

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

DISCOVERED THE TRUE ORIGINS OF THE SPELLPLAGUE DURING THE ADVENTURE

ADCP6~1 THE END AND THE BEGINNING

ADCP40 The Battle of Suzail

You fought to defend the Cormyrean capital from an invading Netherese army. Throughout the battle, you went on dangerous and difficult missions to thwart the agendas of the worshippers of Shar, who wished to establish a new Shadow Weave, and the Order of Blue Fire, who were trying to extend the power of the Spellplague so that it could never be undone.

Thanks to your efforts, the Order of Blue Fire was completely wiped out. The Empire of Netheril fared better, seizing control of several powerful energy nodes and channeling their magic into the Shadow Weave. However, the losses suffered by the Netherese army, combined with the destruction of Shade Enclave, left them unable to press the attack. Cormyr and Myth Drannor are both safe and the Empire of Netheril is in full retreat. It may even be possible to reclaim Sembia.

ADCP41 The Sundering

Mysterious whispers and motes of blue light appeared to you during the battle. After discussing these strange portents with your fellow adventurers, you realized that these were the words of the goddess Mystra, somehow reaching you across the planes of existence. Mystra was murdered by Cyric in the events that allowed the Spellplague to enter Faerûn. For his crime, Cyric was imprisoned within his astral dominion, the Supreme Throne. Although Mystra was seemingly destroyed, in fact her soul was captured by Shar, who planned to consume Mystra's essence to fuel the Shadow Weave, thereby making Shar the goddess of Magic. This plan failed because the Spellplague was more powerful than Shar expected. The power used to imprison Cyric would be enough to resurrect Mystra, but in order to release the energy, you were asked to sunder Cyric's prison. Although the danger of releasing the Mad God was obvious, the chance to restore the Weave was worth the risk.

You fought your way through fallen angels and demonic invaders to reach Cyric's throne room. There you discovered that the Spellplague was actually Cyric's madness made manifest, corrupted by aberrant energy from the Far Realm. After defeating Cyric and his sharn guardian, you helped Yazeth Cobb (who revealed himself to be the lost god Lathander) to perform a ritual that cleansed Cyric of the Far Realm energy and removed Shar's influence from him, thereby destroying the Spellplague forever. Mystra then used the released energy to recreate Dweomerheart and establish a new Weave.

This Story Award grants you access to the Chosen of Mystra Epic Destiny. You are not required to select Chosen of Mystra as your Epic Destiny, but if you do, it follows all the rules in the *Forgotten Realms Player's Guide*. The level 26 utility power associated with Mystra is as follows:

Spell Mastery	Chosen of Mystra Utility 26
Daily	
Standard Action (Personal)	
<i>Effect:</i> You use one of your encounter or daily powers and one of your at-will powers with a single standard action.	

ADCP42 What Comes Next?

Events in the world (the Netherese invasion) and across the planes (the defeat of Shar and Cyric, the cleansing of the Spellplague, and the establishment of a new Weave under the control of Mystra reborn) have reached their conclusion. You have changed the world forever, and now you must decide your own future. Pick one of the following options:

- Continue your adventuring career as a mortal. In this case, you return to the world and continue to seek adventure while waiting to see what changes the Sundering will bring. You may gain any Common, Uncommon, or Rare item from an LFR player resource with an item level no greater than your character level + 2 (maximum item level 23).
- Become part of the Weave by entering Dweomerheart and allowing Mystra to merge your essence with the source of all magic. Your existence comes to an end, but your soul will forever be part of the foundation of reality. You may bequeath a legacy item to any other LFR character that you play. This is a Common or Uncommon magic item from an LFR player resource. The item's level is always equal to its owner's level, and the item upgrades itself automatically when the character reaches the appropriate levels (usually 6, 11, 16, 21, and 26). The item is infused with a tiny fragment of your soul and is forever linked to your memory. It does not cost its owner a found-item slot or gold.
- Transcend the Paragon tier and enter the Epic tier. If you choose this option, you immediately gain enough experience to raise your character level to 21. In addition to following the advancement rules in the *LFR Campaign Guide*, you gain gold equal to the market price of a level 20 magic item (125,000 gp) and you also keep your existing gold and items. For every level you gain as a result of this Story Award, you get a found-item slot, which you may fill with a free magic item with an item level equal to or less than the level of the found-item slot. These must be campaign-legal Common or Uncommon items. They do not cost you any gold. For example, if you started this adventure at level 15, and you choose to become level 21, that means you gain 6 levels, so you can find 6 free items. The first item must be level 21 or less, the second item must be level 20 or less, and so on until you have chosen all 6 free items. You are now ready to begin playing the Epic Campaign!