

CALI3-4

FRAGMENTS OF A SHATTERED MIND

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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SPECIAL THANKS TO THE DMS OF GEN CON 2011

In the human bastion of Almraiven, a gifted magical scholar has gone missing. Agents of the Efrete Lord Memnon are known to be interested in her studies; has she been kidnapped for her knowledge, or is something more subtle afoot? A *Living Forgotten Realms* adventure set in Calimshan for characters of the Paragon tier (levels 11-20).

Note: This adventure takes place prior to the events chronicled in the first three Year 3 Calimshan Story Adventures, and is a stand-alone story. There is no connection between this adventure and CALI3-1 through CALI3-3, so players need not make any special effort to play this adventure with the same character who plays the other Calimshan adventures.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the

players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

Make decisions and adjudications that enhance the fun of the adventure whenever possible.

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of

the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Paragon tier of play (levels 11-20).

Any character of the appropriate tier may play the adventure, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by

those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure role-playing encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by

the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is

specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

ADVENTURE BACKGROUND

This adventure deals with a powerful echo - a fragment of the consciousness of an ancient evil from the Far Realm, creatures known as the star spawn. Their true name and nature would be incomprehensible to humans. These creatures have long sought a way to enter the world from the Far Realm, and had made a particular study of the planes of existence, with a focus on magic that would allow one to fold and otherwise manipulate the dimensions of time and space. They have long whispered blasphemous secrets into mortal ears, and although these vessels are eventually driven insane, a few books have been created with some of the mad ravings of the star spawn contained within.

Despite thousands of years of effort, the best these star spawn were ever able to accomplish was implanting a tiny seed of their personality and power into one of the tomes of knowledge they "inspired." This fragment was undetectable by normal means, and harmless as long as it remained inert and undiscovered. The book passed through various hands and finally ended up as part of the collection at Candlekeep.

Once ensconced within the shelves of Candlekeep, the book could easily have remained undisturbed and undiscovered until the end of time. However, this was not to be. The tome was recently loaned out to the Academy of Magic in Almraiven, where it was then borrowed by a gifted young wizard named Thuraiya, whose own research had to do with new forms of teleportation and planar travel. She also had access to an artifact known as the *Eye of Timor* as part of her research. The Eye (which first appeared in one of the original LFR preview adventures, *Death in the Skyfire Wastes* by Mike Mearls), is a powerful item, whose full capabilities are unknown, but it has both powers of true seeing and of unlocking the deepest recesses of the mind.

Thuraiya had the misfortune of viewing the book through the magical lens of the Eye, which sees the true nature of all things, and this exposed her to the star spawn personality fragments trapped within the tome.

This alien consciousness entered the mind of the young wizard, and began compelling her to turn her research in a much darker direction. The spawn's goal, of course, is to have her discover a way to open a portal to the Far Realm. Thus far, her efforts have yielded only a demiplane, a construct of magic and mathematics. At the star spawn's urging, she has retreated to the demiplane to continue her work without fear of discovery. It is now only a matter of time before she discovers the formulae needed to unlock the Far Realm and allow the star spawn to fully enter the world.

Meanwhile, agents of the Efrete Lord Memnon have caught wind of Thuraiya's research and seek to gain control over it to help them assault Almraiven. While they are not aware of the star spawn and were not able to get to Thuraiya before she falls under the spawn's control, their presence represents both a physical threat to the safety of Almraiven and a potent red herring in the adventurers' investigations. Yet, at the same time, these invaders' arrival on the scene catalyzes the PCs' own search for Thuraiya, as without their interference no one would even have realized that the young mage was missing until it was too late.

DM'S INTRODUCTION

The adventure begins at the Third Annual Almraiven Symposium of the Arcane, where the PCs are attending or perhaps even presenting at one of the many lectures. However, the proceedings are interrupted when a group of fire genasi, agents of the efrete Lord Memnon, attempt to seize one of the upcoming exhibits. The PCs are hopefully able to fend off the raid, but in the aftermath, a young scholar named Thuraiya is discovered to be missing.

Having proven their prowess during the genasi attack, the PCs are asked to help track down Thuraiya and given several possible leads to start their investigation. As their investigation progresses, the PCs will learn that Thuraiya has not quite been herself lately, and has been spending a lot of time with a young artist named Cassipo. Rather than a romantic interest, however, this seems to be related to a series of strange arcane diagrams Thuraiya has been experimenting with.

En route to Cassipo's home/studio, the PCs encounter a group of bizarre creatures causing chaos in the streets. Defeating the beasts, they can trace their origin back to Cassipo's residence, where they discover that he has apparently been able to turn Thuraiya's sketches into a full-fledged dimensional portal. Before they can investigate further, they must fend off the attacks of a group of foulspawn - residents of Cassipo's building who have been transformed by the aberrant effects of the portal. These hapless citizens pose no real threat to the PCs, but how the PCs deal with them might

influence their future relationship with the people of Almraiven.

With the foulspawn dealt with, the PCs can travel through the portal into the demiplane where the star spawn have brought Thuraiya (and she in turn brought Cassipo). The PCs must contend with both the bizarre, shifting geography of the plane and the foul creatures that inhabit it. Along the way, they find Cassipo, unconscious and apparently abandoned by Thuraiya now that his usefulness is at an end.

Eventually, the adventurers confront Thuraiya herself and the fractured alien consciousness that now inhabits her body. With skill, prowess, and luck, they can defeat the star spawn, free Thuraiya, and return to Almraiven before the demiplane falls apart around them.

A Note on Genasi PCs: Due to the ongoing wars and slavery conducted by the genasi in the rest of Calimshan, the human population of Almraiven has an understandable mistrust of genasi. The DC of any Bluff, Diplomacy, or Streetwise checks made by a genasi PC during this adventure is increased by +2, and you should endeavor to reflect this in your role-playing.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Calimshan is a land at war. The genasi overlords of air and fire drive their armies endlessly against each other, and the ever-blowing sands of the uncaring desert cover the bloodstains until the next battle comes. It is never long in coming.

Here in Almraiven, however, the war seems distant, if not absent. This ancient city is the last part of Calimshan still controlled by those humans who have not been enslaved by the genasi. It is a bustling port with a grand shipyard, as well as a center of intrigue for those who would oppose - or support - the genasi who have taken over the land. It is also the home of a young but renowned arcane college, founded by the city's ruler, the WeavePasha.

That college is currently playing host to the Third Annual Almraiven Symposium of the Arcane, to which you have been invited. You're not sure how they got your name or why they invited you in particular, but if nothing else, it's a trip to an exotic land with your expenses paid for.

The Symposium itself turns out to be a lot of dry, boring discussions of esoteric magical theory, but there is at least one panel that sounds moderately interesting: "Arcana and Adventuring - Creative Uses of Magic in Unpredictable and Dangerous Environments." Even if

no useful ideas come out of it, it's being held in a shady, cool lecture hall, a welcome relief from the brutal heat of a Calimshan summer.

Characters with the arcane power source (wizards, warlocks, sorcerers, etc.) and who are trained in the Arcana skill have been asked to participate as members of the panel. If there are multiple such characters in the party, have them roll opposed Arcana checks. Whoever gets the highest result has top billing on the session invitation, a point of pride among academic scholars.

If time and player interest permits, feel free to have the PCs who were invited as speakers make a brief presentation about their creative use of magic in an adventuring situation. Other PCs will be in the audience area and can participate by asking questions (this could lead to some entertaining roleplaying as the "audience" PCs and the "panelist" PCs debate the finer points of magical theory).

PCs who know each other already may certainly reintroduce themselves at this point, but those who do not know each other have not necessarily had the occasion to meet yet. You can facilitate these interactions during the initial roleplaying scene, or simply throw the genasi infiltrators into the mix and let the PCs figure out that their fellow adventurers are likely to be the other people who stood up and fought instead of running away.

PCs who have been to Calimshan before may have met and impressed various notables, including the WeavePasha himself. It's even possible that they might hold the rank of lesser Pasha themselves. (If anyone asks about Ala'Ammar, he is not currently in the city of Almraiven.) Be sure to take account of any appropriate Story Awards or other information that the players have regarding their participation in previous Calimshan regional adventures, especially if they have rank and station within the city's power structure.

Proceed to **Encounter 1**.

ENCOUNTER 1: CRASH COURSE

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures:

4 genasi fireblades (F)

2 genasi flickerknives (K)

1 genasi fire witch (W)

SCALING THE ENCOUNTER

Make the following adjustments based on party size.

Four PCs: Remove two genasi fireblades.

Six PCs: Add an additional genasi fire witch.

SETUP

These genasi, agents of the Efreet Lord Memnon, are here to seize Thuraiya and/or her research in hopes of finding a way to use it to invade Almraiven. However, Thuraiya is not here due to her possession by the star spawn, and the genasi have instead invaded the PCs' lecture, which ran overly long. To begin the scene, read:

As the panel's allotted end time arrives, the audience begins to drift away, but several of the panelists continue to discuss the topic of adventuring magic. The presiding official, a stuffy bureaucrat, tries to urge them out of the room, droning on about clearing the room the next session, "which is due to start any moment now." There's no sign of the next presenter, though, so the matter doesn't appear to be urgent.

Abruptly, several individuals surge through the door with weapons drawn. Their ruddy skin is criss-crossed with fiery orange lines of energy, and flickering flames dance about their heads in lieu of hair. While they are clearly armed for battle, they seem somewhat startled by your presence here. They recover quickly, though; one yells out, "I don't see her, so take them!"

FEATURES OF THE AREA

Illumination: Daylight and magical light.

Ceiling: 20 feet high.

Stage: The stage area is ten feet (two squares) off the ground, and can be accessed via the stairs at either end, or with an Athletics check to jump down.

Benches and Chairs: These act as difficult terrain, but may be kicked aside as part of movement with an Easy DC Athletics check or leapt across with an Easy DC Acrobatics check.

Statues: Various magical creatures associated with fire (such as dragons and salamanders). These are the pillars holding up the ceiling. They are blocking terrain.

Non-Combatants: A few lecturers and audience members remain in the lecture hall. They run away at the end of any combat round if they have a clear path to get out of the area; until then, they may present problems for PCs trying to use area-effect spells.

TACTICS

The genasi are intelligent opponents. The fireblades take the brunt of the PCs' attacks, while the flickerknives set themselves up for flanking and the fire witch attempts to stay clear of melee. When more than half of the genasi are down, the others attempt to flee; if they escape the lecture hall, they are out of combat, but are caught by campus security before they can leave the area entirely.

ENDING THE ENCOUNTER

Once the genasi have been defeated, the PCs can investigate the situation.

If the adventurers captured any of the genasi alive, they can interrogate the prisoners. The genasi refuse to talk, but a credible threat of torture (**Intimidate**, **Moderate DC**) loosens their tongues. The genasi came to kidnap an advanced student named Thuraiya, who was due to be presenting in this room at this time. (To be clear, she did not show up and the PCs can ask around to confirm this.) The genasi know that Thuraiya is involved in some sort of revolutionary teleportation research, and their lord (Memnon the Efreet) instructed them to find and capture her in hopes of using her methods to bypass Almraiven's defenses. She has been difficult to locate, so they elected to attack her here after learning about her scheduled talk. The genasi have no idea where Thuraiya is or why she did not show up.

Once the PCs have had a chance to interrogate any genasi survivors, proceed to **Encounter 2**.

MILESTONE

The PCs complete a minor objective worth 240 / 350 / 500 / 800 / 1000 XP each for defeating the genasi. This encounter counts toward a milestone.

TREASURE

The genasi infiltrators are well-funded to pay bribes as part of their various spying missions in Almraiven. They carry coins and gems worth 800 / 1375 / 2250 / 5500 / 6260 gold pieces per PC. One flickernife wields a +3 voidcrystal weapon; the other wears +3 displacer armor. One fireblade wears +3 breaching armor. The fire witch's implement is a +3 orb of translocation interference.

ENCOUNTER 1: "CRASH COURSE" (ADVENTURE LEVEL 12)

Genasi Fireblade	Level 11 Brute
Medium elemental humanoid (fire)	XP 600
HP 139; Bloodied 69	Initiative +6
AC 23, Fortitude 25, Reflex 22, Will 21	Perception +7
Resist 10 fire	
Speed 6	
STANDARD ACTIONS	
m Falchion (fire, weapon) • At-Will Attack: Melee 1 (one creature); +16 vs. AC Hit: 3d8 + 6 damage (crit 2d8 + 30) and ongoing 5 fire damage (save ends).	
C Fan the Flames (fire) • Recharge 5 6 Attack: Close burst 1 (creatures in burst); +14 vs. Reflex Hit: The target takes ongoing 5 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
TRIGGERED ACTIONS	
Fiery Riposte (fire) • At-Will <i>Trigger:</i> The genasi fireblade is hit by an enemy adjacent to it. <i>Effect (Immediate Reaction):</i> The triggering enemy takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5.	
Skills Endurance +18, Intimidate +10 Str 22 (+11) Dex 13 (+6) Wis 15 (+7) Con 19 (+9) Int 17 (+8) Cha 11 (+5)	
Alignment unaligned Languages Common, Primordial Equipment: falchion, hide armor	

Genasi Fire Witch	Level 12 Artillery
Medium elemental humanoid (fire)	XP 700
HP 92; Bloodied 46	Initiative +12
AC 24, Fortitude 21, Reflex 25, Will 23	Perception +8
Resist 10 fire	
Speed 6	
TRAITS	
O Mantle of Flame • Aura 2 Creatures that start their turn in the aura take 10 fire damage.	
Hellfire The genasi fire witch ignores the first 10 points of any target's fire resistance.	
STANDARD ACTIONS	
m Fiery Staff (fire, weapon) • At-Will Attack: Melee 1 (one creature); +17 vs. AC Hit: 3d6 + 10 fire damage.	
R Blazing Beam (fire) • At-Will Attack: Ranged 10 (one creature); +17 vs. Reflex Hit: 3d6 fire damage and ongoing 10 fire damage (save ends).	
C Rolling Inferno (fire) • Recharge when first bloodied Attack: Close blast 5 (creatures in blast); +15 vs. Reflex Hit: 3d6 + 7 fire damage and ongoing 5 fire damage (save ends).	
A Vortex of Flame (fire) • Encounter Attack: Area burst 1 within 10 (creatures in burst); +16 vs. Reflex Hit: 3d6 + 12 fire damage and the genasi shifts the target 2 squares. Miss: Half damage.	
Skills Arcana +17, Bluff +15 Str 13 (+7) Dex 14 (+8) Wis 15 (+8) Con 14 (+8) Int 23 (+12) Cha 18 (+10)	
Alignment unaligned Languages Common, Primordial Equipment: staff, orb	

Genasi Flickerknife	Level 11 Skirmisher
Medium elemental humanoid (fire)	XP 600
HP 110; Bloodied 55	Initiative +13
AC 25, Fortitude 22, Reflex 24, Will 21	Perception +12
Resist 10 fire	
Speed 6	
TRAITS	
Combat Advantage The genasi deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will Attack: Melee 1 (one creature); +16 vs. AC Hit: 3d6 + 9 damage.	
R Dagger (weapon) • At-Will Attack: Ranged 5/10 (one creature); +16 vs. AC Hit: 3d6 + 9 damage.	
M Blazing Speed (weapon) • Recharge 6 <i>Effect:</i> The genasi shifts up to its speed. It makes the following attack against each enemy it is adjacent to during any part of this movement. No creature can be attacked more than once. Attack: Melee 1 (one creature); +16 vs. AC Hit: 2d6 + 7 damage.	
C Blinding Flare (fire) • Encounter Attack: Close burst 1 (creatures in burst); +14 vs. Reflex Hit: 3d6 + 1 fire damage, and the target is blinded (save ends).	
Skills Bluff +10, Stealth +16 Str 17 (+8) Dex 22 (+11) Wis 15 (+7) Con 14 (+7) Int 12 (+6) Cha 11 (+6)	
Alignment unaligned Languages Common, Primordial Equipment: leather armor, 6 daggers	

ENCOUNTER 1: "CRASH COURSE" (ADVENTURE LEVEL 14)

Genasi Fireblade (Level 13)	Level 13 Brute
Medium elemental humanoid (fire)	XP 800
HP 159; Bloodied 79	Initiative +7
AC 25, Fortitude 27, Reflex 24, Will 23	Perception +8
Resist 10 fire	
Speed 6	
STANDARD ACTIONS	
m Falchion (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d8 + 9 damage (crit 2d8 + 33) and ongoing 5 fire damage (save ends).	
C Fan the Flames (fire) • Recharge 5 6	
Attack: Close burst 1 (creatures in burst); +16 vs. Reflex	
Hit: The target takes ongoing 5 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
TRIGGERED ACTIONS	
Fiery Riposte (fire) • At-Will	
Trigger: The genasi fireblade is hit by an enemy adjacent to it.	
Effect (Immediate Reaction): The triggering enemy takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5.	
Skills Endurance +19, Intimidate +11	
Str 22 (+12)	Dex 13 (+7) Wis 15 (+8)
Con 19 (+10)	Int 17 (+9) Cha 11 (+6)
Alignment unaligned Languages Common, Primordial	
Equipment: falchion, hide armor	

Genasi Fire Witch (Level 14)	Level 14 Artillery
Medium elemental humanoid (fire)	XP 1,000
HP 104; Bloodied 52	Initiative +13
AC 26, Fortitude 23, Reflex 27, Will 25	Perception +9
Resist 10 fire	
Speed 6	
TRAITS	
O Mantle of Flame • Aura 2	
Creatures that start their turn in the aura take 10 fire damage.	
Hellfire	
The genasi fire witch ignores the first 10 points of any target's fire resistance.	
STANDARD ACTIONS	
m Fiery Staff (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 fire damage.	
R Blazing Beam (fire) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: 3d6 + 2 fire damage and ongoing 10 fire damage (save ends).	
C Rolling Inferno (fire) • Recharge when first bloodied	
Attack: Close blast 5 (creatures in blast); +17 vs. Reflex	
Hit: 3d8 + 7 fire damage and ongoing 5 fire damage (save ends).	
A Vortex of Flame (fire) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +18 vs. Reflex	
Hit: 3d8 + 12 fire damage and the genasi shifts the target 2 squares.	
Miss: Half damage.	
Skills Arcana +18, Bluff +16	
Str 13 (+8)	Dex 14 (+9) Wis 15 (+9)
Con 14 (+9)	Int 23 (+13) Cha 18 (+11)
Alignment unaligned Languages Common, Primordial	
Equipment: staff, orb	

Genasi Flickerknife (Level 13)	Level 13 Skirmisher
Medium elemental humanoid (fire)	XP 800
HP 126; Bloodied 63	Initiative +14
AC 27, Fortitude 24, Reflex 26, Will 23	Perception +13
Resist 10 fire	
Speed 6	
TRAITS	
Combat Advantage	
The genasi deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
M Blazing Speed (weapon) • Recharge 6	
Effect: The genasi shifts up to its speed. It makes the following attack against each enemy it is adjacent to during any part of this movement. No creature can be attacked more than once.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d8 + 7 damage.	
C Blinding Flare (fire) • Encounter	
Attack: Close burst 1 (creatures in burst); +16 vs. Reflex	
Hit: 3d8 + 1 fire damage, and the target is blinded (save ends).	
Skills Bluff +11, Stealth +17	
Str 17 (+9)	Dex 22 (+12) Wis 15 (+8)
Con 14 (+8)	Int 12 (+7) Cha 11 (+6)
Alignment unaligned Languages Common, Primordial	
Equipment: leather armor, 6 daggers	

ENCOUNTER 1: "CRASH COURSE" (ADVENTURE LEVEL 16)

Genasi Fireblade (Level 15)	Level 15 Brute
Medium elemental humanoid (fire)	XP 1,200
HP 179; Bloodied 89	Initiative +8
AC 27, Fortitude 29, Reflex 26, Will 25	Perception +9
Resist 10 fire	
Speed 6	
STANDARD ACTIONS	
m Falchion (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 11 damage (crit 2d8 + 35) and ongoing 10 fire damage (save ends).	
C Fan the Flames (fire) • Recharge 5 6	
Attack: Close burst 1 (creatures in burst); +18 vs. Reflex	
Hit: The target takes ongoing 10 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
TRIGGERED ACTIONS	
Fiery Riposte (fire) • At-Will	
Trigger: The genasi fireblade is hit by an enemy adjacent to it.	
Effect (Immediate Reaction): The triggering enemy takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5.	
Skills Endurance +20, Intimidate +12	
Str 22 (+13)	Dex 13 (+8) Wis 15 (+9)
Con 19 (+11)	Int 17 (+10) Cha 11 (+7)
Alignment unaligned Languages Common, Primordial	
Equipment: falchion, hide armor	

Genasi Fire Witch (Level 16)	Level 16 Artillery
Medium elemental humanoid (fire)	XP 1,400
HP 116; Bloodied 58	Initiative +14
AC 28, Fortitude 25, Reflex 29, Will 27	Perception +10
Resist 10 fire	
Speed 6	
TRAITS	
O Mantle of Flame • Aura 2	
Creatures that start their turn in the aura take 10 fire damage.	
Hellfire	
The genasi fire witch ignores the first 10 points of any target's fire resistance.	
STANDARD ACTIONS	
m Fiery Staff (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 fire damage.	
R Blazing Beam (fire) • At-Will	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: 3d8 + 1 fire damage and ongoing 10 fire damage (save ends).	
C Rolling Inferno (fire) • Recharge when first bloodied	
Attack: Close blast 5 (creatures in blast); +19 vs. Reflex	
Hit: 3d8 + 9 fire damage and ongoing 5 fire damage (save ends).	
A Vortex of Flame (fire) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +20 vs. Reflex	
Hit: 3d8 + 14 fire damage and the genasi shifts the target 2 squares.	
Miss: Half damage.	
Skills Arcana +19, Bluff +17	
Str 13 (+9)	Dex 14 (+10) Wis 15 (+10)
Con 14 (+10)	Int 23 (+14) Cha 18 (+12)
Alignment unaligned Languages Common, Primordial	
Equipment: staff, orb	

Genasi Flickerknife (Level 15)	Level 15 Skirmisher
Medium elemental humanoid (fire)	XP 1,200
HP 142; Bloodied 71	Initiative +15
AC 29, Fortitude 26, Reflex 28, Will 25	Perception +14
Resist 10 fire	
Speed 6	
TRAITS	
Combat Advantage	
The genasi deals an extra 2d8 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage.	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage.	
M Blazing Speed (weapon) • Recharge 6	
Effect: The genasi shifts up to its speed. It makes the following attack against each enemy it is adjacent to during any part of this movement. No creature can be attacked more than once.	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d8 + 8 damage.	
C Blinding Flare (fire) • Encounter	
Attack: Close burst 1 (creatures in burst); +18 vs. Reflex	
Hit: 3d8 + 3 fire damage, and the target is blinded (save ends).	
Skills Bluff +12, Stealth +18	
Str 17 (+10)	Dex 22 (+13) Wis 15 (+9)
Con 14 (+9)	Int 12 (+8) Cha 11 (+7)
Alignment unaligned Languages Common, Primordial	
Equipment: leather armor, 6 daggers	

ENCOUNTER 1: "CRASH COURSE" (ADVENTURE LEVEL 18)

Genasi Fireblade (Level 17)	Level 17 Brute
Medium elemental humanoid (fire)	XP 1,600
HP 199; Bloodied 99	Initiative +9
AC 29, Fortitude 31, Reflex 28, Will 27	Perception +10
Resist 10 fire	
Speed 6	
STANDARD ACTIONS	
m Falchion (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 4d6 + 13 damage (crit 2d8 + 37) and ongoing 10 fire damage (save ends).	
C Fan the Flames (fire) • Recharge 5 6	
Attack: Close burst 1 (creatures in burst); +20 vs. Reflex	
Hit: The target takes ongoing 10 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
TRIGGERED ACTIONS	
Fiery Riposte (fire) • At-Will	
Trigger: The genasi fireblade is hit by an enemy adjacent to it.	
Effect (Immediate Reaction): The triggering enemy takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5.	
Skills Endurance +21, Intimidate +13	
Str 22 (+14)	Dex 13 (+9) Wis 15 (+10)
Con 19 (+12)	Int 17 (+11) Cha 11 (+8)
Alignment unaligned Languages Common, Primordial	
Equipment: falchion, hide armor	

Genasi Fire Witch (Level 18)	Level 18 Artillery
Medium elemental humanoid (fire)	XP 2,000
HP 128; Bloodied 64	Initiative +15
AC 30, Fortitude 27, Reflex 31, Will 29	Perception +11
Resist 10 fire	
Speed 6	
TRAITS	
O Mantle of Flame • Aura 2	
Creatures that start their turn in the aura take 10 fire damage.	
Hellfire	
The genasi fire witch ignores the first 10 points of any target's fire resistance.	
STANDARD ACTIONS	
m Fiery Staff (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 fire damage.	
R Blazing Beam (fire) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: 3d8 + 3 fire damage and ongoing 10 fire damage (save ends).	
C Rolling Inferno (fire) • Recharge when first bloodied	
Attack: Close blast 5 (creatures in blast); +21 vs. Reflex	
Hit: 4d6 + 10 fire damage and ongoing 5 fire damage (save ends).	
A Vortex of Flame (fire) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +22 vs. Reflex	
Hit: 4d6 + 15 fire damage and the genasi shifts the target 2 squares.	
Miss: Half damage.	
Skills Arcana +20, Bluff +18	
Str 13 (+10)	Dex 14 (+11) Wis 15 (+11)
Con 14 (+11)	Int 23 (+15) Cha 18 (+13)
Alignment unaligned Languages Common, Primordial	
Equipment: staff, orb	

Genasi Flickerknife (Level 17)	Level 17 Skirmisher
Medium elemental humanoid (fire)	XP 1,600
HP 158; Bloodied 79	Initiative +16
AC 31, Fortitude 28, Reflex 30, Will 27	Perception +15
Resist 10 fire	
Speed 6	
TRAITS	
Combat Advantage	
The genasi deals an extra 2d8 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
M Blazing Speed (weapon) • Recharge 6	
Effect: The genasi shifts up to its speed. It makes the following attack against each enemy it is adjacent to during any part of this movement. No creature can be attacked more than once.	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 9 damage.	
C Blinding Flare (fire) • Encounter	
Attack: Close burst 1 (creatures in burst); +20 vs. Reflex	
Hit: 3d8 + 5 fire damage, and the target is blinded (save ends).	
Skills Bluff +13, Stealth +19	
Str 17 (+11)	Dex 22 (+14) Wis 15 (+10)
Con 14 (+10)	Int 12 (+9) Cha 11 (+8)
Alignment unaligned Languages Common, Primordial	
Equipment: leather armor, 6 daggers	

ENCOUNTER 1: "CRASH COURSE" (ADVENTURE LEVEL 20)

Genasi Fireblade (Level 19)	Level 19 Brute
Medium elemental humanoid (fire)	XP 2,400
HP 219; Bloodied 109	Initiative +10
AC 31, Fortitude 33, Reflex 30, Will 29	Perception +11
Resist 10 fire	
Speed 6	
STANDARD ACTIONS	
m Falchion (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 4d8 + 11 damage (crit 2d8 + 43) and ongoing 10 fire damage (save ends).	
C Fan the Flames (fire) • Recharge 5 6	
Attack: Close burst 1 (creatures in burst); +22 vs. Reflex	
Hit: The target takes ongoing 10 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
TRIGGERED ACTIONS	
Fiery Riposte (fire) • At-Will	
Trigger: The genasi fireblade is hit by an enemy adjacent to it.	
Effect (Immediate Reaction): The triggering enemy takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5.	
Skills Endurance +22, Intimidate +14	
Str 22 (+15)	Dex 13 (+10) Wis 15 (+11)
Con 19 (+13)	Int 17 (+12) Cha 11 (+9)
Alignment unaligned Languages Common, Primordial	
Equipment: falchion, hide armor	

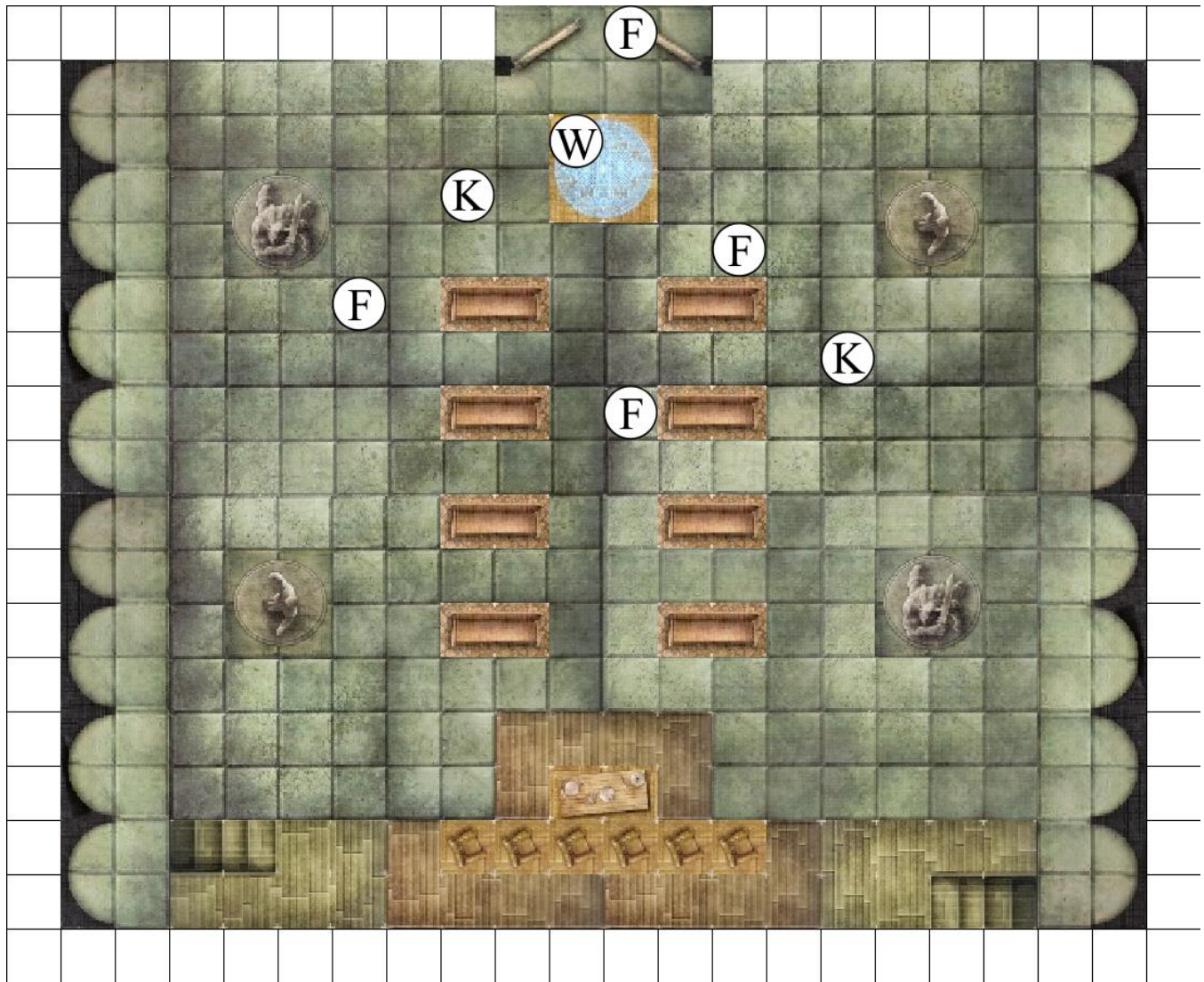
Genasi Fire Witch (Level 20)	Level 20 Artillery
Medium elemental humanoid (fire)	XP 2,800
HP 140; Bloodied 70	Initiative +16
AC 32, Fortitude 29, Reflex 33, Will 31	Perception +12
Resist 10 fire	
Speed 6	
TRAITS	
O Mantle of Flame • Aura 2	
Creatures that start their turn in the aura take 10 fire damage.	
Hellfire	
The genasi fire witch ignores the first 10 points of any target's fire resistance.	
STANDARD ACTIONS	
m Fiery Staff (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 fire damage.	
R Blazing Beam (fire) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: 3d8 + 5 fire damage and ongoing 10 fire damage (save ends).	
C Rolling Inferno (fire) • Recharge when first bloodied	
Attack: Close blast 5 (creatures in blast); +21 vs. Reflex	
Hit: 4d6 + 12 fire damage and ongoing 10 fire damage (save ends).	
A Vortex of Flame (fire) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +22 vs. Reflex	
Hit: 4d6 + 17 fire damage and the genasi shifts the target 2 squares.	
Miss: Half damage.	
Skills Arcana +21, Bluff +19	
Str 13 (+11)	Dex 14 (+12) Wis 15 (+12)
Con 14 (+12)	Int 23 (+16) Cha 18 (+14)
Alignment unaligned Languages Common, Primordial	
Equipment: staff, orb	

Genasi Flickerknife (Level 19)	Level 19 Skirmisher
Medium elemental humanoid (fire)	XP 2,400
HP 174; Bloodied 87	Initiative +17
AC 33, Fortitude 30, Reflex 32, Will 29	Perception +16
Resist 10 fire	
Speed 6	
TRAITS	
Combat Advantage	
The genasi deals an extra 2d8 damage on melee and ranged attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage.	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage.	
M Blazing Speed (weapon) • Recharge 6	
Effect: The genasi shifts up to its speed. It makes the following attack against each enemy it is adjacent to during any part of this movement. No creature can be attacked more than once.	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d6 + 10 damage.	
C Blinding Flare (fire) • Encounter	
Attack: Close burst 1 (creatures in burst); +22 vs. Reflex	
Hit: 4d6 + 6 fire damage, and the target is blinded (save ends).	
Skills Bluff +14, Stealth +20	
Str 17 (+12)	Dex 22 (+15) Wis 15 (+11)
Con 14 (+11)	Int 12 (+10) Cha 11 (+9)
Alignment unaligned Languages Common, Primordial	
Equipment: leather armor, 6 daggers	

ENCOUNTER 1: "CRASH COURSE" MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The Dungeon; Dungeon Tiles Master Set: The City (for furniture only)



Start area for the player characters is up to them; PCs who were invited to be part of the panel should be seated on stage, while other PCs should be seated in the audience. The genasi get a surprise round, which they use to reach the starting positions indicated on the map, so roll initiative normally to begin the encounter. Note that the genasi do not consider the audience a threat, and are focused on storming the stage. If you want to make things more interesting, add a handful of noncombatant scholars to the map on both the panel and in the audience.

ENCOUNTER 2: WHAT WAS THAT ALL ABOUT?

IMPORTANT NPCs

Captain Azim (human swordmage; guard captain)
Abra and Omran (Thuraiya's apartment landlords)
Beckley (a librarian in the college archives)

The college's security staff and high-ranking faculty arrive shortly after the fight ends to determine just what has happened. When they learn that Thuraiya is missing, they will request that the PCs help them find out what happened to her.

Shortly after the sounds of battle die away, a squadron of city watchmen arrives, led by a tall human with the college's coat of arms on his tabard. "I am Captain Azim, head of campus security. Just what has happened here?"

Captain Azim (leader of the patrol) listens to the PCs' story as his men speak to the other witnesses. If there are any surviving genasi captives (or genasi who escaped **Encounter 1**), some of Azim's men question them as well. Use this to reveal the information described in "Ending the Encounter" in **Encounter 1**, if the PCs didn't obtain it themselves. Azim makes it clear that he wants the PCs to handle the investigation.

Azim frowns as he considers the situation. "I thank you for stopping this assault, but I am concerned that the scholar Thuraiya is missing. If Memnon is after her, Calim might conceivably want her as well. Regardless, we need to learn what has become of her."

"My men will be occupied ensuring the safety of the rest of the Symposium; is there any way I could convince you to look into Thuraiya's disappearance until I can free up the manpower to take over the investigation? I realize that this is not your responsibility, but I have few options."

If the PCs ask about a reward, or seem reluctant to participate, Azim offers to pay them 800 / 1375 / 2250 / 5500 / 8250 gp each to assist in the investigation; he is understaffed and his men are stretched thin, and he badly needs the PCs' help. Payment, of course, is rendered only upon a satisfactory conclusion (the PCs must return with the missing scholar or evidence of what happened to her). If the adventurers still do not agree to participate, give them the rewards from **Encounter 1** and tell them to enjoy their time off.

Assuming the PCs agree to help seek out Thuraiya, read or paraphrase the following:

"Thank you very much. My men have been able to track down a little information on this Thuraiya. She's apparently an advanced student working on a long-term project involving teleportation and planar travel, and was expected to demonstrate her findings here today. I have the locations of her office and her apartment, and also the name of a contact at the Pasha's Library in case any of you wish to learn what books she may have been studying."

"We are also aware that her investigations have involved the use of the Eye of Timor, one of the college's artifacts that are made available to researchers under controlled conditions. We can't give you access to examine the Eye, of course, but I can tell you that it's apparently used to observe the true nature of anything viewed through it. I have no idea if that will be relevant to the investigation or not, but it's in her file, so there you have it."

"I will prepare a writ indicating that you are performing this investigation under my authority, which should smooth over any obstacles you encounter. Please send word if you discover any leads, particularly if you think they may impact the security of the Symposium or the city. And thank you again for your assistance."

At this point, the PCs have three primary leads to try to determine what has become of Thuraiya. Each of these areas can potentially provide enough information for the PCs to proceed to **Encounter 3**, though the party will probably need to visit several of the locations in order to succeed. The party may choose to split up to cover more locations in less time; if this happens, switch back and forth between the groups in each location so no one is stuck "offstage" for too long.

THURAIYA'S APARTMENT

According to Azim's notes, Thuraiya lives in a small attic apartment only a few blocks from campus. She apparently rents the space from the owners of the house, an elderly human couple.

The landlords are Abra, a motherly old woman, and her grumpy and mostly deaf husband Omran. Omran does nothing but grumble and be largely uncooperative, but Abra is happy to help PCs that are reasonably polite. Both landlords think Thuraiya has been "acting funny" for the last two or three weeks; they find it hard to pin down details, but say she has just not been her usual cheerful self. They have not seen her in two days; she has been known to stay overnight at her office or the

library when doing research occasionally, so this is not particularly noteworthy. They can also give a good physical description of Thuraiya (a slim, rather plain Calishite brunette with striking green eyes).

Abra lets the PCs into Thuraiya's apartment if they ask (especially if they phrase their request in the form of a few gold pieces). Read the following:

This cramped garret is relatively tidy, showing no sign of anything unusual happening here. A small wardrobe, single bed, and a wooden footlocker are the only furnishings.

Perception (Easy DC): The PCs discover several strange sketches hidden in odd locations around the apartment (under the mattress, behind the wardrobe, and other unusual places). The sketches show various geometric or crystalline shapes, but the edges and angles don't line up properly (think of an Escher drawing), and looking at them for too long gives the PC a headache. The artist is clearly not particularly skilled; there are many revisions, scribbled-out areas, and blotches. A small, barely legible note on one of the diagrams reads, *"Not good enough! Need a real artist."*

A successful **Arcana** or **Religion** check (Moderate DC) when examining the sketches suggests that they might be attempts to depict some sort of magical gateway or portal. The drawings are too crude and far too small to serve as a ritual component or focus, but if drawn accurately at a large enough scale and provided with a source of power, they might create such a gate.

If asked, Abra and Omran do not have any idea what the diagrams represent, but they do remember Thuraiya asking about a place to find artists a few days ago. Abra referred her to a neighborhood called the Dustwell, where many local artists live and work.

THURAIYA'S OFFICE

As a graduate student, Thuraiya maintains a small office in one of the arcane laboratory buildings. Security at the academy is fairly high, but your writ from Captain Azim quickly gets you past the guards and to Thuraiya's office. It's small and simply furnished; a large, ink-stained desk dominates the room, and there is little room for anything else.

Perception (Easy DC): The PCs find the only thing of interest in the desk (and, indeed, in the room) – a book of lab notes, written in a small, splotchy hand. At first glance, it seems like a fairly unremarkable set of technical notes and experimental results, though the most recent entry (dated three days ago) contains excited notes that she is *"so close to a breakthrough"* and that she needs to *"find someone who can recreate*

the pervulsion diagram accurately at a large enough scale."

A successful **Arcana** or **Religion** check (Moderate DC) when examining the book reveals that Thuraiya's research is focused on interplanar geography, and seems to suggest that ordinary teleportation effects can be used for true planar travel with a few simple modifications. The "pervulsion diagram" she refers to seems to be the key to establishing a large, semi-permanent gateway to a specific other plane. She has apparently created such a diagram, but it is clearly not part of her lab notes.

A successful **Insight** check (Easy DC) when examining the book suggests that the tone of Thuraiya's entries changed perceptibly about three weeks ago. The last entry before the change mentions a set of rare texts that she requested from the Great Library of Candlekeep, and which had just that day arrived at the Pasha's Library in Almraiven. Up to that point, her research seems to be purely academic; afterwards, she seems to have taken a much more serious approach to her work, growing more and more obsessive towards the end.

THE PASHA'S LIBRARY

The Pasha's Library at the Academy of Almraiven is an impressive and well-stocked structure. Perhaps you will be able to learn just what Thuraiya was researching by checking into the records here.

Captain Azim's writ quickly secures the cooperation of Beckley, a librarian. The records indicate that Thuraiya has checked out or reviewed many books on magical theory, teleportation, and planar travel over the past year. She requested a number of obscure tomes on the same general topics several months ago.

The books in question had to be obtained from Candlekeep, and only arrived three weeks ago. Thuraiya picked them up the same day they arrived. She has since returned all but one of them, but apparently still has possession of a book called Caven's Geometries of Planar Passage, Vol. III.

If the PCs ask, the other volumes of the *Geometries of Planar Passage* series are here, and the adventurers may see them. The books are esoteric arcane reference works, consisting of many pages of complex illustrations called pervulsion diagrams. The diagrams depict the mathematical and metaphysical relationships between various planes of existence.

PCs who have seen the sketches at Thuraiya's apartment find these diagrams familiar; while the ones in the books are much more precise and detailed, they do not exhibit the weird, unnatural angles of Thuraiya's sketches. A successful **Arcana** check (Easy DC) reveals that Thuraiya's sketches clearly reflect strong arcane

knowledge but no artistic ability; an artist could probably create a functional version of her sketches with the guidance of a trained arcanist.

A successful **Perception** check (Moderate DC) when examining the other books in the series discovers that the front cover of *Volume II* has a small smear of oily, black material on it. This substance shimmers with a purplish iridescence when the light catches it at a certain angle. If asked, the librarian consults the shipping manifest (such rare and valuable tomes are of course exhaustively documented so that there can no question about their condition). The librarian insists that the smear discovered by the PCs, and a much larger similar one on the back cover of *Volume III* (the book which is missing), were already present when the books arrived from Candlekeep. The origin and nature of the stains are unknown. But of course, says the librarian, such tomes are only to be handled with the utmost care!

FINDING AN ARTIST

Once the PCs realize that Thuraiya was looking for a trained artist to help her complete her work, they may inquire about where such a person could be found. PCs asking such questions are directed to the Dustwell neighborhood, where local artists tend to congregate. Abra and Oman (Thuraiya's landlords) can also provide this information, as can Captain Azim if the PCs provide him with an update on their findings.

ENDING THE ENCOUNTER

Once the PCs head to Dustwell to seek out an artist, proceed to **Encounter 3**.

MILESTONE

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: YOU'RE NOT FROM AROUND HERE, ARE YOU?

ENCOUNTER LEVEL 13/15/17/19/21

CREATURES

This encounter includes the following creatures:

- 2 hounds of Tindalos (H)
- 1 pack lord of Tindalos (L)
- 1 balhannoth (B)

SCALING THE ENCOUNTER

Make the following adjustments to the combat:

Four PCs: Remove one of the hounds of Tindalos.

Six PCs: Increase the hit points of the balhannoth and the pack lord by 20% each.

SETUP

The PCs' investigations have led them to the Dustwell neighborhood, where most of Almraiven's "starving artists" live. Cassipo, an artist Thuraiya recruited to help with her research, lives here. Unfortunately, Thuraiya and Cassipo have already opened their portal to the star spawn's bizarre demiplane, and several of that plane's aberrant inhabitants have come through to hunt.

As the adventurers enter the area, read:

Dustwell, the neighborhood where Almraiven's starving artists dwell, is a maze of cramped tenements and lofts, and is just as dusty as its name implies. Amidst the usual street vendors, housewives, and tradesmen, artists practice their trade along the streets, hoping to attract a patron or at least sell enough of their works to eat.

Among the painters, chalk artists, and street-corner musicians, there is apparently at least one talented sculptor. Large, bizarre-looking statues are poised at the mouth of a nearby alleyway. Their gnarled tentacles and twisted fangs clearly don't depict any normal animal, but they are extremely realistic.

So realistic, in fact, that they're moving. And then the screams begin.

FEATURES OF THE AREA

Illumination: Daylight.

Bystanders: There are a number of Almraiven citizens in the area. They act last in each combat round and will flee by the most direct route possible. All their defenses are equal to 8 + AL. One hit knocks them unconscious (bloodied) and a second hit kills them.

Buildings: Uniform height of 20 feet.

Stands, Ox Carts: Treat as destructible, blocking terrain (they can be destroyed by the monsters or the PCs intentionally or as a consequence of area attacks). Any attack dealing more than 20 points of damage will destroy a cart or stand, or kill a beast of burden.

TACTICS

These creatures are hunting for prey. The tactics you use for the balhannoth can make a big difference in how easy or hard this encounter is. The balhannoth can turn invisible at the end of each of its turns as a minor action. Its teleport-daze movement combo is also quite powerful. If the PCs are having a hard time, consider "forgetting" to use the invisibility.

The balhannoth attacks the nearest targets, whether they are PCs or bystanders, but once the PCs begin attacking it, the balhannoth focuses on them. At some point during the encounter it uses *reality shift* to switch to the opposite side of the battlefield and wreak havoc.

The hounds of Tindalos are pack hunters and work well together. They largely ignore the balhannoth.

Once the balhannoth and the pack lord are dead, the remaining hounds attempt to flee when they become bloodied. Emphasize that these creatures are rampaging through city streets full of innocents; heroes should not let such monstrosities run loose!

ENDING THE ENCOUNTER

Once the fight is over, it will not be difficult to determine which way the monsters came from; terrified citizens and signs of property damage lead off in the direction of Cassipo's studio.

If the PCs ask around to see if anyone remembers a woman matching Thuraiya's description, the grateful residents will recall seeing such a woman visiting the studio of a young artist named Cassipo several times over the past few days, and can direct them to Cassipo's residence. Proceed to **Encounter 4**.

MILESTONE

The PCs complete an objective worth 240 / 350 / 500 / 800 / 1000 XP each for defeating the monsters. This encounter counts toward a milestone. If they do not pursue any fleeing monsters, describe the scene of carnage. (This affects their rewards at the conclusion.)

TREASURE

While there is no treasure to be found here, PCs who successfully defeat the aberrations without allowing any of the creatures to escape will be rewarded at the end of the adventure, when the local residents have taken up a collection to express their gratitude.

ENCOUNTER 3: "NOT FROM AROUND HERE" (ADVENTURE LEVEL 12)

Balhannoth	Level 13 Elite Lurker
Large aberrant magical beast (blind)	XP 1,600
HP 216; Bloodied 108	Initiative +18
AC 27, Fortitude 26, Reflex 27, Will 24	Perception +16
Immune gaze, illusion	blindsight 10
Speed 4, climb 4 (spider climb)	
Saving Throws +2; Action Points 1	
TRAITS	
Combat Advantage	
The balhannoth deals an extra 2d8 damage against any target it has combat advantage against.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
C Whipping Tentacles • At-Will	
Attack: Close burst 3 (enemies in burst); +18 vs. AC	
Hit: 2d8 + 7 damage, and the balhannoth slides the target to any other square within the burst.	
MOVE ACTIONS	
Reality Shift (teleportation) • At-Will	
Effect: The balhannoth teleports 10 squares. Enemies adjacent to the balhannoth before it teleports are dazed until the end of the balhannoth's next turn. The balhannoth automatically gains combat advantage against creatures it teleports adjacent to.	
MINOR ACTIONS	
Invisibility (illusion) • At-Will	
Effect: The balhannoth becomes invisible until the end of its next turn. The effect ends if the balhannoth takes a standard action.	
Skills Stealth +19	
Str 29 (+15)	Dex 27 (+14)
Con 24 (+13)	Int 3 (+2)
	Wis 20 (+11)
	Cha 8 (+5)
Alignment chaotic evil	Languages Deep speech

Hound of Tindalos	Level 11 Brute
Large aberrant magical beast	XP 600
HP 136; Bloodied 68	Initiative +10
AC 23, Fortitude 23, Reflex 25, Will 21	Perception +8
Speed 8	low-light vision
TRAITS	
Displacement (illusion)	
When a melee or a ranged attack hits the hound, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the hound loses this trait until the start of its next turn.	
Threatening Reach	
The hound can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 4d8 + 3 damage, and the hound pushes the target 1 square.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d10 + 8 damage.	
TRIGGERED ACTIONS	
Brutal Tactics • At-Will	
Trigger: An enemy misses the hound with a melee attack.	
Effect: The hound pushes the triggering enemy 1 square.	
Skills Stealth +15	
Str 18 (+9)	Dex 21 (+10)
Con 16 (+8)	Int 4 (+2)
	Wis 17 (+8)
	Cha 10 (+5)
Alignment chaotic evil	Languages Deep speech

Pack Lord of Tindalos	Level 13 Elite Skirmisher
Huge aberrant magical beast	XP 1,600
HP 258; Bloodied 129	Initiative +14
AC 27, Fortitude 25, Reflex 26, Will 24	Perception +15
Speed 12	low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Displacement (illusion)	
When a melee or a ranged attack hits the pack lord, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the pack lord loses this trait until the start of its next turn.	
Nimble Stride	
The pack lord ignores difficult terrain and speed penalties for squeezing.	
Threatening Reach	
The pack lord can make opportunity attacks against enemies within 3 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +18 vs. AC	
Hit: 3d8 + 7 damage.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d12 + 10 damage.	
M Cunning Blitz • At-Will	
Effect: The pack lord shifts up to half its speed. At any point during that movement, it uses tentacle once, or two times against different creatures.	
C Clear the Path • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +16 vs. Reflex	
Hit: 2d6 + 7 damage, and the pack lord slides the target up to 3 squares.	
Miss: Half damage, and the pack lord can slide the target 1 square.	
TRIGGERED ACTIONS	
Superior Shifting Tactics • At-Will	
Trigger: An attack misses the pack lord.	
Effect: The pack lord shifts 1 square. Before or after the movement, it uses tentacle.	
Skills Stealth +17	
Str 24 (+13)	Dex 23 (+12)
Con 17 (+9)	Int 10 (+6)
	Wis 18 (+10)
	Cha 12 (+7)
Alignment chaotic evil	Languages Deep speech

ENCOUNTER 3: "NOT FROM AROUND HERE" (ADVENTURE LEVEL 14)

Balhannoth (Level 15)	Level 15 Elite Lurker
Large aberrant magical beast (blind)	XP 2,400
HP 240; Bloodied 120	Initiative +19
AC 29, Fortitude 28, Reflex 29, Will 26	Perception +17
Immune gaze, illusion	blindsight 10
Speed 4, climb 4 (spider climb)	
Saving Throws +2; Action Points 1	
TRAITS	
Combat Advantage	
The balhannoth deals an extra 2d8 damage against any target it has combat advantage against.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage.	
C Whipping Tentacles • At-Will	
Attack: Close burst 3 (enemies in burst); +20 vs. AC	
Hit: 2d8 + 8 damage, and the balhannoth slides the target to any other square within the burst.	
MOVE ACTIONS	
Reality Shift (teleportation) • At-Will	
Effect: The balhannoth teleports 10 squares. Enemies adjacent to the balhannoth before it teleports are dazed until the end of the balhannoth's next turn. The balhannoth automatically gains combat advantage against creatures it teleports adjacent to.	
MINOR ACTIONS	
Invisibility (illusion) • At-Will	
Effect: The balhannoth becomes invisible until the end of its next turn. The effect ends if the balhannoth takes a standard action.	
Skills Stealth +20	
Str 29 (+16)	Dex 27 (+15) Wis 20 (+12)
Con 24 (+14)	Int 3 (+3) Cha 8 (+6)
Alignment chaotic evil	Languages Deep speech

Hound of Tindalos (Level 13)	Level 13 Brute
Large aberrant magical beast	XP 800
HP 156; Bloodied 78	Initiative +11
AC 25, Fortitude 25, Reflex 27, Will 23	Perception +9
Speed 8	low-light vision
TRAITS	
Displacement (illusion)	
When a melee or a ranged attack hits the hound, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the hound loses this trait until the start of its next turn.	
Threatening Reach	
The hound can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 4d8 + 5 damage, and the hound pushes the target 1 square.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d10 + 10 damage.	
TRIGGERED ACTIONS	
Brutal Tactics • At-Will	
Trigger: An enemy misses the hound with a melee attack.	
Effect: The hound pushes the triggering enemy 1 square.	
Skills Stealth +16	
Str 18 (+10)	Dex 21 (+11) Wis 17 (+9)
Con 16 (+9)	Int 4 (+3) Cha 10 (+4)
Alignment chaotic evil	Languages Deep speech

Pack Lord of Tindalos (Level 15)	Level 15 Elite Skirmisher
Huge aberrant magical beast	XP 2,400
HP 290; Bloodied 145	Initiative +15
AC 29, Fortitude 27, Reflex 28, Will 26	Perception +16
Speed 12	low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Displacement (illusion)	
When a melee or a ranged attack hits the pack lord, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the pack lord loses this trait until the start of its next turn.	
Nimble Stride	
The pack lord ignores difficult terrain and speed penalties for squeezing.	
Threatening Reach	
The pack lord can make opportunity attacks against enemies within 3 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +20 vs. AC	
Hit: 3d8 + 9 damage.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d12 + 12 damage.	
M Cunning Blitz • At-Will	
Effect: The pack lord shifts up to half its speed. At any point during that movement, it uses tentacle once, or two times against different creatures.	
C Clear the Path • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +18 vs. Reflex	
Hit: 2d6 + 8 damage, and the pack lord slides the target up to 3 squares.	
Miss: Half damage, and the pack lord can slide the target 1 square.	
TRIGGERED ACTIONS	
Superior Shifting Tactics • At-Will	
Trigger: An attack misses the pack lord.	
Effect: The pack lord shifts 1 square. Before or after the movement, it uses tentacle.	
Skills Stealth +18	
Str 24 (+14)	Dex 23 (+13) Wis 18 (+11)
Con 17 (+10)	Int 10 (+7) Cha 12 (+8)
Alignment chaotic evil	Languages Deep speech

ENCOUNTER 3: "NOT FROM AROUND HERE" (ADVENTURE LEVEL 16)

Balhannoth (Level 17)	Level 17 Elite Lurker
Large aberrant magical beast (blind)	XP 3,200
HP 264; Bloodied 132	Initiative +20
AC 31, Fortitude 30, Reflex 31, Will 28	Perception +18
Immune gaze, illusion	blindsight 10
Speed 4, climb 4 (spider climb)	
Saving Throws +2; Action Points 1	
TRAITS	
Combat Advantage	
The balhannoth deals an extra 2d8 damage against any target it has combat advantage against.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
C Whipping Tentacles • At-Will	
Attack: Close burst 3 (enemies in burst); +22 vs. AC	
Hit: 3d6 + 9 damage, and the balhannoth slides the target to any other square within the burst.	
MOVE ACTIONS	
Reality Shift (teleportation) • At-Will	
Effect: The balhannoth teleports 10 squares. Enemies adjacent to the balhannoth before it teleports are dazed until the end of the balhannoth's next turn. The balhannoth automatically gains combat advantage against creatures it teleports adjacent to.	
MINOR ACTIONS	
Invisibility (illusion) • At-Will	
Effect: The balhannoth becomes invisible until the end of its next turn. The effect ends if the balhannoth takes a standard action.	
Skills Stealth +21	
Str 29 (+17)	Dex 27 (+16) Wis 20 (+13)
Con 24 (+15)	Int 3 (+4) Cha 8 (+7)
Alignment chaotic evil	Languages Deep speech

Hound of Tindalos (Level 15)	Level 15 Brute
Large aberrant magical beast	XP 1,200
HP 176; Bloodied 88	Initiative +12
AC 27, Fortitude 27, Reflex 29, Will 25	Perception +10
Speed 8	low-light vision
TRAITS	
Displacement (illusion)	
When a melee or a ranged attack hits the hound, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the hound loses this trait until the start of its next turn.	
Threatening Reach	
The hound can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 4d8 + 7 damage, and the hound pushes the target 1 square.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d10 + 12 damage.	
TRIGGERED ACTIONS	
Brutal Tactics • At-Will	
Trigger: An enemy misses the hound with a melee attack.	
Effect: The hound pushes the triggering enemy 1 square.	
Skills Stealth +17	
Str 18 (+11)	Dex 21 (+12) Wis 17 (+11)
Con 16 (+10)	Int 4 (+4) Cha 10 (+5)
Alignment chaotic evil	Languages Deep speech

Pack Lord of Tindalos (Level 17)	Level 17 Elite Skirmisher
Huge aberrant magical beast	XP 3,200
HP 322; Bloodied 161	Initiative +16
AC 31, Fortitude 29, Reflex 30, Will 28	Perception +17
Speed 12	low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Displacement (illusion)	
When a melee or a ranged attack hits the pack lord, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the pack lord loses this trait until the start of its next turn.	
Nimble Stride	
The pack lord ignores difficult terrain and speed penalties for squeezing.	
Threatening Reach	
The pack lord can make opportunity attacks against enemies within 3 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d12 + 15 damage.	
M Cunning Blitz • At-Will	
Effect: The pack lord shifts up to half its speed. At any point during that movement, it uses tentacle once, or two times against different creatures.	
C Clear the Path • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +20 vs. Reflex	
Hit: 3d6 + 9 damage, and the pack lord slides the target up to 3 squares.	
Miss: Half damage, and the pack lord can slide the target 1 square.	
TRIGGERED ACTIONS	
Superior Shifting Tactics • At-Will	
Trigger: An attack misses the pack lord.	
Effect: The pack lord shifts 1 square. Before or after the movement, it uses tentacle.	
Skills Stealth +19	
Str 24 (+15)	Dex 23 (+14) Wis 18 (+12)
Con 17 (+11)	Int 10 (+8) Cha 12 (+9)
Alignment chaotic evil	Languages Deep speech

ENCOUNTER 3: "NOT FROM AROUND HERE" (ADVENTURE LEVEL 18)

Balhannoth (Level 19)	Level 19 Elite Lurker
Large aberrant magical beast (blind)	XP 4,800
HP 288; Bloodied 144	Initiative +21
AC 33, Fortitude 32, Reflex 33, Will 30	Perception +19
Immune gaze, illusion	blindsight 10
Speed 4, climb 4 (spider climb)	
Saving Throws +2; Action Points 1	
TRAITS	
Combat Advantage	
The balhannoth deals an extra 2d8 damage against any target it has combat advantage against.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage.	
C Whipping Tentacles • At-Will	
Attack: Close burst 3 (enemies in burst); +24 vs. AC	
Hit: 3d6 + 10 damage, and the balhannoth slides the target to any other square within the burst.	
MOVE ACTIONS	
Reality Shift (teleportation) • At-Will	
Effect: The balhannoth teleports 10 squares. Enemies adjacent to the balhannoth before it teleports are dazed until the end of the balhannoth's next turn. The balhannoth automatically gains combat advantage against creatures it teleports adjacent to.	
MINOR ACTIONS	
Invisibility (illusion) • At-Will	
Effect: The balhannoth becomes invisible until the end of its next turn. The effect ends if the balhannoth takes a standard action.	
Skills Stealth +22	
Str 29 (+18)	Dex 27 (+17) Wis 20 (+14)
Con 24 (+16)	Int 3 (+5) Cha 8 (+8)
Alignment chaotic evil	Languages Deep speech

Hound of Tindalos (Level 17)	Level 17 Brute
Large aberrant magical beast	XP 1,600
HP 196; Bloodied 98	Initiative +13
AC 29, Fortitude 29, Reflex 31, Will 27	Perception +11
Speed 8	low-light vision
TRAITS	
Displacement (illusion)	
When a melee or a ranged attack hits the hound, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the hound loses this trait until the start of its next turn.	
Threatening Reach	
The hound can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 4d8 + 9 damage, and the hound pushes the target 1 square.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d10 + 14 damage.	
TRIGGERED ACTIONS	
Brutal Tactics • At-Will	
Trigger: An enemy misses the hound with a melee attack.	
Effect: The hound pushes the triggering enemy 1 square.	
Skills Stealth +18	
Str 18 (+12)	Dex 21 (+13) Wis 17 (+12)
Con 16 (+11)	Int 4 (+5) Cha 10 (+6)
Alignment chaotic evil	Languages Deep speech

Pack Lord of Tindalos (Level 19)	Level 19 Elite Skirmisher
Huge aberrant magical beast	XP 4,800
HP 354; Bloodied 177	Initiative +17
AC 33, Fortitude 31, Reflex 32, Will 30	Perception +18
Speed 12	low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Displacement (illusion)	
When a melee or a ranged attack hits the pack lord, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the pack lord loses this trait until the start of its next turn.	
Nimble Stride	
The pack lord ignores difficult terrain and speed penalties for squeezing.	
Threatening Reach	
The pack lord can make opportunity attacks against enemies within 3 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 2d12 + 17 damage.	
M Cunning Blitz • At-Will	
Effect: The pack lord shifts up to half its speed. At any point during that movement, it uses tentacle once, or two times against different creatures.	
C Clear the Path • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +22 vs. Reflex	
Hit: 3d6 + 10 damage, and the pack lord slides the target up to 3 squares.	
Miss: Half damage, and the pack lord can slide the target 1 square.	
TRIGGERED ACTIONS	
Superior Shifting Tactics • At-Will	
Trigger: An attack misses the pack lord.	
Effect: The pack lord shifts 1 square. Before or after the movement, it uses tentacle.	
Skills Stealth +20	
Str 24 (+16)	Dex 23 (+15) Wis 18 (+13)
Con 17 (+12)	Int 10 (+9) Cha 12 (+10)
Alignment chaotic evil	Languages Deep speech

ENCOUNTER 3: "NOT FROM AROUND HERE" (ADVENTURE LEVEL 20)

Balhannoth (Level 21)	Level 21 Elite Lurker
Large aberrant magical beast (blind)	XP 6,400
HP 312; Bloodied 156	Initiative +22
AC 35, Fortitude 34, Reflex 35, Will 32	Perception +20
Immune gaze, illusion	blindsight 10
Speed 4, climb 4 (spider climb)	
Saving Throws +2; Action Points 1	
TRAITS	
Combat Advantage	
The balhannoth deals an extra 3d8 damage against any target it has combat advantage against.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage.	
C Whipping Tentacles • At-Will	
Attack: Close burst 3 (enemies in burst); +26 vs. AC	
Hit: 3d8 + 9 damage, and the balhannoth slides the target to any other square within the burst.	
MOVE ACTIONS	
Reality Shift (teleportation) • At-Will	
Effect: The balhannoth teleports 10 squares. Enemies adjacent to the balhannoth before it teleports are dazed until the end of the balhannoth's next turn. The balhannoth automatically gains combat advantage against creatures it teleports adjacent to.	
MINOR ACTIONS	
Invisibility (illusion) • At-Will	
Effect: The balhannoth becomes invisible until the end of its next turn. The effect ends if the balhannoth takes a standard action.	
Skills Stealth +23	
Str 29 (+19)	Dex 27 (+18) Wis 20 (+15)
Con 24 (+17)	Int 3 (+6) Cha 8 (+9)
Alignment chaotic evil	Languages Deep speech

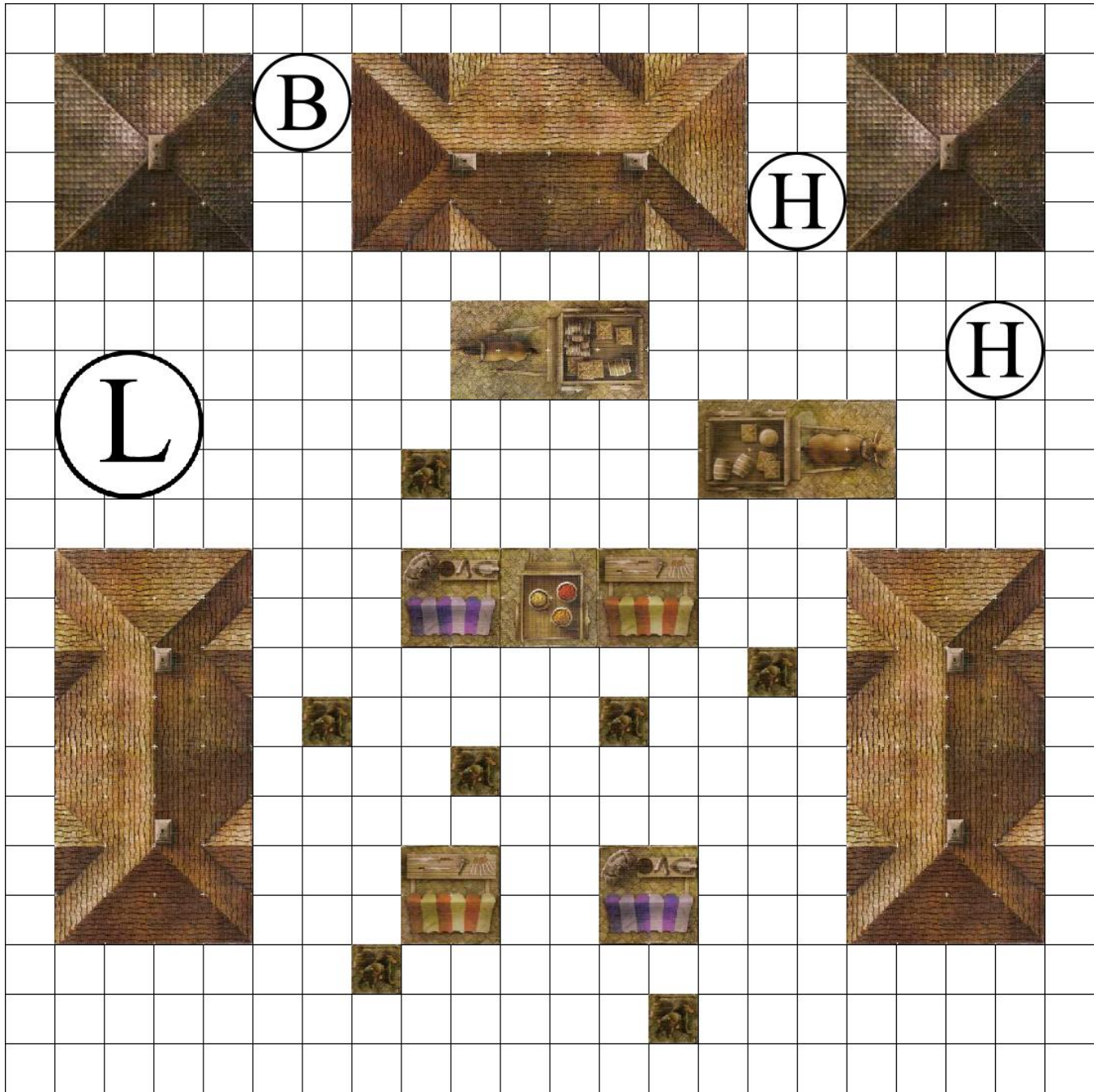
Hound of Tindalos (Level 19)	Level 19 Brute
Large aberrant magical beast	XP 2,400
HP 216; Bloodied 108	Initiative +14
AC 31, Fortitude 31, Reflex 33, Will 29	Perception +12
Speed 8	low-light vision
TRAITS	
Displacement (illusion)	
When a melee or a ranged attack hits the hound, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the hound loses this trait until the start of its next turn.	
Threatening Reach	
The hound can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 4d8 + 16 damage, and the hound pushes the target 1 square.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 4d10 + 19 damage.	
TRIGGERED ACTIONS	
Brutal Tactics • At-Will	
Trigger: An enemy misses the hound with a melee attack.	
Effect: The hound pushes the triggering enemy 1 square.	
Skills Stealth +19	
Str 18 (+13)	Dex 21 (+14) Wis 17 (+13)
Con 16 (+12)	Int 4 (+6) Cha 10 (+7)
Alignment chaotic evil	Languages Deep speech

Pack Lord of Tindalos (Level 21)	Level 21 Elite Skirmisher
Huge aberrant magical beast	XP 6,400
HP 386; Bloodied 193	Initiative +18
AC 35, Fortitude 33, Reflex 34, Will 32	Perception +19
Speed 12	low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Displacement (illusion)	
When a melee or a ranged attack hits the pack lord, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the pack lord loses this trait until the start of its next turn.	
Nimble Stride	
The pack lord ignores difficult terrain and speed penalties for squeezing.	
Threatening Reach	
The pack lord can make opportunity attacks against enemies within 3 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage.	
M Bite • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d12 + 12 damage.	
M Cunning Blitz • At-Will	
Effect: The pack lord shifts up to half its speed. At any point during that movement, it uses tentacle once, or two times against different creatures.	
C Clear the Path • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +24 vs. Reflex	
Hit: 3d8 + 10 damage, and the pack lord slides the target up to 3 squares.	
Miss: Half damage, and the pack lord can slide the target 1 square.	
TRIGGERED ACTIONS	
Superior Shifting Tactics • At-Will	
Trigger: An attack misses the pack lord.	
Effect: The pack lord shifts 1 square. Before or after the movement, it uses tentacle.	
Skills Stealth +21	
Str 24 (+17)	Dex 23 (+16) Wis 18 (+14)
Con 17 (+13)	Int 10 (+10) Cha 12 (+11)
Alignment chaotic evil	Languages Deep speech

ENCOUNTER 3: "NOT FROM AROUND HERE" MAP

TILE SETS NEEDED

Streets of Shadow (plus extra townsfolk tiles)



The PCs are on the bottom half of the map (moving through the central square) when the monsters emerge from the side streets and alleys and begin attacking the townspeople. Note that the positioning and number of the townspeople, ox carts, and other noncombatants is up to you. The example show here is merely to give you an idea that the townspeople should be initially threatened by the monsters, forcing the PCs to go through or around them in order to reach the monsters.

ENCOUNTER 4: MEET THE NEIGHBORS

The PCs have made their way to Cassipo's studio, the next step on their quest for Thuraiya. Unfortunately, the opening of the gate released a blast of aberrant energy that transformed some of Cassipo's neighbors into violent foulspawn. The PCs must deal with these monsters, hopefully in a gentler way than merely slaughtering the transformed citizens of Almraiven.

SETUP

As the adventurers first enter the area, read:

It's not difficult to find your destination, a large former warehouse that has been converted to a mix of studios and apartments. The neatly-painted name "Cassipo" next to the entrance suggests that an artist lives here, while the shattered remnants of the door indicate that something large recently left the place by force.

Inside, the place is completely wrecked. The remnants consist of a few chairs, numerous easels, and a mostly-intact bed. The far wall of the room is covered with a single, enormous geometrical diagram. It is drawn with unnatural angles that give an ever-shifting sense of depth and make the entire wall seem to pulse slowly in and out, as if breathing. Resting on the floor beneath the picture is a knife with a bloodstained blade, though there does not seem to be any blood on the floor.

Of more immediate significance are the other individuals in the room. Their clothes are those of the everyday citizens of Dustwell, but their strange, glittering eyes, discolored skin, and twisted fangs suggest that they are no longer quite human. As one, they turn towards you with a hungry gaze. One hurls a lantern in your direction; it flies wide, but the oil spills out and fire quickly begins to consume the sheets of canvas that fill the studio.

The things shambling towards you don't seem to care.

FEATURES OF THE AREA

Illumination: Daylight coming in through the windows and fire burning down the interior.

Broken furniture: The foulspawn have already smashed up most of the furniture and generally trashed the apartment. They don't understand how to activate the portal, but if left to their own devices, they will eventually figure it out and vanish into the demiplane, never to be seen again.

The portal: The wall containing the portal diagram seeks to draw living things to it, even when the portal is

closed. Any PC studying the portal wall is subjected to an attack.

Attack: AL + 3 vs. Will

Hit: The target is dominated (save ends). The domination effect compels the target to pick up the knife (first action), then cut themselves (second action), then smear the blood onto the wall (third action). The dominated character gets a save after each action. If the character completes all three actions then he or she loses a healing surge and this opens the portal for that character.

FOULSPAWN AND FIRE

This is not a combat encounter; the foulspawn are transformed ordinary citizens and do not have the full strength of their kind. There might yet be some hope. This isn't a skill challenge; just roleplay it out and let the PCs make whatever Moderate DC checks seem appropriate (Arcana, Insight, Nature, Religion etc.) to determine that these townsfolk appear to have been cursed by whatever created the portal and that the curse might be reversible if they can be subdued safely.

The PCs can subdue these creatures with physical skills (Athletics) or by knocking them unconscious with attack powers. Talking them down is possible, but difficult: Bluff and Diplomacy checks are made at the Hard DC since the townsfolk are difficult to communicate with on account of their currently being insane. Intimidate checks are made against the Easy DC, cowing the creatures with a display of power. The PCs may instead choose to put them out of their misery by killing them outright (or might not bother to check and see if there is a reason to try and save them).

Meanwhile, the fire set by the foulspawn completely destroys the artist's studio in just a few minutes if the PCs don't do something about it. However, the wall containing the portal diagram never catches fire; something seems to push the fire away. Adjudicate the PCs' efforts to put out the fire as you see fit (creating water, using cold effects, making physical skill checks such as Athletics or Endurance to stamp out the fire, etc.)

INVESTIGATING THE STUDIO

Once the foulspawn have been dealt with, the PCs can investigate the scene further, though if the fire is spreading out of control they may not have much time. If the PCs extinguish the fire quickly, then the studio suffers only superficial damage; if they let it burn down completely, then the single wall containing the portal is the only thing left after the fire burns itself out, jutting out of the charred remains of the building.

If the PCs have seen the sketches from Thuraiya's apartment, the diagram on the wall is clearly similar,

though much larger, more detailed, and by a more talented artist. Likewise, if they have seen the diagrams in *Geometries of Planar Passage* in the Pasha's Library, the large diagram is clearly similar in nature, though the angles it uses are far more bizarre and unnatural.

Arcana or Religion (Moderate DC): The PC realizes that this diagram is a full-fledged planar gate, though it is not currently active. The bloody knife seems to indicate that a sacrifice of blood, though probably not a death, will be needed to open or pass through the gate.

In order to get through the gate, the PCs need to cut themselves (each character must sacrifice a healing surge). They don't actually have to use the knife on the floor (there's nothing special about it).

When the first PC does this, read:

The blood from your wound does not drip to the floor as you would expect; instead, it “falls” through the air towards the diagram on the wall. The droplets seem to split and scatter among the bizarre angles of the diagram, flowing behind and in front of the lines in ways that should be impossible. For a moment, the blood seems to spiral through more dimensions of space than should actually exist, drawing your eyes to it almost hypnotically.

When a character enters the portal:

You step into the drawing, or perhaps the drawing expands to encompass you; where the solid wall should block your passage, you feel yourself sliding ... sideways? Your joints twist at unnatural angles as you scuttle through the space inside the picture; it doesn't feel like any way that normal people should be able to move.

The precise, mathematical patterns whirl around you, faster and faster. When you blink and tear your gaze away, you are no longer in the studio, but somewhere else entirely.

ENDING THE ENCOUNTER

Each PC must sacrifice a healing surge to pass through the portal; when they have all done so, proceed to **Encounter 5**.

MILESTONE

The foulspawn are not a credible threat, and even if the fire burns the entire apartment down, the wall containing the portal remains standing (an eerie tableau). This encounter does not count toward a milestone.

TREASURE

There is no treasure in this encounter, but the way the PCs treat these victims makes a difference to their rewards at the conclusion.

ENCOUNTER 5: SMALL WORLD

SKILL CHALLENGE LEVEL 12/14/16/18/20, COMPLEXITY 3

The adventurers have arrived on the demiplane where the star spawn lured Thuraiya and Cassipo, but their current whereabouts are unknown. This is an extended skill challenge, which is interrupted halfway through by another scene.

You're not certain where you are at this point, but it's surely not Faerun. The soft, purplish ground shifts and undulates irregularly, with plains swelling upwards into hills that then melt away into valleys. Large chunks of the ground periodically tear themselves loose and float away, descending and melting back into the surface some distance away. The sky, which seems almost low enough to touch, is an iridescent green with reddish ripples shifting irregularly through it.

There does not appear to be any plant or animal life here; nothing is moving but the ground. It's hard to be certain, though; your sense of depth perception is somehow off, and things that seem to be right next to you one moment are distant, or entirely gone, seconds later.

There is no sign of the portal that brought you here, nor of Thuraiya or her mysterious artist friend. However, the curve of the horizon is obvious and seems close, so this world can't be too big; surely they must be around here somewhere.

SKILL CHALLENGE: SEARCHING THE WORLD

Goal: The PCs attempt to find Thuraiya and/or Cassipo while safely navigating the dangerous of this unknown metaplane.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Athletics, Balance, Perception

Other Skills: Arcana, Endurance, Heal, Religion

Victory: The PCs find their way to Thuraiya before she realizes that she is being pursued, giving them a tactical advantage.

Defeat: The PCs still find Thuraiya, but she has seen them coming and has manipulated the terrain to her advantage.

Note: During this skill challenge, whenever a PC makes a skill check using a skill other than Athletics or Balance, they must also make an Athletics or Balance skill check (Easy DC). Failure causes the loss of a healing surge as the terrain suddenly shifts underneath the character, dropping them into a pit or smashing them

against a wall that wasn't there seconds earlier. The Athletics/Balance check does not count towards the success or failure of the skill challenge.

Arcana, Nature, or Religion [Moderate DC] (not a success or failure)

The PC is able to observe the nature of the demiplane and make some reasonable guesses about how it functions. This can be used as a secondary skill, giving a +2 bonus to one other character's next Athletics, Balance, or Perception check. This check does not count towards the success or failure of the skill challenge.

Arcana [Hard DC] (1 success, no maximum)

The PC is actually able to achieve brief, limited control over the undulating terrain, reshaping a portion of the demiplane so that it is more easily traversed. A success that beats the Hard DC by 5 points or more can negate one previous failure with a primary skill (one time only during the skill challenge).

Athletics [Moderate DC] (1 success, no maximum)

The PC is able to climb safely to a (temporary) high point on the shifting terrain from which to get a better vantage point. Failure means that the character loses a healing surge due to a fall.

Balance [Moderate DC] (1 success, no maximum)

The PC is able to maneuver safely on the undulating ground, making progress without endangering himself or others. Failure means that the character loses a healing surge due to a fall.

Endurance [Moderate DC] (not a success or failure; 1 per PC during the skill challenge)

The PC is able to tolerate the inevitable falls and bruises without complaint. The next time this PC fails a Balance or Athletics check, they do not lose a healing surge. This check does not count towards the success or failure of the skill challenge.

Heal [Moderate DC] (not a success or failure; 1 per PC during the skill challenge)

The PC is able to mend the wounds his companions suffer during the travel on this strange world. One healing surge lost during this skill challenge is recovered. This can only be used once on any given PC. This check does not count towards the success or failure of the skill challenge.

Perception [Moderate DC] (1 success, no maximum)

The PC is able to overcome the bizarre distortion of space and terrain around him and find clues to where their quarry may be - distant signs of movement, occasional droplets of blood, etc.

ENDING THE ENCOUNTER

When the PCs first achieve 4 successes or 2 failures, run Scene 5A, then continue with the skill challenge. Once they reach either 8 successes or 3 failures total, they reach Thuraiya's location.

Success: If the PCs succeed at the skill challenge, they will find their way to Thuraiya before she realizes that she is being followed and can surprise her.

Failure: If the PCs fail the skill challenge, Thuraiya is aware of their presence and prepares for their arrival.

Either way, proceed to **Encounter 8**.

MILESTONE

The PCs complete an objective worth 70 / 100 / 140 / 200 / 280 XP each when they reach Thuraiya's location. The completed skill challenge counts toward a milestone.

TREASURE

There is no treasure in this encounter.

SCENE 5A: GREAT ART REQUIRES GREAT PAIN

As the PCs travel through the undulating lands of the demiplane, they come upon the unconscious form of the young artist Cassipo, who may be able to provide them with clues to Thuraiya's whereabouts.

Your seemingly endless journey across this shifting world continues, though there is no visible sign of time's passage. Cresting a low hill as it begins listing steeply to the left, you spot another figure off in the distance. More of the place's bizarre inhabitants?

No, this one appears to be a man; a young, dark-haired human, his loose clothing stained with paint as well as blood. There is a large, fresh bruise on his cheek, surrounded by a number of small scratches, but he is still breathing, albeit unconscious.

A **Heal check** (Easy DC) will enable the PCs to awaken Cassipo. His mind has been profoundly disturbed by the things he has seen (and done) here, and his speech is rambling and disjointed. However, patient PCs may be able to glean some useful information from him. Below are examples of the sort of things he might say; feel free to improvise more based on the PCs' questions, or particular clues you think they will need.

- "She said she just wanted me to draw a picture. Just a picture. Not a hole in the world."

- "No one has ever drawn anything like that before. It was like seeing the whole world from every direction at once."
- "She showed me the pictures in the book to make me see, but there was something else in the book, and it saw me."
- "The book was inside her too."
- "Walking sideways is the best way to go forward." *[If the PCs actually follow this advice, they receive a +4 bonus to all their remaining skill checks in Encounter 5.]*
- "I had to draw the picture from inside the picture, and now I can't get out."
- "She didn't tell me there would be blood. I just wanted to use paint."
- "She said she had to come here to find the center, so there could be more of her, enough for everyone."
- "She wanted me to be like her, but I didn't want a book inside me. Then she hit me."
- "I want to go home."

ENDING THE SCENE

Once the PCs resume their travels (hopefully taking Cassipo with them), continue with the skill challenge in **Encounter 5**.

MILESTONE

The PCs do not earn any XP for this scene, and it does not count towards a milestone, as it is merely part of the overall skill challenge.

TREASURE

Cassipo has no treasure other than his cryptic advice, but the PCs should decide if they want to bring him with them or leave him here. He seems to have lost the will to move on his own, but he will shamble in whatever direction the PCs point him.

ENCOUNTER 6: FRAGMENTS OF A SHATTERED MIND

ENCOUNTER LEVEL 15/17/19/21/23

CREATURES

This encounter includes the following creatures:

Thuraiya (T)

Herald of Hadar (not initially on the map)

Maw of Acamar (not initially on the map)

Scion of Gibbeth (not initially on the map)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: The Maw of Acamar and the Scion of Gibbeth both come into play bloodied.

Five PCs: Run as written.

Six PCs: Make the Herald of Hadar elite (double its hit points, +2 saving throws, and 1 action point).

Glory Tier: Make all three of the star spawn elite, and two rounds after she falls unconscious, Thuraiya stands back up (still bloodied) and resumes the fight. When the PCs reduce her to 0 hit points, they knock her completely unconscious and can still rescue her.

Important Note: If the PCs are mostly 11th level (especially if they are mostly new players or players who don't have a lot of Paragon tier experience) then you might want to just ignore the Scaling the Encounter section entirely. This is a very tough fight for AL 12 even with 5 or 6 PCs at the table. If things are not going well (regardless of AL) and the players are getting frustrated, lower the monsters' defenses by 2-3 points.

At ALs above 12, if the characters are mostly lower-level and the players chose to play up anyway, then you should perhaps not be so merciful.

SETUP

The PCs have finally made their way to Thuraiya as she begins the process of turning this demiplane into a true portal between the Far Realm and Faerun. Depending on the adventurers' success or failure in the skill challenge (**Encounter 5**), Thuraiya may or may not know that they are coming.

If the adventurers succeeded at the skill challenge, read:

You are now approaching an area that seems more stable than the others you have been passing through. A large open area, roughly circular, spreads out before

you. In the center kneels a small, slim woman who seems to be staring intently at the ground.

At first you think that she may be a drow, but after a moment you realize that the blackness of her skin is due to a glistening, oily substance that seems to be seeping through her skin. The oil is filled with sparkles of white light, as if her body were giving birth to an entire universe of tiny stars. An open book rests on the ground beside her.

Occasionally, the substance on her skin ripples, and matching ripples emanate out from the ground beneath her, as though she were a stone dropped into a still pond. With each ripple, the ground around her turns darker, until the ground nearest her seems the same iridescent black as her skin, dotted with starlight.

As soon as the adventurers approach, Thuraiya becomes aware of their presence. If they attack immediately, they have the advantage of a surprise round.

If the adventurers failed the skill challenge, read:

You are now approaching an area that seems more stable than the others you have been passing through. A large, conical hill has risen out of the ground before you, and atop it stands a small, slim woman.

At first you think that she may be a drow, but after a moment you realize that the blackness of her skin is due to a slick, oily substance that covers her from head to toe. The oil is filled with sparkles of white light, as if her body were giving birth to an entire universe of tiny stars. An open book rests on the ground beside her.

She stares expectantly at you, clearly aware of your fumbling efforts to navigate this strange demiplane.

If they failed the skill challenge, Thuraiya cannot be surprised by the PCs and she automatically wins initiative (+100 bonus to her initiative check).

In either case, continue:

Her eyes, too, are brimming with the inky, star-filled blackness, although occasional glimpses of green can be seen beneath. She does not speak, but words form in your mind.

"Your arrival is timely. The masters can always use additional hosts to help with the opening of the way. You may depart if you feel yourselves unworthy. If you resist, you will be destroyed."

The adventurers may try to parley with Thuraiya - or, rather, with the star spawn controlling her - but they have nothing to offer except their bodies, as hosts. The spawn have no desire to give up Thuraiya's body until

they have established a portal to the Far Realm so that they can enter the world. They speak as one creature with three different voices or personalities. The Herald sounds ancient and diseased, wheezing when it talks. The Maw is haughty and cold. The Scion slurs its words as if speaking with a dozen mouths at the same time.

The spawn gladly answer questions about their intent; the “opening of the way” is their only goal. The Far Realm is “the place beyond places, the time out of time, the beginning and the ending of all things.”

Roleplaying Note: Star pact warlocks should be really excited or really freaking out (or both) at this point. Entities like Acamar, Hadar, and Gibbeth are not abstract concepts to these characters; they're actual stars that exist somewhere out in the celestial spheres. Although such warlocks channel the power of the stars, that doesn't mean getting up close and personal with the stars' heralds is necessarily the greatest idea. Look for opportunities to give a star pact warlock appropriate bonuses or penalties when using their powers during this encounter.

Combat (or flight) is really the only answer here. Thuraiya is prepared to defend herself, with her own magic at first. When Thuraiya becomes bloodied or drops to 0 hit points, the star spawn draw on the power of her blood, the book, and the incomplete portal to the Far Realm. This allows them to manifest, but only inside the demiplane. (This effect occurs even if the PCs manage to kill Thuraiya outright in a single attack.)

The young woman staggers back, eyes wide, and drops to her knees, retching. After a moment, she coughs forth a rubbery, black mass that bubbles and twitches with life of its own. The oil pulls itself out of her mouth, splitting into three distinct forms as it spreads.

The first form looks like nothing more sinister than a dying old man in a tattered brown robe. However, his eyes glow with red fury, and he seems to grow stronger with each moment in your presence. "I am the Herald of Hadar, the breath of the stars."

The second is a creature seemingly made from the starry night sky. Its form is featureless and black, pieced by points of light in all directions. "I am the Maw of Acamar, the hunger of the stars."

The third resolves into a green-skinned, horned giant, grotesquely oversized, but with a child's face. Dozens of gibbering mouths sprout from its body. "I am the Scion of Gibbeth, the star that shines at the end of the world."

As the star-spawn confront you, Thuraiya's eyes, now back to their ordinary green color, roll back in her head. She collapses into a crumpled heap.

FEATURES OF THE AREA

Illumination: Starlight (dim illumination).

Morphic Terrain: As a free action once per round on her turn, and also as an immediate interrupt once per round, Thuraiya can raise or lower any piece of terrain shown on the map by 30 feet. She can use this effect to interrupt a PC's movement and/or to break line of sight.

The Book: As the PCs might suspect, this is Caven's *Geometries of Planar Passage, Volume III*. The star spawn fragments have left the book to occupy Thuraiya's body, and the volume is now no more than an ordinary text.

Rejuvenation: When the PCs defeat the first of the three star spawn, they feel a burst of rejuvenating energy. This is the influence of the world itself resisting the Far Realm and trying to repel these aberrations. Each PC may choose to regain an expended encounter power (which can include things like *healing word*) or to immediately heal a number of hit points equal to his or her surge value without spending a healing surge. If the PCs have had an easy time with the entire adventure and are having an easy time with this fight, then you don't need to give them this benefit, but if they are struggling, it might help turn things in their favor.

TACTICS

At the beginning of the fight, Thuraiya attempts to stay out of melee if possible, relying on ranged attacks, mobility, and terrain control. Once the star spawn emerge, they set up for their best individual tactics. Their auras are not always complementary; for example, the maw of Acamar is just as hard for the other spawn to get away from as it is for the PCs. The scion of Gibbeth is very difficult to attack if it maneuvers well, since it has to be the nearest enemy for a foe to target it with melee or ranged attacks. The herald of Hadar is a damage-dealing whirlwind, double attacking with *hungry claws* and sextuple-attacking with *feeding frenzy* (which it can recharge via *Hadar's hunger*).

TROUBLESHOOTING

If the PCs are getting slaughtered and wish to flee, they can use the book (which lies on the ground in the location marked as Thuraiya's starting position). With a Hard DC Arcana check or self-injuring for a healing surge worth of blood, a PC can activate the book's power as a standard action to open a portal that sucks all the PCs (living and dead) back to the world. Unfortunately it is a one-way trip (the PCs cannot return to the demiplane) and it does not bring Thuraiya or Casspio along for the ride. In the event of a TPK, the WeavePasha has sufficient power to recover the bodies.

ENDING THE ENCOUNTER

Once the star spawn have been defeated, the demiplane begins to disintegrate. Read the following:

The star-spawned monstrosities collapse and begin to break apart. The light streaming from them grows weaker and weaker and then disappears completely as their physical forms shudder, crack, and fall to pieces. Their wails of anguish at being denied an escape from the Far Realm echo across time and space.

The ground heaves and trembles in response, and then it too begins to come apart, fragments of purple earth tearing loose and drifting upward into the cracked green sky.

The book shimmers with a pale blue flame. Another portal seems to be taking shape, though it is ragged and unstable. Through the flames you can see glimpses of Cassipo's studio.

The PCs should gather themselves (and hopefully Thuraiya and Cassipo) and return to Faerûn. If they show no signs of going through, remind them that they are trapped on a collapsing demiplane and probably have no other way to get home. If they still decide to stay... well, that would certainly be an interesting way to end one's adventuring career.

MILESTONE

The PCs complete their major objective, worth 500 / 700 / 960 / 1200 / 1900 XP each, for defeating the star spawn.

They complete an additional minor objective worth 70 / 100 / 140 / 200 / 300 XP each for returning both Thuraiya and Cassipo alive to Almraiven. (Each of the two NPCs is individually worth half of the bonus objective's XP, but the major objective is worth full XP as long as the PCs defeat the star spawn, no matter what happens to the NPCs.)

TREASURE

At all Adventure Levels, the textbook contains arcane formulas and diagrams that can be used by the WeavePasha's artisans to forge a *wyrdwarped weapon* for any PC who wants one.

Thuraiya wears a *cloak of displacement* and a *ring of shadow travel* at AL 14 and higher.

At AL 16 and higher, the book's teachings on spontaneous demiplane construction are sufficient to enable a PC to learn the Demicache and Rope Trick rituals.

CONCLUDING THE ADVENTURE

If the PCs successfully make it back to Almraiven with Thuraiya in tow, read the following.

It is a few days before Thuraiya is well enough to speak of what happened to her, but she requests your presence as soon as she can. She is resting in the healing halls of the Temple of Chauntea, and seems to be making a full recovery.

"I can't thank you enough," she says from her bed. "Everything was going along normally until I got those books from Candlekeep. Most of them were fine, but when I was trying to decipher the planar diagrams, I used the Eye of Timor to look at one of the volumes, and those... things... where inside the book somehow. After that I wasn't in control. I wasn't the one deciding where my research went I remember trying to sketch the diagrams, but I couldn't make them right, so I found Cassipo and convinced him to help me.

"When we got to its plane, the star-spawn had full control. I vaguely remember hitting Cassipo, and the things I did to you..." She trails off, clearly embarrassed.

"I almost wish that Memnon's agents had gotten to me before I ever opened that book ... but I suppose I have you to thank for preventing my kidnapping, as well. I'm not sure I could owe anyone any more than I owe each of you... I only hope I'll have a chance to repay you someday."

If the PCs check on Cassipo, he is physically recovered, but his mental state has been permanently altered by the trauma. His art has taken on a new, almost obsessive fascination. His new works seem to depict objects turned inside-out, or from multiple angles at once (basically he has invented Cubism). He still shows great talent, but his art is disturbing and most of his friends and fellow artists find it hard to believe he will ever find another patron.

As for Volume III of Caven's *Geometries of Planar Passage*, it no longer has any trace of the star-spawn taint, and is returned to the rare books collection of Candlekeep with a strong warning to future scholars.

STORY AWARDS

Despite the moments of sheer terror, the scholars at the academy are quite thrilled to have witnessed a practical demonstration of the PCs' powers in combat. As long as they defeated the genasi during Encounter 1, the PCs receive Story Award CALI11. The academics are glad to help each PC track down a magic item that is of particular interest.

If the PCs defeated all three of the star-spawn, they receive Story Award CALI12 (even if they left Thuraiya and/or Cassipo behind).

TREASURE

Between the city of Almraiven, the inhabitants of Dustwell, the arcane college, and Thuraiya's family, the PCs can gain access to various Common and Uncommon items (see Treasure X).

The PCs' cash reward from the WeavePasha is based on how well they treated the people of Almraiven and how careful they were to minimize the damage to the city.

The maximum reward from the city is a maximum of 800 / 1375 / 2250 / 5500 / 8250 gold pieces per character (this is the amount they were promised by the captain in Encounter 2). However, the reward is reduced if the PCs committed any of the following acts of neglect toward the city or its inhabitants:

- Allowed any monsters to escape into the city without tracking them down (Encounter 3);
- Murdered the townsfolk who were transformed into foulspawn instead of knocking them unconscious in hopes of finding a cure for them later (Encounter 4);
- Did not put out the fire at Cassipo's apartment, allowing it to burn down several buildings (Encounter 4);
- Did not bring Thuraiya back alive (Encounter 6).
- There is no penalty for not bringing Cassipo back as he has no wealthy family or patrons.

For each act of heroism that the PCs failed to perform, they lose 20% of their maximum reward from the city in the form of fines and penalties imposed by the WeavePasha (whose decisions are not subject to appeal). That means they suffer a penalty of 160 / 270 / 450 / 1100 / 1650 gp for each of the four heroic objectives that they did not achieve, to a maximum penalty of 80% of the city's payment (which only represents a loss of 40% of the total Base Gold, since the PCs get half their Base Gold from defeating the genasi and the other half from this reward).

The city's opinion of the PCs has no impact on the gold they found during Encounter 1, so even if they were completely callous, they get to keep all the treasure they found on the genasi, along with the magic items from Encounter 6 (if they rescued Thuraiya) and at least 20% of the possible reward from the city.

ENCOUNTER 6: "FRAGMENTS OF A SHATTERED MIND" (AL 12)

Thuralya, Possessed Wizard	Level 14 Elite Controller
Medium natural humanoid (human)	XP 2,000
HP 272; Bloodied 136	Initiative +14
AC 28; Fortitude 26, Reflex 27, Will 28	Perception +7
Immune petrification, polymorph	darkvision
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
Demiplane Dominion	
Thuralya cannot be dazed, dominated, stunned, or removed from play while she remains on the demiplane.	
STANDARD ACTIONS	
r Force Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. Reflex	
Hit: 3d6 + 12 force damage.	
M Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
C Freezing Blast (thunder) • Encounter	
Attack: Close blast 5 (enemies in burst); +17 vs. Will	
Hit: 3d8 + 7 cold damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
A Twist Space (teleportation) • Encounter	
Attack: Area burst 1 within 10; +17 vs. Reflex	
Hit: 3d8 + 7 damage.	
Effect: Thuralya teleports herself and one target in the burst (whether that target was hit or not). She and the target trade spaces.	
MINOR ACTIONS	
C Terrain Control (psychic) • At-Will 1/round	
Attack: Close burst 20 (one creature in burst); +17 vs. Will	
Hit: 2d8 + 7 damage, and the target is either knocked prone or Thuralya slides the target up to 4 squares.	
TRIGGERED ACTIONS	
Shield • Encounter	
Trigger: Thuralya is hit by an attack.	
Effect (Immediate Interrupt): Thuralya gains a +4 bonus to AC and Reflex defense until the end of her next turn.	
Skills Arcana +18, Diplomacy +16	
Str 16 (+10)	Dex 15 (+9)
Con 16 (+10)	Int 23 (+13)
	Wis 10 (+7)
	Cha 18 (+11)
Alignment unaligned	
Languages telepathy 20	
Equipment: tome, robes	

Herald of Hadar	Level 15 Brute
Medium aberrant humanoid	XP 1,200
HP 180; Bloodied 90	Initiative +9
AC 27, Fortitude 27, Reflex 26, Will 27	Perception +11
Speed 6	darkvision
TRAITS	
Demiplane Dominion	
While the herald is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.	
STANDARD ACTIONS	
m Hungry Claws • At-Will	
Effect: The herald makes the following attack twice.	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage.	
M Feeding Frenzy • Encounter	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage.	
Effect: The herald makes three more <i>hungry claws</i> attacks, against the same target or different ones. No more than two of the attacks can target the same creature.	
C Breath of a Dying Star • Encounter	
Attack: Close blast 5 (creatures in blast); +18 vs. Reflex	
Hit: 3d8 + 5 damage, and the target cannot spend healing surges or regain hit points (save ends).	
TRIGGERED ACTIONS	
Hadar's Hunger • At-will	
Trigger: A creature within 5 squares of the herald spends a healing surge.	
Effect (Free Action): The herald chooses one of the following:	
- The herald shifts 3 squares and must end this move closer to the triggering creature.	
- The herald makes a <i>hungry claws</i> attack.	
- The herald regains the use of one of its encounter powers.	
- The herald gains a +2 bonus to attack rolls until the end of its next turn.	
Str 17 (+10)	Dex 15 (+9)
Con 20 (+12)	Int 10 (+7)
	Wis 18 (+11)
	Cha 15 (+9)
Alignment chaotic evil	
Languages telepathy 10	

Maw of Acamar		Level 15 Controller
Large aberrant humanoid		XP 1,200
HP 145; Bloodied 72		Initiative +9
AC 29, Fortitude 27, Reflex 26, Will 27		Perception +11
Speed 6		darkvision
TRAITS		
○ Hungry Star • Aura 5		
Each creature within the aura must spend 3 extra squares of movement for each square it moves farther away from the maw.		
Demiplane Dominion		
While the maw is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.		
Destroyer of Life		
When an enemy adjacent to the maw succeeds on a saving throw against ongoing damage, the ongoing damage is reduced by 5 instead of ending.		
STANDARD ACTIONS		
m Devouring Touch • At-Will		
Attack: Melee 2 (one creature); +18 vs. Reflex		
Hit: The target takes ongoing 15 damage (save ends).		
C Devouring Star • At-Will		
Attack: Close burst 3 (creatures in burst); +18 vs. Fortitude		
Hit: The target takes ongoing 10 damage (save ends).		
MINOR ACTIONS		
C Corpse Star's Grip • At-Will		
Attack: Close burst 5; +18 vs. Fortitude		
Effect: The maw pulls the target 3 squares.		
TRIGGERED ACTIONS		
Life Devourer • At-Will		
Trigger: A creature within 2 squares of the maw spends a healing surge.		
Effect (No Action): The reach of <i>devouring touch</i> and the burst areas of <i>corpse star's grip</i> and <i>devouring star</i> increase by 2 until the end of the maw's next turn.		
Str 20 (+12)	Dex 15 (+9)	Wis 19 (+11)
Con 17 (+10)	Int 11 (+7)	Cha 16 (+10)
Alignment chaotic evil		Languages telepathy 10

Scion of Gibbeth (Level 15)		Level 15 Controller
Large aberrant humanoid		XP 1,200
HP 147; Bloodied 73		Initiative +10
AC 29, Fortitude 27, Reflex 25, Will 27		Perception +10
Speed 6		darkvision
TRAITS		
○ Aura of Revulsion • Aura 10		
A creature within the aura cannot target the scion with melee or ranged attacks unless the scion is the nearest enemy to that creature.		
Demiplane Dominion		
While the scion is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 3d8 + 10 damage.		
R Mind-Splintering Gaze (charm, gaze, psychic) • At-Will		
Attack: Ranged 20 (one creature); +18 vs. Will		
Hit: 3d6 + 7 damage, and the target is dominated (save ends).		
TRIGGERED ACTIONS		
R Gibbeth's Baleful Glare (charm, psychic) • At-Will		
Trigger: An enemy targets the scion with a melee or a ranged attack		
Effect (Opportunity Action): The scion makes the following attack against the triggering creature.		
Attack: Ranged 20 (triggering enemy); +18 vs. Will		
Hit: 3d8 + 5 damage, and the scion slides the target 2 squares.		
C Revelation of Gibbeth (charm) • Encounter		
Trigger: The scion drops to 0 hit points		
Attack (No Action): Close burst 5 (enemies in burst); +18 vs. Will		
Hit: The target is dazed and uses its standard action each turn to charge or to make a melee or ranged basic attack against its nearest ally (save ends both).		
Offering to Gibbeth • At-Will		
Trigger: A creature within 2 squares of the scion spends a healing surge.		
Effect (No Action): The scion gets a +2 bonus to attack rolls until the end of its next turn.		
Str 22 (+13)	Dex 16 (+10)	Wis 17 (+10)
Con 19 (+11)	Int 11 (+7)	Cha 19 (+11)
Alignment chaotic evil		Languages telepathy 10

ENCOUNTER 6: "FRAGMENTS OF A SHATTERED MIND" (AL 14)

Thuralya, Possessed Wizard (Level 16)	Level 16 Elite Controller
Medium natural humanoid (human)	XP 2,800
HP 304; Bloodied 152	Initiative +15
AC 30; Fortitude 28, Reflex 29, Will 30	Perception +8
Immune petrification, polymorph	darkvision
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
Demiplane Dominion	
Thuralya cannot be dazed, dominated, stunned, or removed from play while she remains on the demiplane.	
STANDARD ACTIONS	
r Force Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. Reflex	
Hit: 3d8 + 11 force damage.	
M Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
C Freezing Blast (thunder) • Encounter	
Attack: Close blast 5 (enemies in burst); +19 vs. Will	
Hit: 3d8 + 9 cold damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
A Twist Space (teleportation) • Encounter	
Attack: Area burst 1 within 10; +19 vs. Reflex	
Hit: 3d8 + 9 damage.	
Effect: Thuralya teleports herself and one target in the burst (whether that target was hit or not). She and the target trade spaces.	
MINOR ACTIONS	
C Terrain Control (psychic) • At-Will 1/round	
Attack: Close burst 20 (one creature in burst); +19 vs. Will	
Hit: 3d6 + 8 damage, and the target is either knocked prone or Thuralya slides the target up to 4 squares.	
TRIGGERED ACTIONS	
Shield • Encounter	
Trigger: Thuralya is hit by an attack.	
Effect (Immediate Interrupt): Thuralya gains a +4 bonus to AC and Reflex defense until the end of her next turn.	
Skills Arcana +19, Diplomacy +17	
Str 16 (+11)	Dex 15 (+10)
Con 16 (+11)	Int 23 (+14)
	Wis 10 (+8)
	Cha 18 (+12)
Alignment unaligned	
Languages telepathy 20	
Equipment: tome, robes	

Herald of Hadar (Level 17)	Level 17 Brute
Medium aberrant humanoid	XP 1,600
HP 200; Bloodied 100	Initiative +10
AC 29, Fortitude 29, Reflex 28, Will 29	Perception +12
Speed 6	darkvision
TRAITS	
Demiplane Dominion	
While the herald is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.	
STANDARD ACTIONS	
m Hungry Claws • At-Will	
Effect: The herald makes the following attack twice.	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
M Feeding Frenzy • Encounter	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
Effect: The herald makes three more <i>hungry claws</i> attacks, against the same target or different ones. No more than two of the attacks can target the same creature.	
C Breath of a Dying Star • Encounter	
Attack: Close blast 5 (creatures in blast); +20 vs. Reflex	
Hit: 3d8 + 7 damage, and the target cannot spend healing surges or regain hit points (save ends).	
TRIGGERED ACTIONS	
Hadar's Hunger • At-will	
Trigger: A creature within 5 squares of the herald spends a healing surge.	
Effect (Free Action): The herald chooses one of the following:	
- The herald shifts 3 squares and must end this move closer to the triggering creature.	
- The herald makes a <i>hungry claws</i> attack.	
- The herald regains the use of one of its encounter powers.	
- The herald gains a +2 bonus to attack rolls until the end of its next turn.	
Str 17 (+11)	Dex 15 (+10)
Con 20 (+13)	Int 10 (+8)
	Wis 18 (+12)
	Cha 15 (+10)
Alignment chaotic evil	
Languages telepathy 10	

Maw of Acamar (Level 17)		Level 17 Controller
Large aberrant humanoid		XP 1,600
HP 161; Bloodied 80		Initiative +10
AC 31, Fortitude 29, Reflex 28, Will 29		Perception +12
Speed 6		darkvision
TRAITS		
○ Hungry Star • Aura 5		
Each creature within the aura must spend 3 extra squares of movement for each square it moves farther away from the maw.		
Demiplane Dominion		
While the maw is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.		
Destroyer of Life		
When an enemy adjacent to the maw succeeds on a saving throw against ongoing damage, the ongoing damage is reduced by 5 instead of ending.		
STANDARD ACTIONS		
m Devouring Touch • At-Will		
Attack: Melee 2 (one creature); +20 vs. Reflex		
Hit: The target takes ongoing 15 damage (save ends).		
C Devouring Star • At-Will		
Attack: Close burst 3 (creatures in burst); +20 vs. Fortitude		
Hit: The target takes ongoing 10 damage (save ends).		
MINOR ACTIONS		
C Corpse Star's Grip • At-Will		
Attack: Close burst 5; +20 vs. Fortitude		
Effect: The maw pulls the target 3 squares.		
TRIGGERED ACTIONS		
Life Devourer • At-Will		
Trigger: A creature within 2 squares of the maw spends a healing surge.		
Effect (No Action): The reach of <i>devouring touch</i> and the burst areas of <i>corpse star's grip</i> and <i>devouring star</i> increase by 2 until the end of the maw's next turn.		
Str 20 (+13)	Dex 15 (+10)	Wis 19 (+12)
Con 17 (+11)	Int 11 (+8)	Cha 16 (+11)
Alignment chaotic evil	Languages telepathy 10	

Scion of Gibbeth		Level 17 Controller
Large aberrant humanoid		XP 1,600
HP 163; Bloodied 81		Initiative +11
AC 31, Fortitude 29, Reflex 27, Will 29		Perception +11
Speed 6		darkvision
TRAITS		
○ Aura of Revulsion • Aura 10		
A creature within the aura cannot target the scion with melee or ranged attacks unless the scion is the nearest enemy to that creature.		
Demiplane Dominion		
While the scion is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +22 vs. AC		
Hit: 3d8 + 12 damage.		
R Mind-Splintering Gaze (charm, gaze, psychic) • At-Will		
Attack: Ranged 20 (one creature); +20 vs. Will		
Hit: 3d6 + 9 damage, and the target is dominated (save ends).		
TRIGGERED ACTIONS		
R Gibbeth's Baleful Glare (charm, psychic) • At-Will		
Trigger: An enemy targets the scion with a melee or a ranged attack		
Effect (Opportunity Action): The scion makes the following attack against the triggering creature.		
Attack: Ranged 20 (triggering enemy); +20 vs. Will		
Hit: 3d8 + 7 damage, and the scion slides the target 2 squares.		
C Revelation of Gibbeth (charm) • Encounter		
Trigger: The scion drops to 0 hit points		
Attack (No Action): Close burst 5 (enemies in burst); +20 vs. Will		
Hit: The target is dazed and uses its standard action each turn to charge or to make a melee or ranged basic attack against its nearest ally (save ends both).		
Offering to Gibbeth • At-Will		
Trigger: A creature within 2 squares of the scion spends a healing surge.		
Effect (No Action): The scion gets a +2 bonus to attack rolls until the end of its next turn.		
Str 22 (+14)	Dex 16 (+11)	Wis 17 (+11)
Con 19 (+12)	Int 11 (+8)	Cha 19 (+12)
Alignment chaotic evil	Languages telepathy 10	

ENCOUNTER 6: "FRAGMENTS OF A SHATTERED MIND" (AL 16)

Thuralya, Possessed Wizard (Level 18)	Level 18 Elite Controller
Medium natural humanoid (human)	XP 4,000
HP 336; Bloodied 168	Initiative +16
AC 32; Fortitude 30, Reflex 31, Will 32	Perception +9
Immune petrification, polymorph	darkvision
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
Demiplane Dominion	
Thuralya cannot be dazed, dominated, stunned, or removed from play while she remains on the demiplane.	
STANDARD ACTIONS	
r Force Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +21 vs. Reflex	
Hit: 3d8 + 13 force damage.	
M Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
C Freezing Blast (thunder) • Encounter	
Attack: Close blast 5 (enemies in burst); +21 vs. Will	
Hit: 3d8 + 11 cold damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
A Twist Space (teleportation) • Encounter	
Attack: Area burst 1 within 10; +21 vs. Reflex	
Hit: 3d8 + 11 damage.	
Effect: Thuralya teleports herself and one target in the burst (whether that target was hit or not). She and the target trade spaces.	
MINOR ACTIONS	
C Terrain Control (psychic) • At-Will 1/round	
Attack: Close burst 20 (one creature in burst); +21 vs. Will	
Hit: 3d6 + 9 damage, and the target is either knocked prone or Thuralya slides the target up to 4 squares.	
TRIGGERED ACTIONS	
Shield • Encounter	
Trigger: Thuralya is hit by an attack.	
Effect (Immediate Interrupt): Thuralya gains a +4 bonus to AC and Reflex defense until the end of her next turn.	
Skills Arcana +20, Diplomacy +18	
Str 16 (+12)	Dex 15 (+11)
Con 16 (+12)	Int 23 (+15)
	Wis 10 (+9)
	Cha 18 (+13)
Alignment unaligned	
Languages telepathy 20	
Equipment: tome, robes	

Herald of Hadar (Level 19)	Level 19 Brute
Medium aberrant humanoid	XP 2,400
HP 220; Bloodied 110	Initiative +11
AC 31, Fortitude 31, Reflex 30, Will 31	Perception +13
Speed 6	darkvision
TRAITS	
Demiplane Dominion	
While the herald is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.	
STANDARD ACTIONS	
m Hungry Claws • At-Will	
Effect: The herald makes the following attack twice.	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage.	
M Feeding Frenzy • Encounter	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage.	
Effect: The herald makes three more <i>hungry claws</i> attacks, against the same target or different ones. No more than two of the attacks can target the same creature.	
C Breath of a Dying Star • Encounter	
Attack: Close blast 5 (creatures in blast); +22 vs. Reflex	
Hit: 3d8 + 8 damage, and the target cannot spend healing surges or regain hit points (save ends).	
TRIGGERED ACTIONS	
Hadar's Hunger • At-will	
Trigger: A creature within 5 squares of the herald spends a healing surge.	
Effect (Free Action): The herald chooses one of the following:	
- The herald shifts 3 squares and must end this move closer to the triggering creature.	
- The herald makes a <i>hungry claws</i> attack.	
- The herald regains the use of one of its encounter powers.	
- The herald gains a +2 bonus to attack rolls until the end of its next turn.	
Str 17 (+12)	Dex 15 (+11)
Con 20 (+14)	Int 10 (+9)
	Wis 18 (+13)
	Cha 15 (+11)
Alignment chaotic evil	
Languages telepathy 10	

Maw of Acamar (Level 19)		Level 19 Controller
Large aberrant humanoid		XP 2,400
HP 177; Bloodied 88		Initiative +11
AC 33, Fortitude 31, Reflex 30, Will 31		Perception +13
Speed 6		darkvision
TRAITS		
○ Hungry Star • Aura 5		
Each creature within the aura must spend 3 extra squares of movement for each square it moves farther away from the maw.		
Demiplane Dominion		
While the maw is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.		
Destroyer of Life		
When an enemy adjacent to the maw succeeds on a saving throw against ongoing damage, the ongoing damage is reduced by 5 instead of ending.		
STANDARD ACTIONS		
m Devouring Touch • At-Will		
Attack: Melee 2 (one creature); +22 vs. Reflex		
Hit: The target takes ongoing 15 damage (save ends).		
C Devouring Star • At-Will		
Attack: Close burst 3 (creatures in burst); +22 vs. Fortitude		
Hit: The target takes ongoing 10 damage (save ends).		
MINOR ACTIONS		
C Corpse Star's Grip • At-Will		
Attack: Close burst 5; +22 vs. Fortitude		
Effect: The maw pulls the target 3 squares.		
TRIGGERED ACTIONS		
Life Devourer • At-Will		
Trigger: A creature within 2 squares of the maw spends a healing surge.		
Effect (No Action): The reach of <i>devouring touch</i> and the burst areas of <i>corpse star's grip</i> and <i>devouring star</i> increase by 2 until the end of the maw's next turn.		
Str 20 (+14)	Dex 15 (+11)	Wis 19 (+13)
Con 17 (+12)	Int 11 (+9)	Cha 16 (+12)
Alignment chaotic evil		Languages telepathy 10

Scion of Gibbeth (Level 19)		Level 19 Controller
Large aberrant humanoid		XP 2,400
HP 179; Bloodied 89		Initiative +12
AC 33, Fortitude 31, Reflex 29, Will 31		Perception +12
Speed 6		darkvision
TRAITS		
○ Aura of Revulsion • Aura 10		
A creature within the aura cannot target the scion with melee or ranged attacks unless the scion is the nearest enemy to that creature.		
Demiplane Dominion		
While the scion is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +24 vs. AC		
Hit: 3d8 + 14 damage.		
R Mind-Splintering Gaze (charm, gaze, psychic) • At-Will		
Attack: Ranged 20 (one creature); +22 vs. Will		
Hit: 3d6 + 11 damage, and the target is dominated (save ends).		
TRIGGERED ACTIONS		
R Gibbeth's Baleful Glare (charm, psychic) • At-Will		
Trigger: An enemy targets the scion with a melee or a ranged attack		
Effect (Opportunity Action): The scion makes the following attack against the triggering creature.		
Attack: Ranged 20 (triggering enemy); +22 vs. Will		
Hit: 3d8 + 8 damage, and the scion slides the target 2 squares.		
C Revelation of Gibbeth (charm) • Encounter		
Trigger: The scion drops to 0 hit points		
Attack (No Action): Close burst 5 (enemies in burst); +22 vs. Will		
Hit: The target is dazed and uses its standard action each turn to charge or to make a melee or ranged basic attack against its nearest ally (save ends both).		
Offering to Gibbeth • At-Will		
Trigger: A creature within 2 squares of the scion spends a healing surge.		
Effect (No Action): The scion gets a +2 bonus to attack rolls until the end of its next turn.		
Str 22 (+15)	Dex 16 (+12)	Wis 17 (+12)
Con 19 (+13)	Int 11 (+9)	Cha 19 (+13)
Alignment chaotic evil		Languages telepathy 10

ENCOUNTER 6: "FRAGMENTS OF A SHATTERED MIND" (AL 18)

Thuralya, Possessed Wizard (Level 20)	Level 20 Elite Controller
Medium natural humanoid (human)	XP 5,600
HP 368; Bloodied 184	Initiative +17
AC 34; Fortitude 32, Reflex 33, Will 34	Perception +10
Immune petrification, polymorph	darkvision
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
Demiplane Dominion	
Thuralya cannot be dazed, dominated, stunned, or removed from play while she remains on the demiplane.	
STANDARD ACTIONS	
r Force Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +23 vs. Reflex	
Hit: 3d8 + 15 force damage.	
M Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
C Freezing Blast (thunder) • Encounter	
Attack: Close blast 5 (enemies in burst); +23 vs. Will	
Hit: 3d8 + 13 cold damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
A Twist Space (teleportation) • Encounter	
Attack: Area burst 1 within 10; +23 vs. Reflex	
Hit: 3d8 + 13 damage.	
Effect: Thuralya teleports herself and one target in the burst (whether that target was hit or not). She and the target trade spaces.	
MINOR ACTIONS	
C Terrain Control (psychic) • At-Will 1/round	
Attack: Close burst 20 (one creature in burst); +23 vs. Will	
Hit: 3d6 + 11 damage, and the target is either knocked prone or Thuralya slides the target up to 4 squares.	
TRIGGERED ACTIONS	
Shield • Encounter	
Trigger: Thuralya is hit by an attack.	
Effect (Immediate Interrupt): Thuralya gains a +4 bonus to AC and Reflex defense until the end of her next turn.	
Skills Arcana +21, Diplomacy +19	
Str 16 (+13)	Dex 15 (+12)
Con 16 (+13)	Int 23 (+16)
	Wis 10 (+10)
	Cha 18 (+14)
Alignment unaligned	
Languages telepathy 20	
Equipment: tome, robes	

Herald of Hadar (Level 21)	Level 21 Brute
Medium aberrant humanoid	XP 3,200
HP 240; Bloodied 120	Initiative +12
AC 31, Fortitude 31, Reflex 30, Will 31	Perception +14
Speed 6	darkvision
TRAITS	
Demiplane Dominion	
While the herald is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.	
STANDARD ACTIONS	
m Hungry Claws • At-Will	
Effect: The herald makes the following attack twice.	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage.	
M Feeding Frenzy • Encounter	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage.	
Effect: The herald makes three more <i>hungry claws</i> attacks, against the same target or different ones. No more than two of the attacks can target the same creature.	
C Breath of a Dying Star • Encounter	
Attack: Close blast 5 (creatures in blast); +24 vs. Reflex	
Hit: 3d8 + 9 damage, and the target cannot spend healing surges or regain hit points (save ends).	
TRIGGERED ACTIONS	
Hadar's Hunger • At-will	
Trigger: A creature within 5 squares of the herald spends a healing surge.	
Effect (Free Action): The herald chooses one of the following:	
- The herald shifts 3 squares and must end this move closer to the triggering creature.	
- The herald makes a <i>hungry claws</i> attack.	
- The herald regains the use of one of its encounter powers.	
- The herald gains a +2 bonus to attack rolls until the end of its next turn.	
Str 17 (+13)	Dex 15 (+12)
Con 20 (+15)	Int 10 (+10)
	Wis 18 (+14)
	Cha 15 (+12)
Alignment chaotic evil	
Languages telepathy 10	

Maw of Acamar (Level 21)		Level 21 Controller
Large aberrant humanoid		XP 3,200
HP 193; Bloodied 96		Initiative +12
AC 35, Fortitude 33, Reflex 32, Will 33		Perception +14
Speed 6		darkvision
TRAITS		
○ Hungry Star • Aura 5		
Each creature within the aura must spend 3 extra squares of movement for each square it moves farther away from the maw.		
Demiplane Dominion		
While the maw is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.		
Destroyer of Life		
When an enemy adjacent to the maw succeeds on a saving throw against ongoing damage, the ongoing damage is reduced by 5 instead of ending.		
STANDARD ACTIONS		
m Devouring Touch • At-Will		
Attack: Melee 2 (one creature); +24 vs. Reflex		
Hit: The target takes ongoing 20 damage (save ends).		
C Devouring Star • At-Will		
Attack: Close burst 3 (creatures in burst); +24 vs. Fortitude		
Hit: The target takes ongoing 15 damage (save ends).		
MINOR ACTIONS		
C Corpse Star's Grip • At-Will		
Attack: Close burst 5; +24 vs. Fortitude		
Effect: The maw pulls the target 3 squares.		
TRIGGERED ACTIONS		
Life Devourer • At-Will		
Trigger: A creature within 2 squares of the maw spends a healing surge.		
Effect (No Action): The reach of <i>devouring touch</i> and the burst areas of <i>corpse star's grip</i> and <i>devouring star</i> increase by 2 until the end of the maw's next turn.		
Str 20 (+15)	Dex 15 (+12)	Wis 19 (+14)
Con 17 (+13)	Int 11 (+10)	Cha 16 (+13)
Alignment chaotic evil		Languages telepathy 10

Scion of Gibbeth (Level 21)		Level 21 Controller
Large aberrant humanoid		XP 3,200
HP 195; Bloodied 97		Initiative +13
AC 35, Fortitude 33, Reflex 31, Will 33		Perception +13
Speed 6		darkvision
TRAITS		
○ Aura of Revulsion • Aura 10		
A creature within the aura cannot target the scion with melee or ranged attacks unless the scion is the nearest enemy to that creature.		
Demiplane Dominion		
While the scion is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +26 vs. AC		
Hit: 4d6 + 15 damage.		
R Mind-Splintering Gaze (charm, gaze, psychic) • At-Will		
Attack: Ranged 20 (one creature); +24 vs. Will		
Hit: 3d6 + 13 damage, and the target is dominated (save ends).		
TRIGGERED ACTIONS		
R Gibbeth's Baleful Glare (charm, psychic) • At-Will		
Trigger: An enemy targets the scion with a melee or a ranged attack		
Effect (Opportunity Action): The scion makes the following attack against the triggering creature.		
Attack: Ranged 20 (triggering enemy); +24 vs. Will		
Hit: 3d8 + 9 damage, and the scion slides the target 2 squares.		
C Revelation of Gibbeth (charm) • Encounter		
Trigger: The scion drops to 0 hit points		
Attack (No Action): Close burst 5 (enemies in burst); +24 vs. Will		
Hit: The target is dazed and uses its standard action each turn to charge or to make a melee or ranged basic attack against its nearest ally (save ends both).		
Offering to Gibbeth • At-Will		
Trigger: A creature within 2 squares of the scion spends a healing surge.		
Effect (No Action): The scion gets a +2 bonus to attack rolls until the end of its next turn.		
Str 22 (+16)	Dex 16 (+13)	Wis 17 (+13)
Con 19 (+14)	Int 11 (+10)	Cha 19 (+14)
Alignment chaotic evil		Languages telepathy 10

ENCOUNTER 6: "FRAGMENTS OF A SHATTERED MIND" (AL 20)

Thuralya, Possessed Wizard (Level 22)	Level 22 Elite Controller
Medium natural humanoid (human)	XP 8,300
HP 400; Bloodied 200	Initiative +18
AC 36; Fortitude 34, Reflex 35, Will 36	Perception +11
Immune petrification, polymorph	darkvision
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
Demiplane Dominion	
Thuralya cannot be dazed, dominated, stunned, or removed from play while she remains on the demiplane.	
STANDARD ACTIONS	
r Force Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +25 vs. Reflex	
Hit: 4d6 + 16 force damage.	
M Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage.	
C Freezing Blast (thunder) • Encounter	
Attack: Close blast 5 (enemies in burst); +25 vs. Will	
Hit: 3d8 + 14 cold damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
A Twist Space (teleportation) • Encounter	
Attack: Area burst 1 within 10; +25 vs. Reflex	
Hit: 3d8 + 14 damage.	
Effect: Thuralya teleports herself and one target in the burst (whether that target was hit or not). She and the target trade spaces.	
MINOR ACTIONS	
C Terrain Control (psychic) • At-Will 1/round	
Attack: Close burst 20 (one creature in burst); +25 vs. Will	
Hit: 3d8 + 9 damage, and the target is either knocked prone or Thuralya slides the target up to 4 squares.	
TRIGGERED ACTIONS	
Shield • Encounter	
Trigger: Thuralya is hit by an attack.	
Effect (Immediate Interrupt): Thuralya gains a +4 bonus to AC and Reflex defense until the end of her next turn.	
Skills Arcana +22, Diplomacy +20	
Str 16 (+14)	Dex 15 (+13)
Con 16 (+14)	Int 23 (+17)
	Wis 10 (+11)
	Cha 18 (+15)
Alignment unaligned	
Languages telepathy 20	
Equipment: tome, robes, dagger	

Herald of Hadar (Level 23)	Level 23 Brute
Medium aberrant humanoid	XP 5,100
HP 260; Bloodied 130	Initiative +13
AC 33, Fortitude 33, Reflex 32, Will 33	Perception +15
Speed 6	darkvision
TRAITS	
Demiplane Dominion	
While the herald is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.	
STANDARD ACTIONS	
m Hungry Claws • At-Will	
Effect: The herald makes the following attack twice.	
Attack: Melee 1 (one creature); +28 vs. AC	
Hit: 4d6 + 17 damage.	
M Feeding Frenzy • Encounter	
Attack: Melee 1 (one creature); +28 vs. AC	
Hit: 4d6 + 17 damage.	
Effect: The herald makes three more <i>hungry claws</i> attacks, against the same target or different ones. No more than two of the attacks can target the same creature.	
C Breath of a Dying Star • Encounter	
Attack: Close blast 5 (creatures in blast); +26 vs. Reflex	
Hit: 3d8 + 10 damage, and the target cannot spend healing surges or regain hit points (save ends).	
TRIGGERED ACTIONS	
Hadar's Hunger • At-will	
Trigger: A creature within 5 squares of the herald spends a healing surge.	
Effect (Free Action): The herald chooses one of the following:	
- The herald shifts 3 squares and must end this move closer to the triggering creature.	
- The herald makes a <i>hungry claws</i> attack.	
- The herald regains the use of one of its encounter powers.	
- The herald gains a +2 bonus to attack rolls until the end of its next turn.	
Str 17 (+14)	Dex 15 (+13)
Con 20 (+16)	Int 10 (+11)
	Wis 18 (+15)
	Cha 15 (+13)
Alignment chaotic evil	
Languages telepathy 10	

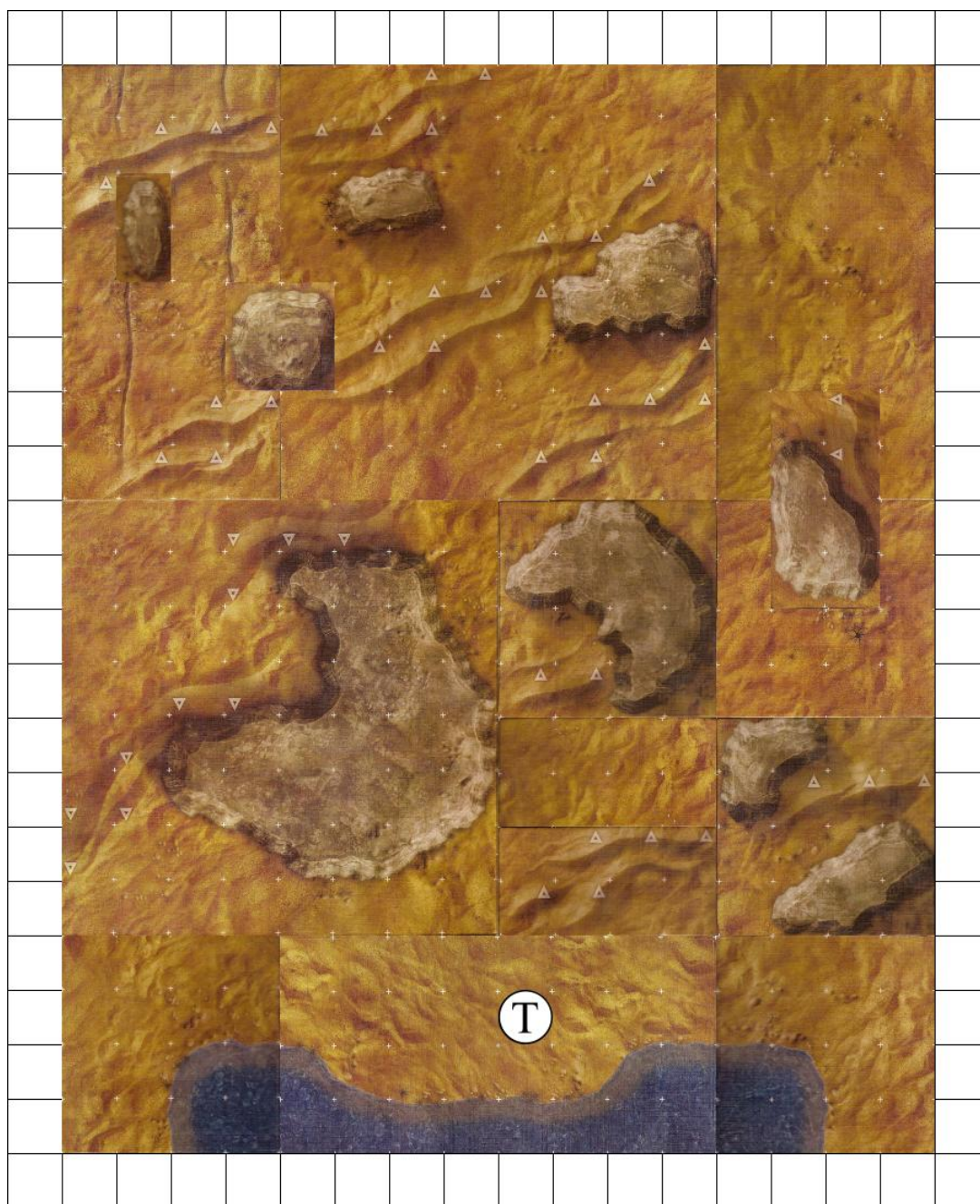
Maw of Acamar (Level 23)		Level 23 Controller
Large aberrant humanoid		XP 5,100
HP 209; Bloodied 104		Initiative +13
AC 37, Fortitude 35, Reflex 34, Will 35		Perception +15
Speed 6		darkvision
TRAITS		
○ Hungry Star • Aura 5		
Each creature within the aura must spend 3 extra squares of movement for each square it moves farther away from the maw.		
Demiplane Dominion		
While the maw is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.		
Destroyer of Life		
When an enemy adjacent to the maw succeeds on a saving throw against ongoing damage, the ongoing damage is reduced by 5 instead of ending.		
Devourer of Hope		
Creatures subject to ongoing damage by the maw suffer a -2 penalty on their saving throws to end the ongoing damage.		
STANDARD ACTIONS		
m Devouring Touch • At-Will		
Attack: Melee 2 (one creature); +26 vs. Reflex		
Hit: The target takes ongoing 20 damage (save ends).		
C Devouring Star • At-Will		
Attack: Close burst 3 (creatures in burst); +26 vs. Fortitude		
Hit: The target takes ongoing 15 damage (save ends).		
MINOR ACTIONS		
C Corpse Star's Grip • At-Will		
Attack: Close burst 5; +26 vs. Fortitude		
Effect: The maw pulls the target 3 squares.		
TRIGGERED ACTIONS		
Life Devourer • At-Will		
Trigger: A creature within 2 squares of the maw spends a healing surge.		
Effect (No Action): The reach of <i>devouring touch</i> and the burst areas of <i>corpse star's grip</i> and <i>devouring star</i> increase by 2 until the end of the maw's next turn.		
Str 20 (+16)	Dex 15 (+13)	Wis 19 (+15)
Con 17 (+14)	Int 11 (+11)	Cha 16 (+14)
Alignment chaotic evil		Languages telepathy 10

Scion of Gibbeth (Level 23)		Level 23 Controller
Large aberrant humanoid		XP 5,100
HP 211; Bloodied 105		Initiative +14
AC 37, Fortitude 35, Reflex 33, Will 35		Perception +14
Speed 6		darkvision
TRAITS		
○ Aura of Revulsion • Aura 10		
A creature within the aura cannot target the scion with melee or ranged attacks unless the scion is the nearest enemy to that creature.		
Demiplane Dominion		
While the scion is on Thuralya's demiplane, it cannot be dazed, dominated, stunned, or removed from play.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +28 vs. AC		
Hit: 4d6 + 17 damage.		
R Mind-Splintering Gaze (charm, gaze, psychic) • At-Will		
Attack: Ranged 20 (one creature); +26 vs. Will		
Hit: 3d6 + 15 damage, and the target is dominated (save ends).		
TRIGGERED ACTIONS		
R Gibbeth's Baleful Glare (charm, psychic) • At-Will		
Trigger: An enemy targets the scion with a melee or a ranged attack		
Effect (Opportunity Action): The scion makes the following attack against the triggering creature.		
Attack: Ranged 20 (triggering enemy); +26 vs. Will		
Hit: 3d8 + 10 damage, and the scion slides the target 2 squares.		
C Revelation of Gibbeth (charm) • Encounter		
Trigger: The scion drops to 0 hit points		
Attack (No Action): Close burst 5 (enemies in burst); +26 vs. Will		
Hit: The target is dazed and uses its standard action each turn to charge or to make a melee or ranged basic attack against its nearest ally (save ends both).		
Offering to Gibbeth • At-Will		
Trigger: A creature within 2 squares of the scion spends a healing surge.		
Effect (No Action): The scion gets a +2 bonus to attack rolls until the end of its next turn.		
Str 22 (+17)	Dex 16 (+14)	Wis 17 (+14)
Con 19 (+15)	Int 11 (+11)	Cha 19 (+15)
Alignment chaotic evil		Languages telepathy 10

ENCOUNTER 6: "FRAGMENTS OF A SHATTERED MIND" MAP

TILE SETS NEEDED

Dungeon Tiles: Desert of Athas



The PCs enter from the top side of the map (farthest away from Thuraiya). All the rocks are initially 10 feet high. Thuraiya can use her Morphic Terrain power to manipulate any of the rocks shown on the map, raising it to a height of 30 feet or lowering it to become a 30-foot-deep pit. Climbing up the side of a rock (or out of a pit) as part of movement requires an Easy DC Athletics check. When the star spawn emerge, place them anywhere on the map you deem appropriate. They act immediately (you can choose their initiative order).

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective. Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP per PC

Encounter 1: Stop the genasi (+240 XP)

Encounter 3: Deal with the marauding monsters (+240 XP)

Encounter 5: Navigate the demiplane (+70 XP)

Encounter 6: Destroy the star spawn and the demiplane (+500 XP)

Conclusion: Bring both Thuralya and Cassipo back alive (+35 XP for each of them, +70 XP total)

Maximum Possible XP: 2400 XP per PC

Base Gold per PC: 1600 gp

(Encounter 1: 800 gp, Conclusion: up to 800 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP per PC

Encounter 1: Stop the genasi (+350 XP)

Encounter 3: Deal with the marauding monsters (+350 XP)

Encounter 5: Navigate the demiplane (+100 XP)

Encounter 6: Destroy the star spawn and the demiplane (+700 XP)

Conclusion: Bring both Thuralya and Cassipo back alive (+50 XP for each of them, +100 XP total)

Maximum Possible XP: 3400 XP per PC

Base Gold per PC: 2750 gp

(Encounter 1: 1375 gp, Conclusion: up to 1375 gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP per PC

Encounter 1: Stop the genasi (+500 XP)

Encounter 3: Deal with the marauding monsters (+500 XP)

Encounter 5: Navigate the demiplane (+140 XP)

Encounter 6: Destroy the star spawn and the demiplane (+960 XP)

Conclusion: Bring both Thuralya and Cassipo back alive (+70 XP for each of them, +140 XP total)

Maximum Possible XP: 4750 XP per PC

Base Gold per PC: 5500 gp

(Encounter 1: 2250 gp, Conclusion: up to 2250 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP per PC

Encounter 1: Stop the genasi (+800 XP)

Encounter 3: Deal with the marauding monsters (+800 XP)

Encounter 5: Navigate the demiplane (+200 XP)

Encounter 6: Destroy the star spawn and the demiplane (+1200 XP)

Conclusion: Bring both Thuralya and Cassipo back alive (+100 XP for each of them, +200 XP total)

Maximum Possible XP: 6800 XP per PC

Base Gold per PC: 11,000 gp

(Encounter 1: 5500 gp, Conclusion: up to 5500 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP per PC

Encounter 1: Stop the genasi (+1000 XP)

Encounter 3: Deal with the marauding monsters (+1000 XP)

Encounter 5: Navigate the demiplane (+280 XP)

Encounter 6: Destroy the star spawn and the demiplane (+1900 XP)

Conclusion: Bring both Thuralya and Cassipo back alive (+150 XP for each of them, +300 XP total)

Maximum Possible XP: 9500 XP per PC

Base Gold per PC: 16,500 gp

(Encounter 1: 8250 gp, Conclusion: up to 8250 gp)

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold.

If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasures A through D are found in Encounter 1; the remaining Treasures are found in Encounter 6.

Treasure A: *breaching armor* (Adventurer's Vault)
+3 / level 13 at AL 12/14; +4/level 18 at AL 16+

Treasure B: *orb of translocation interference* (Manual of the Planes)
+3 / level 13 at AL 12/14; +4/level 18 at AL 16+

Treasure C: *displacer armor* (Adventurer's Vault)
+3 / level 14 at AL 12/14; +4/level 19 at AL 16+

Treasure D: *voidcrystal weapon* (Adventurer's Vault)
+3 / level 14 at AL 12/14; +4/level 19 at AL 16+

Treasure E: *wyrdwarped weapon* (Manual of the Planes)
+3 / level 12 at AL 12-14; +4/level 17 at AL 16-20

At AL 14+, add the following:

Treasure F: *cloak of displacement* (Adventurer's Vault and Mordenkainen's Magnificent Emporium)
+3 / level 15 at AL 14-16; +4/level 20 at AL 18-20

Treasure G: *ring of shadow travel* (15th level; Adventurer's Vault)
Found at AL 14+ only

At AL 16+, add the following:

Treasure H: *ritual book of Demicache and Rope Trick*
Found at AL 16+ only

All Adventure Levels:

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a *potion of vitality* plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 12: *potion of vitality* plus 0 gp

AL 14: *potion of vitality* plus 750 gp

AL 16: *potion of vitality* plus 2,500 gp

AL 18: *potion of vitality* plus 6,000 gp

AL 20: *potion of vitality* plus 10,000 gp

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 12: 1,000 gp

AL 14: 1,750 gp

AL 16: 3,500 gp

AL 18: 7,000 gp

AL 20: 11,000 gp

STORY AWARDS

The PCs earn CALI11 as long as they defeated the genasi during Encounter 1. All PCs earn the award, even if they were not specifically invited to speak at the symposium.

CALI11 A Practical Magical Demonstration

The annual symposium of the Almraiven academy of magic turned into a truly interesting demonstration of the practical application of magic in combat situations. As thanks for your teaching efforts (both intentional and otherwise), the academy has offered to help you locate a permanent magic item of your choice.

This Story Award grants you purchase access to any one Uncommon permanent magic item of your character level or less (at the time you expend this favor). The item must come from a player resource. You pay full market price, but you do not need to use a found-item slot. When you have purchased an item using this favor, write the name, level, and market price of the item in the space below, and strike through this paragraph (only).

The PCs only earn CALI12 if they defeated the star-spawn and saved Thuraiya.

CALI12 The Opener of the Way

You survived an encounter with horrors spawned from dying stars who sought to release a being calling itself “the Opener of the Way.”

By preventing an incursion of the Far Realm into Calimshan, you have come to the attention of both the WeavePasha of Almraiven and a group known as the Order of the Cerulean Sign. The Order is dedicated to fighting aberrations whenever and wherever they threaten Faerun. This Story Award counts as one favor with the Order and may have other effects in future adventures set in the Calimshan Story Area.

APPENDIX 1: CALIMSHAN AND ALMRAIVEN

Characters from Calimshan or who have adventured there extensively know all of this information automatically; others know it with a successful DC 15 **History** check.

Calimshan: The Spellplague shattered the high magic that bound the efreet Memnon and the djinn Calim in the Calimemnon Crystal. The two were released, along with similarly bound servants, many of whom were genasi. Ancient enemies, Calim and Memnon immediately picked up where they left off—trying to annihilate each other. Many presumed humans among the population revealed themselves as genasi and joined in the fight. Thousands more genasi, descendants of those scattered to the Lake of Steam, Tethyr, and Amn after the first djinn and efreet empires fell, returned and promptly declared for air or fire. Even some genasi out of newly arrived Akanûl joined the fight. The result was thousands dead, the desert's expansion east across the Spider Swamp, and an explosion in the genasi population.

The period between the beginning of the Spellplague and the Year of Holy Thunder (1450 DR) is known locally as the Second Era of Skyfire. What happened that year to send Calim and Memnon back to their home plane no one knows. Their lieutenants and foot soldiers remain in Calimshan, and continue a bloody war based on little more than opposing philosophies.

Almraiven: Prior to the genasi uprising, Almraiven was the premier center for magical study within Calimshan. Because the Spellplague left the spellcasters of the city relatively unharmed, they were able to defend it from the genasi rebellion that overthrew human rule in greater Calimshan.

The WeavePasha's policy is to expand trade with and gain allies among other seafaring nations, while keeping Almraiven from the attentions of its genasi enemies. The WeavePasha sometimes sends agitators and Akanûl expatriates to stir up trouble in either Calimport or Memnon, laying the blame at the other city's doorstep.

NEW RULES

Breaching Armor	Level 13/18 Uncommon
<i>Walls are no obstacle for you when wearing this armor.</i>	
Lvl 13 +3 17,000 gp	Lvl 18 +4 85,000 gp
Armor: Any	
Enhancement Bonus: AC	
Utility Power (Teleportation) ♦ Daily (Move Action)	
<i>Requirement:</i> You must be adjacent to a wall.	
<i>Effect:</i> You teleport to the other side of the wall. This does not require line of sight and moves you no more than 3 squares (allowing you to teleport past a wall no more than 2 squares thick). If you attempt to teleport into an occupied square, you go nowhere; your move action is not spent, but the daily power is expended.	
Reference: <i>Adventurer's Vault</i> , page 43	

Cloak of Displacement	Level 15/20 Uncommon
<i>When you wrap this shimmering cloak around yourself, your enemies' attacks strike empty air.</i>	
Lvl 15 +3 25,000 gp	Lvl 20 +4 125,000 gp
Neck Slot	
Enhancement Bonus: Fortitude, Reflex, and Will	
Property	
At the start of each encounter, you gain a +2 item bonus to AC and Reflex until an attack against either of those defenses hits you.	
Utility Power (Teleportation) ♦ Daily (Immediate Interrupt)	
<i>Trigger:</i> You are hit by a melee or a ranged attack.	
<i>Effect:</i> The triggering attacker must reroll the attack roll and use the second result. If the attack misses you, you can teleport 1 square.	
Reference: <i>Adventurer's Vault</i> , page 150; <i>Mordenkainen's Magnificent Emporium</i> , page 72.	

Displacer Armor	Level 14/19 Uncommon
<i>When wearing this armor, you appear as though you're in many places at once.</i>	
Lvl 14 +3 21,000 gp	Lvl 19 +4 105,000 gp
Armor: Cloth, leather, or hide	
Enhancement Bonus: AC	
Utility Power (Illusion) ♦ Daily (Minor Action)	
<i>Effect:</i> Any enemy making a melee or ranged attack against you must roll two d20s for the attack roll and use the lower result. This effect lasts until the end of your next turn.	
Reference: <i>Adventurer's Vault</i> , page 44	

Orb of Translocation Interference	Level 13/18 Uncommon
<i>This insubstantial orb taps into the space between the planes, altering the course of teleportation.</i>	
Lvl 13 +3 17,000 gp	Lvl 18 +4 85,000 gp
Implement: Orb	
Enhancement Bonus: Attack rolls and damage rolls	
Critical: +1d6 damage per plus	
Utility Power ♦ Encounter (Free Action)	
<i>Trigger:</i> An enemy within 10 squares of you uses a power that has the Teleportation keyword.	
<i>Effect:</i> You choose the space where the enemy appears. The location must be within the power's normal range.	
Reference: <i>Manual of the Planes</i> , page 155	

Ring of Shadow Travel	Level 15 Uncommon
<i>This dark iron ring lets you disappear into the shadows.</i>	
Ring Slot	25,000 gp
Property	
Gain a +2 item bonus to Stealth checks.	
Utility Power (Teleportation) ♦ Daily (Move Action)	
<i>Effect:</i> Teleport 4 squares. If the space you teleport from is not brightly lit, you can teleport 8 squares. You cannot teleport to a brightly lit space. If you've reached at least one milestone today, double all teleport distances of this power.	
Reference: <i>Adventurer's Vault</i> , page 159	

Voidcrystal Weapon	Level 14/19 Uncommon
<i>This black crystal weapon can briefly banish a creature to a dark, secluded location.</i>	
Lvl 14 +3 21,000 gp	Lvl 19 +4 105,000 gp
Weapon: Any melee	
Enhancement Bonus: Attack rolls and damage rolls	
Critical: +1d6 damage per plus	
Utility Power (Teleportation) ♦ Daily (Free Action)	
<i>Trigger:</i> You hit a creature with this weapon.	
<i>Effect:</i> The target disappears from the world until the start of your next turn, at which point the target reappears in an unoccupied space of your choice within 3 squares of you.	
Reference: <i>Adventurer's Vault</i> , page 82	

Wyrdwarped Weapon	Level 12/17 Uncommon
<i>This weapon thrums with hidden power that can teleport your enemy.</i>	
Lvl 12 +3 13,000 gp	Lvl 17 +4 65,000 gp
Weapon: Any ranged	
Enhancement Bonus: Attack rolls and damage rolls	
Critical: +1d6 damage per plus	
Utility Power (Teleportation) ♦ Daily (Free Action)	
<i>Trigger:</i> You hit a creature with this weapon.	
<i>Effect:</i> Teleport the target of your attack a number of squares equal to this weapon's enhancement bonus.	
Reference: <i>Manual of the Planes</i> , page 153	

NEW RITUALS

DEMICACHE

You open a small portal into a personal demiplane that can store small objects.

Level: 12 **Component Cost:** 1,000 gp
Category: Warding **Market Price:** 2,600 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Special

You create a small, personal demiplane that can store nonliving items of up to 250 pounds. The demiplane has a portal that is 6 inches in diameter and is always open. The portal floats near you or can be affixed to your clothing (like a pocket), and you can retrieve items from the portal as a minor action. The portal is visible to others, and it moves with you at your speed.

At the completion of the ritual, make an Arcana check. The result determines how long the portal stays open. If the portal closes before you retrieve the stowed objects, they appear at your feet.

Arcana Check Result	Duration
19 or lower	1 day
20–29	7 days
30–39	30 days
40 or higher	1 year

Reference: *Manual of the Planes*, page 150

ROPE TRICK

You drop a silver rope that passes through the floor and into a safe chamber where you can rest.

Level: 12
Component Cost: 1,000 gp, plus a focus worth 2,000 gp
Category: Exploration **Market Price:** 2,500 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 7 hours

When you perform Rope Trick, the ritual's focus passes through a portal and into a temporary demiplane. The portal entrance occupies 1 square. A creature can climb down the rope into a demiplane that is 2 squares high, 8 squares long, and 8 squares wide.

The entrance to the demiplane appears as a subtle shimmer and has solid transparency. A successful Perception check (DC 15 + half your level) allows a creature outside the portal to detect the entrance. The portal can be locked with the Arcane Lock ritual, and unless you choose to lock the portal, the demiplane remains accessible from the outside.

Once the ritual ends, the demiplane disappears, and any creatures or objects in the demiplane appear in the nearest unoccupied space to the demiplane's former entrance. The ritual's focus appears where the demiplane's entrance was. The ritual caster can choose to end the ritual at any time.

Focus: A silver rope worth at least 2,000 gp.

Reference: *Manual of the Planes*, page 151

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

(character name)

HAS RECEIVED STORY AWARDS FROM:

***CALI3~ 4 FRAGMENTS OF A
SHATTERED MIND***

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This Story Award grants you purchase access to any one Uncommon permanent magic item of your character level or less (at the time you expend this favor). The item must come from a player resource. You pay full market price, but you do not need to use a found-item slot. When you have purchased an item using this favor, write the name, level, and market price of the item in the space below, and strike through this paragraph (only).

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You survived an encounter with horrors spawned from dying stars who sought to release a being calling itself “the Opener of the Way.”

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CALI11 A Practical Magical Demonstration

The annual symposium of the Almraiven academy of magic turned into a truly interesting demonstration of the practical application of magic in combat situations. As thanks for your teaching efforts (both intentional and otherwise), the academy has offered to help you locate a permanent magic item of your choice.

This Story Award grants you purchase access to any one Uncommon permanent magic item of your character level or less (at the time you expend this favor). The item must come from a player resource. You pay full market price, but you do not need to use a found-item slot. When you have purchased an item using this favor, write the name, level, and market price of the item in the space below, and strike through this paragraph (only).

CALI12 The Opener of the Way

You survived an encounter with horrors spawned from dying stars who sought to release a being calling itself “the Opener of the Way.”

By preventing an incursion of the Far Realm into Calimshan, you have come to the attention of both the WeavePasha of Almraiven and a group known as the Order of the Cerulean Sign. The Order is dedicated to fighting aberrations whenever and wherever they threaten Faerûn.

This Story Award counts as one favor with the Order and may have other effects in future adventures set in the Calimshan Story Area.

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

(character name)

HAS RECEIVED STORY AWARDS FROM:

***CALI3~ 4 FRAGMENTS OF A
SHATTERED MIND***

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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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