

# LIBERATION

## A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

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Ala'Ammar is ready to lead his army from Almraiven to liberate the oppressed slaves of Calimport and Memnon. He has invited his most trusted friends and allies to join the crusade for Calimshan's liberation.

This is a Quest adventure, which means that all characters in the party must qualify to go on the quest. To participate in this adventure, each PC at the table must have at least two Story Awards from the following list: CALI10, CALI12, CALI20, CALI21, CALI23, CALI27, CALI28, and/or ADCP29.

This is a two-round continuous-play *Living Forgotten Realms* adventure set in Calimshan for Adventure Levels 18 and 20 (these two ALs support character levels 15-20; however, the adventure was written and playtested with the assumption that no character would be below 17<sup>th</sup> level. We recommend playing with level 17-20 characters. Tables playing AL 18 with level 15/16 PCs may find this adventure extremely challenging).

It is recommended, but not required, that PCs play this adventure after having played most if not all of the previous Year 4 Paragon tier adventures set in Calimshan, including SPEC4-4 and ADCP4-2.

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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## 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 supports AL 18 and AL 20. Per the LFR campaign rules, characters of levels 15-20 may play at these two ALs. The highest-level character in the party must be within three levels of the lowest-level character. Characters below 15<sup>th</sup> level or above 20<sup>th</sup> level may not participate in this adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

This adventure has a low-level version (AL 18) and a high-level version (AL 20). The low-level version was written with a target of 17<sup>th</sup> level. The high-level version was written with a target of 19<sup>th</sup> level. Ask the players which AL they want to play. (If there are 15<sup>th</sup>-level and/or 16<sup>th</sup>-level characters in the party then the table can only play at AL 18.) They must make 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 with an unbalanced mix of character classes and roles (especially if they lack significant healing) might choose to "play down" to reduce their risk of failure. If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

**Reading the Numbers:** Each encounter has a level and sometimes other values (such as skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version (AL 18) of the adventure; the number after the slash is always the value for the high-level version (AL 20) of the adventure.

## 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 roleplaying 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
18	17	23	32
20	18	25	34

## ADVENTURE BACKGROUND

This adventure concludes the events set in motion with the *CALI3* series. In the series the noble Ala'Ammar, an escaped slave from Memnon, hired adventurers to recover the *Battlecloak of Vycanea* to prove his lineage and take leadership of a powerful noble house, the ancient and respected House Asada.

In *CALI4-1*, *CALI4-2*, and *CALI4-3* (adventures for the Paragon Tier), the WeavePasha of Almraiven, aligned himself with Ala'Ammar and his cause. The WeavePasha hired adventurers to recover shards of the Calimemnon Crystal. This crystal was once the prison of the epic lords of the rival cities, the djinn Calim of Calimport and the efreet Memnon of Memnon. The crystal shattered during the Spellplague, releasing Calim and Memnon. Their current whereabouts are unknown. The WeavePasha recreated the Calimemnon Crystal from the shards, with the expectations that neither Calim nor Memnon will interfere for fear of becoming imprisoned again.

In *SPEC4-3* (an adventure for Heroic Tier PCs), Ala'Ammar furthered his cause by sending adventurers to the city of Calimport to escalate hostilities between Calimport and Memnon. Similarly, in *SPEC4-4* (an adventure for Paragon Tier PCs), Ala'Ammar sent adventurers to the city of Memnon to escalate hostilities with Calimport. With the two cities devoting resources warring with each other, the opportunity is ripe for the forces of Almraiven to take advantage of the situation.

*MYRE4-1* adventures (Heroic and Paragon tiers) also provided additional support for this plan. The actions of adventurers have further rallied support and strengthened the position of Ala'Ammar, the WeavePasha, and Almraiven.

During *ADCP4-2* Ala'Ammar and the WeavePasha led a large contingent of adventurers to the lost city of Suldolphor. After driving off the forces of Calimport and Memnon and forging an alliance with the spirits of the city, Ala'Ammar has significantly tipped the balance in the region. Suldolphor sits on a particularly large earth node, making it ideal for portal travel. Ala'Ammar now has this advantage to launch attacks on Calimport and Memnon, without the need for marching his forces across the Calimshan desert.

During the past several months, much has happened in the region. The cities of Calimport and Memnon are at an increased level of hostility and on the brink of war. Meanwhile, Ala'Ammar has been growing his support in Almraiven and soldiers have flocked to the banner of House Asada. The WeavePasha has spent a great deal of time learning to channel the power of the earth node in Suldolphor. He now has the power to open, and sustain, multiple portals to various locations from Suldolphor. Ala'Ammar has sent a number of his resources and soldiers to Suldolphor, but he and the WeavePasha have been keeping the details of their plan secret, so that no word can leak of the time of their attack or the size of their forces.

Now ready for their attack, Ala'Ammar and the WeavePasha are ready to summon their most loyal and powerful allies, the PCs, to liberate the slaves of Calimport and Memnon.

See Appendix I for background information on the Calimshan region.

## DM'S INTRODUCTION

Ala'Ammar has come too far to risk success on mercenary adventurers. Therefore, he is only willing to hire trustworthy PCs who have proven themselves to him (and/or the WeavePasha). In order to qualify to play this adventure, every PC at the table must have at least 2 story awards from the following list.

- **CALI10 Completed the Battlecloak Saga** from succeeding at *CALI3-1*, *CALI3-2*, and *CALI3-3*.
- **CALI12 The Opener of the Way** from *CALI3-4*.
- **CALI20 Calimemnon Crystal** from succeeding at *CALI4-1*, *CALI4-2*, and *CALI4-3*.
- **CALI21 Calimport Incited to War** from *SPEC4-3*.
- **CALI23 Memnon Incited to War** from *SPEC4-4 Mischief in Memnon*.
- **CALI27 Gratitude of Ala'Ammar** from *MYRE4-1*.
- **CALI28 Gratitude of the WeavePasha** from *MYRE4-1*.
- **ADCP29 Outpost at Suldolphor** from *ADCP4-2 The Lost City of Suldolphor*.

Remind the PCs to review their story awards from the adventures listed above. This adventure assumes that the PCs are already well versed in the back story of Ala'Ammar, the WeavePasha, and their goals.

The PCs are invited to Suldolphor by Ala'Ammar or the WeavePasha to take the final step in liberating Calimshan. The plan is for the PCs to attack the leadership of Calimport in a spectacular battle, distracting the citizens of Calimport long enough for the troops of Almraiven to free the slaves. At the same time, Ala'Ammar leads the nobility of Almraiven in a similar attack against Memnon, again, providing a distraction so the troops can enter the mines and free the slaves.

Portals in the area, which need to be used to launch the attacks on Calimport and Memnon, are unstable and cannot be used safely. The PCs must enter the Elemental Chaos and stabilize the portals so they can be used to transport troops to the cities and the freed slaves back to the safety of Suldolphor.

Next, the PCs need to raise as many resources as possible for the assault. Story awards from the region have an impact on this encounter.

The PCs travel to Calimport to implement their part of the plan, where they battle the djinn leaders of the city in the skies above. If successful, the slaves of Calimport escape to the safety of Suldolphor. When the PCs return, they learn that the efforts in Memnon are not going as planned. Ala'Ammar has sacrificed himself, and the last of the power of the *Battlecloak of Vycanea* to turn the tide.

The PCs travel to Memnon and enter the mines where the remaining slaves are working. The mines are collapsing, so the PCs must quickly get the slaves out. On their way out, the PCs are confronted by powerful Memnon guards allied with elementals released from the area.

As the PCs exit the mines, the remaining efreet leaders of the Crimson Guard await them. The PCs must defeat these efreet so that the slaves can make it through the portal and to the safety of Suldolphor. The PCs may follow them through the portal, deliver their report to the WeavePasha, and receive their rewards.

Note: These encounters are presented in the most likely order. If the PCs devise their own plan, refer to Appendix VII to modify the structure of this adventure.

This concludes the adventure, and the Calimshan story area major plot arc.

## WISHES

PCs who have Story Award **LAMP01** may have wishes available, and may gain additional wishes during the course of the adventure. Several encounters offer special options that PCs can use their wishes for. Look for these side-bar features for information about wishes, and share the options with the PCs.

## LIBERATION OF SLAVES

Between Calimport and Memnon, there are roughly 40,000 slaves who need to be freed. Check the end of each Encounter for the number of slaves who can potentially be liberated in that encounter and what the PCs must do in order to free some or all of them. Use Appendix II to track the PCs' overall progress.

## PLAYER'S INTRODUCTION

The PCs begin the adventure enjoying some down time. Have each PC briefly narrate where they are and what they have been up to.

Ask each PC whether they feel they have a stronger personal bond with Ala'Ammar or the WeavePasha. For those who indicate they feel closer to the WeavePasha, he sends them a message via an enhanced Sending ritual, which includes an image. Use the following introduction.

*One morning, an image of the WeavePasha of Almraiven appears before you. The image bows and speaks. "My good friend, please meet me at the top of the ziggurat in Suldolphor within a tenday. Your discretion is appreciated, and your aid invaluable."*

For PCs who indicate they are closer to Ala'Ammar, or who do not indicate a preference, use the following introduction.

*A messenger arrives and kneels before you, eyes to the floor. He holds a rolled piece of parchment. "I humbly apologize for the intrusion, but am tasked with personally presenting this letter from Calimshan."*

The letter reads, "I hope you are willing to end what we started. Please meet me at the top of the ziggurat in Suldolphor within a tenday." There is no signature, but a wax seal on the bottom of the letter is of the same insignia of the clasps on the *Battlecloak of Vycanea*. The PCs recognize this as representing House Asada of Calimshan, headed by Ala'Ammar.

As the PCs arrive in Suldolphor, they are treated as legends. Suldolphor is teaming with Almraiven soldiers and former slaves who have taken up the cause and are waiting for orders. They have been waiting for over a month, and are beginning to get restless. The arrival of the PCs is a sign that action may soon be at hand.

Ran Sahib, faithful servant of Ala'Ammar, is overseeing the activities in Suldolphor. Ala'Ammar and the WeavePasha are secretly en route to the city with fresh supplies and should arrive shortly. It is difficult to predict the exact amount of time the journey from Almraiven will take.

The PCs are shown to lavish quarters within the city and are permitted to travel anywhere they wish. The top tier of the ziggurat is set up as a war room, with multiple maps of Calimshan, Calimport, and Memnon spread over large tables, all marked with various tactics and strategies. There are at least five different plans that can be deciphered from the maps. If the PCs wish to examine the battle plans, they can deduce that the best strategy is to attack both cities at once, preventing spies in one city from warning the other of the attack strategy. (If the PCs take an interest in planning the battle, allow them to deduce the optimal strategy and propose it to Ala'Ammar and the WeavePasha.)

On the scheduled day, likely the day after the PCs arrive, the WeavePasha and Ala'Ammar arrive and go straight to the war room in the ziggurat. If the PCs are not there, they are sent for immediately.

# ENCOUNTER 1: PORTAL PROBLEMS

## IMPORTANT NPCs

**Ala'Ammar**, human male, Patriarch of House Asada of Almraiven.

**The WeavePasha**, human male, high caster and leader of the city of Almraiven.

Ala'Ammar and the WeavePasha invite the PCs to join them in the war room at the top of the ziggurat. They begin by personally thanking the PCs for their past deeds, and express their appreciation that the PCs have come to aid them in the final effort to liberate the oppressed slaves of Calimport and Memnon. See Appendix III for personality and history of Ala'Ammar and the WeavePasha.

If any PC has story award **ADCP29 Outpost at Suldolphor** and is a second-class or third-class Pasha of Almraiven, the WeavePasha immediately elevates them one class, and they may add an additional horsetail to their crest or standard.

## WISHES

Ala'Ammar and the WeavePasha grant a boon to those who have risked much in the past and devoted themselves to the cause. They channel a little power from the *Battlecloak of Vycanea* or the *Calimemnon Crystal*, respectively, to provide qualifying PCs with a limited wish. A limited wish is treated like any other wish stored in a magic lamp, except that it cannot be combined with other wishes and its power fades at the end of the adventure.

In order to qualify for a limited wish, the PC must have story award **LAMP01 Magic Lamp** and meet at least one of the conditions listed below.

- The PC earned story award **CALI10 Completed the Battlecloak Saga** from *CALI3-3 Agony of Almraiven* and received their invitation to this adventure from Ala'Ammar.
- The PC is a second-class Pasha of Almraiven and received their invitation to this adventure from the WeavePasha.
- The PC is a first-class Pasha of Almraiven. (Note: This requires three of these story awards: CALI10, CALI17, CALI30, ADCP29)

If asked, Ala'Ammar and the WeavePasha note that they need the battlecloak and crystal to remain as strong as

possible for the upcoming quest, which is why they cannot charge lamps with full wishes.

## RECENT EVENTS

If any of the players enjoy tactical planning, have them take the lead in the conversation to develop an attack plan. Otherwise, Ala'Ammar can share the plan he has come up with.

Ala'Ammar begins by filling the PCs in on events since he last saw them. He has gathered much support under his banner, and a large force has been assembled here in Suldolphor under the guise of a training exercise, so that Calimport and Memnon do not get advance notice as to when the attack comes.

The WeavePasha explains that Suldolphor lies on a particularly large earth node, which makes portal travel especially easy. The WeavePasha plans to open multiple portals simultaneously in Calimport and Memnon. This advantage allows two forces direct access to the cities to strike from within, liberate the slaves, and return to Suldolphor through multiple, smaller portals.

This plan has been kept secret from everyone, including the soldiers, and the PCs are the first to learn of it. The attacks must be simultaneous, for once the surprise advantage is lost the other city prepares itself against such a ploy.

The soldiers have become increasingly restless, and a few have begun deserting. The time for action is now. However, there is a problem.

## PORTAL PROBLEMS

The reason Ala'Ammar and the WeavePasha traveled to Suldolphor via caravan is that portal travel has become very unstable. The close planar proximity to the Elemental Chaos in the area is well known, and the WeavePasha has determined that something there is disrupting the portals. Ala'Ammar and the WeavePasha cannot execute their plan until they are certain the portals are stable, and remain stable so that the soldiers and the slaves can return safely from Calimport and Memnon.

The WeavePasha proposes that he opens a portal here, in Suldolphor, which leads to a strong point of instability in the Elemental Chaos. Ala'Ammar hopes that the PCs can put an end to whatever is causing the instability of portals, so that he can launch the attacks immediately. He plans to give the order to prepare while the PCs are gone, having full faith that they will succeed.



## UNSTABLE PORTAL

When the PCs are ready, the WeavePasha casts a Planar Portal ritual. The portal is clearly unstable, with bolts of random energy rippling across its surface. The PCs may choose to examine the portal if they wish.

**Arcana DC 20:** The portal leads to the Elemental Chaos. It looks stable enough to last a few minutes, but likely collapses after that, leaving anyone on the other side behind. There is no line of sight or line of effect through the portal.

Passing through a portal like this results in being subjected to strange and otherworldly effects. Passing through the portal once should be okay, but passing through more than one within a few seconds has consequences. In other words passing through more than one per round is dangerous.

**Arcana DC 25:** The portal looks like it may infuse those passing through with elemental energy for a short while. It looks like the energy types fluctuate between fire, water, ice, lightning, thunder, and earth. The rapid random array of energy is impossible to predict from one moment to the next. Also, creatures of different energy types may end up in different destinations, even if they go through the same portal.

**Arcana DC 30:** A ritual underway in the Elemental Chaos is disrupting the portal. This chaotic power affecting the portal is attuned to slaads.

## ENDING THE ENCOUNTER

When the PCs pass through the portal, continue with Encounter 2.

### LIBERATION OF SLAVES

Without any help from the PCs, Ala'Ammar and the WeavePasha can reach some level of success. Many slaves get left behind, and many more are killed. The total number of slaves liberated begins at 21,000, just a little over half. Successes throughout the adventure represent the number of slaves that are saved due to the efforts of the PCs. There are approximately 25,000 slaves in Calimport and 15,000 slaves in Memnon, for a total of about 40,000 slaves. Use the chart in Appendix II to keep track of the number of slaves saved.

### MILESTONE

This encounter does not count toward a milestone.

## TREASURE

There is no treasure in this encounter. The truth is that Ala'Ammar has spent everything he has in order to fund this endeavor. A DC Hard Insight check reveals this if talk of providing additional resources comes up.

If a PC asks about being paid, both Ala'Ammar and the WeavePasha are offended. Ala'Ammar inquires whether the PCs believe that they have been trustworthy and generous, and that their reputation from past dealings with the PCs should be good enough. He assures them that they are properly rewarded when the mission is a success. The Insight DC drops to Moderate to determine that money is a sore subject for the strapped Ala'Ammar.

If a PC pushes the issue, Ala'Ammar gets visibly upset. He lectures the PC about the moral justness of the cause, and how he would rather work with individuals who are acting because they believe what they are doing is right, than to work with hired mercenaries. After all, the last time he hired mercenaries (*SPEC4-4 Mischief in Memnon*) one of them decided to sell him out to the enemy. It is now a DC Easy Insight check to realize that Ala'Ammar has personally sacrificed everything for this cause, and is containing his rage that the PCs would demand even more, especially the large amounts high-paragon PCs are used to seeing.

Ala'Ammar is a man of conviction. If a PC continues to press the issue, he finally breaks down and admits that he has invested all of his personal wealth in this endeavor and has nothing left. The best he can offer is a promise of payment once he can acquire the funds, and the spoils of war.

If a PC refuses this final offer, Ala'Ammar is saddened that they could not reach an agreement. He asks that the PC enjoy the city and requests that they not do anything that jeopardizes the mission.

## ENCOUNTER 2: SLAAAAAAADS

### ENCOUNTER LEVEL 19/21

#### CREATURES

This encounter includes the following creatures at all Adventure Levels:

**1 Skirnex (S)**

**3 acolyte of entropy (A)**

**1 elemental portals hazard**

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove 1 acolyte of entropy.

**Six PCs:** Add 1 acolyte of entropy.

#### SETUP

As the PCs travel through the portal into the Elemental Chaos, they each gain a random elemental keyword and the associated benefit. If a PC already has the fire, water, ice, lightning, thunder, or earth keyword, their type does not change. Have each other player roll a d6 to determine their elemental type as described in the table below. (These effects are based on the Primordial Font terrain from the Plane Below).

D6	Keyword	Effect
1	Earth	Gain resist 5 to all damage.
2	Fire	Melee attacks deal extra 2d6 fire damage.
3	Ice	Adjacent squares are difficult terrain for enemies.
4	Lightning	Increase speed by 2.
5	Thunder	Adjacent creatures gain vulnerable 5.
6	Water	Shift 1 square as a minor action.

Distribute Player's Handout 1. These effects last until the end of the encounter or until an effect changes a PC to another elemental type. These elemental types impact how the terrain affects each PC and also determines the destination of individual portals.

Once the PCs understand the mechanics of their new elemental type, read or paraphrase the following.

*As you step through the portal, the chaotic prism of energy washes over you, imbuing you with a bit of raw elemental power. Three portals dominate the otherwise empty room. One portal glows a brilliant red, one is a pulsating blue color, and another is the blinding yellow*

*of the sun. The muffled sounds of insane ramblings and chanting seem to come from nowhere and everywhere at once.*

The speech is muffled and difficult to understand, but PCs who can speak Primordial or Deep Speech can make out a few words like “chaos,” “entropy,” and “pandemonium.” See Appendix VI for background information on Slaads, Skirnex, and the Pandemonium Stone. Skinex is a misshapen void slaad with a stunted third arm sprouting from his shoulder.

**Note:** There are no mechanics for disrupting the ritual in this encounter and Skirnex does not need to spend actions conducting the ritual. The goal of this encounter is to kill (total success) or injure Skirnex. It is assumed that Skirnex can continue working on the ritual if the PCs leave, but that if he is injured he is less able to focus on the ritual.

#### FEATURES OF THE AREA

**Unstable Portals:** Stepping through a portal requires one square of movement. Creatures cannot teleport through a portal or travel between pocket dimensions without the use of a portal. After stepping through a portal, the creature arrives at an unoccupied square of their choice at their destination. See Appendix V for portal destinations.

The portals in this area are particularly unstable and chaotic. A PC can pass through one portal per round without any consequences. If a PC travels through a second portal in a single round, roll 1d12 before they travel through the second portal and refer to the table below. If a PC travels through a third portal, roll 2d12 and apply each result. If they pass through a fourth portal, roll 3d12, etc. All effects are cumulative. All effects end at the end of the encounter. For example, if a PC rolls “2” three times, they gain vulnerable 30 all until the end of the encounter. (Note: Determine the result of the d12 rolls before determining the PC's destination.)

#### d12 Effect

- 1 After arriving in the destination pocket dimension, the PC cannot travel through additional portals until the start of their next turn.
- 2 Gain vulnerable 10 all.
- 3 Gain +1 bonus to attack rolls.
- 4 Gain -2 penalty to all defenses.
- 5 Roll 1d6. The PC changes elemental type to earth/fire/ice/lightning/thunder/water.
- 6 The PC cannot use encounter or daily powers until passing through another portal.

- 7 Take 20 damage of a random energy type. Roll 1d10: 1-Acid, 2-Cold, 3-Fire, 4-Force, 5-Lightning, 6-Necrotic, 7-Poison, 8-Psychic, 9-Radiant, 10-Thunder.
- 8 Gain resist 5 all.
- 9 Roll 1d6. The PC arrives in the earth/fire/ice/lightning/thunder/water pocket dimension.
- 10 Lose 1 healing surge.
- 11 Gain 15 temporary hit points.
- 12 The PC cannot regain hit points until they pass through another portal.

The destination of each portal changes depending on the energy type manifested by the PC. See Appendix V to determine where the PC arrives.

The portal in the final room glows a brilliant orange. A PC choosing to pass through this portal can emerge from any portal, including a return to the WeavePasha in Suldolphor.

**Pocket Dimensions:** There are six pocket dimensions that are each associated with a different elemental keyword: earth, fire, ice, lightning, thunder, and water. Put the tiles out for each dimension as the PCs discover them. These pocket dimensions are similar to a series of small isolated rooms – they have walls, and creatures cannot pass from one to another without the use of the portals. There is no set height, but the portals are all on ground level.

If a PC is in the pocket dimension that matches their elemental keyword (for example, a PC with the earth keyword in the earth pocket dimension), then they gain the following benefits while they are in that pocket dimension:

- The PC can spend a healing surge as a minor action regaining hit points as normal.
- The PC gains a +2 bonus to saving throws.

**Order Out of Chaos:** Slaads can see all pocket dimensions of this encounter. So the slaads can make ranged attacks that target creatures in another pocket dimension or they can center an area attack in another pocket dimension (however, close and burst attacks do not cross the boundaries between the dimensions). They treat all portal squares as adjacent to each other for the purposes of ranged attacks. When a Slaad travels through a portal, they can arrive at any other portal that they chose. No creature can teleport through a portal and the slaads are not an exception to this.

## WISHES

As a free action on his or her own turn, a PC may expend a wish for one of the following benefits.

- The PC sets his or her elemental keyword to any elemental keyword of his or her choice for the rest of the encounter. No effects can further change this PC's elemental keyword during this encounter.
- The PC gains the slaad keyword until the end of the encounter, and treats all portals as the slaads do.

## TACTICS

Skirnex stays in the prismatic pocket dimension so that he can continue working on the ritual. Skirnex uses *void slime* and *mad assault* before the PCs reach the prismatic pocket dimension. Once the PCs close in melee, he teleports out of melee to use his ranged and area attacks.

If an acolyte of entropy is engaged by the PCs, Skirnex uses *entropic shift* to allow them to shift through a portal into an unoccupied pocket dimension.

The acolytes of entropy use *prismatic bolt* before the PCs reach them, enjoying the benefits of combat advantage. Once a PC enters their room, they use *entropic claw* and fight to the death in melee, unless Skirnex moves them to another area where they can return to ranged attacks.

## TROUBLESHOOTING

The PCs can still hear each other, no matter which pocket dimension they are in. PCs should feel free to communicate with each other during the encounter.

Familiars, animal companions, mounts, and other creatures with the PC share die rolls throughout the encounter as they pertain to the portal effects. They should have the same energy type and suffer the same effects as the PC, thus always ending in the same pocket dimension location.

This encounter can be frustrating if the slaads play “cat-and-mouse” with the PCs by constantly running away and using ranged attacks. The slaads remain in melee once a PC reaches their room. Skirnex does not leave the prismatic pocket dimension since he needs to work on the ritual.

If they are having a tough time, remind the players that the goal of the encounter is to kill Skirnex to stop the ritual. They do not need to kill every slaad in order to be successful.

## ENDING THE ENCOUNTER

The encounter ends after Skirnex is defeated or the PCs chose to flee. The PCs only need to bloody Skirnex and do not need to kill the acolytes to be successful (or kill Skirnex for total success). However, feel free to run the encounter until all the slaads are dead if the players are having fun and want that satisfaction.

The players may wish to interrogate Skirnex or his acolytes. The slaads are trying to summon the Pandemonium Stone, using the strong earth node under Suldolphor as a focus. The ritual is a very complex, powerful summoning ritual, infused with a great deal of chaos.

### LIBERATION OF SLAVES

Without disrupting the ritual, many slaves and soldiers would be killed traveling through portals to and from Suldolphor.

**Total Success:** Skirnex is killed. 4,000 additional slaves are saved.

**Success:** Skirnex is bloodied. 3,500 additional slaves are saved.

**Partial Success:** Skirnex takes any damage. 3,000 additional slaves are saved.

**Failure:** Skirnex takes no damage. No additional slaves are saved.

### MILESTONE

This encounter counts toward a milestone.

### TREASURE

Skirnex uses a large crystal prism embedded with astral diamonds, worth 10,000/15,000 gp per PC.

## ENCOUNTER 2: SLAAAAAADS (AL 18)

1 Skirnex	Level 20 Elite Controller (Leader)
Medium elemental humanoid (slaad)	XP 5600
HP 382; Bloodied 191	Initiative +14
AC 33, Fortitude 35, Reflex 33, Will 31	Perception +16
Speed 6; teleport 4	low-light vision
Immune disease	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Entropic Gibbering • Aura 2</b>	
Each enemy that enters the aura or starts its turn there takes a -2 penalty to all defenses until the start of its next turn.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d6 + 4 damage, and ongoing 10 damage (save ends)	
Each failed save: The target loses a healing surge.	
r <b>Bolt of Insanity (psychic) • At-Will</b>	
Attack: Ranged 20 (one creature); +23 vs. Will	
Hit: 4d6 + 14 psychic damage. Roll 1d12 - the target is also subject to a random effect of the unstable portals (see features of the area above).	
M/R <b>Mad Assault • At-Will</b>	
Effect: Skirnex makes two basic attacks. If each attack hits a different target, the target is also dazed until the end of Skirnex's next turn.	
A <b>Void Slime (necrotic) • Recharge 4-6</b>	
Attack: Area burst 2 within 10 (creatures in burst); +23 vs. Fortitude	
Hit: 4d6 + 15 damage, and the target is encased by a blob of entropic goo (save ends). While encased by the goo, the target cannot take standard actions and takes ongoing 10 necrotic damage.	
MOVE ACTIONS	
R <b>Entropic Shift (teleportation) • Recharge 5-6</b>	
Effect: One ally within 10 squares can shift their speed.	
Skills Stealth +19	
Str 24 (+17)	Dex 18 (+14)
Con 23 (+16)	Int 11 (+10)
	Wis 13 (+11)
	Cha 17 (+13)
Alignment chaotic evil	Languages Common, Deep Speech, Primordial

**Note:** Added random 1d12 effect, removed insubstantial and simplified powers.

3 Acolyte of Entropy	Level 18 Skirmisher
Large elemental humanoid (slaad)	XP 2000
HP 172; Bloodied 86	Initiative +14
AC 31, Fortitude 30, Reflex 31 Will 28	Perception +13
Speed 6, teleport 4	low-light vision
Immune disease	
TRAITS	
Entropic Advantage	
Whenever the acolyte of entropy hits a target granting combat advantage to it, that target takes an additional 2d8 damage.	
STANDARD ACTIONS	
m <b>Entropic Claw (necrotic) • At-Will</b>	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 necrotic damage.	
R <b>Prismatic Bolt (necrotic) • At-Will</b>	
Attack: Ranged 20 (one creature); +21 vs. Reflex	
Hit: 3d8 + 13 random energy damage (Roll 1d10: 1-acid, 2-cold, 3-fire, 4-force, 5-lightning, 6-necrotic, 7-poison, 8-psychic, 9-radiant, 10-thunder.) If the attack scores a critical hit, then the target is also stunned until the end of the acolyte's next turn.	
TRIGGERED ACTIONS	
C <b>Illogic Burst (necrotic, psychic) • Encounter</b>	
Trigger: The acolyte of entropy becomes bloodied.	
Attack (No Action): Close burst 3 (enemies in the burst); +21 vs. Fortitude	
Hit: 4d6 + 15 necrotic and psychic damage, and the target grants combat advantage until the end of its next turn.	
Str 14 (+11)	Dex 17 (+12)
Con 20 (+14)	Int 23 (+15)
	Wis 19 (+13)
	Cha 16 (+12)
Alignment chaotic evil	Languages Common, Primordial

**Note:** Changed *entropic advantage* to deal extra +2d8 damage; removed weakened from *entropic claw* and made it do extra damage; removed prone from *void bolt* and made it do extra damage; resized to large.

- d12 Effect
- After arriving in the destination pocket dimension, the PC cannot travel through additional portals until the start of their next turn.
  - Gain vulnerable 10 all.
  - Gain +2 bonus to attack rolls.
  - Gain -2 penalty to all defenses.
  - Roll 1d6. The PC changes elemental type to earth/fire/ice/lightning/thunder/water.
  - The PC cannot use encounter or daily powers until passing through another portal.
  - Take 20 damage of a random energy type. Roll 1d10: 1-Acid, 2-Cold, 3-Fire, 4-Force, 5-Lightning, 6-Necrotic, 7-Poison, 8-Psychic, 9-Radiant, 10-Thunder.
  - Gain resist 5 all.
  - Roll 1d6. The PC arrives in the earth/fire/ice/lightning/thunder/water dimension.
  - Lose 1 healing surge.
  - Gain 15 temporary hit points.
  - The PC cannot regain hit points until they pass through another portal.

## ENCOUNTER 2: SLAAAAAAADS (AL 20)

<b>1 Skirnex</b>	<b>Level 22 Elite Controller (Leader)</b>
Medium elemental humanoid (slaad)	XP 8300
<b>HP 422; Bloodied 211</b>	<b>Initiative +15</b>
<b>AC 35, Fortitude 37, Reflex 35, Will 33</b>	<b>Perception +17</b>
<b>Speed 6; teleport 4</b>	low-light vision
<b>Immune</b> disease	
<b>Saving Throws +2; Action Points 1</b>	
<b>TRAITS</b>	
<b>O Entropic Gibbering • Aura 2</b>	
Each enemy that enters the aura or starts its turn there takes a -2 penalty to all defenses until the start of its next turn.	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 3d6 + 6 damage, and ongoing 10 damage (save ends)	
Each failed save: The target loses a healing surge.	
<b>r Bolt of Insanity (psychic) • At-Will</b>	
Attack: Ranged 20 (one creature); +25 vs. Will	
Hit: 4d6 + 16 psychic damage. Roll 1d12 - the target is also subject to a random effect of the unstable portals (see features of the area above).	
<b>M/R Mad Assault • At-Will</b>	
Effect: Skirnex makes two basic attacks. If each attack hits a different target, the target is also dazed until the end of Skirnex's next turn.	
<b>A Void Slime (necrotic) • Recharge 4-6</b>	
Attack: Area burst 2 (creatures in burst); +25 vs. Fortitude	
Hit: 4d6 + 17 damage, and the target is encased by a blob of entropic goo (save ends). While encased by the goo, the target cannot take standard actions and takes ongoing 10 necrotic damage.	
<b>MOVE ACTIONS</b>	
<b>R Entropic Shift (teleportation) • Recharge 5-6</b>	
Effect: One ally within 10 squares can shift their speed.	
<b>Stealth +20</b>	
<b>Str 24 (+18)</b>	<b>Dex 18 (+15)</b>
<b>Con 23 (+17)</b>	<b>Int 11 (+11)</b>
<b>Wis 13 (+12)</b>	<b>Cha 17 (+14)</b>
<b>Alignment</b> chaotic evil	<b>Languages</b> Common, Deep Speech, Primordial

**Note:** Added random 1d12 effect, removed insubstantial and simplified powers.

<b>3 Acolyte of Entropy</b>	<b>Level 20 Skirmisher</b>
Large elemental humanoid, (slaad)	XP 1600
<b>HP 188; Bloodied 94</b>	<b>Initiative +15</b>
<b>AC 34, Fortitude 32, Reflex 33 Will 30</b>	<b>Perception +14</b>
<b>Speed 6, teleport 4</b>	low-light vision
<b>Immune</b> disease	
<b>TRAITS</b>	
<b>Entropic Advantage</b>	
Whenever the acolyte of entropy hits a target granting combat advantage to it, that target takes an additional 3d8 damage.	
<b>STANDARD ACTIONS</b>	
<b>m Entropic Claw (necrotic) • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 necrotic damage.	
<b>R Prismatic Bolt (necrotic) • At-Will</b>	
Attack: Ranged 20 (one creature); +23 vs. Reflex	
Hit: 3d8 + 15 random energy damage (Roll 1d10: 1-acid, 2-cold, 3-fire, 4-force, 5-lightning, 6-necrotic, 7-poison, 8-psychic, 9-radiant, 10-thunder.) If the attack scores a critical hit, then the target is also stunned until the end of the acolyte's next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>C Illogic Burst (necrotic, psychic) • Encounter</b>	
Trigger: The acolyte of entropy becomes bloodied.	
Attack (No action): Close burst 3 (enemies in the burst); +23 vs. Fortitude	
Hit: 4d6 + 17 necrotic and psychic damage, and the target grants combat advantage until the end of its next turn.	
<b>Str 14 (+11)</b>	<b>Dex 17 (+12)</b>
<b>Con 20 (+14)</b>	<b>Int 23 (+15)</b>
<b>Wis 19 (+13)</b>	<b>Cha 16 (+12)</b>
<b>Alignment</b> chaotic evil	<b>Languages</b> Common, Primordial

**Note:** Changed *entropic advantage* to deal extra +3d8 damage; removed weakened from *entropic claw* and made it do extra damage; removed prone from *void bolt* and made it do extra damage; resized to large.

- d12 Effect
- After arriving in the destination pocket dimension, the PC cannot travel through additional portals until the start of their next turn.
  - Gain vulnerable 10 all.
  - Gain +2 bonus to attack rolls.
  - Gain -2 penalty to all defenses.
  - Roll 1d6. The PC changes elemental type to earth/fire/ice/lightning/thunder/water.
  - The PC cannot use encounter or daily powers until passing through another portal.
  - Take 20 damage of a random energy type. Roll 1d10: 1-Acid, 2-Cold, 3-Fire, 4-Force, 5-Lightning, 6-Necrotic, 7-Poison, 8-Psychic, 9-Radiant, 10-Thunder.
  - Gain resist 5 all.
  - Roll 1d6. The PC arrives in the earth/fire/ice/lightning/thunder/water dimension.
  - Lose 1 healing surge.
  - Gain 15 temporary hit points.
  - The PC cannot regain hit points until they pass through another portal.

## ENCOUNTER 2: SLAAAAAAADS MAP

### TILE SETS NEEDED

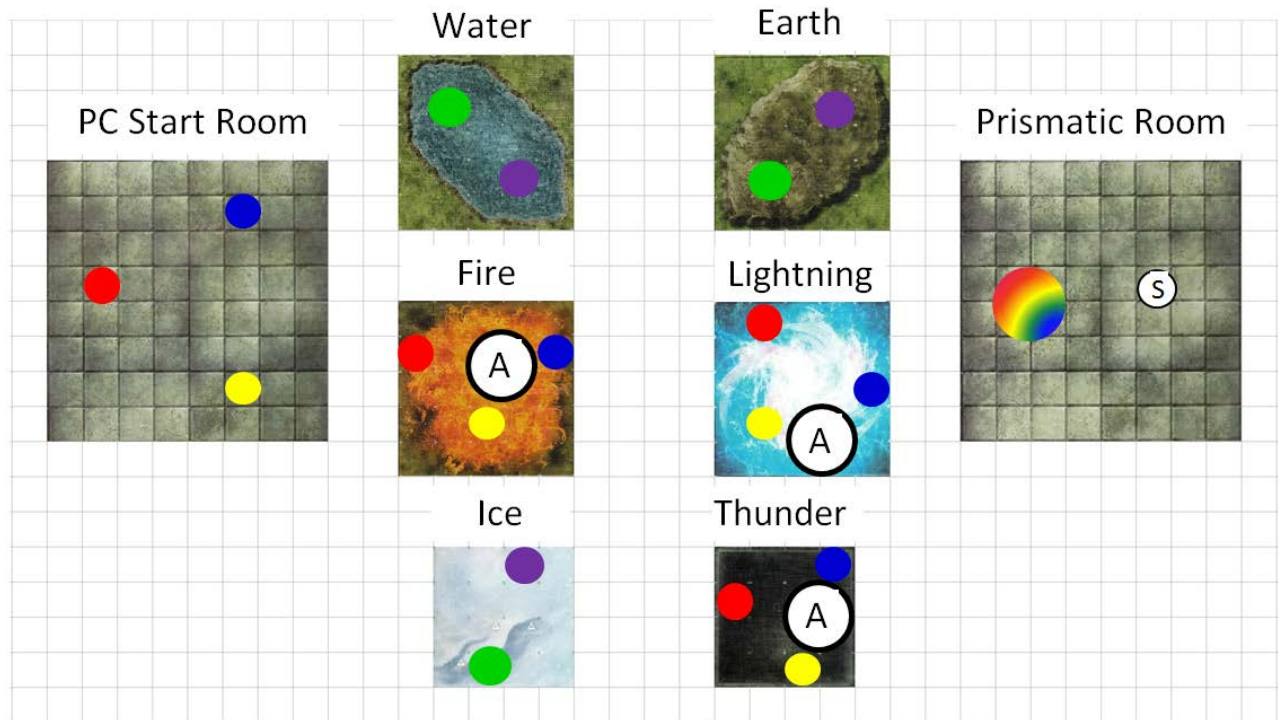
8x8 size tiles x2

5x5 size tiles x4

4x4 size tiles x2

2x2 multicolor portal tile

1x1 tiles: blue portal x4, red portal x4, yellow portal x4, green portal x3, purple portal x3



A = acolyte of entropy

S = Skirnex

**IMPORTANT:** At the beginning of the encounter, only place the PC start tile and the portals on that tile. Add the other tiles, portals, and creatures as the PCs discover them.

Zone	Portals
water, earth, ice	purple, green
fire, lightning, thunder	blue, red, yellow

## ENCOUNTER 3A: BATTLE PLAN

### SETUP

The PCs return through the portal, having done their best to stabilize the portal network.

*You step back through the portal into the war room at the top of the ziggurat.*

*The WeavePasha stands at the window overlooking the city with a contemplative expression, his hand casually resting on the Calimemnon Crystal which pulsates with powerful raw magical energy. Ala'Ammar exudes confidence, standing straight, his shoulders back, a broad smile of white teeth beneath his handlebar moustache. His elegant emerald cloak glows softly around his shoulders.*

*“Excellent! I knew you would be successful. Well, today is the day that all the slaves of Calimshan will be liberated! Let’s get to the battle plan.” Ala'Ammar gestures for Rham Sahib to arrange the battlemaps as he begins.*

The PCs may already be familiar with the events leading up to this day. They likely contributed directly to several key events.

- Ala'Ammar reclaimed a powerful artifact, the *Battlecloak of Vycanea*, to establish his bloodline to an ancient and powerful Calimshite house. Many have flocked to his banner.
- Ala'Ammar sent agents to Calimport and Memnon to escalate hostilities between the two cities. The djinn and efreet are so focused on each other that they have been paying no attention to the efforts and strengthened position of Almraiven.
- The djinn Calim and the efreet Memnon are dangerous variables in the equation. They have not been seen since their prison, the *Calimemnon Crystal*, shattered during the Spellplague. Attacks against their cities at least draws their attention, if not their intervention.
- The WeavePasha has reconstructed the *Calimemnon Crystal* from several of the original shards. With the threat of imprisonment at hand, Calim and Memnon should not interfere.
- With the newly established base and allies in Suldolphor, occupied by Almraiven forces thanks to a large expedition of adventurers and heroes, Ala'Ammar and the WeavePasha have an ideal mustering point for their guerilla army.

### OVERALL PLAN

Ala'Ammar and the WeavePasha share the details of their plan with the PCs. If the PCs have any suggestions or improvements to the plan, incorporate them in a fun and meaningful way. Ala'Ammar and the WeavePasha have carefully laid out the details for months, so they are willing to make some minor adjustments, but do not entertain significant deviations from their plans.

- The WeavePasha does not know how long they have before the slaads begin tampering with the portals again. He pushes to act quickly.
- Using the power of a large earth node beneath Suldolphor, the WeavePasha will open portals throughout and around Calimport and Memnon.
- The soldiers attack both cities at once, so that neither city can get advance warning from the other city.
- The goal is simple. Free the slaves, and bring them back through the portals. The WeavePasha closes the portals behind each group that passes through, so that they are not followed.
- The WeavePasha remains in Suldolphor to maintain the portals. He is standing by to take the *Calimemnon Crystal* to either location if necessary, ensuring that neither Calim nor Memnon interfere.
- Ala'Ammar leads one force, while the PCs lead the other.
- Ala'Ammar insists on leading the raid on Memnon. He has a history there, and feels the PCs are needed in the larger city, Calimport.
- There are approximately 25,000 slaves in Calimport and 15,000 slaves in Memnon. Ideally, no slave will be left behind.

If the PCs wish to deviate from the plan, refer to Appendix VII to make appropriate modifications to the adventure.

Ala'Ammar has already spread the word to prepare for the battle. It takes a few hours to assemble the soldiers, provide them with instructions, and position them where the portals will open. During that time, the PCs should feel free to make any preparations or acquire additional resources that may aid in the overall success of the mission.

### ENDING THE ENCOUNTER

Once the PCs understand the plan, they have a few hours to make additional preparations. Continue with Encounter 3B.

### MILESTONE

This encounter does not count toward a milestone.



## ENCOUNTER 3B: GATHERING HELP

### SETUP

The PCs have a few hours to make preparations, such as conducting research or contacting their allies in Calimshan. Each PC has time to accomplish one task or visit one ally (i.e. one scene/skill check). Make adjustments as necessary and allow creativity. Typically, using an encounter power provides a +2 bonus to a check, a daily power provides a +5 bonus, and a ritual allows a discretionary bonus or automatic success.

*Ala'Ammar has sent word to prepare for battle. It will take a few hours to assemble the soldiers, provide them with instructions, and position them at the portals. You have time to make your own preparations or acquire additional local resources to aid in the overall success of the liberation.*

Below is a list of possible scenes and a separate list of possible benefits. Allow the players to drive the encounter and describe what kind of assistance they are looking for. Ask for an appropriate skill check based on the circumstances. Use Diplomacy if no other skill seems appropriate. You may improvise appropriate scenes and benefits of a similar power level as those listed below.

Note: Keep track of the total skill check result of each PC as this will determine the total number of additional slaves saved.

### SAMPLE SCENES

Below is a list of sample scenes. This is simply a guide to roleplaying; feel free to improvise other appropriate scenes based on what the PCs want to do. Each PC may engage in one scene. If the PC has a favorable story award with the individual or organization they speak to, they gain a +10 bonus to their check result. Record each PC's check result, as this represents the additional slaves that are saved due to their efforts (see Liberation of Slaves). See Appendix IV for a detailed description of NPCs in Calimshan.

#### TARIK, BRASS DRAGON

- Tarik is an adult brass dragon who was saved by PCs in CAL3-3. He is confident and adventurous.
- Tarik is thrilled by the possibility of adventure and excitement and he is willing to help the PCs either directly on the field of battle or indirectly.

- Sample benefits: Tarik has magical items and consumables in his horde that he would be willing to contribute. Always adventurous and delighted to be in the heart of the action, Tarik would also be willing to provide a distraction to help the PCs catch the enemy forces off guard.

#### GHOSTS OF SULDULPHOR

- In ADCP4-2 the PCs formed an alliance with the ghosts of Suldulphor.
- The ghosts despise their former efreet and djiin overlords and are willing to do what they can to weaken Calimport and Memnon.
- Example benefits: The ghosts have an ancient map of the mines of Memnon. The ghosts would also be willing to provide a distraction to help the PCs catch enemy forces off guard.

#### LIBRARY OF SULDULPHOR

- There is an immense library in Suldulphor filled with ancient texts. Following ADCP4-2 citizens from Almraiven worked on digging out and rebuilding the city. Valuable nuggets of information can be found with some effort searching through the scattered texts.
- Example benefits: The library contains ancient maps, including a detailed map of the mines of Memnon. There are also detailed histories of Calimport and Memnon that provide specific details of individual djiin and efreet, including vulnerabilities and power words used to control them. The PC might also find a scroll usable as a limited wish during this adventure.

#### TREASURY OF SULDULPHOR

- Following ADCP4-2 citizens from Almraiven worked on digging out and rebuilding the city. They uncovered a vast treasury under the ziggurat. Workers have begun the laborious task of sorting through the riches. Much of the gems, gold, and other valuables have already been sold to fund the war effort. Perhaps some powerful magic items can be found among the piles of treasure.
- Example benefits: The treasury contains some powerful magic items and consumables, just waiting to be identified.

#### ELEMENTALS OF SULDULPHOR

- In ADCP4-2 the PCs may have freed the elementals that powered Suldulphor.
- The elementals are grateful for their freedom and willing to help their liberators.

- Example benefits: The elementals are willing to provide a distraction to help the PCs catch the enemy forces off guard.

#### STUDENTS OF THE WEAVEPASHA'S ACADEMY

- Mages at the WeavePasha's Academy are assisting him with controlling the portals throughout the assault.
- Example benefits: The PC teaches the students how to better place and control their portals.

#### NOBLES AND DIPLOMATS

- The PCs may wish to request assistance from the various nobles and diplomats of Calimshan. The PCs may have saved diplomats in CALI4-3. Although Jamah Hussien (CALI3-3) is a personal rival of Ala'Ammar, he is equally passionate about freeing the slaves of Calimshan.
- Example benefits: The nobles can offer financial assistance in the form of magic items or consumables. Depending on the individual noble, they may also be able to provide information or other assistance. For example, a diplomat from Memnon may be able to provide specific information about the individual efreet or have a map of the mines.

#### BROTHERHOOD OF BONDED ESCAPE

- The Brotherhood of Bonded Escape is a secret anti-slavery organization operating in Memnon.
- Example benefits: The Brotherhood can provide details about the individual efreet overlords or a map of the mines of Memnon. They can also provide insight into the way slaves think, making it easier to influence their actions.

#### THE JANESSAR

- The Janessar are an anti-slavery organization that operates throughout Calimshan to liberate slaves and help them safely across the desert to Almraiven.
- Example benefits: The Janessar can provide detailed information about individual efreet or djiin. They can also provide insight into the way slaves think, making it easier to influence their actions.

#### BES'MAHEES, THE SPHINX

- The PCs may have earned the respect of the sphinx in CALI4-2.
- Example benefits: The sphinx is a historian with a great love of knowledge. He can tell the PCs information about the individual efreet or djiin or provide them with a map of the mines of Memnon.

#### THE ARANEA

- The PCs may have allied with a tribe of aranea in CALI4-1. Aranea are peaceful spider-people who are primarily merchants and traders. This particular tribe works with the Janessar to transport liberated slaves safely across the Plain of Stone Spiders.
- Example benefits: The aranea are merchants who can provide a variety of magic items or consumables.

#### TRAIN SOLDIERS, IMPROVE TACTICS, IMPROVE MORALE

- The PCs may wish to carefully examine the battle maps to suggest better tactics and positioning or improve the morale of the troops.
- Example benefits: The assault plan on Calimport is better coordinated, so the soldiers are able to defeat one of the djiin reinforcements and liberate the slaves.

#### POWER OF PRAYER

- If the PC uses the divine power source, they may spend their time praying to their deity for aid. A representative of the deity, such as a high priest or angel, may provide a blessing or other assistance.
- Example benefits: A blessing can provide a variety of divine aid, such as bonuses to attacks, defenses, damage, temporary hit points, or even a limited wish.

#### OTHER IDEAS

PCs may have any number of other ideas to help the cause. Allow them to be creative, and use an appropriate skill check to determine the level of success for their efforts.

#### SAMPLE RESOURCES

Below is a list of sample benefits or resources the PCs can gather. Each PC makes one skill check and receives an appropriate benefit based on their check result and the type of assistance they are attempting to receive. You should choose an appropriate benefit from the list provided, appropriate to the action the PC is taking. Different PCs may earn the same benefit. Provide generic information during this encounter and specific mechanical benefits during the appropriate related encounter.

### MODERATE DC BENEFITS

- As a free action on their turn, choose one of the following benefits that last until the end of the encounter: +1 bonus to attack rolls; +1 bonus to saving throws, +2 bonus to damage rolls; +2 bonus to skill checks.
- The PC is loaned a +5 *magic amulet* (level 21 neck slot).
- The PC is given a single *potion of heroism*.
- In Encounter 4, as a minor action, the PC can taunt a djinn to leave a storm cloud and engage.
- In Encounter 4 the first reinforcement to arrive is bloodied by skirmishes with soldiers.
- In Encounter 4 one of the djinn is distracted and begins the combat outside of a storm cloud.
- In Encounter 6A the map of the mines gives each PC a +1 bonus to Scene 0. (The WeavePasha has made multiple copies of the map so that each PC gets a copy.)
- In Encounter 6B the fire archon blazesteels have a -5 penalty to initiative.
- In Encounter 7 once per turn on their turn the PC can encourage their own group of slaves to move with a free action skill check.
- In Encounter 7 each round the PC can spend a minor action to gain combat advantage against one efreet until the end of their turn.
- In Encounter 7 at the beginning of the encounter as a free action the PC may move the location of two portals 2 squares each.
- A similar benefit at the discretion of the DM.

### HARD DC BENEFITS

- As a free action on their turn choose one of the following benefits for one encounter: +2 bonus to attack rolls; +2 bonus to saving throws, +5 bonus to damage rolls; +5 bonus to skill checks.
- The enhancement bonus on the PC's current neck slot item temporarily increases to +5.
- The PC is given a single *gem of valor*.
- In Encounter 4, the PC can taunt a djinn to leave his reserve post. The djinn joins the battle on its next turn, in addition to any regular reinforcements.
- In Encounter 4 the first two reinforcements to arrive are bloodied by skirmishes with soldiers.
- In Encounter 4 two of the djinn are distracted and begin the combat outside of a storm cloud.
- In Encounter 6A the map of the mines gives each PC a +2 bonus to Scene 0. (The WeavePasha has made multiple copies of the map so that each PC gets a copy.)
- Encounter 6B the fire archon blazesteels roll two dice and take the lower result for initiative.

- In Encounter 7 once per turn on their turn the PC can encourage any group of slaves to move with a free action skill check.
- During Encounter 7, one time, as a minor action, the PC can cancel the next group action point the efreet would gain.
- In Encounter 7 at the beginning of the encounter as a free action the PC may move the location of two portals 4 squares each.
- Gain one limited wish.
- A similar benefit at the discretion of the DM.

If a PC exceeds the Hard DC by 10 or more, they should earn both a Moderate and a Hard DC benefit. Feel free to improvise similar appropriate benefits, appropriate to the PC's actions. For example, if a PC knows a specific Treasure Bundle X (found magic item) they want to take at the end of the adventure, this is a good place to provide it to them.

### ENDING THE ENCOUNTER

Once the PCs have finished gathering resources (each PC participates in one scene), the army is also prepared and the PCs can begin their attack on Calimport.

### LIBERATION OF SLAVES

The added effort allows even more slaves to be liberated. Multiply each check result by 11 and add them together for the total number of additional slaves saved by the PCs' efforts.

### MILESTONE

This encounter does not count toward a milestone.

### TREASURE

The individual scenes may provide treasure.

## ENCOUNTER 4: SKY BATTLE

### ENCOUNTER LEVEL 20+/22+

#### PREPARATIONS

The WeavePasha gives the PCs a *greater flying carpet* and six pairs of *skygliders*. He warns that the coming battle is in the skies high above Calimport, so the PCs should have a reliable way to remain flying for the mission. Legends say that the djinn patrolling in the skies of Calimport have received a blessing from Calim and are immune to being knocked out of the sky (i.e. immune to being knocked prone).

#### CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 1 djinn stormsword (S)
- 2 djinn windbow (W)
- 2 djinn thunderer (T)

This encounter also includes the following creatures as reinforcements:

- 1 djinn stormsword (S)
- 2 djinn windbow (W)
- 2 djinn thunderer (T)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove a windbow from the encounter and from the reinforcements. Remove a cloud from the map.

**Six PCs:** Add a stormsword to the encounter and to the reinforcements. Add a cloud to the map.

#### SETUP

As the PCs engage some of the djinn of Calimport, they must draw out even more of the city's forces. Place two 3x3 crowd tiles, two 2x2 crowd tiles, and two 1x1 crowd tiles off to the side of the map. Place one of the reinforcement djinn on each tile. At the end of each round, any unguarded crowds are liberated.

The mission is simple. Engage the djinn patrolling the skies in a close battle, so that other djinn leave their posts in the city to join the fight. This enables the soldiers to go in and free the slaves. Kill them too quickly, and the others do not dare leave their posts to join in a fight where they will clearly be slaughtered.

When the PCs are ready, the WeavePasha opens a portal to the skies above Calimport. The soldiers are already engaged with the ground forces. Read or paraphrase the following.

*The WeavePasha's portal leads into midair. Storm clouds roil high above the magnificent palaces of Upper Calimport. A booming voice reverberates from one of the clouds, "You shall die this day!"*

This fight takes place high above Calimport, so enjoy the maneuverability and three-dimensional aspect of this encounter. Be sure that the PCs have a reliable way to fly for the duration of the encounter. The daily power on the *skygliders* works just fine for this purpose.

#### FEATURES OF THE AREA

**Clouds:** The stormclouds are empowered by the elementals of Calimport. They provide total concealment. Once per turn per cloud, creatures entering a cloud or ending their turn in a cloud take 15 thunder damage.

**Air Currents:** Strong winds swirl above and below the combat area. Creatures who end their turn more than 5 squares above or below the starting level are blown back up or down, out of the air currents.

The air currents keep creatures elevated. If a creature falls prone, such as being reduced to 0 hit points, it does not immediately fall. If a creature ends its turn prone, it falls to the bottom of the air currents (5 squares below the starting level). If a creature ends its turn prone at the bottom of the air currents, it then falls 100 squares to the ground below.

**Portal:** The portal does not have any special terrain mechanics. A PC can exit the encounter by spending one square of movement to pass through and return to Suldolphor.

#### WISHES

As a free action on his or her own turn, a PC may expend a wish for one of the following benefits.

- Remove a cloud.
- Change the damage type of a cloud.
- Gain blindsight 10 until the end of the encounter.
- Create a safety net to prevent a prone ally from falling into the city below.

Tell the PCs about any mechanical benefits from Encounter 3B that they can use during this encounter.

## REINFORCEMENTS

When a djinn is reduced to 0 hit points, another djinn from the city considers taking its place. The replacement djinn is of the same type as the one defeated, if possible. At the start of the replacement djinn's next turn, it teleports into a cloud from its post as a minor action. This movement does not require line of sight, because the djinn are attuned to the clouds.

## OVERWHELMING ODDS

The PCs should not know the exact circumstances for overpowering their opponents, but you should give them clues to evaluate how they are doing.

If at any time the number of remaining reinforcements is at least double the number of djinn fighting in the sky, no more reinforcements leave their posts. If this happens, the PCs cannot make more progress in the encounter, so remind PCs of the goal of the encounter if they forget.

When the last reinforcement enters the battle, let the PCs know that they must keep the enemies busy until the end of the round before withdrawing. The djinn do not pursue the PCs.

## TACTICS

The djinn all have blindsight and thunder resistance, so they begin the encounter in the clouds and hide there when it makes tactical sense to do so. They use their ranged and area attacks and avoid engaging the PCs in melee for as long as possible.

## ENDING THE ENCOUNTER

When the last reinforcement enters the battle, remind the PCs that they must keep the enemies busy until the end of the round before withdrawing in order to save the remaining slaves. The encounter ends when the PCs exit through the portal. The djinn do not pursue them.

Just as this encounter is ending, Ala'Ammar is having his own difficulties with the efreet lords of Memnon. He sends a surge of energy to aid the PCs. They gain the benefit of a short rest, and each PC may gain one of the following benefits.

- Regain 4 healing surges.
- Regain 2 healing surges and 1 daily attack power.
- Gain story award WISH05 (requires LAMP01).

## LIBERATION OF SLAVES

For each 3x3 tile saved, add 1,000 slaves. For each 2x2 tile, add 500 slaves. For each 1x1 tile, add 200 slaves.

## MILESTONE

This encounter counts toward a milestone.

## TREASURE

At the start of the encounter, the WeavePasha gives the PCs a *greater flying carpet* and *skygliders*.

## ENCOUNTER 4: SKY BATTLE (AL 18)

1 Djinn Stormsword	Level 20 Soldier
Large elemental humanoid (air)	XP 2800
HP 190; Bloodied 95	Initiative +19
AC 36, Fortitude 34, Reflex 32, Will 32	Perception +17
Speed 6, fly 8 (hover)	blindsight 10
Immune disease, poison; Resist 15 lightning, 15 thunder	
TRAITS	
<b>Calim's Blessing</b>	
The djinn is immune to prone and gains a +1 bonus to all recharge rolls.	
STANDARD ACTIONS	
m <b>Scimitar</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d8 + 10 damage (crit 4d8 + 44).	
Effect: The target is marked by the djinn windsword.	
R <b>Spinning Vortex</b> (cold, thunder) • <b>Recharge 6</b>	
Attack: Ranged 5 (one creature); +23 vs. Reflex	
Hit: 5d10 + 17 cold and thunder damage, and the target is immobilized (save ends).	
C <b>Whirlwind Dervish</b> (lightning, thunder) • <b>Recharge</b> when the djinn is struck by a critical hit	
Attack: Close burst 2 (enemies in the burst); +25 vs. AC	
Hit: 4d8 + 14 lightning and thunder damage.	
TRIGGERED ACTIONS	
<b>Stormy Vengeance</b> • <b>At-Will</b>	
Trigger: An enemy marked by the djinn makes an attack that does not include the djinn.	
Effect (Immediate Reaction): The djinn pulls the triggering enemy 5 squares and uses scimitar against the triggering enemy.	
MINOR ACTIONS	
R <b>Come To Me</b> • <b>At-Will</b> 1/round	
Attack: Ranged 5 (one creature); +23 vs. Fortitude	
Hit: The djinn stormsword pulls the target 5 squares.	
Skills Bluff +20, Insight +22	
Str 28 (+19)	Dex 25 (+17) Wis 25 (+17)
Con 22 (+16)	Int 19 (+14) Cha 20 (+15)
Alignment unaligned Languages Common, Primordial	
Note: Updated from MM2. Added Calim's blessing.	

2 Djinn Windbow	Level 20 Skirmisher
Large elemental humanoid (air)	XP 2800
HP 188; Bloodied 94	Initiative +20
AC 34, Fortitude 31, Reflex 32, Will 31	Perception +14
Speed 6, fly 8 (hover)	blindsight 10
Immune disease, poison; Resist 15 thunder	
TRAITS	
<b>Calim's Blessing</b>	
The djinn is immune to prone and gains a +1 bonus to all recharge rolls.	
STANDARD ACTIONS	
m <b>Slash of Thunder</b> (thunder) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d6 + 14 thunder damage.	
r <b>Windbow</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 10/20 (one creature); +25 vs. AC	
Hit: 4d6 + 14 damage.	
R <b>Brutal Zephyr</b> (thunder) • <b>Recharge 5-6</b>	
Attack: Ranged 30 (one creature); +21 vs. Reflex	
Hit: 4d12 + 17 thunder damage.	
Miss: The djinn windbow chooses another target within 10 squares of	

the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.		
TRIGGERED ACTIONS		
C <b>Blowback</b> (thunder) • <b>Encounter</b>		
Trigger: A critical hit damages the djinn windbow.		
Attack (Free Action): Close burst 2 (enemies in the burst); +23 vs. Reflex		
Hit: 4d6 + 17 thunder damage, and the windbow pushes the target 5 squares.		
Effect: The windbow gains an action point.		
Skills Bluff +22, Insight +19		
Str 24 (+17)	Dex 27 (+18)	Wis 19 (+14)
Con 20 (+15)	Int 22 (+16)	Cha 24 (+17)
Alignment unaligned Languages Common, Primordial		
Note: Updated from MM2. Added Calim's blessing.		

1 Djinn Thunderer	Level 20 Artillery
Large elemental humanoid (air)	XP 2800
HP 146; Bloodied 73	Initiative +16
AC 32, Fortitude 34, Reflex 32, Will 32	Perception +16
Speed 6, fly 8 (hover)	blindsight 10
Immune disease, poison; Resist 15 thunder	
TRAITS	
<b>Calim's Blessing</b>	
The djinn is immune to prone and gains a +1 bonus to all recharge rolls.	
STANDARD ACTIONS	
m <b>Scepter</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 10 damage.	
A <b>Thunderburst</b> (thunder) • <b>At-Will</b>	
Attack: Area burst 2 in 20 (creatures in burst); +25 vs. Fortitude	
Hit: 4d6 + 17 thunder damage, and the target is dazed until the end of the djinn thunderer's next turn.	
A <b>Imperious Thunder</b> (thunder) • <b>Encounter</b>	
Attack: Area burst 2 in 20 (creatures in burst); +25 vs. Reflex	
Hit: 4d6 + 17 thunder damage, and the target takes ongoing 10 thunder damage (save ends).	
Miss: The target takes ongoing 10 thunder damage (save ends).	
MINOR ACTIONS	
Zephyr Step (teleportation) • <b>Recharge 6</b>	
Effect: The djinn thunderer teleports 20 squares.	
TRIGGERED ACTIONS	
C <b>Rage of Storms</b> (thunder) • <b>At-Will</b>	
Trigger: A critical hit damages the djinn thunderer.	
Attack (Free Action): Close burst 2 (enemies in the burst) +25 vs. Reflex.	
Hit: 4d6 + 19 thunder damage, and the thunderer pushes the target 5 squares.	
Effect: The thunderer gains an action point.	
Skills Insight +21	
Str 26 (+18)	Dex 23 (+16) Wis 23 (+16)
Con 20 (+15)	Int 21 (+15) Cha 19 (+14)
Alignment unaligned Languages Common, Primordial	
Note: Updated from MM2. Added Calim's blessing.	

## ENCOUNTER 4: SKY BATTLE (AL 20)

1 Djinn Stormsword	Level 22 Soldier
Large elemental humanoid (air)	XP 4150
HP 206; Bloodied 103	Initiative +20
AC 38, Fortitude 36, Reflex 34, Will 34	Perception +18
Speed 6, fly 8 (hover)	blindsight 10
Immune disease, poison; Resist 15 lightning, 15 thunder	
TRAITS	
<b>Calim's Blessing</b>	
The djinn is immune to prone and gains a +1 bonus to all recharge rolls.	
STANDARD ACTIONS	
m <b>Scimitar</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 4d8 + 12 damage (crit 4d8 + 46)	
Effect: The target is marked by the djinn windsword.	
R <b>Spinning Vortex</b> (cold, thunder) • <b>Recharge 6</b>	
Attack: Ranged 5 (one creature); +25 vs. Reflex	
Hit: 5d10 + 19 cold and thunder damage, and the target is immobilized (save ends).	
C <b>Whirlwind Dervish</b> (lightning, thunder) • <b>Recharge</b> when the djinn is struck by a critical hit	
Attack: Close burst 2 (enemies in the burst); +27 vs. AC	
Hit: 4d8 + 16 lightning and thunder damage.	
MINOR ACTIONS	
R <b>Come To Me</b> • <b>At-Will</b> 1/round	
Attack: Ranged 5 (one creature); +25 vs. Fortitude.	
Hit: The djinn stormsword pulls the target 5 squares.	
TRIGGERED ACTIONS	
<b>Stormy Vengeance</b> • <b>At-Will</b>	
Trigger: An enemy marked by the djinn makes an attack that does not include the djinn.	
Effect (Immediate Reaction): The djinn pulls the triggering enemy 5 squares and uses <i>scimitar</i> against the triggering enemy.	
Skills Bluff +21, Insight +23	
Str 28 (+20)	Dex 25 (+18) Wis 25 (+18)
Con 22 (+17)	Int 19 (+15) Cha 20 (+16)
Alignment unaligned Languages Common, Primordial	
Note: Updated from MM2. Added <i>Calim's blessing</i> .	

2 Djinn Windbow	Level 22 Skirmisher
Large elemental humanoid (air)	XP 4150
HP 204; Bloodied 102	Initiative +21
AC 36, Fortitude 33, Reflex 34, Will 33	Perception +15
Speed 6, fly 8 (hover)	blindsight 10
Immune disease, poison; Resist 15 thunder	
TRAITS	
<b>Calim's Blessing</b>	
The djinn is immune to prone and gains a +1 bonus to all recharge rolls.	
STANDARD ACTIONS	
m <b>Slash of Thunder</b> (thunder) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 4d6 + 16 thunder damage	
r <b>Windbow</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage.	
R <b>Brutal Zephyr</b> (thunder) • <b>Recharge 5-6</b>	
Attack: Ranged 30 (one creature); +23 vs. Reflex	
Hit: 4d12 + 19 thunder damage.	
Miss: The djinn windbow chooses another target within 10 squares of	

the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.		
TRIGGERED ACTIONS		
C <b>Blowback</b> (thunder) • <b>Encounter</b>		
Trigger: A critical hit damages the djinn windbow.		
Attack (Free Action): Close burst 2 (enemies in the burst) +25 vs. Reflex		
Hit: 4d6 + 19 thunder damage, and the windbow pushes the target 5 Squares.		
Effect: The windbow gains an action point.		
Skills Bluff +23, Insight +20		
Str 24 (+18)	Dex 27 (+19)	Wis 19 (+15)
Con 20 (+16)	Int 22 (+17)	Cha 24 (+18)
Alignment unaligned Languages Common, Primordial		
Note: Updated from MM2. Added <i>Calim's blessing</i> .		

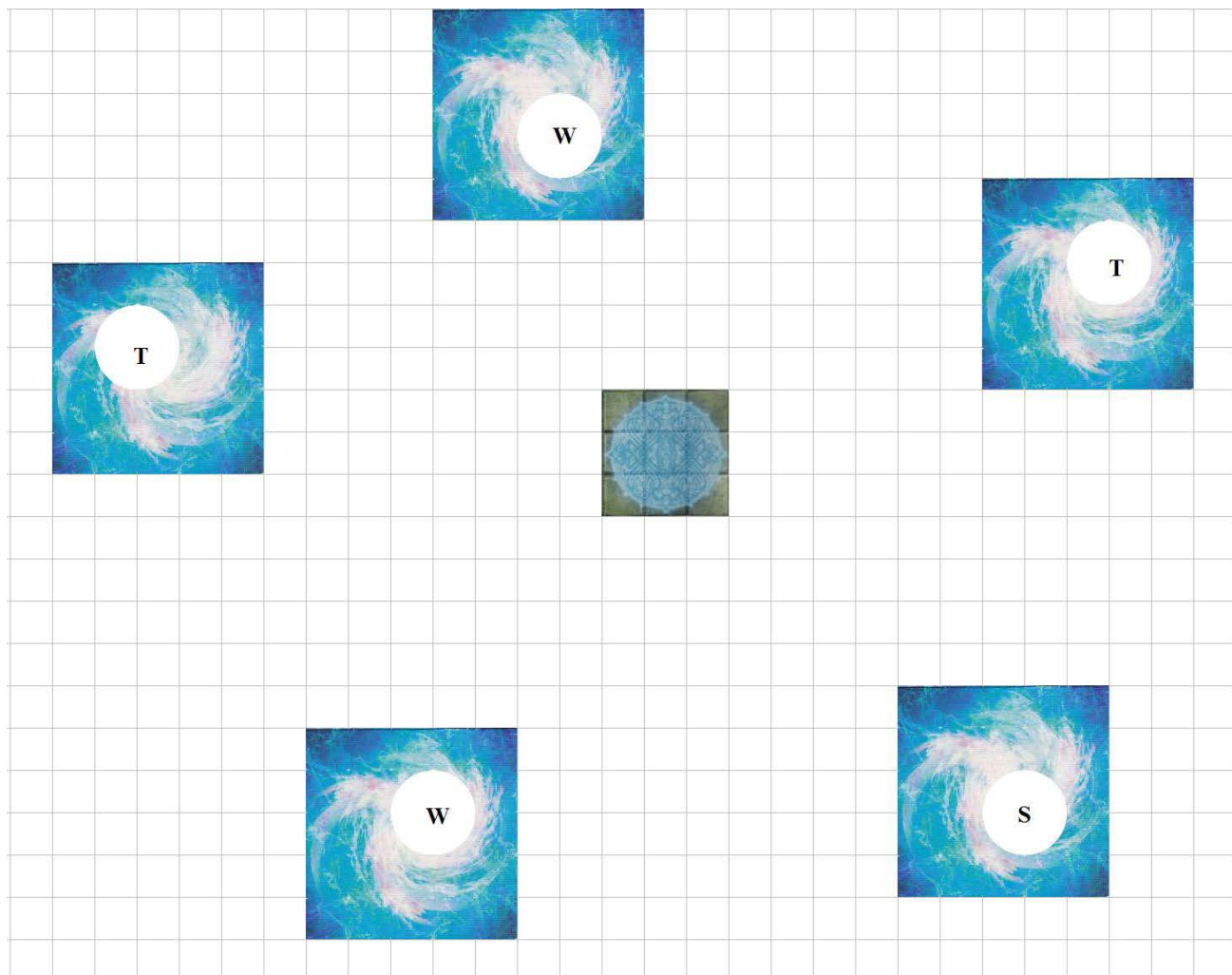
1 Djinn Thunderer	Level 22 Artillery
Large elemental humanoid (air)	XP 4150
HP 158; Bloodied 79	Initiative +17
AC 34, Fortitude 36, Reflex 34, Will 34	Perception +17
Speed 6, fly 8 (hover)	blindsight 10
Immune disease, poison; Resist 15 thunder	
TRAITS	
<b>Calim's Blessing</b>	
The djinn is immune to prone and gains a +1 bonus to all recharge rolls.	
STANDARD ACTIONS	
m <b>Scepter</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 3d8 + 12 damage.	
A <b>Thunderburst</b> (thunder) • <b>At-Will</b>	
Attack: Area burst 2 in 20 (creatures in burst); +27 vs. Fortitude	
Hit: 4d6 + 19 thunder damage, and the target is dazed until the end of the djinn thunderer's next turn.	
A <b>Imperious Thunder</b> (thunder) • <b>Encounter</b>	
Attack: Area burst 2 in 20 (creatures in burst); +27 vs. Reflex	
Hit: 4d6 + 19 thunder damage, and the target takes ongoing 15 thunder damage (save ends).	
Miss: The target takes ongoing 15 thunder damage (save ends).	
MINOR ACTIONS	
<b>Zephyr Step</b> (teleportation) • <b>Recharge 6</b>	
Effect: The djinn thunderer teleports 20 squares.	
TRIGGERED ACTIONS	
C <b>Rage of Storms</b> (thunder) • <b>At-Will</b>	
Trigger: A critical hit damages the djinn thunderer.	
Attack (Free Action): Close burst 2 (enemies in the burst) +27 vs. Reflex	
Hit: 4d6 + 21 thunder damage, and the thunderer pushes the target 5 squares.	
Effect: The thunderer gains an action point.	
Skills Insight +22	
Str 26 (+19)	Dex 23 (+17) Wis 23 (+17)
Con 20 (+16)	Int 21 (+16) Cha 19 (+15)
Alignment unaligned Languages Common, Primordial	
Note: Updated from MM2. Added <i>Calim's blessing</i> .	



# ENCOUNTER 4: SKY BATTLE MAP

## TILE SETS NEEDED

Dungeon Tiles Master Set - The Dungeon x5 (you only need 5 sets if you want 5 large blue energy swirls)

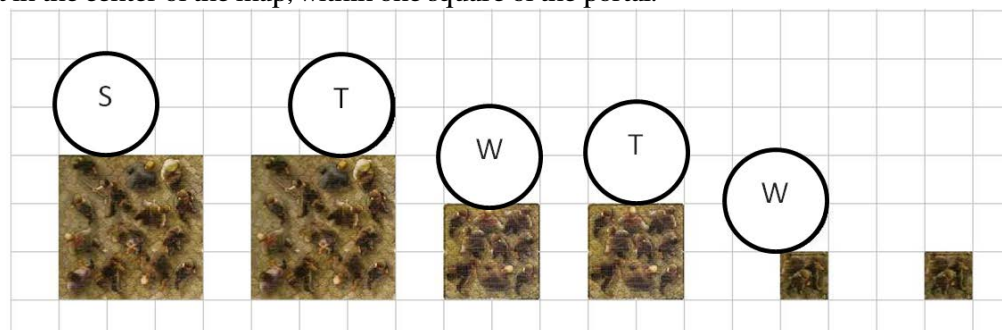


S = Djiin stormsword

W = Djiin windbow

T = Djiin thunderer

Note: PCs start in the center of the map, within one square of the portal.





## ENCOUNTER 5: RETURN TO SULDOLPHOR

### IMPORTANT NPCs

**The WeavePasha**, human male, high caster and leader of the city of Almraiven.

**Ashadi**, fire genasi guard at the Memnon mines.

### SETUP

Ala'Ammar met with more resistance than expected in Memnon. In order to have any chance at success, he knew that he needed to resort to drastic measures. Ala'Ammar used some power of the *Battlecloak of Vycanea* wishing to empower the PCs, trusting that they can still win the day. This is the power surge they felt at the end of the last encounter. He then expended his life force to channel all of the remaining power of the cloak in a glorious nova that consumed much of the Crimson Guard of Memnon, destroyed a good portion of the city, caused the ground to shake for miles around, and killed him. Such was the power of this artifact.

As the PCs step back through the portal to Suldolphor, they likely have many questions.

*The WeavePasha is somber, his face set with grim determination. He gestures vaguely to a crystal ball which shows charred, desolate ruins. Another crystal ball shows the skies above Calimport as the portal you just stepped through winks out.*

*“Ala'Ammar and his men faced overwhelming odds in Memnon. That surge of energy - he used some of the power of the Battlecloak of Vycanea to invigorate you, believing that you would still win the day. Ala'Ammar sacrificed himself, channeling the immense power of the Battlecloak of Vycanea into a glorious nova that consumed much of the Crimson Guard of Memnon, destroyed a large portion of the city, caused the ground to shake for miles around, and killed him. There is yet much work to do and many lives still hang in the balance. Let us not let Ala'Ammar's sacrifice be in vain.”*

While the PCs talk with the WeavePasha, they may take a short rest.

### TACTICAL UPDATE

The WeavePasha is somber. He provides the following update. His tone is matter-of-fact and he is focused on

the task at hand. Many lives still hang in the balance of the next few hours.

- The WeavePasha reports on the success of the raid on Calimport, congratulating the PCs as appropriate.
- He reports on the fate of Ala'Ammar. While he is sad at the loss of his friend, he can assure the PCs that Ala'Ammar knew the risks and made his choice.
- The WeavePasha asks the PCs to grant Ala'Ammar's dying wish and encourages the PCs to not let this sacrifice be in vain.
- Ala'Ammar's sacrifice allowed the soldiers to free the few slaves in the city. There are still many slaves in the mines outside of Memnon who need liberated.
- If the PCs act quickly, they can still free the slaves of Memnon.

### NEXT STEPS

- The WeavePasha is prepared to open portals to the mines near Memnon.
- The PCs should get into the mines, gather the slaves, and get back through the portals as quickly as possible.
- The PCs should not need to fly, so the WeavePasha offers them a pair of *boots of speed* and a pair of *swiftstrike shoes*. They may keep the *skygliders* and the *greater magic carpet*.

### MINES OF MEMNON

The WeavePasha opens a portal to the mines near Memnon. When the PCs arrive, there is a lone fire genasi guard standing outside a huge mine entrance. The guard surrenders immediately. She can provide the following information.

- The fire genasi's name is Ashadi.
- A few minutes ago, there was an explosion of green light from Memnon.
- The energy caused a tremendous earthquake, felt all the way out here. There have been many aftershocks.
- The guards fled the mines. They went to investigate the trouble in the city, leaving Ashadi to guard the entrance.
- While Ashadi is powerful enough to handle any trouble from the slaves, she is no match for the PCs.
- Ashadi refuses to go into the mines, for fear that a tremor will bury her alive.
- There are over 300 slaves working in the mines.

The passageway goes into a mountain for several hundred feet to a large cavern with a gaping crevasse in the center.

*Wagons, crates, and piles of supplies lie scattered around the yawning mine entrance. The entrance slopes gently downward for several hundred feet before ending abruptly at a rough-hewn wall. A large vertical mine shaft leads deeper into the earth. Rough ladders and a rope pulley system for raising and lowering materials were mostly destroyed in the quake.*

There are several rope pulley systems for raising and lowering materials, but they were all destroyed in the quake. Many ladders lead down deeper into a cavern below. While the PCs may have many ways to descend without resorting to the ladders, the slaves will need them to escape the mines.

## ENDING THE ENCOUNTER

When the PCs descend to the cavern below, continue with Encounter 6A.

### MILESTONE

This encounter does not count toward a milestone.

### TREASURE

The WeavePasha gives the PCs *boots of speed* and *swiftstrike shoes*.

## ENCOUNTER 6A: MINER TROUBLES

### SKILL CHALLENGE, COMPLEXITY SPECIAL

As the PCs enter the mines, read or paraphrase the following:

*Descending into the bowels of the earth, it quickly becomes clear why the Memnites use slaves to work the mines. The air is stale and filled with thick black dust, the corridors narrow and cramped. The tunnels are unstable and constantly seem on the verge of collapse. No one would willingly work in such deplorable and dangerous conditions.*

*Ahead the mine opens up into a large mushroom-filled cavern where numerous passageways branch off. The ceiling has partially collapsed and huge boulders litter the ground. Several slaves lie in the cavern, moaning in agony. Other battered slaves weakly tend to the wounded. At your approach, one of the slaves looks up and the desolation in his eyes suddenly fills with hope.*

The slave is a strong young human named Orin. He is the least injured of the survivors, just some bruises and a limp. Orin continues to tend to the wounded as he speaks with the PCs and he is pleased if the PCs join him. Orin can tell the PCs the following.

- There was a massive earthquake a short while ago.
- Guards never come this deep into the mine. They guard the entrance to make sure no slaves escape and to make sure the slaves meet their daily quotas.
- Slaves are valuable commodities, but the guards would never risk their own lives to save some injured slaves.
- He and several other slaves escaped to this cavern. They escaped from different passageways and can provide more details about the conditions there.
- They tried to go back and rescue additional slaves, but ran across various obstacles. Slaves are trapped down each of the 6 passageways that exit this cavern. (The sound of screams and cries for help is echoing from the passageways.)

Orin describes each of the passageways and the obstacles they encountered (each obstacle is part of the skill challenge, described in greater detail below).

- In one corridor there is poisonous gas that incapacitated the slaves.
- In another corridor there is a mine shaft with a crude mechanized pulley system to lower workers deeper into the mine. It was damaged in the quake.
- A large cave-in of immense boulders completely blocked off one of the corridors.
- The earthquake disturbed the ruins of an ancient temple and angry spirits have risen and are harassing the slaves. The slaves do not recognize the deity and have no idea how to appease the spirits.
- One of the corridors opens into a natural cave system. During the earthquake, stalactites fell from the ceiling like giant daggers. The slaves are severely injured and not stable enough to move in their current condition.
- In one corridor the slaves have been whipped into frenzy by one insane slave who is proclaiming that the earthquake is a sign that it is the end of the world.
- Aftershocks continue to rock the area, so speed is of the essence.

The PCs should have enough information to identify one of the skills needed for each of the six corridors. Orin suggests that the PCs split up to save as many of the slaves as possible.

**Scaling the Encounter:** If there are 5 PCs, Orin can lead some of the other slaves down one of the corridors. This group is used to the mines, and counts as a partial success down that corridor. If there are 4 PCs, two groups of slaves handle two of the passages. The PCs pick which passageways they are going down first and then the slaves go down the remaining passageways.

Keep track of the total skill check result of each PC as this will determine the total number of additional slaves saved.

### SKILL CHALLENGE: SAVING THE MINERS

**Goal:** The PCs attempt to save as many slaves as quickly as possible.

**Complexity:** Special, each PC uses the total of three checks and failures are not tracked.

**Primary Skills:** Acrobatics, Athletics, Diplomacy, Dungeoneering, Endurance, Heal, Insight, Intimidate, Religion, Thievery.

**Victory:** The PC rescues the slaves and possibly gains an advantage in the next combat.

**Defeat:** The screams of the slaves alert the local beasts, giving them an advantage in the next combat.

The mechanics for this skill challenge are different from a typical skill challenge. After the PCs decide who attempts each corridor, run each PC through three

scenes of the skill challenge. Run Scene 0 for each PC and then run the scene that corresponds to the corridor they chose. Each PC must make three skill checks (one for each of three scenes). Record the numerical result of each check and add the three numbers together. This sum represents the PC's overall degree of success (see Ending the Encounter section for scoring).

If the PCs choose not to split up, the unchosen corridors count as failures. However, remember that if you are scaling the encounter for 4 or 5 PCs, the "extra" corridors count as partial successes. PCs who stick together may each roll the required checks and take the better result.

It takes several minutes to navigate the tunnels and reach the slaves. Powers used on allies can only be sustained if the PCs stay together. Powers PCs use on themselves can be sustained until the end of the skill challenge. Give PCs appropriate bonuses for creative use of powers. Typically, an encounter power provides a +2 bonus and a daily power provides a +5 bonus.

Note that all high paragon PCs should be able to successfully complete these tasks. What makes these scenes a challenge is that the PCs must complete the tasks as quickly as possible.

#### WISHES

A PC can expend one wish to increase a single skill or ability check result by 10.

Tell the PCs about any mechanical benefits from Encounter 3B that they can use during this encounter.

#### SCENE 0: MINE TUNNELS

Aftershocks and tremors continue to cause the tunnels to be dangerous. Each PC must attempt a Dungeoneering check to navigate the passages. Large creatures, such as PCs with mounts or companions, take a -5 penalty to this check. Small PCs gain a +2 bonus, and Tiny or smaller PCs gain a +5 bonus. PCs may use powers to change their size or speed. Reward creative use of powers.

*Aftershocks continue to ripple through the ground, making travel through the tunnels treacherous. Sections of the ceiling give way unexpectedly, pummeling anyone below. The earthquake has blocked some corridors while opening up natural fissures, making it difficult to quickly navigate the corridors without getting lost.*

#### Dungeoneering [DC special] (record result)

The PC quickly navigates the twisting partially collapsed mine tunnels to reach the slaves.

#### SCENE 1: POISONOUS GAS

The initial quake released a pocket of poisonous gas. The PC must hold their breath to move the unconscious slaves out of the dangerous area. The gas is particularly toxic, but PCs who do not need to breathe gain a +5 bonus to this check.

*A sickly green gas emanates from the passageway ahead. Where the heavy mist touches the cave walls, the rock hisses sharply as it slowly begins to erode. Several slaves are slumped unconscious on the ground, their clothing mostly eroded away and their skin pocked with lesions.*

#### Endurance [DC special] (record result)

The PC quickly carries the unconscious slaves out of the gaseous area.

Once the PC and slaves have reached an area of cleaner air, the PC must quickly revive the slaves.

#### Heal [DC special] (record result)

The PC quickly wakes the unconscious slaves and gets them moving out of the mines.

Have the PC total the results of the Dungeoneering, Endurance, and Heal checks for an overall result for this encounter.

#### SCENE 2: ELEVATOR

The elevator, a wooden box used to traverse a vertical shaft several hundred feet, was damaged in the quake. The elevator is at the bottom of the shaft with the miners.

*A chasm yawns in the ground ahead. Thick ropes loop through a crude pulley system and descend into the chasm. The wooden box used to transport miners into deeper sections of the mine lies at the bottom of the deep shaft, covered in rubble. The elevator clearly needs to be repaired, but first you have to get to the elevator and clear the rubble out of the way.*

#### Athletics [DC special] (record result)

Whether the PC uses the ropes and brute force to lift the elevator or climbs down the shaft and removes the rubble, the PC now has access to the elevator.

The PC now has access to the elevator. The slaves trapped in the lower levels are ready to escape, but are in no condition to ascend the shaft without the use of the elevator.

### **Thievery [DC special]** (record result)

The PC quickly repairs the gears, getting the elevator back in working order. The slaves clamor aboard for the ride up.

Have the PC total the results of the Dungeoneering, Athletics, and Thievery checks for an overall result for this encounter.

### **SCENE 3: BOULDER BLOCKADE**

The passage is blocked by massive boulders that must be moved aside before the rest of the roof gives in.

*A wall of massive boulders completely seals off this passageway. Muffled cries for help are barely audible.*

### **Athletics [DC special]** (record result)

The PC tosses aside the boulders.

After the first few boulders are removed, the repetitive motion becomes tiresome.

### **Endurance [DC special]** (record result)

The PC avoids getting tired as rocks are tossed aside.

Have the PC total the results of the Dungeoneering, Athletics, and Endurance checks for an overall result for this encounter.

### **SCENE 4: DISTURBED TEMPLE**

The quake unearthed an ancient graveyard, and the restless spirits are harassing the slaves.

*A group of slaves are huddled together in the middle of the cavern as angry spirits circle them, screeching and diving at their heads. Through a rough fissure in the wall, an altar with strange blood-red markings is visible.*

### **Religion [DC special]** (record result)

The PC identifies that the burial ground is to an ancient war god, Garagos and the spirits respect aggression and will back down if threatened.

Armed with the knowledge of the spirits' heritage, the PC gives a convincing threat to release the slaves. The primal spirits only respond to threats, and mock those who try to reason with them.

### **Intimidate [DC special]** (record result)

The PC picks just the right argument and quickly convinces the spirits to back down.

Have the PC total the results of the Dungeoneering, Religion, and Intimidate checks for an overall result for this encounter.

### **SCENE 5: INJURY FROM ABOVE**

As the PC gets closer to the cavern, an aftershock causes more razor-sharp stalactites to fall from above. The PC must balance spending time waiting for them to fall, or dodge between them to reach the slaves.

*As you enter the cavern, the whole area shudders as another aftershock tears through the earth. Razor-sharp stalactites begin crashing down around you.*

### **Acrobatics [DC special]** (record result)

The PC quickly dodges through the falling debris, reaching the slaves.

Once the PC reaches the slaves, there are wounds that need tending before the slaves can move.

### **Heal [DC special]** (record result)

The PC quickly tends to the slaves' wounds.

Have the PC total the results of the Dungeoneering, Acrobatics, and Heal checks for an overall result for this encounter.

### **SCENE 6: INSANE PROCLAMATION**

The PC reaches an insane slave, Torin, preaching to the others. Torin believes that the earthquake was caused by Ghaunadaur, the chaotic evil god of slimes and oozes. He is trying to convince his fellow slaves that Ghaunadaur soon comes for them and turn them into mindless abominations and that suicide would certainly be preferable to that horrible fate. Someone needs to calm these terrified slaves and convince them that they are not in danger of being attacked by Ghaunadaur.

Torin is not malicious or trying to trick/hurt the slaves, he honestly believes what he is saying and is trying to help save his friends from a terrible fate. Torin backs down once the PC makes a convincing argument about why Ghaunadaur is not behind the earthquake.

*A young man is speaking passionately to a group of slaves in the cavern ahead:*

*"My friends! Ghaunadaur is surely lurking nearby! He caused this earthquake to trap us here so he could*

*devour our brains and turn us into slithering, mindless abominations! Worms will crawl into our brains to start the transformation. They will paralyze us first, before we are even aware of it. We will be perfectly aware of every horrible thing that is happening to us and the excruciating pain, but we will not be able to move or defend ourselves! Then we will become slithering abominations, slaves to Ghaunadaur himself. The only way we can prevent this agony, this horrendous fate is to kill ourselves, before we are paralyzed and it is too late!”*

#### **Diplomacy [DC special] (record result)**

The PC quickly presents rational arguments, gaining the attention of the slaves who are now willing to listen to details.

These slaves are deeply religious and can only be fully swayed by a counter-argument that dispels the threat of Ghaunadaur.

#### **Religion [DC special] (record result)**

The PC quickly points out that the threat is not consistent with the tenants of Ghaunadaur.

Have the PC total the results of the Dungeoneering, Diplomacy, and Religion checks for an overall result for this encounter.

### **ENDING THE ENCOUNTER**

The encounter ends with each PC racing back to the main chamber with their rescued slaves in tow. Inform the PCs of the outcome of their results. For each PC, compare the total of their three checks to the DCs listed below.

#### **Under DC 69/75: Failure**

The screams of the dying slaves echo through the caverns. This emboldens the beasts in the area. The monsters in Encounter 5B gain a group action point for each failure.

Additionally, if a PC attempted this task, that PC takes a -10 penalty to initiative.

#### **DC 69/75: Partial Success**

The PC makes it back to the main chamber in time. There are no special changes to Encounter 5B.

#### **DC 78/84: Success**

The PC makes it back to the chamber very quickly. After initiative is rolled in Encounter 5B, the PC may take one move action before the combat begins.

#### **DC 87/93: Total Success**

The PC returns in record time, and gains the bonus for Success. In addition, if at least 1 PC earns total success, then there is a surprise round and each PC who achieved total success may act during the surprise round.

Immediately proceed to the combat in Encounter 6B.

#### **LIBERATION OF SLAVES**

Total the skill checks for all PCs. Multiply the result by 21. This is the total number of slaves possible to save as a result of this scene. Give the two PCs with the highest results a 3x3 crowd tile, the next two highest PCs a 2x2 crowd tile, and any remaining PCs a 1x1 crowd tile. These tiles come into play in the next encounter.

#### **MILESTONE**

This encounter does not count towards a milestone.

#### **TREASURE**

There is no treasure in this encounter.

## ENCOUNTER 6B: TREMORS

### ENCOUNTER LEVEL 20/22

#### CREATURES

This encounter includes the following creatures:

**1 dire bulette** (begins underground)

**2 fire archon blazesteel** (A)

**2 elder dust devils** (D)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove a fire archon blazesteel and the bulette's action point.

**Six PCs:** Add an elder dust devil and give the monsters a group action point.

#### SETUP

While the PCs are off rescuing the slaves, a tremor disturbs a couple of elder dust devils. To complicate matters further, two of the Memnon guards came to the mines to investigate. They negotiated a truce with the dust devils, and are awaiting the PCs in the central chamber.

Mushrooms around the cavern have poisonous spores, and a hungry bulette is on its way to investigate the action in the area. As the PCs return to the chamber, the slaves are cowering, hoping to escape while their tormentors are distracted by the PCs. Furthermore, the passages behind the PCs are collapsing.

*When you return, slaves are huddled together, cowering down the passageways. Huge, menacing whirlwinds of earth and debris, ancient dust devils, rampage through the cavern. A pair of Memnon guards with scimitars in hand look up at your approach.*

The slaves are injured, terrified and spend their actions avoiding monsters, attacks, falling debris from the ceiling, and generally focus on staying out of the way. In order for the slaves to escape, the PCs must keep the monsters distracted and occupied long enough for them to slowly make their way out of the cavern, using the ladders on the southern edge of the map.

At the end of each round, if any PC is unconscious or dying, they cannot defend their slaves, many of whom get killed by falling rubble, poison, or effortlessly by the monsters. If the PC has a 3x3 tile, 300 slaves are lost; for a 2x2 tile, 200 slaves; or for a 1x1 tile, 100 slaves.

Have the PCs roll initiative. Adjust for any penalties from the skill challenge. Identify which PCs may act during the surprise round due to Total Success, and then allow PCs who had at least Success to take one move action before combat begins.

#### FEATURES OF THE AREA

**Illumination:** Bright illumination from the torches in sconces around the area.

**Cavern:** The ceiling is 20 feet high.

**Lake:** The water in the center of the map is just a few feet deep. It is difficult terrain.

**Mushrooms:** The mushrooms around the cavern have poisonous spores. Any creature that enters or ends its turn in a mushroom square takes 20 points of poison damage. Damage is taken a maximum of once per turn. These squares are also difficult terrain.

**Rough Areas:** The rocky areas are difficult terrain. Note that at the end of Round 2, the entire map becomes difficult terrain.

**Unnatural Allies:** The fire archons and dust devils work together to defeat the PCs. However, if a PC who speaks Primordial makes a DC Hard Bluff check as a standard action, the dust devils and fire archons no longer count as allies. This means that blasts, bursts, and auras that are treated as ally-friendly no longer exclude these creatures.

#### WISHES

As a free action on his or her own turn, a PC may expend a wish for one of the following benefits.

- Gain resist 20 poison until the end of the encounter.
- Ignore difficult terrain until the end of the encounter.

Tell the PCs about any mechanical benefits from Encounter 3B that they can use during this encounter.

#### TACTICS

The dust devils attempt to move PCs into the poisonous areas, relying on their poison immunity to protect them.

The fire archons engage any PCs in the aura of the dust devils, to gain the extra attack and damage granted by combat advantage. They also target prone targets.

The bulette tunnels under the PCs to knock them prone and bursts forth from the ground, intent on eating the PCs and ignoring the elementals. It uses its action point to *leaping bite* a prone target. It prefers to knock targets prone with its move action, then *leaping bite* a prone target. As a native to the area, it is immune to the poison caused by the terrain.

As huge creatures, the dust devils and bulette have no trouble sharing spaces with Medium sized or smaller creatures.

### END OF ROUND

At the end of each round, the following events take place. A PC can make a DC 32/34 Dungeoneering check as a minor action to accurately predict what happens at the end of each round.

**Round 1:** A tremor causes debris to fall throughout the cavern. All squares on the ground are difficult terrain.

**Round 2:** The tunnels leading deeper into the mine collapse. Anyone in the tunnels takes 20 points of damage and is pushed into the chamber.

**Round 3:** The slaves begin making their way out of the chamber.

**Round 4:** All slaves are out of the chamber. The PCs may leave the encounter without penalty. (If they choose to do so, the monsters are buried by a massive cave-in at the end of the next round.)

### ENDING THE ENCOUNTER

After four rounds, most of the injured slaves have escaped the chamber. The PCs can choose to leave, or complete the combat.

The PCs and the slaves make their way upwards and out of the collapsing mine. This takes several minutes, during which the PCs gain the benefit of a short rest. Proceed with Encounter 7 once they get outside.

### MILESTONE

Collectively, Encounter 6 counts toward a milestone.

### TREASURE

One of the fire archon guards has *gloves of camaraderie* and a platinum armband with an astral diamond worth 5,300/8,000 gp per PC. If the PCs defeat at least one guard before leaving the chamber, one of the slaves retrieves these items and presents them to the PCs at the end of the encounter.



## ENCOUNTER 6B: TREMORS (AL 18)

<b>2 Fire Archon Blazesteel</b>	<b>Level 19 Soldier</b>
Medium elemental humanoid (fire)	XP 2,400
<b>HP 182; Bloodied 91</b>	<b>Initiative +18</b>
<b>AC 35, Fortitude 33, Reflex 32, Will 28</b>	<b>Perception +12</b>
<b>Speed 8</b>	
<b>Immune</b> disease, poison; <b>Resist</b> 30 fire	
<b>TRAITS</b>	
<b>Combat Advantage</b> (fire)	
The blazesteel makes a single extra scimitar attack and deals an extra 2d8 fire damage against any enemy it has combat advantage against.	
<b>STANDARD ACTIONS</b>	
<b>m Scimitar</b> (fire, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 fire damage, and the target is marked until the end of the blazesteel's next turn.	
<b>r Fire Bolt</b> (fire) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +24 vs. AC	
Hit: 2d8 + 14 fire damage, and the target is marked until the end of the blazesteel's next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>C Fireburst</b> (fire) • <b>At-Will</b>	
Trigger: An enemy within 10 squares marked by the archon makes an attack that does not include the archon.	
Effect (Immediate Reaction): 18 fire damage.	
<b>Str 26 (+17)</b>	<b>Dex 24 (+16)</b>
<b>Con 22 (+15)</b>	<b>Int 14 (+11)</b>
<b>Wis 16 (+12)</b>	<b>Cha 15 (+11)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> Primordial	
<b>Equipment</b> plate armor, scimitar	
<b>Note:</b> Updated damage expressions. Added a basic ranged attack and mark enforcement.	

<b>2 Elder Dust Devil</b>	<b>Level 19 Controller</b>
Huge elemental magical beast (air, earth)	XP 2,400
<b>HP 180; Bloodied 90</b>	<b>Initiative +15</b>
<b>AC 33, Fortitude 32, Reflex 31 Will 29</b>	<b>Perception +9</b>
<b>Speed 6, fly 6</b>	<b>Darkvision</b>
<b>Immune</b> disease, poison	
<b>TRAITS</b>	
<b>O Sandblast</b> • <b>Aura 2</b>	
Enemies in the aura grant combat advantage.	
<b>STANDARD ACTIONS</b>	
<b>m Grasping Winds</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +22 vs. Fortitude	
Hit: 2d10 + 16 damage.	
Effect: The dust devil slides the target up to 3 squares.	
<b>M Eye of the Vortex</b> • <b>Recharge 5-6</b>	
Attack: Melee 1 (one creature); +22 vs. Fortitude	
Hit: 2d10 + 7 damage, and the target is pulled into the dust devil's space, blinded and restrained (save ends both). The effect also ends if the dust devil drops to 0 hit points. When the effect ends, the dust devil pushes the target up to 5 squares. If the target is bloodied, it falls prone.	
Aftereffect: 2d6 + 7 damage.	
<b>C Devil's Fury</b> • <b>At-Will</b>	
Attack: Close burst 1 (enemies in the burst); +22 vs. Reflex	
Hit: 2d8 + 12 damage, and if the target is bloodied, it falls prone.	
Effect: The dust devil slides the target up to 3 squares.	
<b>MOVE ACTIONS</b>	
<b>Tornado Grasp</b> • <b>At-Will</b>	
Effect: The dust devil moves or flies up to its speed, and creatures in its	

space are pulled with it, staying in the dust devil's space. The dust devil's movement provokes no opportunity attacks from creatures forced to move with it.		
<b>Str 24 (+16)</b>	<b>Dex 22 (+15)</b>	<b>Wis 10 (+9)</b>
<b>Con 20 (+14)</b>	<b>Int 5 (+6)</b>	<b>Cha 18 (+13)</b>
<b>Alignment</b> unaligned		<b>Languages</b> Primordial

<b>1 Dire Bulette</b>	<b>Level 20 Elite Skirmisher</b>
Huge natural beast	XP 5,600
<b>HP 382; Bloodied 191</b>	<b>Initiative +18</b>
<b>AC 35, Fortitude 33, Reflex 31, Will 30</b>	<b>Perception +15</b>
<b>Speed 8, burrow 8</b>	<b>Darkvision, tremorsense 20</b>
<b>Saving Throws +2; Action Points 1</b>	
<b>TRAITS</b>	
<b>Ground Eruption</b>	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
<b>STANDARD ACTIONS</b>	
<b>m Bite</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d10 + 12 damage, or 5d10 + 12 against a prone target.	
<b>M Leaping Bite</b> • <b>At-Will</b>	
Effect: The bulette jumps up to 7 squares and can use bite at any point during the movement. This movement does not provoke opportunity attacks.	
<b>C Rising Burst</b> • <b>At-Will</b>	
Requirement: The bulette must be underground.	
Effect: The bulette moves up to its speed to a square above ground. This movement does not provoke opportunity attacks. When it first enters a square above ground during this movement, it makes the following attack.	
Attack: Close burst 3 (creatures in the burst); +25 vs. AC	
Hit: 2d12 + 12 damage.	
Miss: Half damage.	
<b>MOVE ACTIONS</b>	
<b>M Earth Furrow</b> • <b>At-Will</b>	
Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it make the following attack against that enemy.	
Attack: Melee 1 (creature in space); +23 vs. Fortitude	
Hit: The target falls prone.	
<b>Skills</b> Athletics +23, Endurance +21	
<b>Str 26 (+18)</b>	<b>Dex 22 (+16)</b>
<b>Con 23 (+16)</b>	<b>Int 5 (+7)</b>
<b>Wis 20 (+15)</b>	<b>Cha 10 (+10)</b>
<b>Alignment</b> unaligned <b>Languages</b> -	

## ENCOUNTER 6B: TREMORS (AL 20)

2 Fire Archon Blazesteel	Level 21 Soldier
Medium elemental humanoid (fire)	XP 3200
HP 198; Bloodied 99	Initiative +19
AC 37, Fortitude 35, Reflex 34, Will 30	Perception +13
Speed 8	
Immune disease, poison; Resist 30 fire	
TRAITS	
<b>Combat Advantage</b> (fire)	
The blazesteel makes a single extra scimitar attack and deals an extra 3d8 fire damage against any enemy it has combat advantage against.	
STANDARD ACTIONS	
<b>m Scimitar</b> (fire, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d8 + 16 fire damage, and the target is marked until the end of the blazesteel's next turn.	
<b>r Fire Bolt</b> (fire) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +26 vs. AC	
Hit: 2d8 + 16 fire damage, and the target is marked until the end of the blazesteel's next turn.	
TRIGGERED ACTIONS	
<b>C Fireburst</b> (fire) • <b>At-Will</b>	
Trigger: An enemy within 10 squares marked by the archon makes an attack that does not include the archon.	
Effect (Immediate Reaction): 20 fire damage.	
Str 26 (+18) Dex 24 (+17) Wis 16 (+13)	
Con 22 (+16) Int 14 (+12) Cha 15 (+12)	
Alignment chaotic evil Languages Primordial	
Equipment plate armor, scimitar	
Note: Updated damage expressions. Added a basic ranged attack and mark enforcement.	

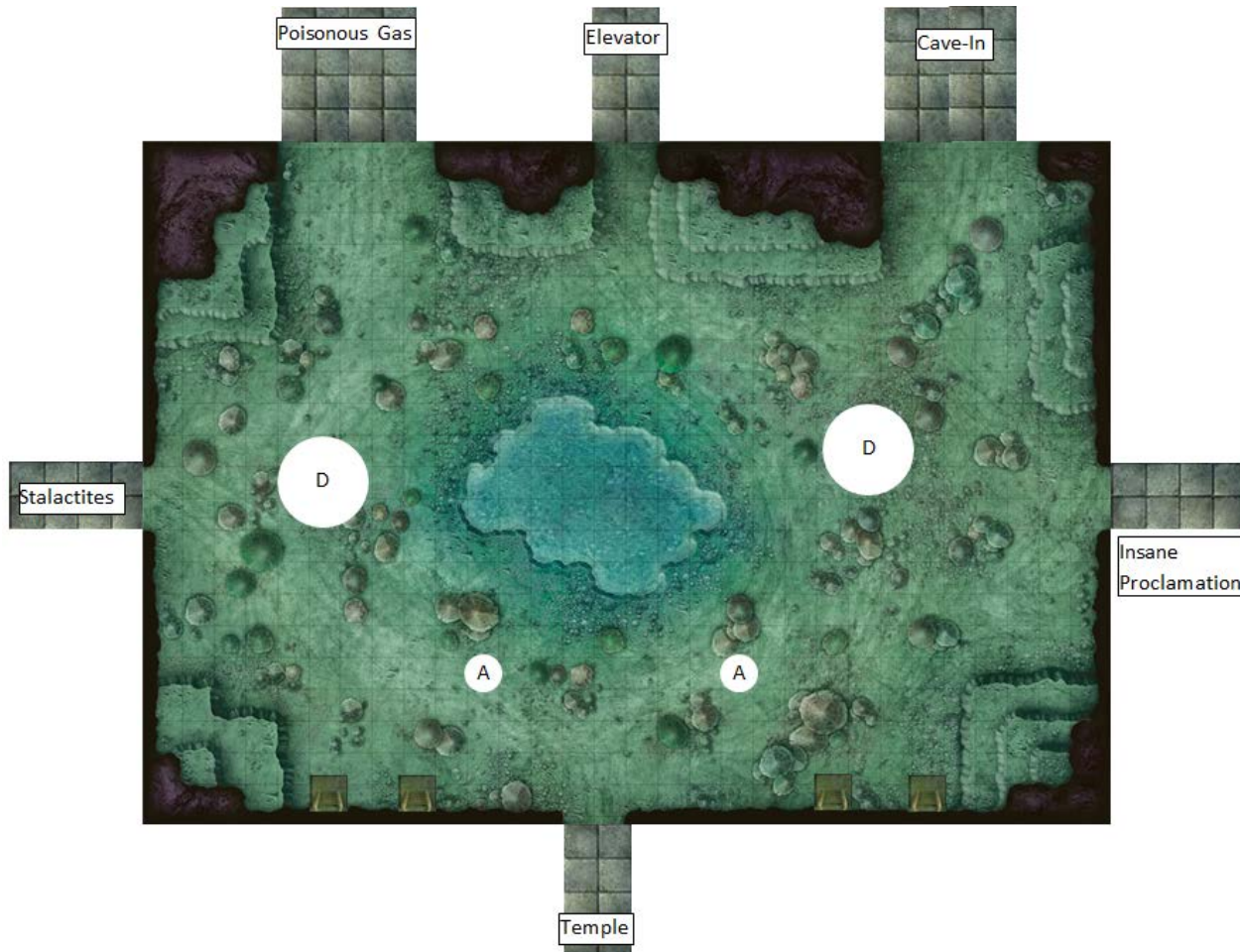
2 Elder Dust Devil	Level 21 Controller
Huge elemental magical beast (air, earth)	XP 3200
HP 196; Bloodied 98	Initiative +16
AC 35, Fortitude 34, Reflex 33 Will 31	Perception +10
Speed 6, fly 6	Darkvision
Immune disease, poison	
TRAITS	
<b>O Sandblast</b> • <b>Aura 2</b>	
Enemies in the aura grant combat advantage.	
STANDARD ACTIONS	
<b>m Grasping Winds</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +24 vs. Fortitude	
Hit: 2d10 + 18 damage.	
Effect: The dust devil slides the target up to 3 squares.	
<b>M Eye of the Vortex</b> • <b>Recharge 5-6</b>	
Attack: Melee 1 (one creature); +24 vs. Fortitude	
Hit: 2d10 + 9 damage, and the target is pulled into the dust devil's space, blinded and restrained (save ends both). The effect also ends if the dust devil drops to 0 hit points. When the effect ends, the dust devil pushes the target up to 5 squares. If the target is bloodied, it falls prone.	
Aftereffect: 2d6 + 9 damage.	
<b>C Devil's Fury</b> • <b>At-Will</b>	
Attack: Close burst 1 (enemies in the burst); +24 vs. Reflex	
Hit: 2d8 + 14 damage, and if the target is bloodied, it falls prone.	
Effect: The dust devil slides the target up to 3 squares.	
MOVE ACTIONS	
<b>Tornado Grasp</b> • <b>At-Will</b>	
Effect: The dust devil moves or flies up to its speed, and creatures in its space are pulled with it, staying in the dust devil's space. The dust	

devil's movement provokes no opportunity attacks from creatures forced to move with it.
Str 24 (+17) Dex 22 (+16) Wis 10 (+10)
Con 20 (+15) Int 5 (+7) Cha 18 (+14)
Alignment unaligned Languages Primordial

1 Dire Bulette	Level 22 Elite Skirmisher
Huge natural beast	XP 8300
HP 414; Bloodied 207	Initiative +19
AC 37, Fortitude 35, Reflex 33, Will 32	Perception +15
Speed 8, burrow 8	Darkvision, tremorsense 20
Saving Throws +2; Action Points 1	
TRAITS	
<b>Ground Eruption</b>	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
<b>m Bite</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d10 + 14 damage, or 5d10 + 14 against a prone target.	
<b>M Leaping Bite</b> • <b>At-Will</b>	
Effect: The bulette jumps up to 7 squares and can use bite at any point during the movement. This movement does not provoke opportunity attacks.	
<b>C Rising Burst</b> • <b>At-Will</b>	
Requirement: The bulette must be underground.	
Effect: The bulette moves up to its speed to a square above ground. This movement does not provoke opportunity attacks. When it first enters a square above ground during this movement, it makes the following attack.	
Attack: Close burst 3 (creatures in the burst); +27 vs. AC	
Hit: 2d12 + 14 damage.	
Miss: Half damage.	
MOVE ACTIONS	
<b>M Earth Furrow</b> • <b>At-Will</b>	
Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it make the following attack against that enemy.	
Attack: Melee 1 (creature in space); +25 vs. Fortitude	
Hit: The target falls prone.	
Skills Athletics +24, Endurance +22	
Str 26 (+19) Dex 22 (+17) Wis 20 (+16)	
Con 23 (+17) Int 5 (+8) Cha 10 (+11)	
Alignment unaligned Languages -	

## ENCOUNTER 6B MAP: TREMORS

Map Pack: *Vaults of the Underdark*



D = dust devils

A = archons

The dire bulette begins underground.

Note: Each PC begins at least 2 squares down their respective corridor (i.e. at least 2 squares off the poster map). Due to the terrain, PCs do not have line of sight or effect to each other when initiative is rolled.

## ENCOUNTER 7: WAR OF FIRE

### ENCOUNTER LEVEL 21/23

#### CREATURES

This encounter includes the following creatures:

2 efreet fireblade (F)

2 efreet cinderlord (C)

2 efreet flamestrider (S)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove a fireblade. Remove two portals from the map. The desert sun feature only provides a group action point at the start of each even round.

**Five PCs:** Remove a portal from the map.

**Six PCs:** Add a cinderlord. At the start of each even round, the efreet gain an additional desert sun group action point.

#### SETUP

Refer to the crowd tiles the PCs earned in Encounter 6A. Have the PCs place their crowd tiles on the map in the cavern area. These represent the escaping slaves during this encounter.

As the PCs exit the mines, the leaders of Memnon's Crimson Guard await them.

*The wagons and supplies around the mine entrance have been set on fire and are blazing brightly. Several efreet overlords, elite members of Memnon's Crimson Guard, await your arrival.*

*One speaks his voice the crackling rage of an inferno, "Pathetic mortals. You may be powerful among men, but you are a mere nuisance to us, ancient beings of epic power. We have made civilizations tremble and brought powerful men to their knees. The death of your Cloaked One was a meaningless gesture, a minor setback. You cannot be foolish enough to also wish to sacrifice your lives in vain. Return the property you have stolen from us and go whimpering back to Almraiven."*

If any of the PCs played CALI3-3 the two cinderlords are the same efreet who chased them across the desert. Only if a PC played CALI3-3 read or paraphrase the following.

*The eyes of the two efreet in the back blaze with intense hatred. One of them speaks, his voice thick with venomous rage, "You have run from me long enough. You cannot go crawling back to Almraiven this time. I will take great pleasure in burning you alive."*

*The other one speaks, his voice the sharp hiss of water touching fire, "I do not chase someone all the way across the Calimshan Desert without making them pay. I look forward to making your blood boil as your life drains away."*

They preferentially target PCs who played CALI3-3. Allow the PCs a chance to return some insults of their own before continuing.

As Memnon's top servants, these efreet have been given a blessing that increases their ongoing damage. Their stat blocks have been updated to reflect this boon.

Remind the PCs that their goal is to free the slaves. They can accomplish this by destroying the efreet, or by keeping the efreet busy long enough to move the slaves through the portals. Once the slaves have all escaped, the PCs may use the remaining portal to return to Suldolphor.

#### FEATURES OF THE AREA

**Desert Sun:** The heat of the sun empowers the efreet. At the start of each round, the efreet gain a group action point.

**Cave:** The slaves begin in the cave.

**Portals:** There are six portals on the map. When one square of a group of slaves passes through a portal square, the whole group teleports to Suldolphor, and the portal closes. The last portal is for the PCs.

**Fire:** The efreet have set various equipment and terrain features in the area ablaze. These areas are blocking terrain as tall as they are wide. Once per turn per fire, any creature that enters or ends its turn in a square adjacent to the fire takes 15 fire damage. The slaves do not move adjacent to fire squares.

**Slaves:** The slaves are difficult terrain that provides cover. They spill out beyond the borders of the tile, so all adjacent squares are difficult terrain. A creature standing in a slave tile can use the slaves for cover.

At the end of each round, the slaves move 4 squares towards the nearest portal. The slaves do not move adjacent to any fire squares.

Additionally, a PC can make a minor action Bluff, Diplomacy, or Intimidate check to influence a group of slaves. With a DC 17/18 on their own group (or DC 23/25 on another group), the group of slaves moves one square. For each 5 points the PC beats the DC, the slaves move an additional square.

Note that some PCs may have powers that move allies, including bursts, blasts, and zones. Due to the sheer number of slaves, such powers will only work on one tile of slaves. So, if a PC creates a portal or is able to move all allies within 5 squares of them, they may choose one tile to be affected. For a daily power, two tiles of slaves can be affected. Be sure PCs understand these mechanics before they base a strategy that relies on one action.

When one square of a group of slaves reaches a portal, it returns to Suldolphor and the WeavePasha closes the portal, sending a bit of power back through. The PC linked to that group of slaves can either spend a healing surge or make a saving throw.

#### WISHES

As a free action on his or her own turn, a PC may expend a wish for one of the following benefits.

- Teleport a group of slaves through a portal.
- The PC or one ally gains immunity to fire until the start of the PC's next turn.
- Cancel the next group action point the efreet would gain.

Tell the PCs about any mechanical benefits from Encounter 3B that they can use during this encounter.

## TACTICS

The efreet do not target the slaves with their powers. They do not wish to destroy their property. They do stand in the slaves to use them as cover. Any blast or burst targeting an efreet standing in slaves also kills 20 slaves for each square hit. Any melee or ranged attack that misses due to cover (i.e. by one or two) strikes slaves instead, destroying one square of the tile. It is likely that the efreet need to wait for the slaves to move out of the cave, before they can use them for cover. Be sure to warn the PCs about this special terrain feature.

The cinderlord uses *curse of the efreet* on PCs demonstrating fire resistance, preferring targets who have already used their immediate action. They preferentially target PCs who played *CALI3-3*.

The fireblade attacks multiple targets whenever possible. If marked, he includes the creature marking him as a matter of honor.

The flametrider immobilizes melee PCs, then teleports adjacent to a non-melee PC who is taking ongoing damage, in order to keep them in its aura.

## ENDING THE ENCOUNTER

The encounter ends when the efreet have been defeated or routed. The PCs can lead the rescued slaves safely back to Suldolphor. Continue with the Conclusion.

### LIBERATION OF SLAVES

For each 3x3 tile left behind, the PCs lose 1,000 slaves. For each 2x2 tile, they lose 500 slaves. For each 1x1 tile, 200 slaves.

### MILESTONE

This encounter counts toward a milestone.

### TREASURE

There is no treasure in this encounter, but see the Conclusion for additional rewards.

#### MAKE IT AWESOME!

This encounter is the end of the *Liberation* Major Quest. It should feel climactic. If you have time, and if the PCs are not feeling challenged, you can add more efreet as reinforcements. At the beginning of each round that at least half of the efreet are defeated, add one or two efreet reinforcements to harass the PCs until the slaves have escaped.

Likewise, if the PCs chose to play this adventure in a different order, be sure to make the final combat as climactic as possible by adding reinforcements as needed, time permitting.



## ENCOUNTER 7: WAR OF FIRE (AL 18)

<b>1 Efreet Fireblade</b>	<b>Level 20 Soldier</b>
Large elemental humanoid (fire)	XP 2,800
HP 190; Bloodied 95	Initiative +18
AC 36, Fortitude 34, Reflex 33, Will 31	Perception +17
Speed 6, fly 8 (hover)	
Immune fire	

### TRAITS

#### O Blazing Soul (fire) • Aura 1

Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.

#### Frozen Fire

Whenever the efreet takes cold damage, it is slowed until the end of its next turn.

### STANDARD ACTIONS

#### m Scimitar (weapon) • At-Will

Attack: Melee 2 (one creature); +25 vs. AC

Hit: 3d10 + 12 damage.

Effect: The efreet marks the target until the end of the efreet's next turn.

#### R Flying Scimitar (weapon) • Recharge 5-6

Attack: Ranged 20 (one or two creatures within 5 squares of each other); +25 vs. AC

Hit: 3d10 + 12 damage.

Effect: The efreet marks each target until the end of the efreet's next turn.

#### C Whirling Firesteel Strike (fire, weapon) • Recharge 5-6

Attack: Close burst 2 (enemies in the burst); +25 vs. AC

Hit: 3d10 + 12 damage, and ongoing 20 fire damage (save ends).

### TRIGGERED ACTIONS

#### C Firy Retort (fire) • At-Will

Trigger: An enemy within 10 squares marked by the fireblade makes an attack that does not include the fireblade.

Effect (Immediate Reaction): The fireblade shifts its speed and uses scimitar against the triggering creature.

Skills Bluff +19, Insight +17

Str 24 (+17) Dex 22 (+16) Wis 15 (+12)

Con 22 (+16) Int 18 (+14) Cha 18 (+14)

Alignment evil Languages Primordial

Note: *Blessing of Memnon* applied to increase ongoing damage, added mark punishment.

<b>2 Efreet Cinderlord</b>	<b>Level 21 Artillery</b>
Large elemental humanoid (fire)	XP 3,200
HP 157; Bloodied 78	Initiative +18
AC 35, Fortitude 32, Reflex 33, Will 31	Perception +14
Speed 6, fly 8 (hover)	
Immune fire	

### TRAITS

#### O Blazing Soul (fire) • Aura 1

Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.

#### Frozen Fire

Whenever the efreet takes cold damage, it is slowed until the end of its next turn.

### STANDARD ACTIONS

#### m Scimitar (fire, weapon) • At-Will

Attack: Melee 2 (one creature); +26 vs. AC

Hit: 2d10 + 5 damage, and ongoing 10 fire damage (save ends).

#### R Fire Bolt (fire) • At-Will

Attack: Ranged 10 (one creature); +26 vs. Reflex

Hit: 3d6 + 8 damage, and ongoing 20 fire damage (save ends).

#### A Fan the Flames (fire) • At-Will

Effect: Close burst 20 (one creature taking ongoing fire damage). The target takes 2d6 + 10 fire damage, and the efreet makes the following attack centered on the target.

Attack: Area burst 1 within 20 (creatures in the burst); +26 vs. Reflex

Hit: 2d6 + 10 fire damage.

#### R Curse of the Efreet (fire) • Recharge when first bloodied

Attack: Ranged 10 (one creature); +26 vs. AC

Hit: 3d10 + 13 fire damage, and ongoing 20 fire damage (save ends).

The target cannot benefit from fire resistance until the end of the encounter.

Miss: Half damage, and ongoing 10 damage (save ends).

Skills Bluff +21, Insight +19

Str 24 (+17) Dex 27 (+18) Wis 18 (+14)

Con 25 (+17) Int 16 (+13) Cha 22 (+16)

Alignment evil Languages Primordial

Note: *Blessing of Memnon* applied to increase ongoing damage.

<b>2 Efreet Flamestrider</b>	<b>Level 21 Skirmisher</b>
Large elemental humanoid (fire)	XP 3,200
HP 201; Bloodied 100	Initiative +19
AC 35, Fortitude 34, Reflex 33, Will 32	Perception +14
Speed 6, fly 8 (hover)	
Immune fire	

### TRAITS

#### O Blazing Soul (fire) • Aura 1

Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.

#### Frozen Fire

Whenever the efreet takes cold damage, it is slowed and can only teleport 5 squares using fire step until the end of its next turn.

### STANDARD ACTIONS

#### m Quarterstaff (fire, weapon) • At-Will

Attack: Melee 2 (one creature); +26 vs. AC

Hit: 2d10 + 8 damage, and ongoing 20 fire damage (save ends).

#### R Fiery Grasp (fire) • At-Will

Attack: Ranged 5 (one creature); +24 vs. Reflex

Hit: 2d6 + 6 fire damage, and the target is immobilized and takes ongoing 20 fire damage (save ends both).

### MOVE ACTIONS

#### Fire Step (teleportation) • At-Will

Effect: The efreet teleports up to 20 squares to a square adjacent to a fire or fire creature.

Skills Bluff +21, Insight +19

Str 27 (+18) Dex 24 (+17) Wis 18 (+14)

Con 25 (+17) Int 16 (+13) Cha 22 (+16)

Alignment evil Languages Primordial

Equipment chainmail, quarterstaff

Note: *Blessing of Memnon* applied to increase ongoing damage.

## ENCOUNTER 7: WAR OF FIRE (AL 20)

<b>1 Efreet Fireblade</b>	<b>Level 22 Soldier</b>
Large elemental humanoid (fire)	XP 4,150
<b>HP</b> 206; <b>Bloodied</b> 103	<b>Initiative</b> +19
<b>AC</b> 38, <b>Fortitude</b> 36, <b>Reflex</b> 35, <b>Will</b> 33	<b>Perception</b> +18
<b>Speed</b> 6, fly 8 (hover)	
<b>Immune</b> fire	

### TRAITS

#### O **Blazing Soul** (fire) • **Aura** 1

Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.

#### Frozen Fire

Whenever the efreet takes cold damage, it is slowed until the end of its next turn.

### STANDARD ACTIONS

#### m **Scimitar** (weapon) • **At-Will**

**Attack:** Melee 2 (one creature); +27 vs. AC

**Hit:** 3d10 + 14 damage.

**Effect:** The efreet marks the target until the end of the efreet's next turn.

#### R **Flying Scimitar** (weapon) • **Recharge** 5-6

**Attack:** Ranged 20 (one creature, or two creatures within 5 squares of each other); +27 vs. AC

**Hit:** 3d10 + 14 damage.

**Effect:** The efreet marks each target until the end of the efreet's next turn.

#### C **Whirling Firesteel Strike** (fire, weapon) • **Recharge** 5-6

**Attack:** Close burst 2 (enemies in the burst); +27 vs. AC

**Hit:** 3d10 + 14 damage, and ongoing 20 fire damage (save ends).

### TRIGGERED ACTIONS

#### C **Firy Retort** (fire) • **At-Will**

**Trigger:** An enemy within 10 squares marked by the fireblade makes an attack that does not include the fireblade.

**Effect (Immediate Reaction):** The fireblade shifts its speed and uses scimitar against the triggering creature.

**Skills** Bluff +20, Insight +18

**Str** 24 (+18)      **Dex** 22 (+17)      **Wis** 15 (+13)

**Con** 22 (+17)      **Int** 18 (+15)      **Cha** 18 (+15)

**Alignment** evil      **Languages** Primordial

**Note:** *Blessing of Memnon* applied to increase ongoing damage, added mark punishment.

<b>2 Efreet Cinderlord</b>	<b>Level 23 Artillery</b>
Large elemental humanoid (fire)	XP 5,100
<b>HP</b> 169; <b>Bloodied</b> 84	<b>Initiative</b> +19
<b>AC</b> 37, <b>Fortitude</b> 34, <b>Reflex</b> 35, <b>Will</b> 33	<b>Perception</b> +15
<b>Speed</b> 6, fly 8 (hover)	
<b>Immune</b> fire	

### TRAITS

#### O **Blazing Soul** (fire) • **Aura** 1

Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.

#### Frozen Fire

Whenever the efreet takes cold damage, it is slowed until the end of its next turn.

### STANDARD ACTIONS

#### m **Scimitar** (fire, weapon) • **At-Will**

**Attack:** Melee 2 (one creature); +28 vs. AC

**Hit:** 2d10 + 7 damage, and ongoing 10 fire damage (save ends).

#### R **Fire Bolt** (fire) • **At-Will**

**Attack:** Ranged 10 (one creature); +28 vs. Reflex

**Hit:** 3d6 + 10 damage, and ongoing 20 fire damage (save ends).

#### A **Fan the Flames** (fire) • **At-Will**

**Effect:** Close burst 20 (one creature taking ongoing fire damage). The target takes 2d6 + 12 fire damage, and the efreet makes the following attack centered on the target.

**Attack:** Area burst 1 within 20 (creatures in the burst); +28 vs. Reflex

**Hit:** 2d6 + 12 fire damage

#### R **Curse of the Efreet** (fire) • **Recharge** when first bloodied

**Attack:** Ranged 10 (one creature); +28 vs. AC

**Hit:** 3d10 + 15 fire damage, and ongoing 20 fire damage (save ends).

The target cannot benefit from fire resistance until the end of the encounter.

**Miss:** Half damage, and ongoing 10 damage (save ends).

**Skills** Bluff +22, Insight +20

**Str** 24 (+18)      **Dex** 27 (+19)      **Wis** 18 (+15)

**Con** 25 (+18)      **Int** 16 (+14)      **Cha** 22 (+17)

**Alignment** evil      **Languages** Primordial

**Note:** *Blessing of Memnon* applied to increase ongoing damage.

<b>2 Efreet Flamestrider</b>	<b>Level 23 Skirmisher</b>
Large elemental humanoid (fire)	XP 5,100
<b>HP</b> 217; <b>Bloodied</b> 108	<b>Initiative</b> +20
<b>AC</b> 37, <b>Fortitude</b> 36, <b>Reflex</b> 35, <b>Will</b> 34	<b>Perception</b> +15
<b>Speed</b> 6, fly 8 (hover)	
<b>Immune</b> fire	

### TRAITS

#### O **Blazing Soul** (fire) • **Aura** 1

Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.

#### Frozen Fire

Whenever the efreet takes cold damage, it is slowed and can only teleport 5 squares using fire step until the end of its next turn.

### STANDARD ACTIONS

#### m **Quarterstaff** (fire, weapon) • **At-Will**

**Attack:** Melee 2 (one creature); +28 vs. AC

**Hit:** 2d10 + 10 damage, and ongoing 15 fire damage (save ends).

#### R **Fiery Grasp** (fire) • **At-Will**

**Attack:** Ranged 5 (one creature); +26 vs. Reflex

**Hit:** 2d6 + 8 fire damage, and the target is immobilized and takes ongoing 20 fire damage (save ends both).

### MOVE ACTIONS

#### **Fire Step** (teleportation) • **At-Will**

**Effect:** The efreet teleports up to 20 squares to a square adjacent to a fire or fire creature.

**Skills** Bluff +22, Insight +20

**Str** 27 (+19)      **Dex** 24 (+18)      **Wis** 18 (+15)

**Con** 25 (+18)      **Int** 16 (+14)      **Cha** 22 (+17)

**Alignment** evil      **Languages** Primordial

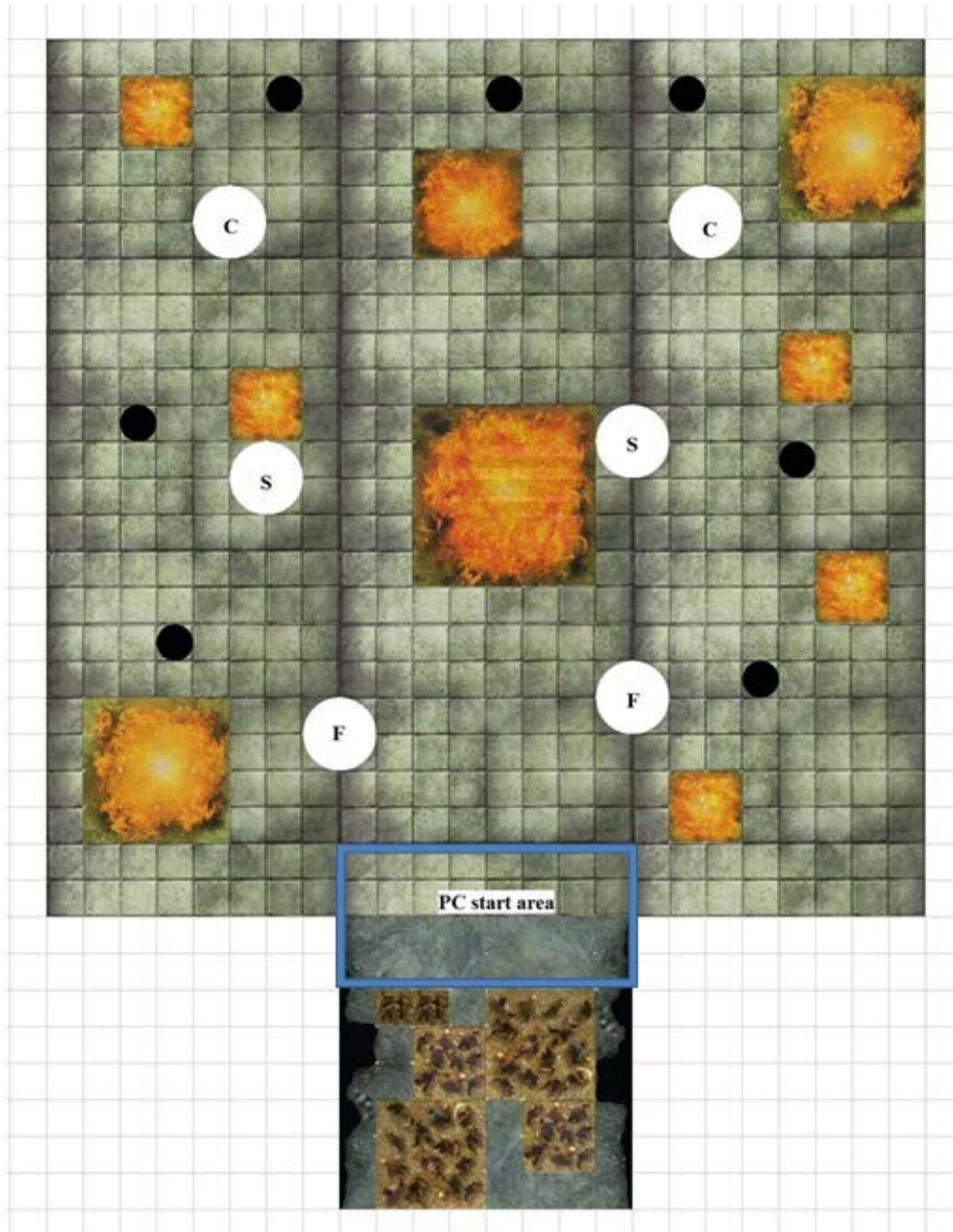
**Equipment** chainmail, quarterstaff

**Note:** *Blessing of Memnon* applied to increase ongoing damage.

# ENCOUNTER 7 MAP: WAR OF FIRE

## TILE SETS NEEDED

*Dungeon Tile Master Set: The Wilderness*



v

Note: Black circles are portals.



## CONCLUDING THE ADVENTURE

If the PCs escape through the portal back to Suldolphor, they arrive in the top of the ziggurat with the WeavePasha. The WeavePasha graciously thanks the PCs for their efforts, regardless of the outcome. While Ala'Ammar and the *Battlecloak of Vycanea* were lost, the WeavePasha recognizes that Ala'Ammar was a man who will live on in martyrdom. There should not be sadness at his death, as he died in the course of pursuing his wish. (Ala'Ammar cannot be raised, a side effect of destroying the cloak in the way that he did.)

If the PCs saved at least 36,000 slaves (90%), the WeavePasha allows them to keep his *greater flying carpet* and also offers them his *ring of Fey travel* and his *ring of wizardry*. He notes that the PCs have earned these things, and they have much more use for them than he does.

Ala'Ammar must have suspected his possible demise, as he named the PCs in his last will and testament, with the contingency that they successfully liberate the slaves of Calimport and Memnon. As the only member of his bloodline, House Asada's estates and valuables are auctioned off to pay his war debts. Still, there is a substantial amount left over. If the PCs liberated at least 36,000 of the total 40,000 possible slaves, they earn a bonus of 10,000/15,000 gp each from Ala'Ammar's estate. This bonus payment is in addition to the listed Base Gold for the adventure. (There is also a bonus XP objective that the PCs earn for saving at least 36,000 slaves.)

There is a massive celebration in honor of the PCs. All of Suldolphor, the soldiers, and the liberated slaves are in attendance. The celebration lasts a full tenday. Ala'Ammar is memorialized on the first day. The WeavePasha remains discreetly in the background, as he prefers not to draw further ire from Calimport or Memnon. The recognition and honor for the leadership of the forces are placed squarely on the shoulders of the PCs. Their deeds are recorded in the annals of history, and monuments are erected to them in Suldolphor.

## STORY AWARDS

Each PC who has Story Award LAMP01 and who also chose to take a wish when Ala'Ammar sacrificed himself and the *Battlecloak* earns Story Award WISH05. If a particular PC chose to recover healing surges or powers instead, or if he or she used the newly-gained wish during the course of this adventure, that PC does not get WISH05.

All PCs who finished the adventure earn CALI35.

If the PCs saved at least 36,000 slaves (90% of the total), each PC also earns CALI36.

If a PC is a first-class Pasha (even if they reached that status by playing this adventure) and they already have Story Award ADCP29, then that PC earns Story Award CALI37.

## 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, regardless of whether there were 4, 5, or 6 PCs in the party.

### 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. No character can earn more than the listed maximum XP.

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 18

##### Minimum Possible XP: 7,200 XP per PC

Stabilized the portals: +1,600 XP  
Liberated some Calimport slaves: +1,600 XP  
Released Memnon slaves from mine: +1,600 XP  
Saved slaves from Crimson Guard: +1,600 XP

##### Maximum Possible XP: 13,600 XP per PC

QUEST BONUS Freed at least 36,000 slaves: +2,000 XP (for a total of 15,600 XP)

##### Base Gold per PC: 25,300 gp

QUEST BONUS Freed at least 36,000 slaves: +10,000 gp (for a total of 35,300 gp)

#### ADVENTURE LEVEL 20

##### Minimum Possible XP: 10,000 XP per PC

Stabilized the portals: +2,250 XP  
Liberated some Calimport slaves: +2,250 XP  
Released Memnon slaves from mine: +2,250 XP  
Saved slaves from Crimson Guard: +2,250 XP

##### Maximum Possible XP: 21,000 XP per PC

QUEST BONUS Freed at least 36,000 slaves: +2,800 XP (for a total of 23,800 XP)

##### Base Gold per PC: 38,000 gp

QUEST BONUS Freed at least 36,000 slaves: +15,000 gp (for a total of 53,000 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.

#### EACH PC SELECTS TWO OF THE FOLLOWING:

You may not select the same Treasures (except More Gold) twice.

**Treasure A:** *greater flying carpet* (level 20+ rare; Mordenkainen's Magnificent Emporium) (Encounter 4)

**Treasure B:** *skygliders* (level 21; Adventurer's Vault) (Encounter 4)

**Treasure C:** *boots of speed* (level 22; Adventurer's Vault) (Encounter 5)

**Treasure D:** *swiftstrike shoes* (level 20; *Dragon* 381) (Encounter 5)

**Treasure E:** *gloves of camaraderie* (level 21; *Adventurer's Vault*) (Encounter 6B)

**Treasure F:** *ring of fey travel* (level 22 *Adventurer's Vault*) (Conclusion)

**Treasure G:** *ring of wizardry* (level 21; *Player's Handbook*) (Conclusion)

**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 freed slaves reward the character with a consumable in appreciation of their efforts. Consumable items obtained in this fashion do not take up found-item slots.

AL 18: *potion of heroism* (level 16) plus 5,200 gp.

OR *gem of valor* (level 20) plus 2,000 gp

AL 20: *potion of heroism* (level 16) plus 9,200 gp

OR *gem of valor* (level 20) plus 6,000 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 18: 7,000 gp

AL 20: 11,000 gp

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure.

### CALI35 Liberator of Calimshan

You helped liberate thousands of slaves from the oppressive cities of Calimport and Memnon. For your efforts, the WeavePasha of Almraiven has granted you an honorary Pasha title. This title does not interfere with your oaths to any other nation or organization. It commands respect, but not necessarily obedience, from the residents of Almraiven.

If you swear fealty to Almraiven (breaking any such oaths you may already have made to other nations and suffering the consequences), you formally become an official Pasha of Almraiven. You may fly a horsetail from your standard or add one to your crest, representing your status as a third-class Pasha. The number of horsetails represents the seniority of Pashas in Almraiven.

If you also have Story Award CALI10, CALI17, or CALI30, you are elevated to second-class Pasha and may add an additional horsetail to your existing standard. If you have two or more of those Story Awards, you become a first-class Pasha and may have three horsetails on your crest or standard. You are limited to a maximum of three horsetails and the rank of first-class Pasha of Almraiven, even if another Story Award would grant you additional status. (Only the WeavePasha displays four horsetails.)

As a third-class Pasha, you are granted a small residence in the city. A second-class Pasha's residence is upgraded to a small estate. If you become a first-class Pasha, a small palace is erected on your estate in Almraiven. As a first-class Pasha, if you own a *greater magic carpet*, when you reach character level 26, that item is automatically upgraded to level 30. You do not need to spend any gold or found-item slots for this upgrade.

If you swear fealty to Almraiven and later break that oath in favor of another nation or ruler, all benefits granted by this Story Award as well as by Story Awards CALI10, CALI17, and/or CALI30 become null and void.

### CALI36 Eternal Gratitude of Ala'Ammar

You may take the divine boon *lamentation of the shackled* as one of your Treasure choices from this adventure. This divine boon never expires, but while active, it does count as your one active divine boon. This boon consumes one of your found-item slots and counts as an Uncommon magic item. This version of the boon cannot be upgraded.

Lamentation of the Shackled	Uncommon
You have proven your conviction to fight against oppression and slavery anywhere you find them.	
<b>Divine Boon</b>	
<b>Property</b>	
You gain a +5 item bonus to saving throws against the slowed, immobilized, and restrained conditions.	
<b>Utility Power</b> ♦ Daily (Immediate Reaction)	
<i>Trigger:</i> You become slowed, immobilized, or restrained.	
<i>Effect:</i> You teleport 5 squares and the triggering effect ends on you.	
<b>Reference:</b> Modified version of <i>Torog's Lamentation of the Shackled</i> (Dungeon 177)	

### CALI37 Sultan of Suldolphor

If you are a first-class Pasha of Almraiven and you also have Story Award ADCP29 **Outpost at Suldolphor**, you are elevated to the rank of Sultan to help rule over the city of Suldolphor in Calimshan. A magnificent palace is erected for you, and you are treated as royalty whenever you are in Suldolphor. The citizens of Suldolphor, many of whom are liberated slaves who owe you their freedom, obey your every command. Other nobles in the Calimshan region recognize your status, and even those beyond the borders of Calimshan may have heard of your ascension.

As a Sultan of Suldolphor, you can call upon the sand and spirits of the city to aid you once per day. You gain the following elemental gift. This elemental gift never expires. It is not subject to the normal limit of one active boon. This elemental gift does not count as one of your Treasure selections, does not cost you any gold, does not consume a found-item slot, and does not count against the number of permanent Uncommon magic items you may possess. This version of the elemental gift cannot be upgraded.

Spirit of Sand	Uncommon
Calling forth the desert's power, you produce a short-lived blast of screaming wind and biting sand.	
<b>Elemental Gift</b>	
<b>Utility Power</b> ♦ Daily, Zone (Free Action)	
<i>Trigger:</i> You hit a target with an attack.	
<i>Effect:</i> You create a zone in a close burst 3 centered on you. The burst lasts until the end of your next turn. Squares within the zone are lightly obscured. You can slide any creature that starts its turn within the zone 1 square.	
<b>Reference:</b> <i>Dark Sun Campaign Setting</i>	

### WISH05 As ... You ... Wish ...

Your deeds turned Ala'Ammar's wish into reality, and you chose to use the power of the *Battlecloak of Vycanea* to recharge your *magic lamp*. This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

## NEW RULES

### BOOTS OF SPEED

LEVEL 22 UNCOMMON

**Price:** 325,000 gp

**Item Slot:** Feet

**Property:** Gain a +2 item bonus to speed.

**Power (Daily):** Minor Action. Take a move action.

**Reference:** *Adventurer's Vault*.

### GEM OF VALOR

LEVEL 20 UNCOMMON

**Price:** 5,000 gp

**Consumable:** Consumable

**Power (Consumable):** Free Action. Use this power when you spend an action point. Roll 1d20 to determine the result, adding 1 to the result for each milestone you've reached today. Regardless of the result, using the gem consumes it and turns it to dust.

1-9: Gain a +1 power bonus to all defenses until the end of your next turn.

10-19: Gain a +1 power bonus to all attack rolls until the end of your next turn.

20: You gain an extra standard action that you must spend before the end of your next turn.

**Reference:** *Adventurer's Vault*.

### GLOVES OF CAMARADERIE

LEVEL 21 UNCOMMON

**Price:** 225,000 gp

**Item Slot:** Hands

**Power (Encounter):** Immediate Reaction. Use this power when an ally within 10 squares of you gains a condition or harmful effect. You gain that condition or effect, and the ally loses it. The condition or effect lasts for the duration specified in the description of the power that caused it.

**Reference:** *Adventurer's Vault*.

### GREATER FLYING CARPET

LEVEL 20+ RARE

Level 20 125,000 gp

Level 30 3,125,000 gp

**Wondrous Item**

**Property:** A greater flying carpet carries creatures and objects at a speed of fly 6 and can hover. A character on the carpet can mentally command it to fly as a move action. Any creature on the carpet takes a -2 penalty to AC and Reflex. The carpet is 1 square by 2 squares and can carry up to two Medium or Small creatures and their gear (up to a normal load for each creature). If additional weight is placed on it, the carpet falls to the ground. If more than one character on the carpet attempts to mentally command it, the carpet responds to each command in turn according to the characters' initiative order. If no rider is upon it, a greater flying

carpet hovers in place 1 foot above the ground if it is unrolled, or sits on the ground if it is rolled up.

**Level 30:** The carpet is 2 squares by 3 squares and can carry up to six Medium or Small creatures and their gear (up to a normal load for each creature). Riders don't take the penalty to AC and Reflex.

**Reference:** *Mordenkainen's Magnificent Emporium*.

### POTION OF HEROISM

LEVEL 16 UNCOMMON

**Consumable:** Potion

**Cost:** 800 gp

**Power (Consumable):** Minor Action. You drink the potion and gain 20 temporary hit points. In addition, you gain a +2 power bonus to saving throws until the end of the encounter.

**Reference:** *Mordenkainen's Magnificent Emporium*.

### RING OF FEY TRAVEL

LEVEL 22 UNCOMMON

**Price:** 325,000

gp

**Item Slot:** Ring

**Property:** Gain a +1 item bonus to speed while wearing light armor or no armor.

**Power (Daily):** Minor Action. Teleport your speed.

**Reference:** *Adventurer's Vault*.

### RING OF WIZARDRY

LEVEL 21 UNCOMMON

**Price:** 225,000 gp

**Item Slot:** Ring

**Property:** Gain a +3 item bonus to Arcana checks.

**Power (Daily):** Minor Action. Regain the use of an arcane utility power that you've already used (as if you hadn't used it this encounter). If you've reached at least one milestone today, you can instead regain the use of an arcane encounter attack power.

**Reference:** *Player's Handbook*.

### SKYGLIDERS

LEVEL 21 UNCOMMON

**Price:** 225,000 gp

**Item Slot:** Feet

**Property:** If you begin your turn standing on a horizontal surface, you can move through the air as if it were normal terrain. Moving upward requires 2 squares of movement for each square traveled; moving downward costs 1 square of movement for every 2 squares traveled. If you are not on a horizontal surface sufficient to bear your weight at the end of your turn, you fall to the nearest such surface, taking damage accordingly.

**Power (Daily):** Minor Action. Move through the air as if it were normal terrain until the end of the encounter.

Glide down safely to the nearest horizontal surface that can bear your weight at that time.

**Reference:** *Adventurer's Vault*.

**SPIRIT OF SAND**

LEVEL 22 UNCOMMON

Elemental Gift

Power (Daily, Zone): Free action.

*Trigger:* You hit an enemy with an attack.

*Effect:* You create a zone in a close burst 3 that lasts until the end of your next turn. Squares within the zone are lightly obscured. You can slide any creature that starts its turn within the zone 1 square.

*Reference:* *Dark Sun Campaign Setting*.

**SWIFTSTRIKE SHOES**

LEVEL 20 UNCOMMON

**Price:** 325,000 gp

**Item Slot:** Feet

**Property:** You gain a +5 item bonus to speed until the end of your first turn each encounter.

**Power (Daily):** Move Action (teleportation). You teleport 20 squares to a space adjacent to any enemy within your line of sight.

**Reference:** *Dragon Magazine* 381.

## APPENDIX I: CALIMSHAN



### CALIMSHAN BACKGROUND

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. No one knows what happened that year to send Calim and Memnon away. Their lieutenants and foot soldiers remain in Calimshan, and continue a bloody war based on little more than opposing philosophies.

The headquarters of the warring genasi factions are the cities of Memnon and Calimport. The human population of both cities serves as slaves and as fodder in the constant battles. Only the city of Almraiven, still rich in magic and well-defended, remains under human control. Indeed, it is the last bastion of human rule in Calimshan.

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 humans in greater Calimshan. Some humans who escaped the clash of Calim and Memnon fled to Almraiven, the last large pocket of humanity in Calimshan. Almraiven's arcane tradition bolsters its defenses, and an arcane college recently founded by the Weave Pasha assures the city's continued attraction for young apprentices. (Source: *FRPG* p. 84; *FRCG* p. 98).

### THE JANESSAR

The Janessar are a secret organization that opposes slavery and works throughout Calimshan to free slaves and bring them to Almraiven. Once safely in Almraiven, the Janessar help the freed slaves locate housing, find jobs, and transition to life as a free individual.

### THE BROTHERHOOD OF BONDED ESCAPE

The Brotherhood of Bonded Escape is a secret organization based in Memnon that opposes slavery and assists slaves in escaping from Memnon.

## APPENDIX II: NUMBER OF SLAVES SAVED

Successes throughout the adventure represent the number of slaves that are saved due to the efforts of the PCs. There are approximately 25,000 slaves in Calimport and 15,000 slaves in Memnon, for a total of about 40,000 slaves. Use this chart to keep track of how many slaves the PCs save.

Event	Notes	Number of Slaves Saved
Starting Baseline	Set at 21,000	21,000
Scaling	4 PCs @ AL 18 = +5,500 5 PCs @ AL 18 = +3,200 6 PCs @ AL 18 = +900 4 PCs @ AL 20 = +4,300 5 PCs @ AL 20 = +2,150 6 PCs @ AL 20 = +0	
2: Slaaaaaaaads	Maximum bonus for killing Skirnex: +4,000	
3B: Gathering Help	Total skill checks times 11 (no maximum)	
4: Sky Battle	Total possible for all tiles rescued: +3,400	
6A: Miner Troubles	Total skill checks times 21 (no maximum)	
6B: Tremors	Reduce by number of slaves killed	
7: War of Fire	Reduce by number of slaves left behind	
TOTAL	Goal is to liberate at least 40,000 total. (At least 36,000 total is required for the PCs to earn Quest bonus XP/gold)	



## APPENDIX III: MAJOR NPCs

### ALA'AMMAR

Male Human Patriarch of House Asada.

*Ala'Ammar, patriarch of House Asada. He is an imposing gentleman, and he twirls a large handlebar moustache as he speaks with a thick accent and an earnest smile.*

**Personality:** Driven, honorable, proud.

**History:** Ala'Ammar, patriarch of House Asada, was once a slave of Memnon. After he gained his freedom, he devoted his life to freeing the slaves of Calimshan.

Ala'Ammar is a well-known and well-liked noble in Almraiven. He has committed many of his personal resources to sheltering escaped slaves and has ties to organizations opposed to slavery in the region, including the Janessar and the Brotherhood of Bonded Escape.

The first step was establishing his bloodline. Since adventurers recovered the legendary *Battlecloak of Vycanea*, nobles of Almraiven and former slaves have flocked to follow the patriarch of this well-respected house.

Now, Ala'Ammar and his supporters feel it is time to take the next step in freeing the enslaved of Calimshan: war against Memnon and Calimport.

### THE WEAVEPASHA

Male Human Almraiven Ruler.

*An old wizard wearing desert garb embroidered with ancient arcane symbols and runes. He has the lingering odor of musty tomes.*

**Personality:** Cautious, pragmatic, sincere.

**History:** The WeavePasha is an old and powerful wizard who has ruled Almraiven for many years. He is also headmaster of the arcane college in Almraiven, which attracts many promising young apprentices. The WeavePasha has managed to maintain Almraiven as the one free human city in the region. Slaves dream of escaping to the safety of Almraiven.

The WeavePasha is sworn to protect Almraiven from the endless threat of war from Calimshan and Memnon. For years he has held back the efreet, djinn and genasi attacks, but the safety of the city is tenuous at best and could fall at any moment. Perhaps the most amazing accomplishment is that the WeavePasha has managed to hide this fact from the citizens of Almraiven, who enjoy the fragile protection with blissful ignorance.

## APPENDIX IV: OTHER NPCs

**Admon (male earth genasi):** Admon is the quiet caravan master who escorted the PCs to Calimport in SPEC4-3.

**Bes'Mahees (sphinx):** Bes'Mahees is a sphinx, a wise ancient denizen of the Calimshan desert. In CALI4-2 PCs proved themselves worthy and the sphinx assisted the PCs in locating the phylactery of the dracolich Sapphiraktar.

**Deree Surefoot (young female halfling):** Deree is a slave in Calimport who runs the *Spinning Thread Silk Shop*. She has been a slave of Lord Mansoor Khalid-Kadar since the age of 10, a particularly cruel slavemaster. Deree worked with Darren Waters in an attempt to steal a book on Calimport's defenses. Darren was caught and killed while Deree escaped. She helped smuggle the PCs into Upper Calimport in SPEC4-3.

**Evaliss (male tiefling):** Evaliss is a tiefling merchant and slave trader. He is also a member of the Brotherhood of Bonded Escape. In CALI3-2 PCs disguised themselves as slaves of Evaliss in order to enter Memnon with his caravan.

**Gorvan (human male):** Gorvan is one of Prama Ningra's slaves. He helped the PCs in CALI3-2 by hiding them after they killed Prama Ningra and telling them about escape routes.

**Henry Waters (male human):** Henry is a slave in Calimport. His brother, Darren Waters, was executed after a failed attempt to steal a book on Calimport's defenses.

**Jade (young eladrin female):** Jade is a member of the Janessar who informed the PCs that the aranea in the Plain of Stone Spiders were Janessar agents in CALI4-1. She was also one of the merchants who accompanied the caravan to Calimport in SPEC4-3.

**Jamah Huseyn (male human):** Jamah is a noble in Almraiven, master of House Naijar. He is passionate about the liberation of the slaves. Jamah was once friends with Ala'Ammar, but now views him as a bitter enemy. Jamah holds Ala'Ammar responsible for the deaths of his brothers, Jafar and Kumor. Ala'Ammar and Jamah's brothers were slaves in Memnon in a house with a harsh rule: if a slave was caught escaping, their closest friend was killed. If a slave successfully escaped,

their two closest friends were killed. Jamah sent a message to his brothers and the other slaves that he was bringing a force to Memnon to free all of the house slaves. The day before the liberation, Ala'Ammar escaped on his own and, as punishment, Jamah's brothers were killed. Jamah's rescue mission was a success, but his brothers were already dead. In CALI3-3 he tried to buy the battlecloak from the PCs.

In CALI4-3 Jamah started working with members of the Twisted Rune, a powerful undead group with many political ties in Calimshan. The Twisted Rune purchased the bodies of Jamah's brothers and reanimated them as undead. Jamah hoped he could negotiate with the Twisted Rune to return his brothers to him so they can be properly put to rest. Jamah was dominated by the Twisted Rune and being used by them.

**Jasmine (aranea female):** Jasmine is one of the aranea villagers who was injured in the attack on her village in CALI4-1. She asked the PCs to help save her village and the other aranea. She, and the other aranea villagers, is Janessar agent, helping liberated slaves travel across the Plain of Stone Spiders towards Almraiven.

**Javer (young male halfling):** Javer was one of the merchants who accompanied the caravan to Calimport in SPEC4-3. He likes playing cards.

**Kaler (male human):** Kaler was one of the merchants who accompanied the caravan to Calimport in SPEC4-3. He is jovial and flirtatious.

**Ma'mun (male tiefling):** Ma'Mun is the owner of the *Thirsty Camel* in Memnon and is a member of the Brotherhood of Bonded Escape. He helped hide the PCs in the safehouse in the cellar of the *Thirsty Camel* in CALI3-2. He also assisted the PCs in SPEC4-4.

**Meridius (male human):** Meridius is a Calimport native who was captured and forced to fight in the Memnon gladiatorial arenas. He escaped during a slave revolt during SPEC4-4. He is dating Najwa.

**Mia (young human female):** Mia is a 23-year-old seamstress from the Banite-run city of Mintar. Her father Aseir was suspected of stealing a fine cloak from the governor's warehouse. Both of her parents were brought in to the House of Pain for questioning and tortured. Her mother, Leicil, was released, but her father was executed. PCs saved Mia from being tortured and

sacrificed by Fazon in the House of Pain. PCs rescued her and her mother from the city of Mintar in *CALI3-1*.

**Najwa (female tiefling):** Najwa is a member of the Brotherhood of Bonded Escape and was the PC's contact in *CALI3-2* to find the safehouse. Najwa's connections to the Brotherhood were discovered and she is now branded as a slave and forced to fight in the arena in Memnon. She escaped during a slave revolt during *SPEC4-4* with Meridius, the arena champion, who she is dating.

**Sharos (male human):** Sharos is a butcher from the Banite-run city of Mintar. He is an escaped slave from Memnon and a Janessar agent. Sharos' ties to the Janessar were discovered after the death of the High Inquisitor Fazon, and Sharos had to escape from Mintar. In *CALI4-3* Sharos and two other Janessar agents were dominated by the Twisted Rune after meeting with them to purchase secrets on Memnon slave traders. PCs saved them from the Twisted Rune.

**Tarik (young adult brass dragon):** Tarik is a brass dragon that PCs saved from a tribe of thri-kreen and a deadly sandstorm in *CALI3-3*. He is brash and adventurous. In *CALI4-2* Tarik helped the PCs defeat the dracolich Sapphiraktar. Tarik now lives in a large earthmote that was previously Sapphiraktar's lair.

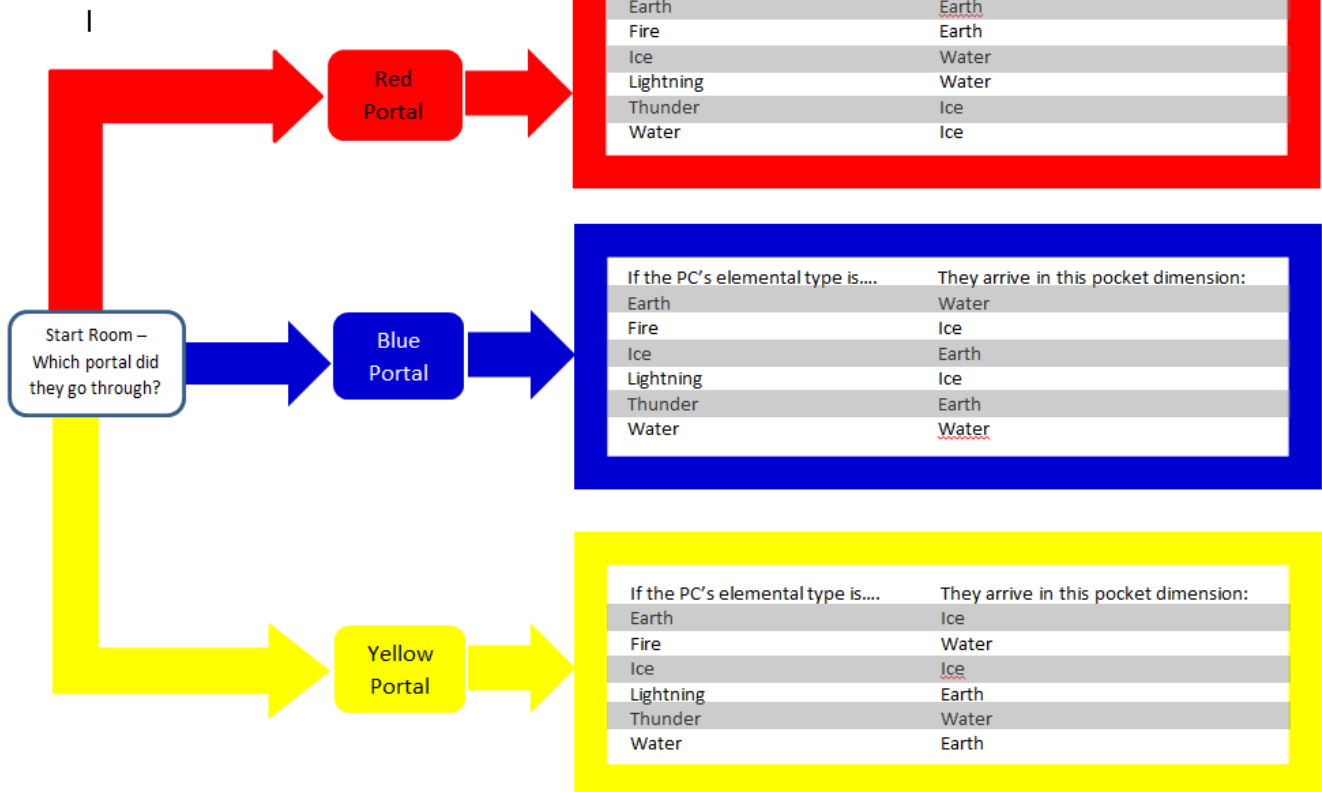
**Tesre (female half-elf):** Tesre is a rogue adventurer who was part of the second team of adventurer's Ala'Ammar hired to cause chaos in Memnon in *SPEC4-4*. Vidkun, one of the other adventurers, was a traitor and tried to kill them and reveal their plans to the Crimson Guard. Tesre survived the attack and told the PCs and Ma'Mun that they had been betrayed.

## APPENDIX V: PORTAL DESTINATIONS

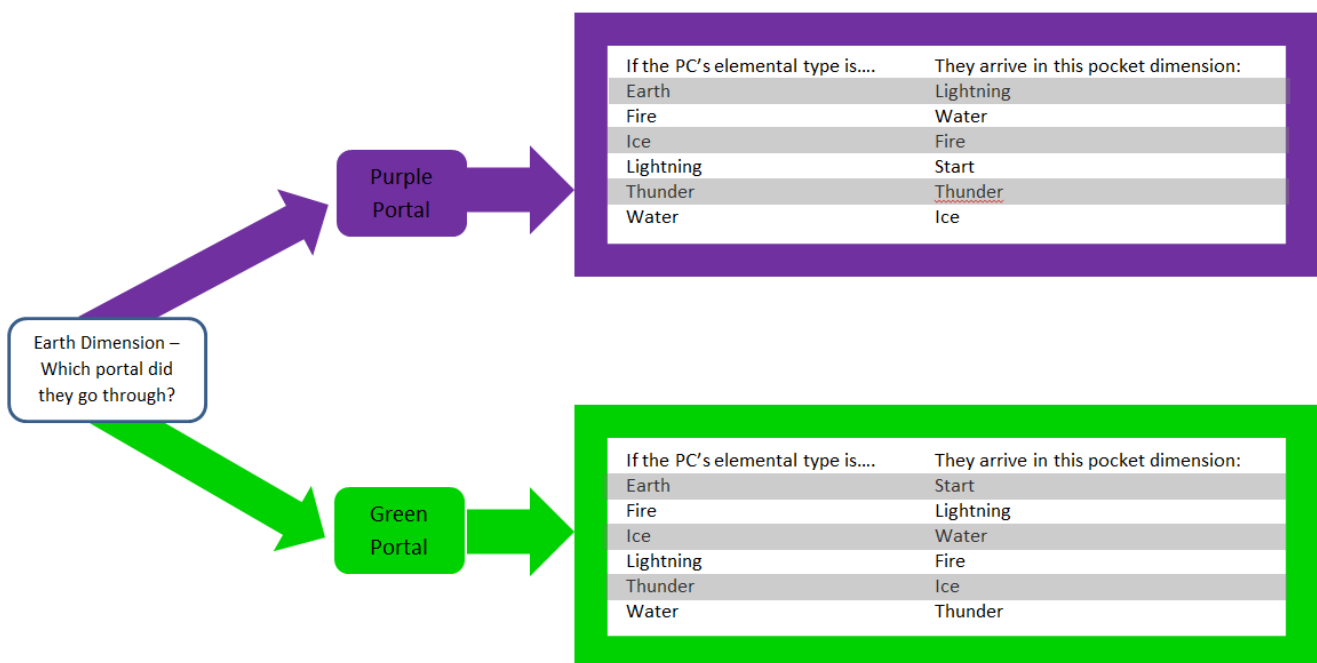
Where a PC ends up after stepping through a portal depends on three factors: (1) which room the PC is in, (2) which portal the PC goes through, and (3) what the PC's elemental type is. Below is a chart that shows where the PC will end up based on these factors. Remember to roll any d12s necessary for going through multiple portals first, as that may impact the destination of the portal (for example, the PC's elemental type may change or they may go to a random pocket dimension). On the following pages there are also a series of flow charts for the portals in each room. The table and the flow charts contain the same information - use whichever one is more convenient for you.

		Portal Color PC Enters	PC Elemental Type					
			Earth	Fire	Ice	Lightning	Thunder	Water
Room PC is Leaving	Start	Red	Earth	Earth	Water	Water	Ice	Ice
		Blue	Water	Ice	Earth	Ice	Earth	Water
		Yellow	Ice	Water	Ice	Earth	Water	Earth
	Earth Dimension	Purple	Lightning	Water	Fire	Start	Thunder	Ice
		Green	Start	Lightning	Water	Fire	Ice	Thunder
	Fire Dimension	Red	Start	Prismatic	Lightning	Prismatic	Earth	Thunder
		Blue	Lightning	Water	Start	Thunder	Prismatic	Lightning
		Yellow	Thunder	Earth	Thunder	Lightning	Ice	Prismatic
	Ice Dimension	Purple	Earth	Fire	Thunder	Thunder	Lightning	Start
		Green	Fire	Start	Earth	Water	Water	Lightning
	Lightning Dimension	Red	Prismatic	Thunder	Thunder	Start	Prismatic	Fire
		Blue	Thunder	Prismatic	Fire	Thunder	Fire	Start
		Yellow	Fire	Fire	Prismatic	Fire	Thunder	Thunder
	Thunder Dimension	Red	Earth	Lightning	Prismatic	Water	Fire	Ice
		Blue	Prismatic	Start	Earth	Earth	Lightning	Prismatic
		Yellow	Ice	Fire	Water	Prismatic	Start	Water
	Water Dimension	Purple	Thunder	Thunder	Lightning	Earth	Fire	Earth
		Green	Ice	Ice	Start	Lightning	Start	Fire
	Prismatic Dimension	Orange	any	any	any	any	any	any

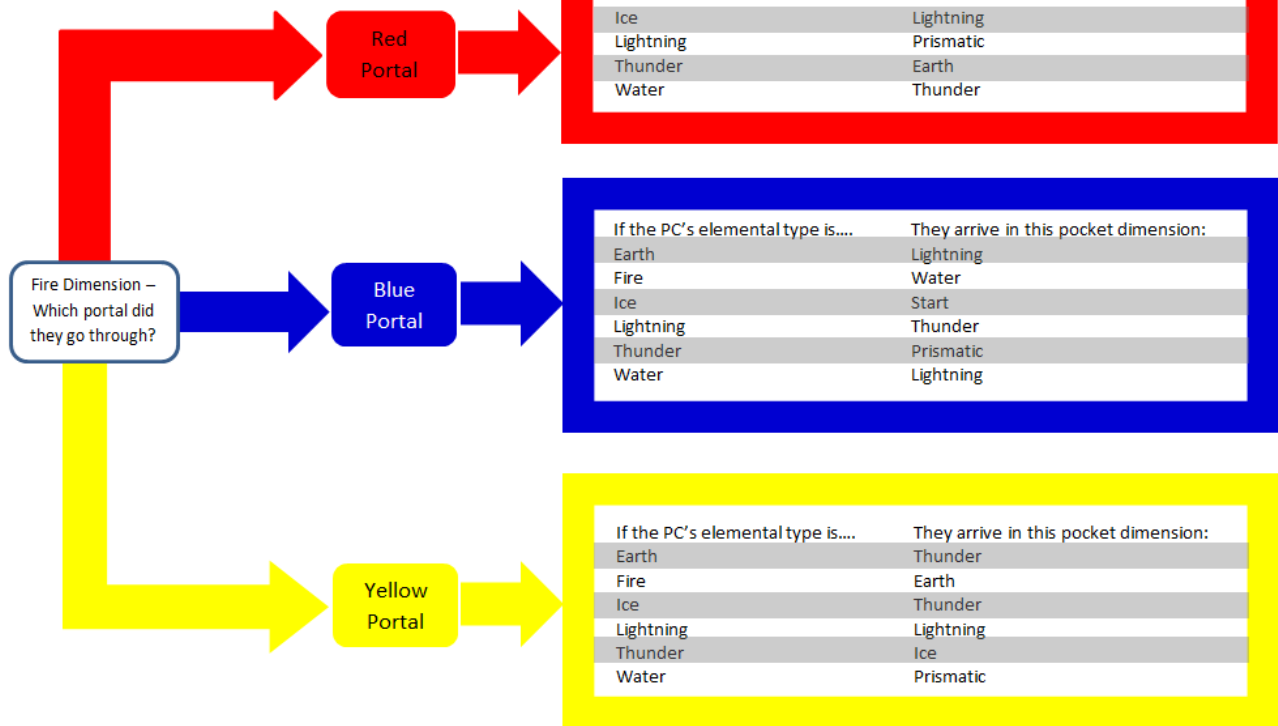
## Start Room



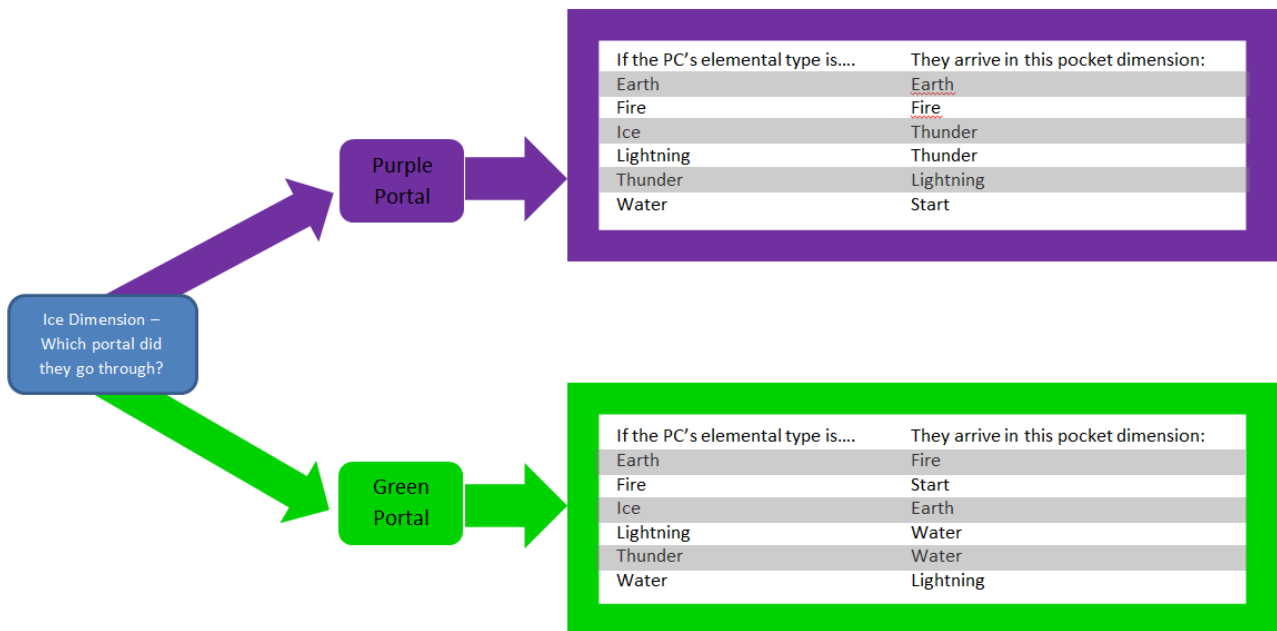
## Earth Pocket Dimension



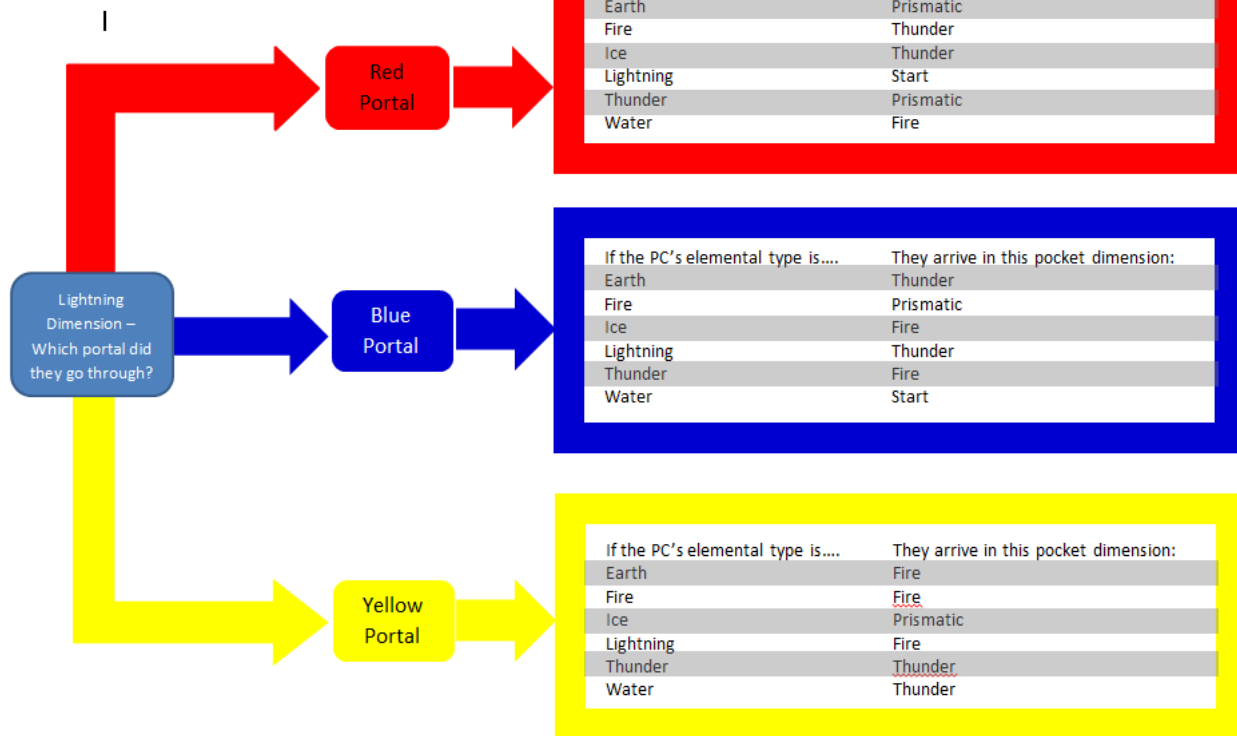
## Fire Pocket Dimension



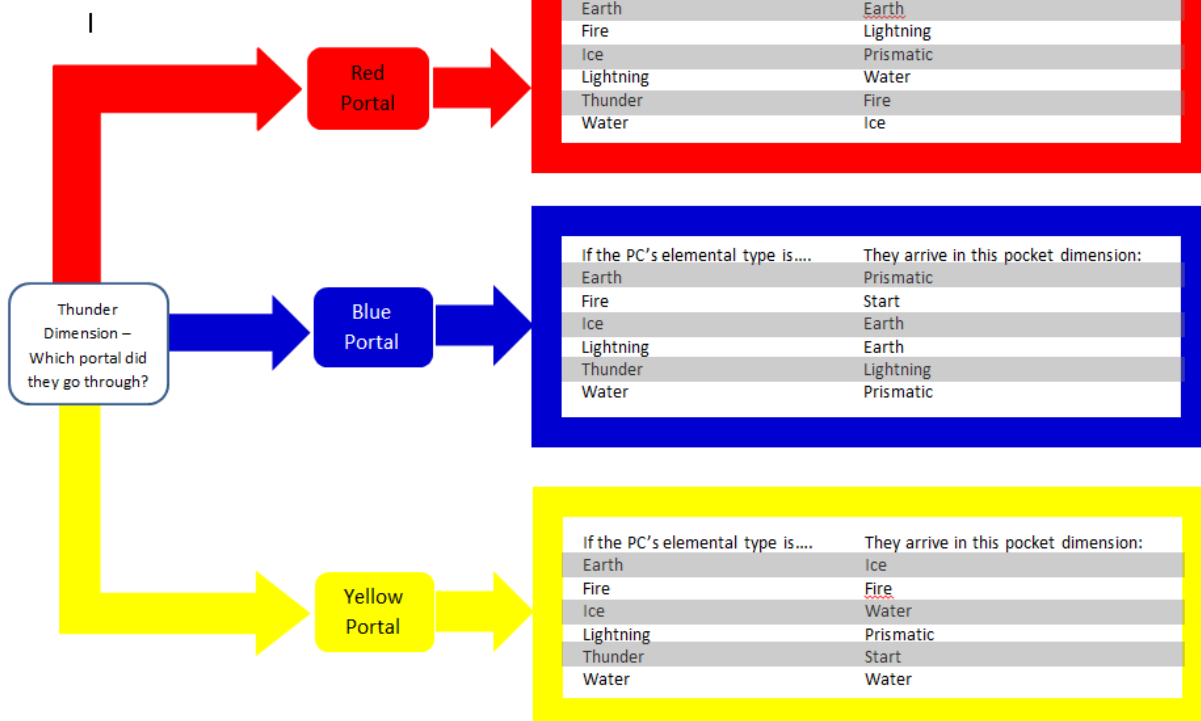
## Ice Pocket Dimension



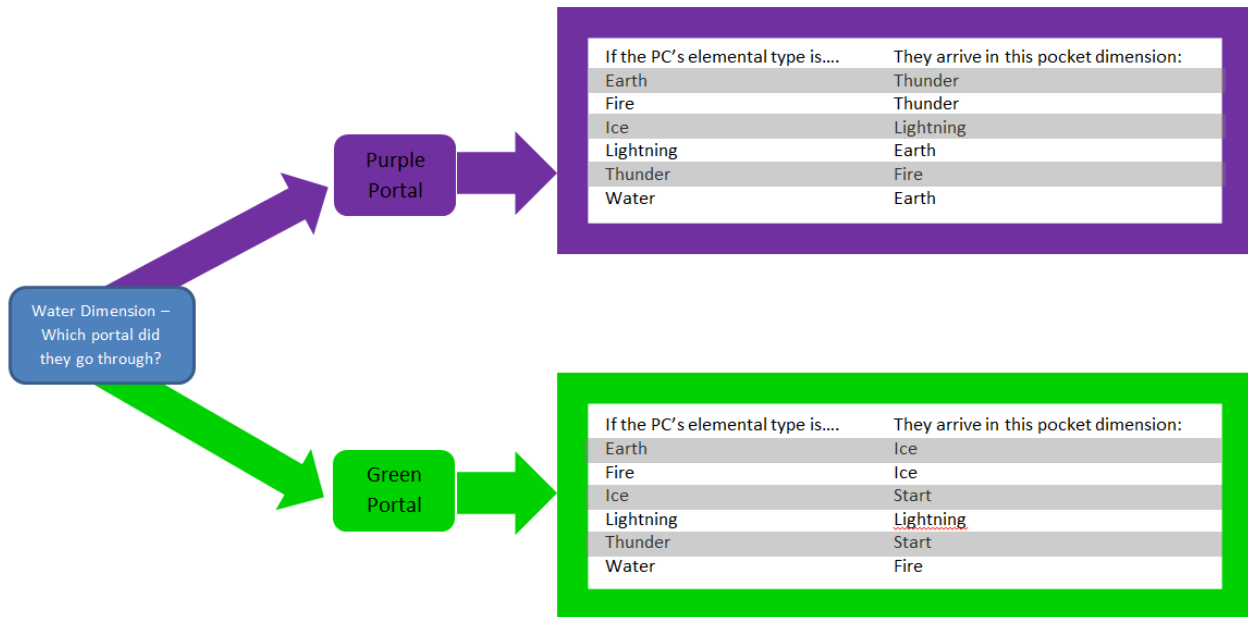
Lightning Pocket  
Dimension



Thunder Pocket  
Dimension



Water Pocket  
Dimension





## APPENDIX VI: BACKGROUND INFORMATION ON SLAADS

**Slaads:** Embodying disorder and entropy, slaads claim all of the Elemental Chaos as their stomping grounds. They are not primordial, elementals, nor demons, but chaos made flesh, and they delight in the fury of the clashing elements.

Those slaads that prize knowledge and intelligence more highly than instinct know several hundred origin myths regarding their kind. Most such stories contradict each other, but one theme is shared by all of them: Slaads claim that they are the only sentient beings to inhabit the universe, and that all other creatures that believe to be self-aware have that belief only in their own fevered imaginings.

The conflict between the slaads' origin stories invalidates all of the tales, in the opinion of most sages, and is just one more example of the chaos that slaads embrace. However, one controversial theory claims that all the stories are true because many alternate realities exist – possibly even an infinite number. That individual slaads tell different stories indicates that these unique creatures descended from different universes and perhaps can yet see dimly into realms other than the one they occupy. Perhaps multiple universes collapsed into a single cosmos, and only slaads still remember the infinite possibilities of other timelines. Now trapped in a single reality, they rebel against its strictures and embrace chaos as a way of breaking free into the wider multiverse.

Scholars generally consider this idea ludicrous at best. Slaads' thoughts are clouded with maddening images, and they seem aware of things beyond the perception of other creatures, but these facts do not prove the existence of a wider reality (*The Plane Below*).

**Pandemonium Stone:** When the Pandemonium Stone exists, it appears only in the Elemental Chaos unless it is induced to materialize elsewhere by powerful wizards or sorcerers. A spire more than 100 feet in diameter and more than 500 feet tall, it consists of bone, flesh, ice, minerals, wind, wood, and other materials, always in flux. Rough carvings on it flare with roaring fire, crackling lightning, deafening thunder, and unbearable cold – and then die down. Blazing white runes in an unknown script sometimes march across the surface.

The Pandemonium Stone manifests randomly; even efreet using *al-buraj* cannot predict its appearances. It bursts into existence like a volcanic eruption in a spray of fire, cold, lightning, or other energy, sending ripples in all directions through the Elemental Chaos.

Neither the gods nor the primordial claim to have created the Pandemonium Stone. They knew of it even before the Dawn War (*The Plane Below*).

**Skirnex, Voice of Ygorl:** Skirnex is a twisted void slaad who serves as an intermediary and pseudo-priest of Ygorl, a powerful slaad lord who is also known as the Lord of Entropy and the Bringer of Endings. The following information can be gained with a successful Arcana check (*The Plane Below*).

**Arcana DC 16:** Skirnex is a misshapen void slaad with a stunted third arm sprouting from his shoulder, surrounded by an almost palpable haze of wrongness. Even though slaads follow no god or primordial, some are willing to listen to Ygorl's words as interpreted by Skirnex.

**Arcana DC 24:** Skirnex has led many expeditions on behalf of the Lord of Entropy and managed to survive, although he has been bizarrely altered. He takes his unusual longevity to be evidence that the Lord of Entropy favors him and has set himself up as something resembling a priest of Ygorl. Skirnex hopes to share the secrets of ruin known only to Ygorl, even though the slaad elder has never given any indication of recognizing or even remembering him.

**Arcana DC 29:** Skirnex's distorted form suggests that he has been touched by the emanations of the Far Realm. Perhaps he wandered into a place where that weird domain overlaps the Elemental Chaos, or somehow strayed too close to the seed of evil that rests at the bottom of the Abyss.

## APPENDIX VII: ALTERNATIVE PLANS

The PCs may wish to approach the war effort in a different way. You should reward their planning and creativity, using the following adjustments as guidelines. Remember that Ala'Ammar offers leadership in one city, and needs all of the PCs to stay together to provide leadership to the soldiers in the other city. Although the PCs should not split up, they may choose to alter the encounters. Use the following guidelines to modify the adventure appropriately.

**Portals:** Stabilizing the portals is a necessity to move the soldiers into position. The WeavePasha will be opening and sustaining hundreds of portals during the assault, so the portals need to be stable. This encounter must be done before the assault on either city.

**City Swap:** If the PCs feel strongly about leading the forces in Memnon, Ala'Ammar agrees to lead the forces against Calimport. Run the Memnon encounters first, and Ala'Ammar is killed in Calimport. In this case, a natural earthquake disrupts the mines, so the Memnon encounters do not need to be modified. When the PCs return to Suldolphor, the WeavePasha asks them to finish the job in Calimport.

**Calimport City:** The PCs may wish to take the battle into the city, rather than fighting in the skies. If so, use a city map for the combat. The group of djinn comes down from the sky to engage the PCs, run reinforcements from the rest of the city normally. Although there are no clouds, there are lots of genasi in the city willing to help their djinn masters. At the end of each round, if there are any djinn alive, each PC takes 15 points of lightning and thunder damage from the Calimport army.

**Memnon City:** The PCs may want to take the fight into the city first, rather than starting in the mines. Run Encounter 7 first, using a city map. In this case, the genasi in the city participate as well. At the end of each round, if there are any efreet alive, each PC takes 20 points of fire damage from the Memnon army. There are many soldiers and slaves in the area too. Any blast or burst that is not “enemies only” kills innocent bystanders. Reduce the “total slaves saved” by 1 for each square of unfriendly blasts and bursts in the area. (For example, an area burst 1 has 9 squares, so it would kill 9 slaves.)

## PLAYER'S HANDOUT 1: UNSTABLE PORTALS

**Imbued with Elemental Energy:** Stepping through the WeavePasha's portal into the Elemental Chaos imbues you with a bit of raw elemental power: roll 1d6. You are considered an elemental creature of that type and gain the associated benefit. If you already have the elemental keyword, gain the benefit associated with your elemental type (do not roll 1d6).

d6	Keyword	Effect
1	Earth	You gain resist 5 to all damage.
2	Fire	You deal 2d6 extra fire damage with melee attacks.
3	Ice	All squares adjacent to you are difficult terrain for your enemies.
4	Lightning	Your speed increases by 2.
5	Thunder	Creatures adjacent to you gain vulnerable 5 to all damage until they are no longer adjacent.
6	Water	You can shift 1 square as a minor action

If you are in the pocket dimension that matches your elemental keyword, you gain the following benefits while in that pocket dimension:

- You can spend a healing surge as a minor action, regaining hit points as normal.
- You gain a +2 bonus to saving throws.

**Unstable Portals:** Stepping through a portal requires one square of movement. You cannot teleport through a portal or travel between pocket dimensions without the use of a portal. After stepping through a portal, you appear in any unoccupied square at your destination.

The portals in this area are particularly unstable and chaotic. You can only travel through one portal per round without any consequences. If you travel through a second portal in a single round, roll 1d12 and refer to the table below. If you travel through 3 portals, roll 2d12, if you pass through a fourth portal, roll 3d12, etc. (For example, if you travel through 4 portals in a single round, you will have rolled a total of 6d12 on your turn. 0d12 + 1d12 + 2d12 + 3d12.) All effects are cumulative. All effects end at the end of the encounter.

d12	Effect
1	After arriving in the destination pocket dimension, you cannot travel through additional portals until the start of your next turn.
2	Gain vulnerable 10 all.
3	Gain +1 bonus to attack rolls.
4	Gain -2 penalty to all defenses.
5	Roll 1d6. Your elemental type changes to that type and you gain the associated benefit.
6	You cannot use encounter or daily powers until you pass through another portal.
7	Take 20 damage of a random energy type. Roll 1d10: 1-Acid, 2-Cold, 3-Fire, 4-Force, 5-Lightning, 6-Necrotic, 7-Poison, 8-Psychic, 9-Radiant, 10-Thunder.
8	Gain resist 5 all.
9	Roll 1d6. You arrive in the corresponding pocket dimension.
10	Lose 1 healing surge.
11	Gain 15 temporary hit points.
12	You cannot regain hit points until you pass through another portal.

You can use the chart below to keep track of portal destinations as you discover them.

		Portal Color PC Enters	PC Elemental Type					
			Earth	Fire	Ice	Lightning	Thunder	Water
Room PC is Leaving	Start	Red						
		Blue						
		Yellow						
	Earth Dimension	Purple						
		Green						
	Fire Dimension	Red						
		Blue						
		Yellow						
	Ice Dimension	Purple						
		Green						
	Lightning Dimension	Red						
		Blue						
		Yellow						
	Thunder Dimension	Red						
		Blue						
		Yellow						
	Water Dimension	Purple						
		Green						
	Prismatic Dimension	Orange						

# EVENT SUMMARY

**The results of this adventure will have an impact on future LFR adventures!**

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/QUES0401LFR>

The survey period closes on **01 May 2013**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

**1. How many slaves were liberated?**

- a. Over 40,000
- b. At least 36,000
- c. Less than 36,000

**2. Which combat encounter did the players find the most enjoyable?**

- a. Slaads and portals
- b. Djinn in the skies of Calimport
- c. Mine cavern
- d. Efreet of the Crimson Guard
- e. Did not enjoy any of the combat encounters

**3. Was the overall difficulty level of the adventure appropriate for a QUES adventure?**

- a. Too challenging, but still fun
- b. Too easy, but still fun
- c. Just right!
- d. Too easy in a way that was unenjoyable
- e. Too challenging in a way that was frustrating or unenjoyable

**4. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations/average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

**5. How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations/average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

JOINED ALA'AMMAR ON HIS CRUSADE DURING THE ADVENTURE:

### QUES4~1 LIBERATION

#### CALI35 Liberator of Calimshan

You helped liberate thousands of slaves from the oppressive cities of Calimport and Memnon. For your efforts, the WeavePasha of Almraiven has granted you an honorary Pasha title. This title does not interfere with your oaths to any other nation or organization. It commands respect, but not necessarily obedience, from the residents of Almraiven.

If you swear fealty to Almraiven (breaking any such oaths you may already have made to other nations and suffering the consequences), you formally become an official Pasha of Almraiven. You may fly a horsetail from your standard or add one to your crest, representing your status as a third-class Pasha. The number of horsetails represents the seniority of Pashas in Almraiven.

If you also have Story Award CALI10, CALI17, or CALI30, you are elevated to second-class Pasha and may add an additional horsetail to your existing standard. If you have two or more of those Story Awards, you become a first-class Pasha and may have three horsetails on your crest or standard. You are limited to a maximum of three horsetails and the rank of first-class Pasha of Almraiven, even if another Story Award would grant you additional status. (Only the WeavePasha displays four horsetails.)

As a third-class Pasha, you are granted a small residence in the city. A second-class Pasha's residence is upgraded to a small estate. If you become a first-class Pasha, a small palace is erected on your estate in Almraiven. As a first-class Pasha, if you own a *greater magic carpet*, when you reach character level 26, that item is automatically upgraded to level 30. You do not need to spend any gold or found-item slots for this upgrade.

If you swear fealty to Almraiven and later break that oath in favor of another nation or ruler, all benefits granted by this Story Award as well as by Story Awards CALI10, CALI17, and/or CALI30 become null and void.

#### CALI36 Eternal Gratitude of Ala'Ammar

You may take the divine boon *lamentation of the shackled* as one of your Treasure choices from this adventure. This divine boon never expires, but while active, it does count as your one active divine boon. This boon consumes one of your found-item slots and counts as an Uncommon magic item. This version of the boon cannot be upgraded.

##### Lamentation of the Shackled

Uncommon

*You have proven your conviction to fight against oppression and slavery anywhere you find them.*

##### Divine Boon

##### Property

You gain a +5 item bonus to saving throws against the slowed, immobilized, and restrained conditions.

##### Utility Power ♦ Daily (Immediate Reaction)

*Trigger:* You become slowed, immobilized, or restrained.

*Effect:* You teleport 5 squares and the triggering effect ends on you.

**Reference:** Modified version of *Torog's Lamentation of the Shackled* (Dungeon 177)

#### CALI37 Sultan of Suldolphor

If you are a first-class Pasha of Almraiven and you also have Story Award ADCP29 **Outpost at Suldolphor**, you are elevated to the rank of Sultan to help rule over the city of Suldolphor in Calimshan. A magnificent palace is erected for you, and you are treated as royalty whenever you are in Suldolphor. The citizens of Suldolphor, many of whom are liberated slaves who owe you their freedom, obey your every command. Other nobles in the Calimshan region recognize your status, and even those beyond the borders of Calimshan may have heard of your ascension.

As a Sultan of Suldolphor, you can call upon the sand and spirits of the city to aid you once per day. You gain the following elemental gift. This elemental gift never expires. It is not subject to the normal limit of one active boon. This elemental gift does not count as one of your Treasure selections, does not cost you any gold, does not consume a found-item slot, and does not count against the number of permanent Uncommon magic items you may possess. This version of the elemental gift cannot be upgraded.

##### Spirit of Sand

Uncommon

*Calling forth the desert's power, you produce a short-lived blast of screaming wind and biting sand.*

##### Elemental Gift

##### Utility Power ♦ Daily, Zone (Free Action)

*Trigger:* You hit a target with an attack.

*Effect:* You create a zone in a close burst 3 centered on you. The burst lasts until the end of your next turn. Squares within the zone are lightly obscured. You can slide any creature that starts its turn within the zone 1 square.

**Reference:** *Dark Sun Campaign Setting*

#### WISH05 As ... You ... Wish ...

Your deeds turned Ala'Ammar's wish into reality, and you chose to use the power of the *Battlecloak of Vycanea* to recharge your *magic lamp*. This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

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
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# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

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# DUNGEONS & DRAGONS

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