

**You are back in your home in Sideria, but it is the Sideria of the past, your father and brothers are still alive. Next, the red robed humans of Epektasi kick in your door and murder you and your entire family. Now you are floating in a perfect world of shining mountains and glistening rivers. You recognize it as Mount Celestia, the realm of the afterlife for metallic dragons and dragonkin. The world below fades and becomes the teeming jungle of Chult, rising like a phoenix out of the sea. Now you are falling, faster and faster, the fronds of the kapok trees whipping your face. You land with a thud on the hard ground. A waterfall and lake are nearby. Before you can rise, the biggest dinosaur you ever saw is standing over you. As its teeth sink into your flesh, tearing you limb from limb, you hear a deep gravelly voice as if rising out of a tomb, "You've escaped death once, but no longer. See you soon."**

**You are back in your childhood home of your father, Bromzek. You are strapped to a table and your father stands over you holding a dagger. But no one arrives to save you as he plunges the dagger into your chest. Now you are floating over a flat, gray land. In the distance you see a stone city with a crystal spire in the center. You recognize it as the Fugue Plane, the realm of Kelemvor. The world below fades and becomes the teeming jungle of Chult, rising like a phoenix out of the sea. Now you are falling, faster and faster, the fronds of the kapok trees whipping your face. You land with a thud on the hard ground. You are in a walled compound surrounded by sharpened stakes. Suddenly, the front gate is smashed and a thousand undead swarm in, crushing you. As they begin to feed on your flesh, you hear a deep gravelly voice as if rising out of a tomb, "You've escaped death once, but no longer. See you soon."**

**You are lying on a dark altar with a towering stone serpent overhead. A Yuan-ti wearing ceremonial robes leans over you and pours a thick black liquid down your throat. No one rescues you, and your world goes black. Now you are floating in a perfect world of shining mountains and glistening rivers. You recognize it as Mount Celestia, the realm of paladins and the lawful good. The world below fades and becomes the teeming jungle of Chult, rising like a phoenix out of the sea. Now you are falling, faster and faster, the fronds of the kapok trees whipping your face. You land with a thud on the hard ground. You are in an overgrown garden, filled with deadly flowers and carnivorous plants. A beautiful woman wearing a crown of snakes looks at you with a stony stare. As your world goes black once more, you hear a deep gravelly voice as if rising out of a tomb, "You've escaped death once, but no longer. See you soon."**

**You are standing on the deck of the Narwhal 11. Jeanette is playing with her cards, but they are black. A monstrous turtle rises out of the sea. A blast of steam scalds you to death and the ship is smashed to pieces. Now you are floating in a lush world filled with rolling hills and thick forests. You recognize it as Elysium, the afterlife realm of hunters and the neutral good. The world below fades and becomes the teeming jungle of Chult, rising like a phoenix out of the sea. Now you are falling, faster and faster, the fronds of the kapok trees whipping your face. You land with a thud on the hard ground. You are in a long dungeon hall filled with a sickly green light. At one end, an enormous stone vehicle begins rolling toward you. You try to run, but the contraption is too fast. As the juggernaut grinds your bones to dust, you hear a deep gravelly voice as if rising out of a tomb, "You've escaped death once, but no longer. See you soon."**