**Karsus’ Avatar One Shot**

***History:*** The players have spent more than a decade researching and preparing for this day. They have accrued the blood of a terrasque, ten million gold pieces, 4 legendary magic artifacts, and the last of the material components: many human sacrifices. With the guidance of an elderly wizard named Grellius the players have begun casting an epic magic spell (12th LEVEL!) known as Karsus’ Avatar. If it is successful, one player will become the human embodiment of Mystral, the Keeper of the Weave. The player, at the behest of Grellius, uses the majority of the power gained from hijacking Mystral to open a portal giving unfettered access to the Astral Sea. The goal being simple: kill an astral dragon and steal its unhatched egg. Doing so will allow the players to study the bizarre psionics that these being possess and ultimately learn to produce magic that can’t be countered or dispelled. However, upon finding their dragon, it senses their intent and flees. The players must then find a way from the Astral Sea to the plane of existence that the dragon jumped to. The players find a Planar Temple guarded by an Astral Dreadnought. Upon defeating it the players may jump to another plane. The dragon may jump to several and the players must pursue using info gained from tracking it and from their Mystral. The dragon will eventually succumb to Astralomitis and be bound to one plane. Once the players find it it is settled into a nest and going mad. Upon killing it 2 things happen: The true Mystral seizes his opportunity while the player is weakened and regains her control for long enough to kill himself, killing the player. The amount of magic used in these encounters and across the planes all while Mystral has been unable to tend to The Weave destroys it and all magic ceases to function. The death of the Astral Dragon at the hands of a God and the death of the God causes a tear in the planes, visible in the sky of the plane the players are in. They have mere minutes before a shockwave of pure energy incinerates them. After the characters die, the DM explains that because of their actions, the magical weave ceased to be for several years. The cities held in the sky by Proctiv’s Move Mountain: a tenth level spell, crash into the ground and are incinerated by the same shockwave that killed the players. This shockwave sears a ring around the entire circumference of Illithand.

A decade after the Searing a new iteration of the deity Mystral is born and takes over his work. Her name is Mystra. Mystra repairs the Weave but learns from her mistakes and ensures that no magic beyond the ninth level is ever attainable by any creature other than a God and that all magic users are given their abilities (they aren’t innate for everyone). Some of the damage could not be undone, however. There are permanent scars on the weave that cause areas of Wild Magic to exist, commonly found around areas that were scorched by the Weave’s searing. Also the Planes were never repaired, causing planar leakage.

The players begin barricaded deep in the keep of the Elder Castle, located in the floating city of Eldenspire from which the continent gets its name. The players forced their way in to secure a room large enough to facilitate the vast amount of material components and the portal that will be spawned by the ritual. The players must defend the ritual site while it finishes, casting the bodies of the dead into the pool as sacrifices. The players will feel the power of their characters in this part of the story, smiting guards and citizens like swatting flies.