OUTLINE:

1. Y, I, M, exit the Hall of Time into Sybyl. They immediately see the two statues and the valley, and it is only a short walk to the desert town.

The desert town contains Tapo’s final phylacteries. He is dead, but for him to be destroyed, each of the following need to be destroyed.

1. The town’s poverty.
2. The town’s drought (Tapo’s flask is buried in his grave in the town, and it is a Never-Empty flask)
3. The town’s tyranny (The large building itself with guards)
4. The town’s plague.
5. MuL

MuL can be approached, but she will not speak any words but “It’s almost time! It’s almost time!” If she is attacked or approached too closely, the world fades to black and the attacker and others awake in a room upstairs, some amount of time later. MuL can finally be approached when the other phylacteries are destroyed. She mutates into an ancient black dragon for the fight.

1. Once MuL is killed, the town vanishes. The players stand in front of a large staircase in the sands, leading to the tablet. Then they hear something…someone calling to them! They turn around, and their allies run down the stairs, led by Halifax. “You didn’t think that you had to do this alone, did you?”

“My deal with Mephistopholes. I promised him eternal servitude for information: the knowledge of your location at any point in time. When you disappeared from Nenril, I knew to look in your last location. There was a rift in space that led us here.”

1. Jump to Winterfall. Plot summary: the adopted children of Fairfox escaped from their home when he was captured by Jaegers, the anti-magic police of Winterfall. Clara received a vision of their father in chains in some prison, and of a book. She knew this book would let them free Fairfox. They led a goblin assault on a bandit fortress before heading south, meeting the characters Isaac and Miria along the way. They fought demons and thieves before making it to Rivertown, Tylis’ home village—famous for its amazing pastries. Before long, they made their way towards Duke City. Duke City, the place with the largest library in Winterfall. They didn’t make it to the library, however—they were intercepted at an inn by a man named Luck Looney. He introduced himself as the Duke of Duke City, second to only those of royal blood to the Emperor. He told them that the book they searched for—the Book of Ages—lay beneath the one place it was impossible to go—underneath the Jaeger academy to the north. They trained for months, readying themselves to take down the Jaegers that had taken their father. Armed to the teeth and dressed in black, they infiltrated the Jaeger Academy and slit up, simultaneously freeing the captive mages in the prisons, summoning massive fireballs to destroy the buildings, and engaging the Jaeger Lord—one of the royal family—to combat. They all fought him on the precipice of the fortress hanging over the bay, and with a final stroke, he was stabbed and thrown into the water. The group delved into the bowels of the keep and discovered a huge doorway. They entered the Underdark. After killing and floating on a giant centipede for a while, they reached the huge city of Shandilar in the deeps. They found out that Fairfox—or at least some white haired human—had passed through here, looking for the same thing they were looking for—the book. To get the information of where to find it, however, they had to fight in the arena. A vicious fight ensued, ending with the death of Rose. They, however, rescued a genie in the arena who gave them one wish. They wished for Rose’s resurrection, and were then on their way. They traveled though the tunnels below Shandilar until they came to a huge ravine. A steep stairway wound its way down the side, and led them to a riddle door. They got through the door, only to find a single black pool of liquid. Upon stepping into the pool, they emerged on a strange island—almost like an ancient city, melted and warped by some cataclysm. They had to get to the center temple of the city, but the streets were crowded with servants of some dark lord trying to kill them. The fought their way there, killing the remaining Dark Men. The final guardian of the book revealed itself—a dragon. They slew the dragon, with many of them nearly dying in the process. Luck pointed a wand upwards, and they disappeared, launched to the surface.

The group gasped for breath, their wounds still bleeding. Dragons flew overhead, and an army of elves marched in the distance. Summerzel. Luck turns to them: “We have it. Young ones, this book is not to be taken lightly—it has the power to both aid and destroy. We must use it wisely. That being said—time is running out. A choice is before you now. At this moment, the fate of our world lies on a silver thread. In a faraway land, a great power has made its breach back into this plane. Ancient monsters are waking again. Others will want to use this book for their own purposes. You must choose if you allow them to. Tomorrow, we will go to Fairfox, but we will not be going alone. This story is greater than any one person. Rest now, young ones, and dream of something nice.”

The next day comes. The dawn is red as blood. “Now is the time for you to fulfill your part of the story. Let the words of the book wash over you, don’t fight it. Ask it to bring you to the Sybyl Eye. OPEN THE STONE TABLET! What you find will help you find your father!”

Time stops for the book holder. “Who are you?” The voice is like unto a thousand voices all speaking at once in unison—and it sounds familiar. It sounds like Fairfox. “Why do you read my words?” “It shall be done.”

All of those that the book-bearer willed come are teleported to a glade. The Sybyl Glade, just in front of a stone tablet.

1. The group either lets the others in or doesn’t (I hope they do). They travel not very far until they come upon the pool of water—large, and shallow, and clear. Perfectly clear. A silent waterfall cascades from the far side. Sepulcher of Vanya is there. It has her last remarks and another tree of knowledge. The center of the pool has an archway.
2. JEFFERS after the Cain fight: He’s not gone for good yet. At least for now he’s trapped in the shard of the Sword. I would keep this safe. \*Tosses the shard to Isabella\*. Don’t worry, it’s safe to touch for a while, while he’s still weakened. Come, walk with me.
   1. \*The scene changes to a flowery meadow outside Ashbury in Tirion. The sun is setting on the bay to the east, the light turning the southern mountains a royal purple.\*
   2. “You did well, each of you, but it’s not over yet. Vecna’s armies still pour from the gate in Erresea, and with Vecna’s leadership I fear that they’ll be unstoppable. They will march across the land and sea, pillaging and killing. You have to face him, you know, if you want this world to have any hope. As long as he is stopped—trapped or killed does not matter—then the mighty few might have a fighting chance. You could give this world the hope of a future.”
   3. “But don’t lose hope in yourselves. You’ve worked so hard to save my ass more times than I can count. Here’s my chance to make it up to you. When I was with Cain I was able to see his plans. He had one goal in mind from the very beginning—lure Vecna to the Sybyl Eye and kill him. The Sybyl Eye is the one place that a deity can be truly destroyed. What he didn’t tell you was that the one who kills the deity becomes a deity themselves. That’s the way the Eye works—for everything lost, something is gained and for everything gained something is lost. He had it all set up, too. He tricked Vecna into thinking that he would allow the god to use the Sybyl Eye. Vecna is just waiting to be summoned, and even with Cain trapped the trap still stands. Vecna wants to be brought to the Eye, but he is not expecting any opposition. It gives you a chance to hit him while he’s not expecting it—but you’ll only have a fraction of a second to do it, and you have to do it with the shard of the Sword of Khas. If he is hit with the shard, he will temporarily become mortal again. He will be mortal for a long enough time for you to stop him. Know that if you want to kill him, you have to land the final blow with the shard of the Sword of Khas. That’s the only weapon that can kill Vecna. And in that way, Cain assured himself victory.
   4. “When you killed him, he activated the portkey within Tapo and moved his consciousness into the blade. When Yorick touched it, though, his holy power shocked the blade into disintegration. Even then, Cain knew that when Vecna was faced, if he was killed, it would be with the sword of Khas. With Cain within the shard, it guarantees that he will receive at least a portion of the deityhood, maybe even all of it. Even then, it would be possible to destroy him. The Sybyl Eye makes the impossible possible. That’s the decision you have to make.
      1. Kill Vecna, giving the kingdoms of Ilia a fighting chance, but allow Cain to become stronger by doing so.
      2. Trap Vecna at the Eye and/or Cain. There’s a chance then that he could be freed in the future, but Cain does not get any demigod power. He can be trapped by breaking the Amulet of Time near him. Breaking the Amulet causes a fissure in time, and stops time within a few feet—be warned, though, that causing a fissure in time at the Sybyl Eye could have consequences.
      3. Leave Vecna and/or Cain free and condemn the world.
      4. Any combination of these things.
3. List of options:
   1. WITH SCENE 1:
      1. Kill Vecna > Kill Cain > Destroy Phylactery > Free Shards
         1. Balance returns to the world—Vecna’s armies are leaderless, throwing them into anarchy. Vecna is gone for good, and so is Cain. The two great threats to the world are gone, never to return. With some or all of the Shards free, the world will reset its alignment, moving in a lawful direction.
      2. Kill Vecna > Kill Cain > Destroy Phylactery > Leave Shards
         1. Vecna’s armies are leaderless, throwing them into anarchy. Vecna is gone for good, and so is Cain. The two great threats to the world are gone, never to return. However, with the Shards still imprisoned, the world will continue on its Chaotic/Evil path.
      3. Kill Vecna > Kill Cain > Fail to Destroy Phylactery > Free Shards
         1. Balance returns to the world—Vecna’s armies are leaderless for a short time, but he will return to lead his armies against the world before long. Cain is gone for good. One of the two great threats to the world is gone, never to return. With some or all of the Shards free, the world will reset its alignment, moving in a lawful direction.
      4. Kill Vecna > Kill Cain > Fail to Destroy Phylactery > Leave Shards
         1. Vecna’s armies are leaderless for a short time, but he will return to lead his armies against the world before long. Cain is gone for good. One of the two great threats to the world is gone, never to return. However, with the Shards still imprisoned, the world will continue on its Chaotic/Evil path.
      5. Kill Vecna > Fail to Kill Cain > Destroy Phylactery > Free Shards
         1. Balance returns to the world—Vecna’s armies are leaderless, throwing them into anarchy. Vecna is gone for good, but Cain escaped, bound to begin to plot anew. One of the two great threats to the world is gone, never to return. With some or all of the Shards free, the world will reset its alignment, moving in a lawful direction. The Shards will attempt to eliminate Cain.
      6. Kill Vecna > Fail to Kill Cain > Destroy Phylactery > Leave Shards
         1. Vecna’s armies are leaderless, throwing them into anarchy. Vecna is gone for good, but Cain escaped, bound to begin to plot anew. One of the two great threats to the world is gone, never to return. However, with the Shards still imprisoned, the world will continue on its Chaotic/Evil path.
      7. Kill Vecna > Fail to Kill Cain > Fail to Destroy Phylactery > Free Shards
         1. Balance returns to the world—Vecna’s armies are leaderless for a short time, but he will return to lead his armies against the world before long. Cain escaped, bound to begin to plot anew. Neither of the world’s greatest problems were eliminated, but instead they were delayed. With some or all of the Shards free, the world will reset its alignment, moving in a lawful direction. The Shards will attempt to eliminate Cain.
      8. Kill Vecna > Fail to Kill Cain > Fail to Destroy Phylactery > Leave Shards
         1. Vecna’s armies are leaderless for a short time, but he will return to lead his armies against the world before long. Cain escaped, bound to begin to plot anew. Neither of the world’s greatest problems were eliminated, but instead they were delayed. However, with the Shards still imprisoned, the world will continue on its Chaotic/Evil path.
   2. WITH SCENE 2:
      1. Trap Vecna > Trap Cain > Free Shards
         1. Balance returns to the world—Vecna’s armies are leaderless, throwing them into anarchy. Vecna and Cain are both trapped in time at the Sybyl Eye. The two great threats to the world are gone, but powerful magic could free them, unleashing their power over the world once more. With some or all of the Shards free, the world will reset its alignment, moving in a lawful direction. The stopping of time at the Sybyl Eye creates a *time fissure*.
      2. Trap Vecna > Trap Cain > Leave Shards
         1. Vecna’s armies are leaderless, throwing them into anarchy. Vecna and Cain are both trapped in time at the Sybyl Eye. The two great threats to the world are gone, but powerful magic could free them, unleashing their power over the world once more. However, with the Shards still imprisoned, the world will continue on its Chaotic/Evil path. The stopping of time at the Sybyl Eye creates a *time fissure*.
      3. Trap Vecna > Leave Cain > Free Shards
         1. Balance returns to the world—Vecna’s armies are leaderless, throwing them into anarchy. Vecna is trapped in time at the Sybyl Eye. One of the two great threats to the world are gone, but powerful magic could free him, unleashing his power over the world once more. Cain is free within the Shard of Kas, easily able to possess a body and return. With some or all of the Shards free, the world will reset its alignment, moving in a lawful direction. The stopping of time at the Sybyl Eye creates a *time fissure*.
      4. Trap Vecna > Leave Cain > Leave Shards
         1. Vecna’s armies are leaderless, throwing them into anarchy. Vecna is trapped in time at the Sybyl Eye. One of the two great threats to the world are gone, but powerful magic could free him, unleashing his power over the world once more. Cain is free within the Shard of Kas, easily able to possess a body and return. However, with the Shards still imprisoned, the world will continue on its Chaotic/Evil path. The stopping of time at the Sybyl Eye creates a *time fissure*.
   3. WITH SCENE 3:
      1. Leave Vecna > Trap Cain > Free Shards
         1. Vecna remains at large, either with the power of the Sybyl Eye or without it. With his armies with their leader, they will quickly overrun the world. Cain is trapped at the Eye, removing him from the picture, but powerful magic could free him, unleashing his power over the world once more. With some or all of the Shards free, the world will reset its alignment, moving in a lawful direction. The stopping of time at the Sybyl Eye creates a *time fissure*.
      2. Leave Vecna > Trap Cain > Leave Shards
         1. Vecna remains at large, either with the power of the Sybyl Eye or without it. With his armies with their leader, they will quickly overrun the world. Cain is trapped at the Eye, removing him from the picture, but powerful magic could free him, unleashing his power over the world once more. However, with the Shards still imprisoned, the world will continue on its Chaotic/Evil path. The stopping of time at the Sybyl Eye creates a *time fissure*.
      3. Leave Vecna > Leave Cain > Free Shards
         1. Vecna remains at large, either with the power of the Sybyl Eye or without it. With his armies with their leader, they will quickly overrun the world. Cain is free within the Shard of Kas, easily able to possess a body and return. With some or all of the Shards free, the world will reset its alignment, moving in a lawful direction.
      4. Leave Vecna > Leave Cain > Leave Shards
         1. Vecna remains at large, either with the power of the Sybyl Eye or without it. With his armies with their leader, they will quickly overrun the world. Cain is free within the Shard of Kas, easily able to possess a body and return. However, with the Shards still imprisoned, the world will continue on its Chaotic/Evil path.
   4. OTHER OUTCOME DETERMINANTS
      1. ALL SCENES:
         1. Time Altercations: Time altercations will proceed as they were wished to proceed, but the past cannot truly be changed: For example:
            1. Altercation: Yorick goes back in time and prevents the death of his family. He kills the dwarves and the Duke of Yamador. To truly save his family, he will need to *bring them to the present day* (Otherwise, see *time fracture*)*.* They will not have aged, unless Yorick specifies that they do during the action. His family will be with him at the Eye.
            2. Outcome: In the present, Yorick’s family is safe and alive, just as he wanted. Because he brought his family into the present to save them, this means that the people/beings that the past Yorick saw, knew, or experienced, were not the true beings. This could lead to unintended outcomes: The Duke of Yamador was actually a changeling servant of Vecna, Baron is a changeling servant as well, soon to destroy the Queen’s Guildhouse with many of its members inside.
         2. The Parmasinta: The Parmasinta grants practically infinite power to those who have the will to wield it by allowing the control of the Shards, as they are the personifications of Hera’roilya’s power. Its uses are innumerable, but the most prevalent in this situation are:
            1. Free or leave the Shards.

The choice to free or leave the shards will have various improvised effects based on the Shard’s alignments. The alignments trapped will diminish in the world, while those freed will reinstate their balance.

* + - * 1. Deal with Vecna’s Armies. To do this, Hera’roba or Hera’rocoia would need to be controlled.

**Hera’rocoia** would use his power to give hope and inspiration to the people of Ilia, and would motivate those of other continents to aid. This would be an endlessly long struggle, hundreds of years of death, destruction, and war.

**Hera’roba** would be a swift, shocking solution to Vecna’s armies. His power would lead to the destruction of both the undead and the living of Ilia as he unleashed massive waves of energy, breaking Ilia apart. This will lead to a shorter struggle—ripping the band-aid off, per say. This could lead to the isolation of Ilia, or even the shattering of the world to make sure Vecna does not win. Drastic measures for drastic results.

**Both** would compromise, giving hope to the fighters as well as bringing a shocking start to the war. Ilia would be shattered, but the survivors would do so with grace and hope.

* + - * 1. What to do with the Parmasinta afterward? This decision will determine if the Parmasinta will fall into other people’s hands after these events. Will it be used as a weapon? Will the Shards be controlled indefinitely? These decisions could lead to lasting side effects—for example, when the Naa’waith used Hera’roba as a weapon against the elves, their home island—100 miles in diameter—was completely destroyed, and their race began its pilgrimage away from the Material Plane.
  1. Time Fissures
     1. When time is stopped or a time altercation is carried out poorly, a time fissure can result. Time fissures from stopping time are typically small and insignificant, however when placed at the Sybyl Eye, they can span huge areas and times. Time fissures are cracks in time, and the ones created in this instance could span hundreds of years. Because of the flow of time, a fissure created in the present would allow travel into the past and the future. Fissures would, from the present on, draw the attention of the agents of time. These beings natural to the Plane of Time are parasitic, drawn to time fissures to feed. Fissures can physically manifest in multiple locations, typically in the locations pertinent to or near the time stop or altercation.