

HANDOUT 3: CHOSEN OF MYSTRA

When Cyric murdered Mystra at Shar's urging, it resulted in the destruction of Dweomerheart, the collapse of the Weave of magic, and unleashed the Spellplague. Although nearly everyone, including Cyric, believed Mystra to be utterly destroyed, in fact her essence was captured by Shar and hidden away in the Towers of Midnight. Ever since the Year of Blue Fire, Shar has been attempting to use Mystra's essence to forge a new Shadow Weave. Had this plan succeeded, Shar would have assumed the portfolio of the Goddess of Magic and been able to reshape reality according to her whims.

However, it was not to be. The Epic Campaign characters discovered Shar's deception and freed Mystra's soul by destroying the Shadow Weave before it could be completed. However, Mystra was not instantly restored to life. Rather, she lingers in a discomorated state, unable to reform the Weave. She needs the power that was used by the Greater Gods to imprison Cyric within his dominion, the Supreme Throne. Unable to communicate directly, Mystra whispered a prophecy, which filtered down across the battlefield and into your ears. You deciphered the text and realized that it was instructing you to break into Cyric's prison and destroy his domain the way that he destroyed Mystra's. With the power released by this action, Mystra will be able to reform Dweomerheart and recreate the Weave.

You and Yazeth Cobb, loyal servant of Amaunator and longtime ally, fought your way through the prison plane, into Cyric's crystal castle, defeating fallen angels who had been placed as guardians and fighting back an attempt by the demon lords of the Abyss to steal the power away from you at exactly the moment when you broke the planar seals on the Supreme Throne. Now you stand before Cyric's demesne, the literal Supreme Throne at the heart of his dominion.

Mystra is unable to affect the battlefield directly. Indeed, her grip on existence is tenuous. Shar drained away a great deal of her power, and Mystra is not strong enough to survive on her own for very long without the protection of an astral dominion. Knowing that the fate of all creation is at stake, Mystra has infused each of you with the last scraps of her divine power.

You are now Chosen of Mystra. This grants you the following benefits:

Divine Spark: You gain a +1 bonus to attack rolls and a +2 bonus on damage rolls.

Divine Recovery: One time only, when you are reduced to 0 hit points, you regain hit points equal to your bloodied value. This does not require an action and is not voluntary on your part; it triggers automatically.

Divine Miracle: When you have expended your last encounter attack power, you regain the use of one encounter attack power of your choice. In this way, you cannot run out of encounter attack powers.

Chosen Power: You gain the following utility power:

Spell Mastery • Chosen of Mystra Utility 26

Daily

Standard Action (Personal)

Effect: You use one of your encounter or daily powers and one of your at-will powers with a single standard action.

If you fail, Mystra will die - this time forever.