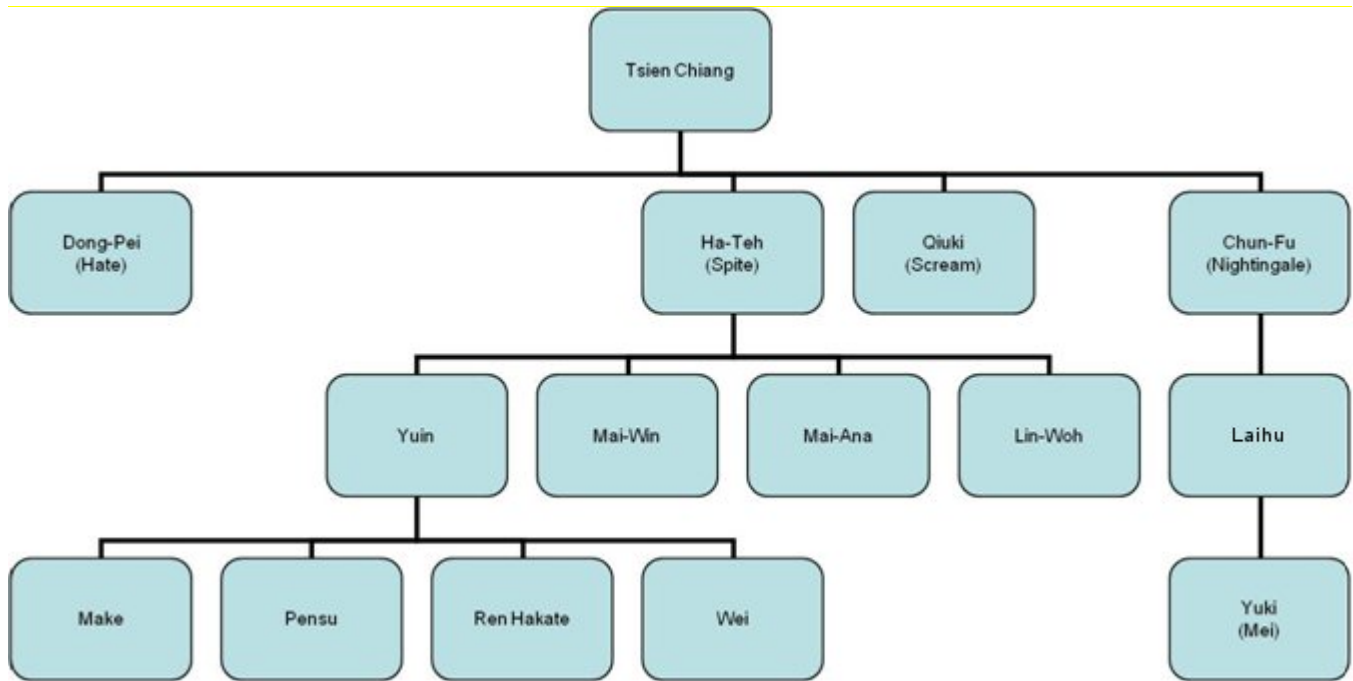
Eventually, Tsien's evil grew such that she and her daughters were exiled to a planar prison. Her banishment wrenched a piece of I'Cath from the world with her. Years later, Auril, the Frost Queen, freed Tsien and her daughters from her prison. In exchange for her freedom, Auril demanded that Tsien serve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

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

EPIC4~1 SHOOTING THE MOON

EPIC15 Protector of Knowledge

You stopped elementals from burning down any of the rooms in Candlekeep library. The monks of Candlekeep will do anything they can to help you, and Oghma himself appreciates your service. If you activated a *sigil of protection* during the battle to protect a room that was in danger of being burned, you may select the Book of Five Truths (Fifth Truth) legendary boon as one of your Treasures from this adventure without spending a found-item slot.

EPIC16 Savior of Sehanine

When Tsien Chiang attempted to drain the Vestige of Sehanine from the statues of the Knights of Seventh Mystery, you acted to stop Tsien by taking some of the Vestige's essence into yourself. The Goddess of Mystery will act to assist and guide you in the days to come. You may select Sehanine's Mark of the Dark Moon as one of your Treasures from this adventure without spending a found-item slot.

EPIC17 Hope of the Blessed Order

You encountered the Blessed Order, a group of divine heroes who have fought against demons for thousands of years. You revealed their religion as a fraud and cast doubt on every action and sacrifice they've made. For this service, you have been granted the *light of the blessed order*. This does not cost you a found-item slot, does not count as a Treasure selection, and does not count against the limit of Uncommon magic items you are allowed to possess. It also does not count as an active divine boon.

Light of the Blessed Order	Epic Tier Uncommon
<i>May this divine light reveal truths unto you, however painful they may be, as you have revealed the painful truth unto us.</i>	
Alternative Reward	
Utility Power ♦ At-Will (Minor Action)	
You may create or dismiss a halo of brilliant light above your head. The halo casts bright light in a 20-square radius. Undead find this light painful, but not damaging. Wandering around with a glowing halo may provoke some NPCs.	
Utility Power (Radiant) ♦ Daily (No Action)	
<i>Trigger:</i> You are reduced to 0 hit points while the halo of light is active.	
<i>Effect:</i> Close burst 10 (enemies in burst); the target takes 10 radiant damage.	

At the end of the adventure, the Blessed Order looked to the future with: ☐ Hope ☐ Despair
They asked you whether they should: ☐ Continue fighting the demons ☐ Flee through the portal

EPIC18 Blessed Brooch of Corendath

You were offered the greatest treasure of the Blessed Order of Corendath. This item counts against your limit of one Rare item per tier, as one of your found magic items, and as one of your Treasure selections for this adventure.

Blessed Brooch of Corendath	Level 24 Rare
<i>This bloodstained gold brooch has been worn by countless saints and martyrs, saving innumerable lives over thousands of years.</i>	
Neck Slot	525.000 gp
Enhancement Bonus: Fortitude, Reflex, and Will	
<i>Special:</i> This item's enhancement bonus is +5 until you reach character level 26, when the bonus becomes +6.	
Property	
When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the number of hit points regained.	
Utility Power (Healing) ♦ Daily (Immediate Interrupt)	
<i>Trigger:</i> An ally within 10 squares of you would be reduced to 0 hit points or below.	
<i>Effect:</i> The triggering ally regains hit points as if he or she had spent a healing surge, and may also spend a healing surge.	
Utility Power (Healing) ♦ Daily (No Action)	
<i>Trigger:</i> You are reduced to 0 hit points or below.	
<i>Effect:</i> All of your allies within 10 squares regain hit points as if they had spent a healing surge.	
Reference: Custom item created for LFR, a healer's brooch upgraded to Rare quality.	

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

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