

# TWISTED RUNE

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

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The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. It seems as if one of the shards has practically come to him. Elemental disturbances in the abjuries he maintains have led the WeavePasha to believe that the shard has been brought to Almraiven, and is interfering with the magical defenses of the city. Other reports indicate the Twisted Rune, a highly secret cabal of powerful undead spellcasters, may be involved, though what they are up to remains a mystery. A *Living Forgotten Realms* adventure set in Calimshan for characters of the Paragon tier (levels 11-20). CALI4-1, CALI4-2 and CALI4-3 are playable in any order and collectively form the Calimemnon Crystal major quest.

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 the entire paragon tier of play (11-20). Heroic and Epic characters may not play this adventure. Any Pargon-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

## FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's

job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

## CHARACTER DEATH

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

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

**Regardless of which option is chosen**, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

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

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

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

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure 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
12	14	20	28
14	15	21	28
16	16	22	31
18	17	23	32
20	18	25	34

## ADVENTURE BACKGROUND

Ala'Ammar and the WeavePasha of Calimshan are planning the final stages of the long-awaited liberation of the slaves. One outstanding challenge they face is the unknown whereabouts of the djinn Calim and the efreet Memnon. Either of these epic threats could destroy their uprising before it even gets started. To discourage them from interfering, the WeavePasha of Almraiven is seeking adventurers to recover shards of the Calimemnon Crystal, the crystal that originally held Calim and Memnon prisoner before the Spellplague. The crystal shattered during the Spellplague, but the WeavePasha believes that with three shards of it he could re-imprison them.

The WeavePasha suspects that one of the shards has been brought to Almraiven in the possession of the Twisted Rune. The Twisted Rune is an organization comprised primarily of liches and other undead spellcasters. They have had their claws in many of the politics and shifting allegiances that have occurred in Calimshan and much of southwest Faerun. They rarely act directly, preferring to let time and intermediaries do their work for them. They have influenced events for hundreds of years. Of even greater concern, they control a large still-functioning portal network, giving them nigh-unparalleled access across the continent.

The Twisted Rune has found a way to use the shard of the Calimemnon Crystal to empower their domination abilities to control an individual permanently. They have invited delegations from several organizations, offering to sell information about

their rivals. In truth, they are dominating the delegates and learning about their organizations from them. With this information, they sell selected bits back to their rivals, and then send the dominated delegates back to their organizations as willing spies.

## DM's INTRODUCTION

Before you start the game, find out if the PCs have any of the following story rewards:

- **CALI05 Branded by Prama Ningra** from CALI3-2 *Menace of Memnon*.
- **CALI10 Completed the Battlecloak Saga** from CALI3-3 *Agony of Almraiven*.
- **CALI21 Calimport Incited to War!** from SPEC4-3 *Conflict in Calimport*.
- **CALI23 Memnon Incited to War!** from SPEC4-4 *Mischief in Memnon*.
- **ADCP29 Outpost at Suldolphor** from ADCP4-2 *Lost City of Suldolphor*.

The adventure starts with a meeting between the PCs and the WeavePasha. He explains the need for recovering the crystal as well as suspicions that one shard is present in Almraiven. As a secondary objective, he tells them a noble, Jamah Huseyn, has gone missing and asks them to find him.

After gathering some information in the city, the PCs track down the Twisted Rune agents and interrupt a meeting between them and Jamah Huseyn. After the ensuing combat the PCs can learn some of the Twisted Rune's plans. Most importantly the PCs learn the location of the Twisted Rune cavern complex under Almraiven and can confirm they have the crystal.

PCs sneak or bluff their way into the Twisted Rune base where the crystal is held. While there, they have opportunities to learn the full extent of the Twisted Rune's plans and get some information on what they can expect when they confront the Twisted Rune's leaders.

Finally the PCs find their way to the main chamber of the complex and confront the Twisted Rune's local leadership.

## FAST PLAY OPTIONS

This adventure has two combats and many opportunities for role-play, which may cause the adventure to run longer than a typical 4 hours play session. Some encounters have a section that explains opportunities to shorten the play duration for that particular encounter. These sections are labeled Fast Play Options.

In addition, in convention settings where time is a factor, the DM should consider calling fights early, when the PC's success is a foregone conclusion.

## SCALING DIFFICULTY

This adventure may be particularly challenging for new players or level 11 PCs. These are suggestions to the DM to allow parties with numerous level 11 PCs to provide an AL12 adventure as a more enjoyable experience. Higher-level PCs looking for a more casual playing experience, or in a time-sensitive environment, should be encouraged to play at a lower AL.

## PLAYER'S INTRODUCTION

For PCs who have already played any of ADCP4-2, CALI4-1 or CALI4-2, read or paraphrase the following.

*The WeavePasha has contacted you again. According to the messenger, he has need of the services of trusted adventurers once more. Your valiant efforts in recent tasks for him have put you on the top of his list. He and Ala'Ammar are hard at work realizing their dream of freeing the slaves of Calimshan. It seems likely that this new task is related to your recent adventures in the area.*

For PCs who have not played any of the above adventures, but have played SPEC4-3, SPEC4-4, CALI3-1, CALI3-2, or CALI3-3, read or paraphrase the following.

*The WeavePasha of Almraiven has contacted you via messenger, requesting your assistance in a 'matter most pressing to Almraiven's future.' According to the messenger, he has been apprised of the assistance you provided to his friend Ala'Ammar, and those efforts have convinced him you would be well-matched to his current needs.*

For PCs who have already not played any adventures in Calimshan, read or paraphrase the following.

*You have received a request from the WeavePasha of Almraiven, leader of the free city in eastern Calimshan. He seeks the aid of experienced adventurers to recover important artifacts.*

If the PCs have questions about the WeavePasha, Almraiven, or Calimshan they can learn the following with a History, or Streetwise check.

- DC 15: Beyond being the ruler of Almraiven, the WeavePasha is a powerful spellcaster.
- DC 20: Almraiven is one of three major cities in Calimshan, and the only one that is free. The other two are Calimport and Memnon. A delicate balance of power exists between the three.
- DC 25: Rumor tells that the WeavePasha and another noble, Ala'Ammar, are planning a campaign to return all of Calimshan to free rule.

# ENCOUNTER 1: BRIEFING

## IMPORTANT NPC

The WeavePasha, male human, leader of Almraiven.

*A deferential servant leads you deep into the palace to a planning room. The WeavePasha looks up from a detailed diorama of Almraiven. His brow is creased with worry, but he looks encouraged by your arrival.*

The WeavePasha explains any background information the PCs do not already know from prior work with him and details the current task.

- The WeavePasha and another noble, Ala'Ammar, are preparing to lead an army to free the slaves in all of Calimshan.
- One major risk in their plan is the possibility of interference from the djinn Calim or the effreet Memnon.
- Calim and Memnon were imprisoned in the Calimemnon Crystal until it shattered during the spellplague. After causing strife, they were banished to the Elemental Chaos and have not been seen since then.
- The WeavePasha believes that with enough fragments of the Calimemnon Crystal, he can re-imprison them if they attempt to interfere. The threat of imprisonment should be enough to keep them out of the coming conflict.
- The number and location of suitable shards is unknown, but he is actively pursuing any leads for locating them.
- Three shards of the crystal should be sufficient for the WeavePasha's plan.

If the PCs agree to locate a crystal shard for the WeavePasha, he provides them the details of the mission.

- Recent interference with the wards he maintains over Almraiven has an elemental signature that leads him to believe one shard of the crystal has been brought here, and is actively being used against the city.
- He has not yet been able to determine to what purpose the crystal is being used, but it is making his wards harder to maintain. This could be the intent, but he suspects it is a side effect.
- The elemental energies of the crystal are being twisted or corrupted by another signature, necrotic in nature, leading him to suspect that the Twisted Rune may be involved.

- The Twisted Rune is a cabal of undead spellcasters who influence politics from behind the scenes.
- The Twisted Rune agents likely has one or more agents in the city government. They are proving unusually difficult to track down.
- He wants the PCs to track down the Twisted Rune agents and retrieve the shard if they have it.
- Stopping whatever the Twisted Rune's plans are is a useful secondary objective, but retrieving the shard is the most important task. (The Twisted Rune has been meddling for hundreds of years. Stopping any given plan is nice, but Calim and Memnon are greater threats.)

If the PCs agree to investigate, the WeavePasha makes a suggestion.

- A local noble, Jamah Huseyn, has recently gone missing. The WeavePasha worries that the disappearance may be related. It may be a useful starting point to the investigation, or it may be an unrelated tangent.
- If PCs are interested in starting there, he can direct them to the Huseyn estate.
- If asked, he can also give a physical description of Jamah, an athletic human male with dark hair and eyes.
- The PCs are promised 800 / 1375 / 2750 / 5500 / 8250 gp for recovering the crystal, plus a bonus if the Twisted Rune's plans are stopped.

## ENDING THE ENCOUNTER

Once the party has asked all their questions of the WeavePasha, continue on to Encounter 2.

### MILESTONE

This encounter does not count towards a milestone.

### TREASURE

PCs who have Story Awards CALI10, CALI21, or CALI23 are offered a *potion of resistance (necrotic)* or an *elixir of protection from evil*.

PCs who have Story Award ADCP29 are offered a *glowstone*. No more than two *glowstones* are offered in total, no matter how many PCs have ADCP29.

All items loaned to the PCs must be returned at the end of the adventure if not used.

## ENCOUNTER 2: SEARCHING FOR THE TWISTED RUNE

### IMPORTANT NPCs

**Pakhi**, young female human streetrat.

**Rajul**, stern middle-aged male human master of servants.

**Tanika**, clumsy eager female maid.

The PCs search the city to locate the Twisted Rune agents who have infiltrated Almraiven. There is no significant challenge or threat for paragon level characters to track through the local rumor mill. Any skill checks made as part of the effort should be against the Easy DC, or automatically succeed.

It is not necessary (or likely) for PCs to go through the scenes of this encounter in order. Except for Scene 5, all of the scenes are optional. PCs have to pass through Scene 5 to move on to Encounter 2. They are unlikely to go to that scene without starting with one or more of the other scenes. Which one(s) and what order is up to the players.

### FAST PLAY OPTIONS

The first NPC they encounter can direct PCs to Scene 5, indicating they saw Jamah hustled into a building that area. In an especially time-limited environment, the WeavePasha could send them there directly.

### SCENE 1: OUTSIDE THE HUSEYN ESTATE

*The streets outside the Huseyn estate are no different than those around any other wealthy noble's home.*

The WeavePasha mentioned that Jamah disappeared, and that Twisted Rune agents might be involved, so the streets around his estate are a logical starting place for an investigation. PCs asking around may meet Pakhi, a young street rat. She wears a kind of charm necklace decorated with cast-off bits of broken jewelry she has scavenged from things dropped by the nobles. It is her most prized (and practically only) possession. For a few silver she happily tells PCs anything and everything they might want to know about the comings and goings of the nobles in the area, including the following useful information.

- She can confirm that some suspicious individuals have been seen around and in the estate recently.
- Like most of the houses around here, the Huseyn estate has always been a nexus of intrigue, with people sneaking in and out at all hours.

- Lately it seems the house has attracted a darker flavor of sneak. Pakhi is attracted to most of the usual skulkers, but is genuinely afraid of some of the more recent ones. These frightening individuals seem to only go to the Huseyn estate, and not to any of the neighboring estates.
- Jamah himself has been out in the city much more often than usual the past few weeks.
- A few days ago a small group smuggled somebody out of the estate. She didn't get a good look at who it was.
- They headed off 'thataway' after leaving the estate - towards the old city center.

### SCENE 2: THE HUSEYN ESTATE

*Everything appears normal from the outside. The large manor house is set back slightly from the street behind an outer wall. The outer gate is open and a pair of gardeners works quietly in the small yard between wall and house.*

The PCs can ask at the estate and see if there is anything to be learned from the house staff. The gardeners hardly look up from their work as the PCs enter the gate. If questioned, they direct PCs to the house. They are almost as afraid of Rajul, the master of servants as they are of the PCs, and would really rather not talk. If pressed, they can reluctantly tell PCs information in the first two bullets below, but that is the extent of their knowledge.

PCs trying the front door are met by Rajul, the household's master of servants. Rajul is a human in his middle years and has worked for the Huseyn family his whole life. He is fiercely loyal to the Huseyn family and has been doing everything he can to protect his master's good name, but he is growing concerned by his master's increasingly erratic new habits. He starts by insisting that master Huseyn is busy and not to be disturbed. With a little coaxing he can be convinced to relay the following information.

- The past few weeks master Huseyn has been travelling out about the city much more than is normal for him.
- Master Huseyn has not been home for several days, a substantially longer period than is normal for even his new schedule. Rajul is concerned something has befallen him.
- Several strange new business contacts have come by the house recently. Master Huseyn keeps them away from the staff.
- Jamah has not been enthusiastic about these recent new contacts. Rajul thinks he seemed resigned to these meetings rather than encouraged, as though he



was obligated to attend but was not looking forward to it.

- About a month ago master Huseyn was very excited about some manner of anticipated deal. The excitement passed without any acquisition that Rajul is aware of. It was mildly odd to Rajul at the time, but it does roughly coincide with the start of his master's recent strange behavior.
- If asked, he can also give a physical description of Jamah, an athletic human male with dark hair and eyes.
- None of the servants are missing (this is only likely to come up in response to questions about an individual smuggled out, from Pakhi's information in Scene 1).

PCs can convince Rajul to let them look around the estate, including Jamah's rooms. They can find most of the same information if they choose to sneak into the house (though not anything which requires asking Rajul about the information found here). They can learn the following from a search of the house and grounds.

- There is no sign of a struggle in any room.
- Neatly arranged on the desk are a number of papers and volumes related to genealogies of various Almraiven noble houses.
- Rajul has never known Jamah to be interested in genealogies, other than his own.
- A ledger found in a locked drawer in Jamah's desk has multiple entries for meeting new contacts in the recent weeks.
- Most of Jamah's recent contacts did not meet him at his estate. He was using the *Regal Stallion* tavern as a meeting place.
- Looking back further in the ledger, most of Jamah's appointments are listed by name. Many of his recent appointments have no description at all, just a time and location. It's not clear whether Jamah even knew who he was to meet.
- The last appointment in the ledger with an unknown contact was three days ago, at the estate.
- There are several appointments with "Jafar and Kumor" going back a month or so, several per week. This is much more frequent than any other entry in the ledger.
- Players with really good memories (or notes) may recall Jafar and Kumor are the names of Jamah's (now dead) brothers. Rajul, or a DC 20 Streetwise check, can also uncover this information.
- Rajul has never known Jamah to eat at the Regal Stallion prior to a month ago.

### SCENE 3: HITTING THE STREETS

Players without a specific direction in mind can seek rumor of the Twisted Rune in the streets, shops, and taverns of the city. Almraiven is a bustling free city with many people coming and going, both locals and visitors from afar. PCs can learn the following bits from various people in the city (no one person knows all of these).

- The typical thieves and cutthroats are on edge. It seems they're not alone in terrorizing the Almraiven nights recently.
- Rumor has it that ghosts have moved into a couple of the older city administration buildings. Tales of recent hauntings are on many lips. Strange noises and lights have been observed in mostly unused sections of the buildings.
- Some sketchy groups seem to be getting a free ride around the city, able to avoid any attempts by the guards to apprehend them.

If PCs ask around regarding Jamah they can also learn the following.

- Jamah has been seen in the streets more than usual recently, sometimes alone and sometimes in the company of foreigners.
- People who claim to have interacted with him recently say he seemed fatigued and distracted.

### SCENE 4: THE REGAL STALLION

*The sign bearing a rearing golden stallion marks this as the Regal Stallion tavern. Peals of raucous laughter and strains of passable singing roil out from the door as a couple of patrons depart.*

The *Regal Stallion* is a popular and always-crowded establishment. PCs can barely find space to sit, but there are plenty of people to talk with. Tanika, a young and somewhat clumsy new server, mostly manages to get food and drinks to the right people at the right tables, but PCs notice regulars giving her a wide berth as she makes her way around the crowded room. She professes not to gossip, but can be easily convinced to give out the following information.

- She does not know Jamah by name, but can recognize him by description.
- Jamah is not considered a regular here, but he has been frequenting the establishment recently.
- He never eats/drinks alone, always with a different group.
- His companions are always from out of town.

- He was last in here yesterday around midday in the company of a noble-looking stormsoul genasi lady (Lady Aditri from Encounter 4, though nobody here knows her name).

#### SCENE 5: ADMINISTRATION DISTRICT

*This region of the city is occupied predominantly by harried officials hustling about on the mundane background tasks necessary to keep the government working to some level of efficiency.*

This area is fairly close to the office where the PCs spoke with the WeavePasha in the introduction, but the investigation is unlikely to start here. PCs asking around in this area of the city can discover additional information.

- The old archives building is haunted and the ghosts are manifesting during the day now. Clerks are afraid to enter the older storerooms.
- An urchin claims to have seen a group of thugs hustling a city noble into the back of one of the old administration buildings not too long ago. The noble is described as an athletic human male with dark hair and eyes.

#### SCENE 6: RITUALS

This scene covers what PCs can discover with some of the rituals they might bring to bear on the problem. If they use rituals not covered here, use this as a guideline to improvise appropriate results.

- Consult Mystic Sages cannot help the PCs. The information they are seeking is not sagely knowledge.
- Consult Oracle can directly provide any information that can be gained by other means in this encounter, including the truth behind any of the rumors.
- Detect Object can guide PCs to Jamah once they get close enough for it to detect him, if they can get a sufficiently detailed description of his house signet (available from Rajul in Scene 2). They have to be in the administration district (Encounter 5) to be close enough to detect him.
- Sending can contact Jamah directly if any PCs have met him already (in CALI3-3). See Encounter 4 for the limits on communicating with Jamah.
- View Location is unlikely to be useful. None of the locations in this encounter are places PCs are likely to have been before, and neither Jamah nor the Twisted Rune agents are currently in any of them.

## ENDING THE ENCOUNTER

The encounter ends once PCs enter the old government buildings looking for Twisted Rune agents, ghosts, and/or Jamah. Proceed with Encounter 2.

#### MILESTONE

This encounter does not count toward a milestone.

#### TREASURE

The PCs do not find any treasure in this encounter.

## ENCOUNTER 3: A KIDNAPPING?

ENCOUNTER LEVEL 14/16/18/20/22  
(5000/7000/9000/14400/20950 XP)

### CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 1 twisted priest (P)
- 1 deathknight blackguard (D)
- 2 earth archon seismic strikers
- 2 red arcanians (A)
- Jamah Huseyn (J)

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one red arcanian and one earth archon.

**Six PCs:** Add one deathknight.

**AL12:** If the party is mostly level 11 PCs, or would enjoy a less combat intense game, scale for one fewer PC or remove the action point and halve the hit points of the deathknight.

### SETUP

As the adventurers enter the area, read:

*It's obvious that this area of the building is rarely if ever used by the current city government. The lighting is dim or occasionally non-existent, and judging by the thick dust layer over everything, nobody has thought to clean in least 10 years. Sounds of occupation emanate from a storeroom, where skeletal forms in loose dark robes are searching the stacks while a figure in black armor watches on. Seated at a table is a human watching the undead.*

The human at the table is Jamah Huseyn. PCs with a Hard DC passive Insight get a sense that something is not right with Jamah; he appears to be looking to the undead for direction. If PCs try to talk to Jamah during combat, refer to Encounter 4 for guidance on what he can say.

The undead are not interested in talking. They are not able to exit with Jamah during combat, and so do not retreat either. Without his guidance, they are unlikely to be able to sneak through the city during the day, so they fight to the death.

## FEATURES OF THE AREA

**Illumination:** The archives are deep within a government administration building and are not well lit. The area is dimly illuminated.

**Bookshelves:** The shelves in this room run floor to ceiling. The documents are very flammable. The DM should warn players that in fact any fire attack that hits a bookshelf will start a fire. The shelves are not completely full, so they provide cover but do not block line of sight or effect. The shelves are somewhat rickety and may be pushed over with an Easy DC Athletics check as a minor action. Use a square of the bookshelf as the origin square.

#### MINOR ACTION

##### C Falling Books • At-Will

**Attack:** Close blast 2 (creatures in blast); AL + 3 vs. Reflex

**Hit:** AL damage, and the target is knocked prone.

**Effect:** The bookshelf is removed and becomes clear terrain. All squares in the blast are difficult terrain and are flammable. If any square of the bookshelf was on fire all squares in the blast are instead difficult terrain and on fire. See the following section for dealing with fires.

A creature subject to a push or slide effect that would have enough distance to continue through the bookshelf instead stops when it hits the bookshelf. The bookshelf then collapses as a result of the sudden impact. The bookshelf is removed and its squares become difficult flammable terrain (for the small shelves that do not occupy whole squares, squares sharing the bookshelf edge are so affected).

**Ceiling:** The ceiling in this area is ten feet tall.

### FIRE!

All of the stored documents catch fire at the slightest spark. Any flammable terrain included in the area of a burst or blast attack that does fire damage catches fire. Fires can be started due to the arcanians' attacks.

At the end of every round fires spread to any adjacent bookshelf or collapsed bookshelf square. During the combat the fire does not spread to the floor, wall, or ceiling of the room, but it is apparent that if unchecked the fire eventually does so.

Once per turn, creatures that enter or end their turn in a square that is on fire takes AL fire damage and gain ongoing 10 fire damage (save ends). Creatures cannot save against the ongoing fire damage while in a burning square. Burning squares also provide concealment due to the smoke and flame.

A PC can take a move action while adjacent to a burning square to put out the fire. This requires an Easy DC Athletics or Endurance check. Attacks that do cold damage put fires in their area out automatically. Other

tactics PCs come up with should generally be allowed. Fighting mundane fires is easy for paragon level adventurers.

## TACTICS

The undead ignore Jamah during the combat. For his part, Jamah tries to stay out of the way of all combatants and fires. The undead include Jamah with attacks only if it makes sense for attacks against the PCs. Even if he is hit, Jamah does not attack anyone. He does not count as an ally for either side. Jamah is not a combatant. With -30 to all saves, any (save ends) effect on him is essentially permanent.

The red arcanians start the fight by summoning an earth archon seismic striker into an adjacent square (no action, triggered when they roll initiative). They try to include as many PCs as possible in their attacks, using their area attacks whenever they can attack two or more PCs. By the time PCs arrive, they have already searched all the narrow bookshelves so they include these shelves (or their collapsed equivalents) to start as many fires as possible. They use *burning hands* to push PCs into fires.

The earth archon seismic strikers keep between the PCs and the undead. They target prone PCs when possible to take advantage of *ground strike*. They use the *falling books* power (see features of the area) to knock foes prone when in position to do so. Once areas are burning, they stay near fires PCs may be slid toward by the deathknight's aura, to take advantage if they make the save to avoid the fire and fall prone.

The twisted priest stays back from the fight and targets a striker with *ray of weakness*. It uses *vile eruption* when PCs close with it.

The deathknight waits to join combat until after the earth archons have engaged the PCs, letting the elementals absorb the brunt of the initial attack. It stations itself where it can slide PCs into a fire, once one is started. Its *abyssal blast* will likely start a lot of fires. It holds off on this attack until it is bloodied or there are already ten or more burning squares.

None of the undead are resistant to fire, so they avoid areas that ignite. Regardless, the arcanians light as many fires as possible while still attacking the PCs.

## ENDING THE ENCOUNTER

The encounter ends when PCs defeat all of the undead and either deal with the fires or leave. Presumably they have Jamah (or his corpse) with them in order to question him.

After the PCs defeat all the undead, read or paraphrase the following:

*Smoldering books set on fire during the fight threaten to spread to a conflagration that could quickly engulf the whole building. Jamah Hussein stands a little unsteadily amid the ruined archive.*

With the fight over, any reasonable plan the PCs put together to contain the blazes automatically succeeds. Once the fires are contained proceed to Encounter 4 to question Jamah or any captive undead.

### MILESTONE

Despite being only the first significant encounter of the adventure, this encounter counts as a reaching a full milestone.

### TREASURE

One red arcanian has a pair of *fireburst boots*. The deathknight has +3 (AL12 and 14) or +4 (AL 16-20) *darkforged armor*.

## ENCOUNTER 3: A KIDNAPPING? (ADVENTURE LEVEL 12)

Twisted Priest	Level 14 Controller (Leader)
Medium natural animate (undead)	XP 1000
HP 139; Bloodied 69	Initiative +9
AC 28, Fortitude 27, Reflex 22, Will 29	Perception +13
Immune disease, poison	Darkvision
Resist 10 necrotic; Vulnerable 10 radiant	
Speed 6	
STANDARD ACTIONS	
m <b>Unholy Staff</b> (healing, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and the target loses a healing surge, and the twisted priest regains 5 hit points.	
r <b>Ray of Weakness</b> (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Fortitude	
Hit: 3d6 + 12 damage, and the target is weakened (save ends).	
C <b>Vile Eruption</b> (healing, necrotic) • Encounter	
Attack: Close burst 2 (enemies in burst); +18 vs. Fortitude	
Hit: 4d6 + 12 damage, and the target is dazed until the end of its next turn. In addition, each undead ally in the burst regains 10 hit points.	
TRIGGERED ACTIONS	
C <b>Wave of the Grave</b> (necrotic) • Encounter	
Trigger: The priest is first bloodied	
Attack (Free Action): Close blast 5 (creatures in blast); +18 vs. Fortitude	
Hit: 3d8 + 12 damage, and ongoing 10 necrotic damage (save ends).	
Skills: Bluff +16, Religion +16, Stealth +14	
Str 16 (+10) Dex 14 (+9) Wis 23 (+13)	
Con 19 (+11) Int 18 (+11) Cha 18 (+11)	
Alignment evil	Languages Common
Equipment robes, staff	
Note: Based on tainted priest.	

2 Earth Archon Seismic Strikers	Level 12 Soldier
Medium elemental humanoid (earth)	XP 700
HP 128; Bloodied 64	Initiative +14
AC 28, Fortitude 25, Reflex 24, Will 23	Perception +11
Immune disease, petrification, poison	Tremorsense 20
Speed 6 (earth walk)	
TRAITS	
<b>Ground Strike</b> (thunder)	
An earth archon seismic striker's attack deals an extra 1d8 thunder damage against any prone enemy.	
<b>Combat Superiority</b>	
An earth archon seismic striker gains a +5 bonus to opportunity attack rolls and immobilizes a creature that it hits with an opportunity attack until the end of the seismic striker's next turn.	
STANDARD ACTIONS	
m <b>War Pick</b> (thunder, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d6 + 10 damage plus 1d6 thunder damage (crit 4d6 + 22 damage plus 6 thunder damage).	
r <b>Stone Javelin</b> (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +19 vs. AC	
Hit: 1d8 + 8 damage, and the target is marked until the end of the earth archon seismic striker's next turn.	
C <b>Seismic Stomp</b> (thunder) • Encounter	
Attack: Close burst 3 (creatures in burst); +17 vs. Fortitude	
Hit: 3d6 + 12 thunder damage, and the target is knocked prone.	
Miss: Half damage, and the target is knocked prone.	
Str 18 (+10) Dex 22 (+12) Wis 21 (+11)	
Con 24 (+13) Int 15 (+8) Cha 17 (+9)	
Alignment chaotic evil	Languages Primordial

Jamah Hussein	Level 14 Soldier
Medium natural humanoid	XP -
HP 133; Bloodied 66	Initiative +7
AC 26, Fortitude 25, Reflex 26, Will 28	Perception +9
Speed 6	
Saving Throws -30	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d4+10 damage.	
Skills: Diplomacy +17, History +15	
Str 12 (+8) Dex 11 (+7) Wis 14 (+9)	
Con 13 (+8) Int 17 (+10) Cha 21 (+12)	
Alignment unaligned	Languages Common

## ENCOUNTER 3: A KIDNAPPING? (ADVENTURE LEVEL 12)

2 Red Arcanians	Level 11 Artillery
Medium natural humanoid (undead)	XP 600
HP 83; Bloodied 41	Initiative +9
AC 23, Fortitude 19, Reflex 22, Will 20	Perception +6
Speed 6	
STANDARD ACTIONS	
m <b>Fiery Touch</b> (fire) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. Reflex	
Hit: 3d8 + 6 fire damage.	
A <b>Scorching Burst</b> (fire, implement) • <b>At-Will</b>	
Attack: Area burst 1 within 10 (creatures in burst); +14 vs. Reflex	
Hit: 2d6 + 7 fire damage.	
C <b>Burning Hands</b> (fire, implement) • <b>Encounter</b>	
Attack: Close blast 5 (enemies in blast); +14 vs. Reflex	
Hit: 4d6 + 4 fire damage, and the arcanian pushes the target 3 squares.	
MINOR ACTIONS	
<b>Wand of Accuracy</b> • <b>Encounter</b>	
Effect: The arcanian gains a +4 bonus to its next attack roll before the end of the arcanian's next turn.	
TRIGGERED ACTIONS	
<b>Arcane Surge</b> • <b>Encounter</b>	
Trigger: The arcanian hits an enemy with an implement attack.	
Effect (Free Action): The attack deals maximum damage to the enemy.	
<b>Skills</b> Arcana +16	
<b>Str</b> 10 (+5)	<b>Dex</b> 18 (+9) <b>Wis</b> 13 (+6)
<b>Con</b> 11 (+5)	<b>Int</b> 23 (+11) <b>Cha</b> 10 (+5)
<b>Alignment</b> chaotic evil <b>Languages</b> Common	
<b>Equipment</b> wand	

Deathknight Blackguard	Level 12 Elite Brute
Medium natural humanoid (undead)	XP 1400
HP 242; Bloodied 121	Initiative +14
AC 26, Fortitude 25, Reflex 23, Will 21	Perception +7
Immune disease, poison	Darkvision
Resist 10 necrotic; Vulnerable 10 radiant	
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Slayer of the Living</b> (fear) • <b>Aura</b> 3	
Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m <b>Soulsword</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d8 + 4 damage.	
Effect: The death knight shifts up to 2 squares.	
M <b>Double Strike</b> • <b>At-Will</b>	
Requirement: The death knight must be wielding a soulsword.	
Effect: The death knight uses <i>soulsword</i> twice, making each attack against a different enemy.	
M <b>Overpowering Attack</b> (necrotic, weapon) • <b>At-Will</b>	
Requirement: The death knight must be wielding a soulsword.	
Attack: Melee 1 (one or two creatures); +17 vs. AC	
Hit: 3d8 + 4 necrotic damage, and the death knight slides the target up to 2 squares.	
C <b>Abyssal Blast</b> (fire, necrotic) • <b>Encounter</b>	
Attack: Close burst 5 (enemies in the burst); +15 vs. Reflex	
Hit: 5d6 + 5 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
<b>Chilling Glare</b> (fear) • <b>Recharge</b> 5-6	
Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn.	
TRIGGERED ACTIONS	
<b>Implacable</b> • <b>At-Will</b>	
Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.	
Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
<b>Str</b> 24 (+13)	<b>Dex</b> 22 (+12) <b>Wis</b> 13 (+7)
<b>Con</b> 17 (+9)	<b>Int</b> 14 (+8) <b>Cha</b> 20 (+11)
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> plate armor, light shield	

## ENCOUNTER 3: A KIDNAPPING? (ADVENTURE LEVEL 14)

Twisted Priest	Level 16 Controller (Leader)
Medium natural animate (undead)	XP 1400
HP 155; Bloodied 77	Initiative +10
AC 30, Fortitude 29, Reflex 24, Will 31	Perception +14
Immune disease, poison	Darkvision
Resist 10 necrotic; Vulnerable 10 radiant	
Speed 6	
STANDARD ACTIONS	
m <b>Unholy Staff</b> (healing, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage, and the target loses a healing surge, and the twisted priest regains 5 hit points.	
r <b>Ray of Weakness</b> (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Fortitude	
Hit: 3d8 + 11 damage, and the target is weakened (save ends).	
C <b>Vile Eruption</b> (healing, necrotic) • Encounter	
Attack: Close burst 2 (enemies in burst); +20 vs. Fortitude	
Hit: 4d6 + 14 damage, and the target is stunned until the end of its next turn. In addition, each undead ally in the burst regains 20 hit points.	
TRIGGERED ACTIONS	
C <b>Wave of the Grave</b> (necrotic) • Encounter	
Trigger: the priest is first bloodied	
Attack (Free Action): Close blast 5 (creatures in blast); +20 vs. Fortitude	
Hit: 3d8 + 14 damage, and ongoing 10 necrotic damage (save ends).	
Skills: Bluff +17, Religion +17, Stealth +15	
Str 16 (+11)	Dex 14 (+10) Wis 23 (+14)
Con 19 (+12)	Int 18 (+12) Cha 18 (+12)
Alignment evil	Languages Common
Equipment robes, staff	
Note: Based on tainted priest.	

2 Earth Archon Seismic Strikers	Level 14 Soldier
Medium elemental humanoid (earth)	XP 1000
HP 144; Bloodied 77	Initiative +15
AC 30, Fortitude 27, Reflex 26, Will 25	Perception +12
Immune disease, petrification, poison	Tremorsense 20
Speed 6 (earth walk)	
TRAITS	
<b>Ground Strike</b> (thunder)	
An earth archon seismic striker's attack deals an extra 1d8 thunder damage against any prone enemy.	
<b>Combat Superiority</b>	
An earth archon seismic striker gains a +5 bonus to opportunity attack rolls and immobilizes a creature that it hits with an opportunity attack until the end of the seismic striker's next turn.	
STANDARD ACTIONS	
m <b>War Pick</b> (thunder, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d6 + 12 damage plus 1d6 thunder damage (crit 4d6 + 24 damage plus 6 thunder damage).	
r <b>Stone Javelin</b> (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +21 vs. AC	
Hit: 1d10 + 9 damage, and the target is marked until the end of the earth archon seismic striker's next turn.	
C <b>Seismic Stomp</b> (thunder) • Recharge 6	
Attack: Close burst 3 (creatures in burst); +19 vs. Fortitude	
Hit: 3d8 + 12 thunder damage, and the target is knocked prone.	
Miss: Half damage, and the target is knocked prone.	
Str 18 (+11)	Dex 22 (+13) Wis 21 (+12)
Con 24 (+14)	Int 15 (+9) Cha 17 (+10)
Alignment chaotic evil	Languages Primordial

Jamah Hussein	Level 14 Soldier
Medium natural humanoid	XP -
HP 133; Bloodied 66	Initiative +7
AC 26, Fortitude 25, Reflex 26, Will 28	Perception +9
Speed 6	
Saving Throws -30	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d4+10 damage.	
Skills: Diplomacy +17, History +15	
Str 12 (+8)	Dex 11 (+7) Wis 14 (+9)
Con 13 (+8)	Int 17 (+10) Cha 21 (+12)
Alignment unaligned	Languages Common



## ENCOUNTER 3: A KIDNAPPING? (ADVENTURE LEVEL 14)

2 Red Arcanians	Level 13 Artillery
Medium natural humanoid (undead)	XP 800
<b>HP</b> 95; <b>Bloodied</b> 47	<b>Initiative</b> +10
<b>AC</b> 25, <b>Fortitude</b> 21, <b>Reflex</b> 24, <b>Will</b> 22	<b>Perception</b> +7
<b>Speed</b> 6	
STANDARD ACTIONS	
<b>m Fiery Touch</b> (fire) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Hit: 3d8 + 8 fire damage.	
<b>A Scorching Burst</b> (fire, implement) • <b>At-Will</b>	
Attack: Area burst 1 within 10 (creatures in burst); +16 vs. Reflex	
Hit: 2d8 + 7 fire damage.	
<b>C Burning Hands</b> (fire, implement) • <b>Encounter</b>	
Attack: Close blast 5 (enemies in blast); +16 vs. Reflex	
Hit: 4d6 + 6 fire damage, and the arcanian pushes the target 3 squares.	
MINOR ACTIONS	
<b>Wand of Accuracy</b> • <b>Encounter</b>	
Effect: The arcanian gains a +4 bonus to its next attack roll before the end of the arcanian's next turn.	
TRIGGERED ACTIONS	
<b>Arcane Surge</b> • <b>Encounter</b>	
Trigger: The arcanian hits an enemy with an implement attack.	
Effect (Free action): The attack deals maximum damage to the enemy.	
<b>Skills</b> Arcana +17	
<b>Str</b> 10 (+6)	<b>Dex</b> 18 (+10) <b>Wis</b> 13 (+7)
<b>Con</b> 11 (+6)	<b>Int</b> 23 (+12) <b>Cha</b> 10 (+6)
<b>Alignment</b> chaotic evil <b>Languages</b> Common	
<b>Equipment</b> wand	

Deathknight Blackguard	Level 14 Elite Brute
Medium natural humanoid (undead)	XP 2000
<b>HP</b> 274; <b>Bloodied</b> 137	<b>Initiative</b> +15
<b>AC</b> 28, <b>Fortitude</b> 27, <b>Reflex</b> 25, <b>Will</b> 23	<b>Perception</b> +8
Immune disease, poison	Darkvision
<b>Resist</b> 10 necrotic; <b>Vulnerable</b> 10 radiant	
<b>Speed</b> 6	
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
<b>O Slayer of the Living</b> (fear) • <b>Aura</b> 3	
Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares.	
STANDARD ACTIONS	
<b>m Soulsword</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d8 + 9 damage.	
Effect: The death knight shifts up to 2 squares.	
<b>M Double Strike</b> • <b>At-Will</b>	
Requirement: The death knight must be wielding a soulsword.	
Effect: The death knight uses <i>soulsword</i> twice, making each attack against a different enemy.	
<b>M Overpowering Attack</b> (necrotic, weapon) • <b>At-Will</b>	
Requirement: The death knight must be wielding a soulsword.	
Attack: Melee 1 (one or two creatures); +19 vs. AC	
Hit: 3d8 + 9 necrotic damage, and the death knight slides the target up to 2 squares.	
<b>C Abyssal Blast</b> (fire, necrotic) • <b>Encounter</b>	
Attack: Close burst 5 (enemies in the burst); +17 vs. Reflex	
Hit: 5d6 + 9 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
<b>Chilling Glare</b> (fear) • <b>Recharge</b> 5-6	
Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn.	
TRIGGERED ACTIONS	
<b>Implacable</b> • <b>At-Will</b>	
Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.	
Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
<b>Str</b> 24 (+14)	<b>Dex</b> 22 (+13) <b>Wis</b> 13 (+8)
<b>Con</b> 17 (+10)	<b>Int</b> 14 (+9) <b>Cha</b> 20 (+12)
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> plate armor, light shield	



## ENCOUNTER 3: A KIDNAPPING? (ADVENTURE LEVEL 16)

Twisted Priest	Level 18 Controller (Leader)
Medium natural animate (undead)	XP 2000
HP 171; Bloodied 85	Initiative +11
AC 32, Fortitude 31, Reflex 26, Will 33	Perception +15
Immune disease, poison	Darkvision
Resist 10 necrotic; Vulnerable 10 radiant	
Speed 6	
STANDARD ACTIONS	
m <b>Unholy Staff</b> (healing, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage, and the target loses a healing surge, and the Twisted priest regains 5 hit points.	
r <b>Ray of Weakness</b> (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +22 vs. Fortitude	
Hit: 3d8 + 13 damage, and the target is weakened (save ends).	
C <b>Vile Eruption</b> (healing, necrotic) • Encounter	
Attack: Close burst 2 (enemies in burst); +22 vs. Fortitude	
Hit: 4d6 + 15 damage, and the target is stunned until the end of its next turn. In addition, each undead ally in the burst regains 20 hit points.	
TRIGGERED ACTIONS	
C <b>Wave of the Grave</b> (necrotic) • Encounter	
Trigger: the priest is first bloodied	
Attack (Free Action): Close blast 5 (creatures in blast); +22 vs. Fortitude	
Hit: 4d6 + 15 damage, and ongoing 10 necrotic damage (save ends).	
Skills: Bluff +18, Religion +18, Stealth +16	
Str 16 (+12)	Dex 14 (+11) Wis 23 (+15)
Con 19 (+13)	Int 18 (+13) Cha 18 (+13)
Alignment evil	Languages Common
Equipment robes, staff	
Note: Based on tainted priest.	

2 Earth Archon Seismic Strikers	Level 16 Soldier
Medium elemental humanoid (earth)	XP 1400
HP 160; Bloodied 80	Initiative +16
AC 32, Fortitude 29, Reflex 28, Will 27	Perception +13
Immune disease, petrification, poison	Tremorsense 20
Speed 6 (earth walk)	
TRAITS	
<b>Ground Strike</b> (thunder)	
An earth archon seismic striker's attack deals an extra 1d8 thunder damage against any prone enemy.	
<b>Combat Superiority</b>	
An earth archon seismic striker gains a +5 bonus to opportunity attack rolls and immobilizes a creature that it hits with an opportunity attack until the end of the seismic striker's next turn.	
STANDARD ACTIONS	
m <b>War Pick</b> (thunder, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d8 + 11 damage plus 1d8 thunder damage (crit 4d8 + 27 damage plus 8 thunder damage).	
r <b>Stone Javelin</b> (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +23 vs. AC	
Hit: 1d10 + 11 damage, and the target is marked until the end of the earth archon seismic striker's next turn.	
C <b>Seismic Stomp</b> (thunder) • Recharge 5-6	
Attack: Close burst 3 (creatures in burst); +21 vs. Fortitude	
Hit: 3d8 + 14 thunder damage, and the target is knocked prone.	
Miss: Half damage, and the target is knocked prone.	
Str 18 (+12)	Dex 22 (+14) Wis 21 (+13)
Con 24 (+15)	Int 15 (+10) Cha 17 (+11)
Alignment chaotic evil	Languages Primordial

Jamah Hussein	Level 14 Soldier
Medium natural humanoid	XP -
HP 133; Bloodied 66	Initiative +7
AC 26, Fortitude 25, Reflex 26, Will 28	Perception +9
Speed 6	
Saving Throws -30	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d4+10 damage.	
Skills: Diplomacy +17, History +15	
Str 12 (+8)	Dex 11 (+7) Wis 14 (+9)
Con 13 (+8)	Int 17 (+10) Cha 21 (+12)
Alignment unaligned	Languages Common

## ENCOUNTER 3: A KIDNAPPING? (ADVENTURE LEVEL 16)

2 Red Arcanians	Level 15 Artillery
Medium natural humanoid (undead)	XP 1200
HP 107; Bloodied 53	Initiative +11
AC 27, Fortitude 23, Reflex 26, Will 24	Perception +8
Speed 6	
STANDARD ACTIONS	
m <b>Fiery Touch</b> (fire) • At-Will	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: 3d8 + 10 fire damage.	
A <b>Scorching Burst</b> (fire, implement) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +18 vs. Reflex	
Hit: 2d8 + 8 fire damage.	
C <b>Burning Hands</b> (fire, implement) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +18 vs. Reflex	
Hit: 4d6 + 8 fire damage, and the arcanian pushes the target 3 squares.	
MINOR ACTIONS	
<b>Wand of Accuracy</b> • Encounter	
Effect: The arcanian gains a +4 bonus to its next attack roll before the end of the arcanian's next turn.	
TRIGGERED ACTIONS	
<b>Arcane Surge</b> • Encounter	
Trigger: The arcanian hits an enemy with an implement attack.	
Effect (Free Action): The attack deals maximum damage to the enemy.	
<b>Skills</b> Arcana +18	
<b>Str</b> 10 (+7)	<b>Dex</b> 18 (+11) <b>Wis</b> 13 (+8)
<b>Con</b> 11 (+7)	<b>Int</b> 23 (+13) <b>Cha</b> 10 (+7)
<b>Alignment</b> chaotic evil <b>Languages</b> Common	
<b>Equipment</b> wand	

Deathknight Blackguard	Level 16 Elite Brute
Medium natural humanoid (undead)	XP 2800
HP 306; Bloodied 153	Initiative +16
AC 30, Fortitude 29, Reflex 27, Will 25	Perception +9
Immune disease, poison	Darkvision
Resist 10 necrotic; Vulnerable 10 radiant	
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Slayer of the Living</b> (fear) • Aura 3	
Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m <b>Soulsword</b> (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d10 + 7 damage.	
Effect: The death knight shifts up to 2 squares.	
M <b>Double Strike</b> • At-Will	
Requirement: The death knight must be wielding a soulsword.	
Effect: The death knight uses <i>soulsword</i> twice, making each attack against a different enemy.	
M <b>Overpowering Attack</b> (necrotic, weapon) • At-Will	
Requirement: The death knight must be wielding a soulsword.	
Attack: Melee 1 (one or two creatures); +21 vs. AC	
Hit: 3d10 + 7 necrotic damage, and the death knight slides the target up to 2 squares.	
C <b>Abyssal Blast</b> (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in the burst); +19 vs. Reflex	
Hit: 5d6 + 11 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
<b>Chilling Glare</b> (fear) • Recharge 5-6	
Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn.	
TRIGGERED ACTIONS	
<b>Implacable</b> • At-Will	
Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.	
Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
<b>Str</b> 24 (+15)	<b>Dex</b> 22 (+14) <b>Wis</b> 13 (+9)
<b>Con</b> 17 (+11)	<b>Int</b> 14 (+10) <b>Cha</b> 20 (+13)
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> plate armor, light shield	

## ENCOUNTER 3: A KIDNAPPING? (ADVENTURE LEVEL 18)

Twisted Priest	Level 20 Controller (Leader)
Medium natural animate (undead)	XP 2800
HP 203; Bloodied 101	Initiative +12
AC 34, Fortitude 33, Reflex 28, Will 35	Perception +16
Immune disease, poison	Darkvision
Resist 10 necrotic; Vulnerable 10 radiant	
Speed 6	
STANDARD ACTIONS	
m <b>Unholy Staff</b> (healing, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage, and the target loses a healing surge, and the Twisted priest regains 5 hit points.	
r <b>Ray of Weakness</b> (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Fortitude	
Hit: 3d8 + 15 damage, and the target is weakened (save ends).	
C <b>Vile Eruption</b> (healing, necrotic) • Encounter	
Attack: Close burst 2 (enemies in burst); +18 vs. Fortitude	
Hit: 4d8 + 13 damage, and the target is stunned until the end of its next turn. In addition, each undead ally in the burst regains 20 hit points.	
TRIGGERED ACTIONS	
C <b>Wave of the Grave</b> (necrotic) • Encounter	
Trigger: the priest is first bloodied	
Attack (Free Action): Close blast 5 (creatures in blast); +24 vs. Fortitude	
Hit: 4d6 + 17 damage, and ongoing 10 necrotic damage (save ends).	
Skills: Bluff +19, Religion +19, Stealth +17	
Str 16 (+13)	Dex 14 (+12) Wis 23 (+16)
Con 19 (+14)	Int 18 (+14) Cha 18 (+14)
Alignment evil Languages Common	
Equipment robes, staff	
Note: Based on tainted priest.	

2 Earth Archon Seismic Strikers	Level 18 Soldier
Medium elemental humanoid (earth)	XP 2000
HP 172; Bloodied 88	Initiative +17
AC 34, Fortitude 31, Reflex 30, Will 29	Perception +14
Immune disease, petrification, poison	Tremorsense 20
Speed 6 (earth walk)	
TRAITS	
<b>Ground Strike</b> (thunder)	
An earth archon seismic striker's attack deals an extra 2d8 thunder damage against any prone enemy.	
<b>Combat Superiority</b>	
An earth archon seismic striker gains a +5 bonus to opportunity attack rolls and immobilizes a creature that it hits with an opportunity attack until the end of the seismic striker's next turn.	
STANDARD ACTIONS	
m <b>War Pick</b> (thunder, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d8 + 13 damage plus 1d8 thunder damage (crit 4d8 + 29 damage plus 8 thunder damage).	
r <b>Stone Javelin</b> (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +25 vs. AC	
Hit: 1d10 + 13 damage, and the target is marked until the end of the earth archon seismic striker's next turn.	
C <b>Seismic Stomp</b> (thunder) • Recharge 5-6	
Attack: Close burst 3 (creatures in burst); +23 vs. Fortitude	
Hit: 4d6 + 15 thunder damage, and the target is knocked prone.	
Miss: Half damage, and the target is knocked prone.	
Str 18 (+13)	Dex 22 (+15) Wis 21 (+14)
Con 24 (+16)	Int 15 (+11) Cha 17 (+12)
Alignment chaotic evil Languages Primordial	

Jamah Hussein	Level 14 Soldier
Medium natural humanoid	XP -
HP 133; Bloodied 66	Initiative +7
AC 26, Fortitude 25, Reflex 26, Will 28	Perception +9
Speed 6	
Saving Throws -30	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d4+10 damage.	
Skills: Diplomacy +17, History +15	
Str 12 (+8)	Dex 11 (+7) Wis 14 (+9)
Con 13 (+8)	Int 17 (+10) Cha 21 (+12)
Alignment unaligned Languages Common	

## ENCOUNTER 3: A KIDNAPPING? (ADVENTURE LEVEL 18)

2 Red Arcanians	Level 17 Artillery
Medium natural humanoid (undead)	XP 1800
HP 119; Bloodied 59	Initiative +12
AC 29, Fortitude 25, Reflex 28, Will 26	Perception +9
Speed 6	
STANDARD ACTIONS	
m <b>Fiery Touch</b> (fire) • At-Will	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: 3d10 + 9 fire damage.	
A <b>Scorching Burst</b> (fire, implement) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +20 vs. Reflex	
Hit: 3d6 + 9 fire damage.	
C <b>Burning Hands</b> (fire, implement) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +20 vs. Reflex	
Hit: 4d8 + 7 fire damage, and the arcanian pushes the target 3 squares.	
MINOR ACTIONS	
<b>Wand of Accuracy</b> • Encounter	
Effect: The arcanian gains a +4 bonus to its next attack roll before the end of the arcanian's next turn.	
TRIGGERED ACTIONS	
<b>Arcane Surge</b> • Encounter	
Trigger: The arcanian hits an enemy with an implement attack.	
Effect (Free Action): The attack deals maximum damage to the enemy.	
<b>Skills</b> Arcana +18	
<b>Str</b> 10 (+8)	<b>Dex</b> 18 (+12) <b>Wis</b> 13 (+9)
<b>Con</b> 11 (+8)	<b>Int</b> 23 (+14) <b>Cha</b> 10 (+8)
<b>Alignment</b> chaotic evil <b>Languages</b> Common	
<b>Equipment</b> wand	

Deathknight Blackguard	Level 18 Elite Skirmisher
Medium natural humanoid (undead)	XP 4000
HP 338; Bloodied 169	Initiative +17
AC 32, Fortitude 31, Reflex 29, Will 27	Perception +10
Immune disease, poison	Darkvision
Resist 10 necrotic; Vulnerable 10 radiant	
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Slayer of the Living</b> (fear) • Aura 3	
Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m <b>Soulword</b> (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d10 + 9 damage.	
Effect: The death knight shifts up to 2 squares.	
M <b>Double Strike</b> • At-Will	
Requirement: The death knight must be wielding a soulword.	
Effect: The death knight uses soulword twice, making each attack against a different enemy.	
M <b>Overpowering Attack</b> (necrotic, weapon) • At-Will	
Requirement: The death knight must be wielding a soulword.	
Attack: Melee 1 (one or two creatures); +23 vs. AC	
Hit: 3d10 + 9 necrotic damage, and the death knight slides the target up to 2 squares.	
C <b>Abyssal Blast</b> (fire, necrotic) • Recharge 5-6	
Attack: Close burst 5 (enemies in the burst); +21 vs. Reflex	
Hit: 5d6 + 13 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
<b>Chilling Glare</b> (fear) • Recharge 5-6	
Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn.	
TRIGGERED ACTIONS	
<b>Implacable</b> • At-Will	
Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.	
Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
<b>Str</b> 24 (+16)	<b>Dex</b> 22 (+15) <b>Wis</b> 13 (+10)
<b>Con</b> 17 (+12)	<b>Int</b> 14 (+11) <b>Cha</b> 20 (+14)
<b>Alignment</b> evil <b>Languages</b> Common	
<b>Equipment</b> plate armor, light shield	

## ENCOUNTER 3: A KIDNAPPING? (ADVENTURE LEVEL 20)

Twisted Priest	Level 22 Controller (Leader)
Medium natural animate (undead) XP 4150	
HP 203; Bloodied 101	Initiative +9
AC 36, Fortitude 35, Reflex 30, Will 37	Perception +17
Immune disease, poison	Darkvision
Resist 10 necrotic; Vulnerable 10 radiant	
Speed 6	
STANDARD ACTIONS	
m <b>Unholy Staff</b> (healing, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d8 + 12 damage, and the target loses a healing surge, and the Twisted priest regains 10 hit points.	
r <b>Ray of Weakness</b> (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +26 vs. Fortitude	
Hit: 4d6 + 16 damage, and the target is weakened (save ends).	
C <b>Vile Eruption</b> (healing, necrotic) • At-Will	
Attack: Close burst 2 (enemies in burst); +26 vs. Fortitude	
Hit: 4d8 + 15 damage, and the target is stunned until the end of its next turn. In addition, each undead ally in the burst regains 20 hit points.	
TRIGGERED ACTIONS	
C <b>Wave of the Grave</b> (necrotic) • Encounter	
Trigger: the priest is first bloodied	
Attack (Free Action): Close blast 5 (creatures in blast); +26 vs. Fortitude	
Hit: 4d6 + 19 damage, and ongoing 15 necrotic damage (save ends).	
Skills: Bluff +20, Religion +20, Stealth +18	
Str 16 (+14)	Dex 14 (+13) Wis 23 (+17)
Con 19 (+15)	Int 18 (+15) Cha 18 (+15)
Alignment evil	Languages Common
Equipment robes, staff	
Note: Based on tainted priest.	

2 Earth Archon Seismic Strikers	Level 20 Soldier
Medium elemental humanoid (earth)	XP 2800
HP 192; Bloodied 96	Initiative +18
AC 36, Fortitude 33, Reflex 32, Will 31	Perception +15
Immune disease, petrification, poison	Tremorsense 20
Speed 6 (earth walk)	
TRAITS	
<b>Ground Strike</b> (thunder)	
An earth archon seismic striker's attack deals an extra 2d8 thunder damage against any prone enemy.	
<b>Combat Superiority</b>	
An earth archon seismic striker gains a +5 bonus to opportunity attack rolls and immobilizes a creature that it hits with an opportunity attack until the end of the seismic striker's next turn.	
STANDARD ACTIONS	
m <b>War Pick</b> (thunder, weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 2d8 + 15 damage plus 1d8 thunder damage (crit 4d8 + 31 damage plus 8 thunder damage).	
r <b>Stone Javelin</b> (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +27 vs. AC	
Hit: 1d10 + 15 damage, and the target is marked until the end of the earth archon seismic striker's next turn.	
C <b>Seismic Stomp</b> (thunder) • Recharge 5-6	
Attack: Close burst 3 (creatures in burst); +25 vs. Fortitude	
Hit: 4d6 + 17 thunder damage, and the target is knocked prone.	
Miss: Half damage, and the target is knocked prone.	
Str 18 (+14)	Dex 22 (+16) Wis 21 (+15)
Con 24 (+17)	Int 15 (+12) Cha 17 (+13)
Alignment chaotic evil	Languages Primordial

Jamah Hussein	Level 14 Soldier
Medium natural humanoid	XP -
HP 133; Bloodied 66	Initiative +7
AC 26, Fortitude 25, Reflex 26, Will 28	Perception +9
Speed 6	
Saving Throws -30	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d4+10 damage.	
Skills: Diplomacy +17, History +15	
Str 12 (+8)	Dex 11 (+7) Wis 14 (+9)
Con 13 (+8)	Int 17 (+10) Cha 21 (+12)
Alignment unaligned	Languages Common

## ENCOUNTER 3: A KIDNAPPING? (ADVENTURE LEVEL 20)

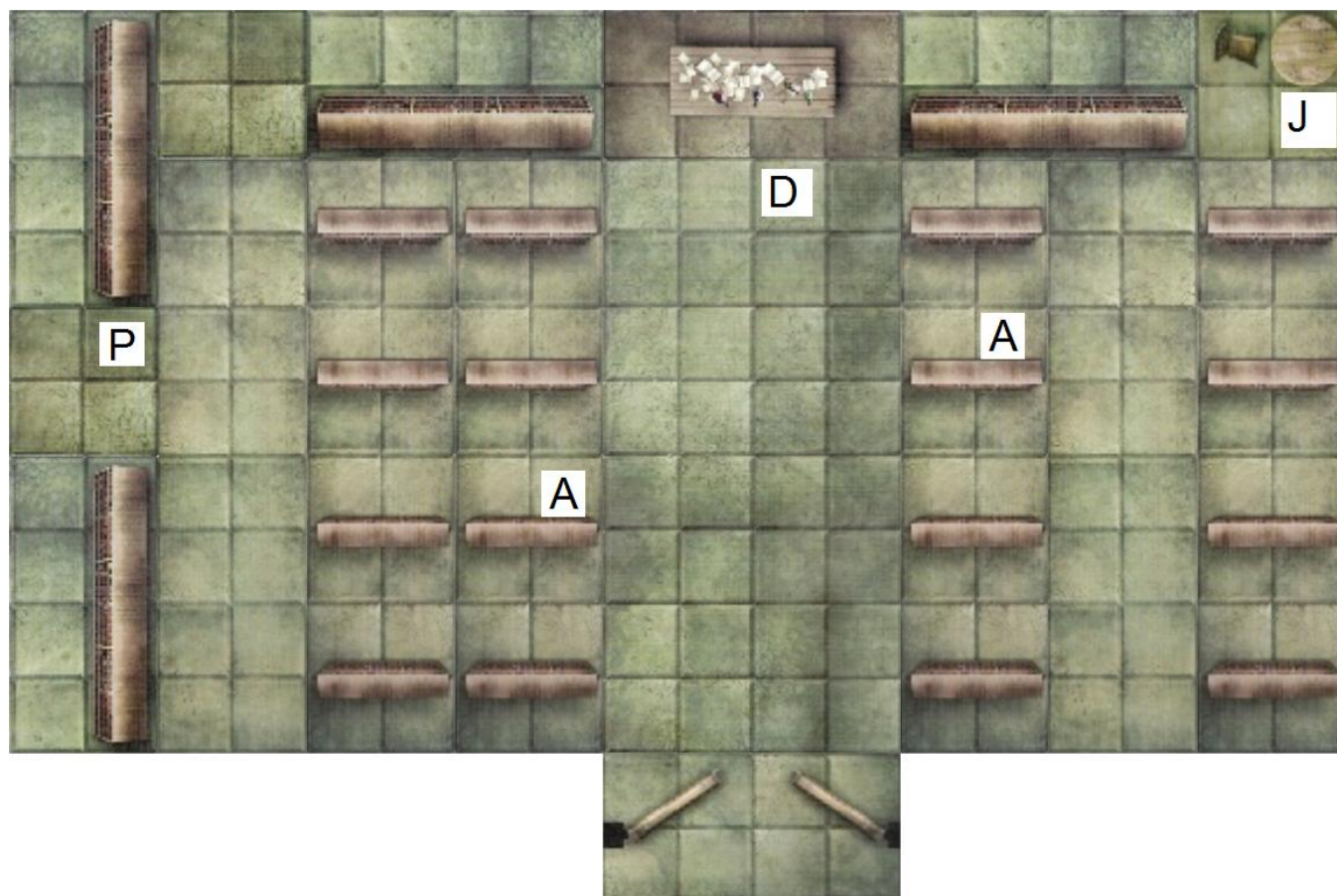
2 Red Arcanians	Level 20 Artillery
Medium natural humanoid (undead) XP 2800	
HP 137; Bloodied 68	Initiative +14
AC 32, Fortitude 28, Reflex 31, Will 29	Perception +11
Speed 6	
STANDARD ACTIONS	
m <b>Fiery Touch</b> (fire) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: 3d10 + 12 fire damage.	
A <b>Scorching Burst</b> (fire, implement) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +23 vs. Reflex	
Hit: 3d6 + 11 fire damage.	
C <b>Burning Hands</b> (fire, implement) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +21 vs. Reflex	
Hit: 4d8 + 10 fire damage, and the arcanian pushes the target 3 squares.	
MINOR ACTIONS	
<b>Wand of Accuracy</b> • Encounter	
Effect: The arcanian gains a +4 bonus to its next attack roll before the end of the arcanian's next turn.	
TRIGGERED ACTIONS	
<b>Arcane Surge</b> • Encounter	
Trigger: The arcanian hits an enemy with an implement attack.	
Effect (Free Action): The attack deals maximum damage to the enemy.	
Skills Arcana +21	
Str 10 (+10)	Dex 18 (+14) Wis 13 (+11)
Con 11 (+10)	Int 23 (+16) Cha 10 (+10)
Alignment chaotic evil Languages Common	
Equipment wand	

Deathknight Blackguard	Level 20 Elite Skirmisher
Medium natural humanoid (undead) XP 5600	
HP 370; Bloodied 185	Initiative +18
AC 34, Fortitude 33, Reflex 31, Will 29	Perception +11
Immune disease, poison	
Resist 10 necrotic; Vulnerable 10 radiant	
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Slayer of the Living</b> (fear) • Aura 3	
Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m <b>Soulsword</b> (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d10 + 11 damage.	
Effect: The death knight shifts up to 2 squares.	
M <b>Double Strike</b> • At-Will	
Requirement: The death knight must be wielding a soulsword.	
Effect: The death knight uses <i>soulsword</i> twice, making each attack against a different enemy.	
M <b>Overpowering Attack</b> (necrotic, weapon) • At-Will	
Requirement: The death knight must be wielding a soulsword.	
Attack: Melee 1 (one or two creatures); +25 vs. AC	
Hit: 3d10 + 11 necrotic damage, and the death knight slides the target up to 2 squares.	
C <b>Abyssal Blast</b> (fire, necrotic) • Recharge 5-6	
Attack: Close burst 5 (enemies in the burst); +23 vs. Reflex	
Hit: 5d6 + 15 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
<b>Chilling Glare</b> (fear) • Recharge 5-6	
Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn.	
TRIGGERED ACTIONS	
<b>Implacable</b> • At-Will	
Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.	
Effect (opportunity action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
Str 24 (+17)	Dex 22 (+16) Wis 13 (+11)
Con 17 (+13)	Int 14 (+12) Cha 20 (+15)
Alignment evil Languages Common	
Equipment plate armor, light shield	



## ENCOUNTER 3: A KIDNAPPING? MAP

*Dungeon Tiles Master Set: The Dungeon x2*



## ENCOUNTER 4: QUESTIONING JAMAH

### IMPORTANT NPC

**Jamah Huseyn:** Almraiven noble; male human.

Jamah is under the control of the Twisted Rune. While he knows much of their plans, he is unable to freely answer the PCs' questions. The characters must find ways around the mental blocks. In order to progress, the adventurers need the location of the Twisted Rune compound under Almraiven.

### QUESTIONING JAMAH

Jamah is happy to speak with the PCs. Without being present, his Twisted Rune master has no context to usefully command him directly during a conversation with PCs. The control does limit what and how he can say it. Jamah's compulsions include the following.

- Jamah is capable of using (and choosing) his actions normally. His master can exert the dominate control at any time (no action).
- Jamah does not realize he is dominated. He lies and rationalizes to justify his recent behavior.
- He cannot admit to being dominated or compelled, and if questioned on this must insist he is under his own free will.
- He cannot volunteer information regarding the Twisted Rune, except to groups travelling to buy information from them.
- PCs who played CALI3-3 and did not give him the cloak may have previously made an enemy of Jamah. He is not particularly interested in helping such PCs, even regarding things that he is not prevented from saying. This should not be a roadblock to gaining information in this encounter, but should be used to enhance roleplaying.

### JAMAH'S LIMITATIONS

Jamah knows useful information that he is specifically forbidden to talk about.

- The names and organizations of the delegates who have come to do business with the Twisted Rune in Almraiven.
- The Twisted Rune is dominating the delegates who come to do business with them.
- The delegates are being used as spies into their parent organizations.

### WHAT JAMAH CAN TELL

Getting most of this information requires some finesse. If the PCs ask about the undead and what they are doing in the administration building, he can provide the following answers.

- The defeated undead are agents of the Twisted Rune, a powerful undead group with many political ties in Calimshan.
- Jamah and the Twisted Rune agents were in this building because he was helping them dig up more information regarding the noble houses of the city.
- He does not know specifically what the undead were looking for in the stacks, other than that it had to do with family lines of some noble houses.

If asked why he is with Twisted Rune agents, he explains the following.

- Jamah started working with the Twisted Rune by attempting to buy his brothers' bodies.
- Jamah has been working with the Twisted Rune approximately three weeks.

If asked about the Calimemnon Crystal or the Twisted Rune's plans, use the following points.

- The Twisted Rune is using a magical crystal shard to enhance their power.
- The Twisted Rune is inviting delegations from various groups under pretense of selling information regarding their enemies.
- Jamah has helped a number of those delegates sneak into Almraiven to meet the Twisted Rune.
- Delegates from several organizations are currently guests of the Twisted Rune and are staying in their compound. They have been there for between three days and a week.

If the PCs want to find the Twisted Rune, he can provide the following information.

- The Twisted Rune has a compound under Almraiven. Jamah has been there and could lead PCs there or direct them to it.
- Jamah does not volunteer to take PCs to see the Twisted Rune because he was not told to expect them, but can be convinced to do so willingly.
- If any of the PCs have a title from another kingdom, the Twisted Rune would be interested in selling information to them. Jamah could arrange a meeting.

Reward inventive plans for getting information out of Jamah and give a reasonable chance of success. Jamah cannot be made to directly violate the compulsions or



limitations, but any other information is available. Some guidelines for skill use are provided below.

**Insight [Easy DC]** (opens Acana)

*The PC realizes Jamah is taking pains to avoid certain subjects and straight answers. It seems somebody or something has some control over his mind.*

**Bluff [Moderate DC]**

*The PC tricks Jamah into indirectly answering a question he is trying to avoid.*

**Bluff [Moderate/Hard DC]**

*The PCs convince Jamah that they are one of the delegations in town to meet his new contacts. Jamah offers to take the PCs to see the Twisted Rune when they are ready. This check is against a Moderate DC if the PC has a formal title with a foreign kingdom.*

**Arcana [Moderate DC]**

*The PC suppresses the magic holding Jamah's mind at bay for a brief moment, allowing him to answer one question unfettered by his compulsions.*

**Arcana [Moderate DC]**

*The PC senses various elemental energies bound with a necrotic thread coalescing about Jamah. (This matches the energies the WeavePasha described in the briefing.)*

**Stealth [Easy DC, group check]**

*The PCs peacefully part ways from Jamah and then surreptitiously track his movements. Eventually he unwittingly leads them to a concealed entryway that leads somewhere under Almraiven (Encounter 5).*

Even if caught in a lie or confronted with proof of the falsehood, Jamah cannot admit his statements are false.

**JAMAH'S BROTHERS (OPTIONAL)**

If the PCs ask about Jamah's brothers, he relays the following information (from CALI3-3).

- Jamah's brothers were once slaves in Memnon, along with another noble, Ala'Ammar. The house had a harsh rule: if a slave was caught escaping, their closest friend was killed. If a slave successfully escaped, his or her closest two friends were killed.
- Jamah sent a message to his brothers that he was bringing a force to Memnon to free all of the house slaves at once. His brothers communicated this plan to the other slave.

- The day before the liberation, Ala'Ammar escaped by himself. As punishment, his closest friends (Jamah's brothers Jafar and Kumor) were executed.
- Jamah's raid was a success, but although all of the slaves were freed, his brothers were already dead.
- Jamah holds Ala'Ammar responsible for the murder of Jafar and Kumor.
- Jamah learned that his brothers' bodies were traded to the Twisted Rune by the slave house and reanimated as undead.
- Jamah is not sure where the Twisted Rune has his brothers, but he is hoping to be able to trade for their return so they can be properly put to rest.

**JAMAH KILLED**

A dead Jamah can be spoken to with a Speak with Dead ritual. The PCs can find a ritualist willing and able to perform this ritual for 165 gp, though they need to make some skill checks to explain why they have a dead noble and need to question him.

Jamah's corpse is not restricted by the compulsion. Although he does not volunteer any information, he is able to answer any questions directly.

**QUESTIONING UNDEAD**

None of the undead talk willingly. Moderate DC Intimidate or Bluff checks are necessary to get any information. The deathknight or twisted priest can provide any of the information Jamah knows, although they are unlikely to arrange a meeting. Any of the undead can provide the following information.

- The location of the underground compound.
- Physical descriptions of the guests currently in residence (but not names, organizations, etc).
- The nature of the enemies in Encounter 6.
- Pushing back an underground sea taking up the space formed the compound.

**ENDING THE ENCOUNTER**

The encounter ends once PCs learn the location of the Twisted Rune compound in Almraiven and decide to investigate.

What becomes of Jamah in the immediate future depends on what the PCs do with him. It is possible for creative PCs to convince him to guide them to the complex. If the PCs release him, he heads back to his estate, a little more troubled than he was this morning.

## ENCOUNTER 5: IN THE COMPOUND

Run this encounter once PCs have learned of the Twisted Rune compound under Almraiven and decide to investigate.

There are nine scenes in this encounter. Scene 1 covers the initial entrance chamber. Scene 2 details the passage connecting the initial chamber to the guest quarters (Scenes 3-8) and further into the compound (Scene 9). Scene 3 describes the guest quarters in general, as well as information common to all guests. It provides access to scenes 4 through 8, which cover interaction with the Twisted Rune's various guests. Scene 9 is a brief description of the lead-in to Encounter 5, giving players a chance to turn back and gain more information if they wish.

Note that unless otherwise mentioned, none of the NPCs in this encounter know that the others are present in the compound.

### FAST PLAY OPTIONS

Begin with Scene 1. When you have 90 minutes or less available, raise the alarm and direct the PCs to Scene 9. Continue with Encounter 6.

### SCENE 1: ENTERING THE COMPOUND

*A sheltered entryway leads off the streets into a small vestibule. Just enough light filters in to illuminate two emotionless guards standing by the far door, barring passage.*

This entrance to the Twisted Rune compound is not easily found and normally only used by Jamah and those he escorts in to be dominated by the Twisted Rune. The guards are not kept apprised of the intended comings and goings of Jamah and his guests, so they are not immediately hostile. Quick thinking PCs can bluff their way in without much difficulty.

More violently-inclined characters can simply fight their way past the guards. The guards are no match for paragon PCs.

If PCs convinced Jamah to lead them into the compound, this scene can be skipped. The guards recognize and expect Jamah, and allow him and anyone with him to pass unquestioned.

### SCENE 2: SNEAKING THROUGH THE COMPOUND

Read or paraphrase the following once the PCs pass into the compound the first time.

*A long, narrow spiral staircase leads down into the earth beneath Almraiven. At the bottom of the staircase, a smooth natural passage meanders off into the darkness.*

The stairs are long, going 100 feet below the surface of Almraiven. The undead require no light to make their way through the passageways. The only lights in the compound are in the guestchambers. The staircase is carved into the rock, but the passage leading away from the stairs was formed by water, with only minimal touch by intelligent effort. There are two areas of the compound PCs can investigate.

Worked stone sets one section of tunnels apart from the main passage. Flickers of light far down this hallway indicate likely non-undead inhabitants in that area. Following the lights leads PCs to the guest quarters, described in Scene 3.

Jamah urges PCs to go directly to meet with Arkose, the lich in charge of this compound. If asked, he says the area in the direction of Scenes 3-8 contains guest quarters, and PCs can almost certainly have rooms in that area after their meeting, if they wish.

The direction away from the guest quarters is kept dark and is of identical construction to the initial passage (water-formed, with only minor touch of tooling), and leads to the chamber where the Twisted Rune meets with its guests, described in Scene 9.

The compound is only lightly guarded on this side of the audience chamber (Encounter 5). PCs can pass between scenes without significant trouble.

### SCENE 3: GUEST QUARTERS

*The passage leading away from the main tunnel was obviously made in a different manner. Lines and corners are sharp and straight, in distinct contrast to the flowing lines of the original passage. Light trickling out from under doorways in this area indicates the rooms are inhabited.*

While this area is guarded and patrolled by Twisted Rune agents, PCs are not in danger of being caught here unless they do something particularly egregious to draw attention to themselves. The guards are much more concerned with keeping the guests in than with keeping anybody out. If PCs do something to get caught, perhaps due to inciting a fight with a delegation, they each lose a healing surge over the scuffle. Afterward the alarm is raised, the PCs have to hustle to Scene 9 and on to Encounter 5. They do not have further opportunity to talk with other

delegations, or the leaders of the Twisted Rune realize their cover is blown and flee Amraiven with the shard.

The following information can be gained from any of scenes 4-8.

- The meeting room where guests meet the Twisted Rune delegate is immediately behind the fancy double door in Scene 9.
- The agent who met them was a skeletal undead who called himself Arkose.
- They do not know of any other guests (exception: the Janessar in Scene 7 know the other guests are here).
- If the PCs mention they are here to disrupt or destroy the undead, all of the NPCs try to talk them out of it. None of them have yet gotten what they have come for, and none of them realize they are being used.
- They speak with Arkose every day.

#### SCENE 4: BANITES

*An older gentleman in crimson robes sits at a desk reading. A half dozen armored men attend him. All of them openly bear the symbol of Bane.*

The gentleman is Berach, High Inquisitor of Bane from Mintar. He's a hardened and tested member of the Church of Bane, but he is also very new to the High Inquisitor post. (PCs who played CALI3-1 were integral to causing the vacancy he stepped into when they killed the previous High Inquisitor, Fazon.) He is less sure of himself than his position dictates and very interested in learning more about the political landscape in the region. He tries to keep his insecurities from the PCs, and more importantly from his guards. He is sickly sweet in demeanor, feigning great pleasure at having the opportunity for pleasant discourse. He tries to gain as much information as possible while giving them as little as possible. PCs can learn the following from him.

- He is here to buy information regarding Almraiven agents in Mintar from the Twisted Rune.
- He first met with Arkose a tenday ago.
- As payment for information, he brought two helmed horrors (four if running for six PCs). Arkose is now using them as personal guards. He can describe them and their abilities (see Encounter 6).

#### SCENE 5: HOUSE NINGRA

*Four well-dressed fire genasi sit around a table in this room. They stand as the door opens, surprised at the intrusion. Almost unnoticed, several shabby humans*

*huddle in a corner of the room, shackles binding them into brackets along the wall.*

The genasi are from house Ningra in Memnon. Their leader and spokesman is Kanan Ningra, a brash young noble. He and his friends are treating this as a great adventure, out of the eye and reach of their senior family members. (PCs who played CALI3-2 encountered his father, Prama Ningra. The nobles are infuriated by the presence of any PC who has **CALI05 Branded by Prama Ningra** from CALI3-2, since those PCs are considered missing house property. However, they do not start a scene.)

Kanan has been dominated to keep quiet while here, and the other nobles follow his lead. These nobles do not take part in conversation unless PCs take efforts to separate the conversation from Kanan.

- They came here at the Twisted Rune's invitation to purchase information regarding their rivals in Calimport.
- They have gotten the information they came for and are preparing to set out on the return trip tomorrow morning.
- They have been guests in the compound 5 days.
- There is a portal in the meeting room where he has met Arkose.
- Kanan has noticed a ghostly beholder float through the portal either as he was arriving for his meeting or as he left. It never stayed for his discussions with Arkose.
- Any mention of Prama Ningra's death (CALI3-2) enrages Kanan, to the point he attacks the PCs. The PCs can easily overcome the delegation, but each loses a healing surge.

The slaves in the corner gesture to any PC branded with a visible slave tattoo, signaling them to come over. They volunteer the information below. They do not share any information with non-branded PCs. The slaves do not go with Kanan each time he meets Arkose, and so they are not yet dominated by the lich.

- There is something in the northern reaches of the Encounter 6 cavern. The passage was guarded and they made sure to keep the slaves away from that area.
- Kanan bargained much less ruthlessly than is typical for him.

The lesser nobles can share the same information as the slaves, but they only do so if PCs manage to separate a conversation from Kanan.

## SCENE 6: HOUSE ADITRI

*A solitary young stormsoul genasi woman looks up from her needlepoint. While her appearance is that of a girl, her posture is one of a woman used to commanding power and respect.*

Lady Ria Aditri is matron of a powerful Calimport family. She is also a powerful spellcaster in her own right. Her short stature and youthful appearance lead many people to underestimate the power she wields, both personally and politically. She never stops her embroidery while talking with the PCs, using the needlework to contain her emotions. Insightful characters notice her attacking her work more aggressively if she gets annoyed with the PCs' questions or presence. Unlike most other people PCs can meet in this area, the Twisted Rune has not yet dominated Lady Aditri. As a powerful Calimnite noble, she is not particularly interested in helping dangerous adventurers. PCs can learn the following from her.

- She came here at the Twisted Rune's invitation to purchase information regarding her rivals in Memnon.
- She has not yet gotten the information she came for, but expects to conclude the deal in the next day or two.
- She arrived yesterday.
- She is very fascinated with an odd contraption near her contact's desk. It is clearly magical but looked unstable, as if the energies were barely contained. Her opinions on this eldritch machine give PCs a +2 bonus on skill checks to disable it in Encounter 6.

## SCENE 7: JANESSAR AGENTS

*A trio of craftsmen sits on low stools around a small table in this room sharing a quiet meal. Their leather clothes are worn and stained, but sturdy. A small collection of hand tools is neatly arranged to one side of the room.*

The three men here are Janessar agents. One of the men is Sharos (a butcher from Mintar in CALI3-1), a bald big sun-tanned man who is missing an eye and whose back is covered with the old scars of many beatings. PCs who met him there easily recognize him, and given a moment or some prompting he recognize them. In this case, befriending the three Janessar is automatic. PCs who previously befriended the Janessar in another adventure also have an easy time gaining their trust.

If no PCs have previously worked with or for the Janessar, the men are quite suspicious of the PCs at first, expecting that most groups who would have any peaceful dealings with the Twisted Rune are unlikely to be goodly folk.

All three of them have been dominated by the Twisted Rune, though none of them realize it.

- They came to purchase secrets regarding slave traders from Memnon.
- They further hoped to learn more of the Twisted Rune over the course of their negotiations.
- They have been here for two weeks, stalling the Twisted Rune and attempting to learn something of their operation.
- When they arrived and met with him, Arkose had a pair of large wraith guards with him.
- They have discovered that several other groups are here making their own deals with the Twisted Rune.
- The Twisted Rune does not appear to have any unhappy or dissatisfied customers.
- They do not believe the Twisted Rune has noticed them sneaking about. (The Twisted Rune expected and allowed it, but keeps careful control over what the Janessar are allowed to discover.)

If the PCs know Sharos from CALI3-1 and ask about Mintar, he can provide the following information.

- After High Inquisitor Fazon of Mintar was killed, Sharos' ties to the Janessar were discovered, and he had to relocate before the new High Inquisitor came for his head.
- One of the other guests here is also from Mintar, a high-ranking Banite priest by the name of Berach (Scene 3). Sharos does not know that Berach is the new High Inquisitor, but it does not surprise him if PCs mention it.

## SCENE 8: LORD RABIRAS

*A well-dressed middle-aged gentleman in loose flowing robes paces nervously across the room. A barely-clad young woman watches him warily from the lone bed that is the room's chief furnishing.*

The gentleman is Lord Rabiras, a lesser noble from Almraiven. The woman is one of his harem, who he brought with him as ornamentation on what he expected to be a brief trip, since he lives in the city.

- He is here to buy incriminating information regarding the WeavePasha and other nobles in Almraiven.
- He was surprised to find this cavern so far under Almraiven, he was under the belief all the caverns this deep were flooded by the Shining Sea.
- He hopes to learn information with which he can blackmail influential figures in the government, gaining riches or influence beyond his due.
- He is very intimidated by Arkose. Arkose let it slip during one of the discussions that he cannot be hurt due to the abjures sustained by some sort of arcane device he keeps by his side.
- He has been here four days, despite already living in the city. If asked, he is not sure why he has not gone home while waiting.

#### SCENE 9: APPROACHING THE AUDIENCE CHAMBER

*A well-gilded formal door blocks passage past this point. It's likely that something of import lies beyond, though the lack of guardians seems out of place for the apparent importance of the area.*

This is the entryway to the chamber where the Twisted Rune meets (and dominates) their guests. With no need to sleep or otherwise rest, the undead within are always alert, and thus they feel no need to post guards.

PCs who choose to observe before entering can hear the occupants moving about occasionally. The PCs will not have opportunity to investigate quietly after opening this particular door.

#### ENDING THE ENCOUNTER

The encounter ends once PCs choose to pass through Scene 9 and into the Encounter 6 chamber.

#### MILESTONE

This encounter does not count toward a milestone.

#### TREASURE

None.

## ENCOUNTER 6: RECOVERING THE CRYSTAL

ENCOUNTER LEVEL 16/18/20/22/24  
(6900/9800/13800/20400/29800 XP)

### CREATURES

This encounter includes the following creatures:

**Arkose, lich necromancer (L)**

**2 helmed horrors (H)**

**1 ghost beholder**

The ghost beholder does not start on the map, but enters through the portal at the end of the first round and acts immediately.

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove the ghost beholder.

**Six PCs:** Add 2 helmed horrors (one adjacent to Arkose, one by the entryway) at AL 12/14. For AL 16/18/20, move the northwest helmed horror to the doorway and put a ghost beholder in its starting spot by the rough passageway. In this case, the second ghost beholder arrives at the end of the first round and acts on the first ghost beholder's initiative.

**AL12:** If the party is mostly level 11 PCs, or would enjoy a less combat intense game, scale for one fewer PC or have each stage of the machine pass with one Moderate DC or two Easy DC checks.

### SETUP

As the adventurers enter the cavern read.

*Beyond the ornate doors the passage opens into a small chamber. A lone desk stands just beyond the middle of the chamber. Seated at it is a skeletal humanoid draped loosely with black robes. Not too far from him, an unusual machine glows with magical energies. Near the machine and one of the exit passages, empty suits of armor stand unsupported and motionless.*

Arkose is not expecting visitors/subjects and prefers to react violently to the unexpected. Unless PCs are accompanied by Jamah or somehow arranged an audience, he wastes no time with discussion and orders his helmed horrors to attack.

### JAMAH

It is possible PCs still have Jamah with them, possibly intending to introduce them to Arkose. If that is the case, they are allowed peacefully into the room. As the PCs are unexpected guests, Arkose is guarded and suspicious, but questions them about what they might be looking to learn and how they might be interested in paying. Allow PCs to enter as far into the room as they like, but not into any side passages. During the conversation PCs can start Stage 1 of disabling the crystal machine using Bluff or Diplomacy instead of the listed skills, by talking with Arkose. Any failure arouses his suspicions and he attacks.

### FEATURES OF THE AREA

**Light:** None if the PCs arrival is unexpected by the Twisted Rune. If the PCs are expected, the main room is brightly lit by everburning torches and the passages are dimly lit by reflected light.

**Ceiling:** The height to the top of the room is 20 feet (4 squares).

**Desk:** The desk is difficult terrain and provides cover to anyone behind it.

**Crystal Machine:** To the east of the desk an arcane device rests on the ground, standing about four feet tall. Powerful magics swirl into and around it, visible even to the untrained eye. At the center of the machine lies a shard of the Calimemnon Crystal. The machine is blocking terrain. Arkose has tied his soul to the machine (via his phylactery, which is inside it). See the section below on disabling the machine for more details.

**Portal:** There is an active portal in the eastern chamber. It is not labeled, and is only useable by undead.

**Northwestern Passage:** This passage opens up into the Shining Sea. The water is being held back from entering the complex by a gate, which can be opened by a winch located at the end of the tunnel. Opening the gate causes the cavern, and the rest of the complex, to flood. Opening the gate is unlikely to be part of a combat, and details for doing so are given at the end of the encounter.

### DISABLING THE CRYSTAL MACHINE

The crystal machine is complex and it must be disabled in stages (in order). Each stage requires different skills, has an effect for failing a check, and an effect for progressing past the stage. Attempting to disable the machine requires a skill check as a standard action while adjacent to the machine. Each stage requires two successes to progress. A check that

passes a Moderate DC counts for one success, and a skill that passes the Hard DC counts for two successes. Successes do not carry over to the next stage (so a group that passed one Moderate check and then one Hard check would still need two successes for the next stage). PCs who have story award **CALI13** or **CALI15** gain a +2 bonus to all checks to disable the machine (+5 if they have both awards).

A PC may aid another PC with these checks as a minor action. Any primary skill for the current stage may be used to aid while both PCs are adjacent to the machine. Additionally, for all stages, either Perception or History may be used to aid while the aiding PC is within 5 of the machine (acting PC must still be adjacent). These checks use the standard DCs and consequences for aiding another (DC equal to 10 plus half target's level; +2 bonus on a success, -1 penalty on a failure). No more than two PCs may aid any individual check. A PC may not aid himself/herself.

#### STAGE 0: FULLY ACTIVE

Effects of the machine: Arkose is immune to all damage and effects. Once per day, a living creature who starts its turn within 10 squares of the machine takes a permanent -2 penalty to all saves, or the penalty increases by another -2. A creature who reaches -10 to saves is also dominated by Arkose (save ends). Affected creatures are not aware of these effects.

#### STAGE 1: IDENTIFYING WHERE TO START

**Skills:** Arcana, Religion

**Success:** The PC gains a general understanding of the device, and learns what the remaining steps are. Provide the PCs with Handout 2.

**Failure:** no effect.

#### STAGE 2: OPENING THE CASE

**Skills:** Athletics, Endurance, Thievery

**Success:** Arkose is no longer immune to effects, though he now makes a save against each effect at the start of his turn (whether or not the effect allows a save).

**Failure:** The PC takes AL damage of a random elemental type (fire, cold, acid, or lightning).

#### STAGE 3: DISCONNECTING THE PRIMARY CONNECTION

**Skills:** Dungeoneering, Thievery

**Success:** Arkose is no longer immune to damage, but now has Resist AL All.

**Failure:** The PC takes AL necrotic damage and is dazed until the end of its next turn.

#### STAGE 4: OVERLOADING SECONDARY CONNECTIONS

**Skills:** Arcana, Nature, Religion

**Success:** Arkose no longer makes saves at the start of his turn.

**Failure:** The PC takes AL necrotic and psychic damage.

#### STAGE 5: STABILIZING THE CRYSTAL

**Skills:** Arcana, Dungeoneering, Nature

**Success:** Arkose's Resist All is reduced to ½ AL

**Failure:** All creatures adjacent to the machine take AL damage of a random elemental type (fire, cold, acid, or lightning).

#### STAGE 6: REMOVING THE CRYSTAL

**Skills:** Religion, Thievery

**Success:** Arkose loses his Resist All and his soul is destroyed. (This does not kill Arkose, but makes it so he does not reappear after being killed)

**Failure:** The PC takes AL fire, cold, acid, and lightning damage.

## TACTICS

The crystal machine protects Arkose. This is not obvious until he is attacked. When Arkose is hit the machine reacts while it neutralizes the attacks on Arkose, it hums and energy dances about its surface. It is obvious that the machine is absorbing the attacks.

Arkose is immune to damage and effects at the start of combat, and rushes into the midst of PCs to get as many as possible into his *necromantic aura*. He focuses attacks on PCs attempting to dismantle the machine. At AL12-14 he uses *freezing claw* to keep melee opponents out of combat when possible and uses *lich's control* against PCs affected by the beholder's *ghostly possession* or *chill of the grave* to increase the chance of the effects that trigger on failed saves. He attempts to flee through the portal if bloodied and the crystal machine is destroyed.

The helmed horrors stay between PCs and the northwestern passage or the crystal machine.

The ghost beholder uses its *central eye* to push PCs away from the crystal machine and *ghostly possession* or *chill of the grave* to make it difficult for them to get to the machine. It uses *phasing* to attack PCs from unexpected angles or retreat from bad situations.

#### AL 16/18/20 FOR 6 PCs

If there are two ghost beholders (6 PCs at AL 16/18/20), they spread out to get as many PCs as possible in range of *eyes of the beholder*. If a PC is in range of both beholders then both make the attack.

## ENDING THE ENCOUNTER

Once the PCs gain possession of the Calimemnon Crystal, they can escape the cavern. The Twisted Rune's plans are foiled without the crystal, so defeating all of the creatures is not necessary.

If PCs defeat all of the creatures, they can open or destroy the gate holding back the Shining Sea. It is possible to weaken the gate such that it breaks open soon but not immediately, giving PCs a few minutes to escape and maybe warn up to two of the groups encountered in time to save said groups. The PCs may decide that saving and capturing a group may provide valuable information in their future excursions in the region. Ask the PCs which group they would like to save. (If they choose the Jenassar, they may also save an additional group.)

Unless warned, the fate of the NPCs from Encounter 5 is uncertain, but unlikely to be good. Removed from the domination, they turn on each other quickly and, without intervention, are caught in the flood. The PCs do not see any bodies float up, but nor do they see the individuals on the street in the immediate future.

Scattered on and in the desk is correspondence from a number of sources. Nothing jumps out as of immediate interest, but it is certainly be interesting and helpful to the WeavePasha or anyone else interested in tracking down Twisted Rune activity in the region.

## TREASURE

Arkose has a *battle standard of the fiery legion*. At AL14-20, he also has a *bone ring of better fortune* and a *phoenix sash*.



## ENCOUNTER 6: RECOVERING THE CRYSTAL STATISTICS (AL 12)

Lich Necromancer	Level 14 Elite Controller
Medium natural humanoid (undead)	XP 2000
HP 268; Bloodied 134	Initiative +8
AC 28,Fortitude 24,Reflex 28,Will 27	Perception +9
Immune disease, poison	Darkvision
Resist 10 necrotic	
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
O Necromantic Aura (necrotic) • Aura 5	
Any living creature that ends its turn in the aura takes 10 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
m Vampiric Touch (healing, necrotic) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Fortitude	
Hit: 2d8 + 7 necrotic damage, and the lich regains hit points equal to the damage dealt.	
R Freezing Claw (cold, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +17 vs. Reflex	
Hit: 2d8 + 10 cold and necrotic damage, and the target is immobilized (save ends).	
Miss: The target is slowed (save ends).	
A Enervating Tendrils (necrotic) • Recharge when first bloodied	
Attack: Area burst 1 within 10 (enemies in burst); +17 vs. Fortitude	
Hit: 6d6 + 7 necrotic damage, and the target is weakened (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
Shadow Walk (teleportation) • Encounter	
Effect: The lich teleports up to twice its speed.	
MINOR ACTIONS	
Lich's Control • Recharge 5-6	
Effect: Close burst 10 (one enemy in the burst that is subject to an effect a save can end). The target takes a -5 penalty to its next saving throw.	
Skills Arcana +18, History +18, Insight +14	
Str 10 (+7)	Dex 12 (+8) Wis 15 (+9)
Con 14 (+9)	Int 23 (+13) Cha 20 (+12)
Alignment evil	Languages Abyssal, Common

Helmed Horror Level 12 Soldier	
Medium elemental animate (construct) XP 700	
<b>HP 123; Bloodied 61</b>	<b>Initiative +11</b>
<b>AC 28, Fortitude 27, Reflex 22, Will 23</b>	<b>Perception +15</b>
Speed 6, fly 6 (clumsy) Darkvision, Truesight 10	
Immune disease, poison, charm, fear, sleep	
STANDARD ACTIONS	
<b>m Elemental Greatsword</b> (weapon; cold, fire, lightning or thunder) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 7 damage plus 1d8 cold, fire, lightning or thunder damage (helmed horror's choice)	
<b>M Blade Sweep</b> (weapon; cold, fire, lightning or thunder) • <b>Recharge</b> 5-6	
Effect: The helmed horror makes an <i>elemental greatsword</i> attack against two different targets within reach.	
TRIGGERED ACTIONS	
<b>Tactical Step</b> • <b>At-Will</b>	
Trigger: When the helmed horror hits with an opportunity attack.	
Effect (Free Action): The helmed horror shifts 2 squares.	
Skills Insight +15	
<b>Str</b> 24 (+13)	<b>Dex</b> 16 (+9)
<b>Con</b> 19 (+10)	<b>Int</b> 10 (+6)
	<b>Wis</b> 18 (+10)
	<b>Cha</b> 14 (+8)
<b>Alignment</b> unaligned	
<b>Languages</b> Common, Primordial	
<b>Equipment</b> greatsword	
Note: Updated damage expressions.	

## ENCOUNTER 6: RECOVERING THE CRYSTAL STATISTICS (AL 12)

Ghost Beholder		Level 12 Elite Controller
Large aberrant magical beast (undead)		XP 1400
HP 158; Bloodied 79		Initiative +13
AC 24, Fortitude 23, Reflex 24, Will 24		Perception +14
Immune disease, poison		Darkvision
Resist insubstantial; Vulnerable 10 radiant		
Speed 0, fly 6 (hover)		
Saving Throws +2; Action Points 1		
TRAITS		
<b>All-Around vision</b>		
Enemies can't gain combat advantage by flanking the ghost beholder.		
STANDARD ACTIONS		
<b>m Bite • At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. Reflex		
Hit: 3d8 + 7 necrotic damage.		
<b>r Eye Ray • At-Will</b>		
Effect: The beholder uses one of the following eye rays without provoking an opportunity attack.		
<b>1. Chill of the Grave</b> (cold, necrotic)		
Attack: Ranged 10 (one creature); +15 vs. Fortitude		
Hit: 4d6 + 6 cold and necrotic damage, and the target is slowed (save ends).		
First Failed Saving Throw: The target is immobilized instead of slowed (save ends)		
<b>2. Ghostly Possession</b> (psychic)		
Attack: Ranged 10 (one creature); +15 vs. Will		
Hit: Ongoing 15 psychic damage (save ends).		
First Failed Saving Throw: In addition to the ongoing damage, the target is dazed (save ends both).		
Second Failed Saving Throw: The target is dominated instead of dazed and continues to take the ongoing damage (save ends both). The beholder is removed from play until the effect ends. When the effect ends, the beholder reappears in an unoccupied space within 10 squares of the target. The beholder can end the effect as a free action.		
<b>3. Killing Thought</b> (psychic)		
Attack: Ranged 10 (one creature); +15 vs. Will		
Hit: 1d8 + 3 psychic damage, and the target makes a melee basic attack against itself as a free action. If the target is not wielding a melee weapon, it drops a held item and draws a melee weapon as a free action and then makes the attack.		
MINOR ACTIONS		
<b>R Central Eye</b> (fear) • At-Will 1/round		
Attack: Ranged 10 (one creature); +15 vs. Will		
Hit: The beholder slides the target 5 squares, and the target gains vulnerable 5 necrotic and vulnerable 5 psychic until the start of the beholder's next turn.		
TRIGGERED ACTIONS		
<b>R Eyes of the Beholder</b> • At-Will		
Trigger: An enemy starts its turn within 5 squares of the beholder.		
Effect (Free Action): The beholder uses eye ray against the triggering enemy. Determine which ray it uses by rolling a d4, rerolling the die on a result of 4.		
Str 12 (+7)	Dex 25 (+13)	Wis 16 (+9)
Con 19 (+10)	Int 22 (+12)	Cha 25 (+13)
Alignment evil		Languages Deep Speech

## ENCOUNTER 6: RECOVERING THE CRYSTAL STATISTICS (AL 14)

Lich Necromancer	Level 16 Elite Controller
Medium natural humanoid (undead)	XP 2800
<b>HP 300; Bloodied 150</b>	<b>Initiative +9</b>
<b>AC 30, Fortitude 26, Reflex 30, Will 29</b>	<b>Perception +10</b>
Immune disease, poison	Darkvision
Resist 10 necrotic	
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
<b>O Necromantic Aura</b> (necrotic) • <b>Aura 5</b>	
Any living creature that ends its turn in the aura takes 10 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
<b>Soul Phylactery</b>	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
<b>m Vampiric Touch</b> (healing, necrotic) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and the lich regains hit points equal to the damage dealt.	
<b>R Freezing Claw</b> (cold, necrotic) • <b>At-Will</b>	
Attack: Ranged 5 (one or two creatures); +19 vs. Reflex	
Hit: 2d8 + 12 cold and necrotic damage, and the target is immobilized (save ends).	
Miss: The target is slowed (save ends).	
<b>A Enervating Tendrils</b> (necrotic) • <b>Recharge</b> when first bloodied	
Attack: Area burst 1 within 10 (enemies in burst); +19 vs. Fortitude	
Hit: 6d6 + 9 necrotic damage, and the target is weakened (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
<b>Shadow Walk</b> (teleportation) • <b>Encounter</b>	
Effect: The lich teleports up to twice its speed.	
MINOR ACTIONS	
<b>Lich's Control</b> • <b>Recharge 5-6</b>	
Effect: Close burst 10 (one enemy in the burst that is subject to an effect a save can end). The target takes a -5 penalty to its next saving throw.	
Skills Arcana +19, History +19, Insight +15	
<b>Str 10 (+8)</b>	<b>Dex 12 (+9)</b>
<b>Con 14 (+10)</b>	<b>Int 23 (+14)</b>
	<b>Cha 20 (+13)</b>
<b>Alignment evil</b>	<b>Languages Abyssal, Common</b>

Helmed Horror	Level 14 Soldier
Medium elemental animate (construct)	XP 1000
<b>HP 139; Bloodied 69</b>	<b>Initiative +12</b>
<b>AC 30, Fortitude 29, Reflex 24, Will 25</b>	<b>Perception +16</b>
Speed 6, fly 6 (clumsy)	Darkvision, Truesight 10
Immune disease, poison, charm, fear, sleep	
STANDARD ACTIONS	
<b>m Elemental Greatsword</b> (weapon; cold, fire, lightning or thunder) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d8 + 9 damage plus 1d8 cold, fire, lightning or thunder damage (helmed horror's choice).	
<b>M Blade Sweep</b> (weapon; cold, fire, lightning or thunder) • <b>Recharge 5-6</b>	
Effect: The helmed horror makes an <i>elemental greatsword</i> attack against two different targets within reach.	
TRIGGERED ACTIONS	
<b>Tactical Step</b> • <b>At-Will</b>	
Trigger: when the helmed horror hits with an opportunity attack.	
Effect (Free Action): The helmed horror shifts 2 squares.	
Skills Insight +16	
<b>Str 24 (+14)</b>	<b>Dex 16 (+10)</b>
<b>Con 19 (+11)</b>	<b>Int 10 (+7)</b>
	<b>Wis 18 (+11)</b>
	<b>Cha 14 (+9)</b>
<b>Alignment unaligned</b>	<b>Languages Common, Primordial</b>
<b>Equipment greatsword</b>	
<b>Note:</b> Updated damage expressions. Added <i>elemental burst</i> from greater helmed horror.	

## ENCOUNTER 6: RECOVERING THE CRYSTAL STATISTICS (AL 14)

Ghost Beholder		Level 14 Elite Controller	
Large aberrant magical beast (undead)		XP 2000	
HP 190; Bloodied 95		Initiative +14	
AC 26, Fortitude 25, Reflex 26, Will 26		Perception +15	
Immune disease, poison		Darkvision	
Resist insubstantial; Vulnerable 10 radiant			
Speed 0, fly 6 (hover)			
Saving Throws +2; Action Points 1			
TRAITS			
All-Around vision			
Enemies can't gain combat advantage by flanking the ghost beholder.			
STANDARD ACTIONS			
m Bite • At-Will			
Attack: Melee 1 (one creature); +17 vs. Reflex			
Hit: 3d8 + 9 necrotic damage.			
r Eye Ray • At-Will			
Effect: The beholder uses one of the following eye rays without provoking an opportunity attack.			
1. Chill of the Grave (cold, necrotic)			
Attack: Ranged 10 (one creature); +17 vs. Fortitude			
Hit: 4d6 + 8 cold and necrotic damage, and the target is slowed (save ends).			
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).			
2. Ghostly Possession (psychic)			
Attack: Ranged 10 (one creature); +17 vs. Will			
Hit: Ongoing 15 psychic damage (save ends).			
First Failed Saving Throw: In addition to the ongoing damage, the target is dazed (save ends both).			
Second Failed Saving Throw: The target is dominated instead of dazed and continues to take the ongoing damage (save ends both). The beholder is removed from play until the effect ends. When the effect ends, the beholder reappears in an unoccupied space within 10 squares of the target. The beholder can end the effect as a free action.			
3. Killing Thought (psychic)			
Attack: Ranged 10 (one creature); +17 vs. Will			
Hit: 1d8 + 5 psychic damage, and the target makes a melee basic attack against itself as a free action. If the target is not wielding a melee weapon, it drops a held item and draws a melee weapon as a free action and then makes the attack.			
MINOR ACTIONS			
R Central Eye (fear) • At-Will 1/round			
Attack: Ranged 10 (one creature); +17 vs. Will			
Hit: The beholder slides the target 5 squares, and the target gains vulnerable 5 necrotic and vulnerable 5 psychic until the start of the beholder's next turn.			
TRIGGERED ACTIONS			
R Eyes of the Beholder • At-Will			
Trigger: An enemy starts its turn within 5 squares of the beholder.			
Effect (Free Action): The beholder uses eye ray against the triggering enemy. Determine which ray it uses by rolling a d4, rerolling the die on a result of 4.			
Str 12 (+8)	Dex 25 (+14)	Wis 16 (+10)	
Con 19 (+11)	Int 22 (+13)	Cha 25 (+14)	
Alignment evil		Languages Deep Speech	

## ENCOUNTER 6: RECOVERING THE CRYSTAL STATISTICS (AL 16)

Lich Soulreaver	Level 18 Elite Controller (Leader)
Medium natural humanoid (undead)	XP 4000
HP 336; Bloodied 168	Initiative +13
AC 32, Fortitude 28, Reflex 32, Will 31	Perception +11
Immune disease, poison	Darkvision
Resist 15 necrotic	
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
<b>O Necromantic Aura</b> (necrotic) • <b>Aura 5</b>	
Any living creature that ends its turn in the aura takes 10 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
<b>O Deathless Fanaticism</b> • <b>Aura 5</b>	
Lower-level allies (other than minions) in the aura remain alive when reduced to 0 hit points. An affected creature dies at the end of its next turn if it is still at 0 hit points	
Mob Defense	
The soulreaver gains a +1 bonus to all defenses for each ally adjacent to it.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
<b>m Vampiric Touch</b> (healing, necrotic) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: 3d8 + 12 necrotic damage, and the lich regains hit points equal to the damage dealt.	
<b>R Dark Bolts</b> (lightning, necrotic) • <b>At-Will</b>	
Attack: Ranged 20 (one or two creatures); +23 vs. Reflex	
Hit: 2d6 + 20 lightning and necrotic damage, and an ally adjacent to the target shifts up to 2 squares.	
<b>A Black Flames</b> (fire, necrotic) • <b>Recharge</b> when first bloodied	
Attack: Area burst 2 within 10 (enemies in burst); +23 vs. Reflex	
Hit: 2d10 + 16 fire and necrotic damage, and the target takes ongoing 15 fire and necrotic damage and grants combat advantage (save ends both).	
Miss: Half damage, and ongoing 10 fire and necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Walk</b> (teleportation) • <b>Encounter</b>	
Effect: The lich teleports up to twice its speed.	
<b>Clever Escape</b> • <b>Recharge 5-6</b>	
Effect: The lich teleports up to twice its speed.	
Skills Arcana +20, History +20, Insight +16	
Str 10 (+9)	Dex 12 (+10)
Con 14 (+11)	Int 23 (+15)
	Wis 15 (+11)
	Cha 20 (+14)
Alignment evil	Languages Abyssal, Common
Note: Demagogue template added.	

Helmed Horror	Level 16 Soldier
Medium elemental animate (construct)	XP 1400
HP 155; Bloodied 77	Initiative +13
AC 32, Fortitude 31, Reflex 26, Will 27	Perception +17
Speed 6, fly 6 (clumsy)	Darkvision, Truesight 10
Immune disease, poison, charm, fear, sleep	
STANDARD ACTIONS	
<b>m Elemental Greatsword</b> (weapon; cold, fire, lightning or thunder) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d8 + 11 damage plus 1d8 cold, fire, lightning or thunder damage (helmed horror's choice).	
<b>M Blade Sweep</b> (weapon; cold, fire, lightning or thunder) • <b>Recharge 5-6</b>	
Effect: The helmed horror makes an <i>elemental greatsword</i> attack against two different targets within reach.	
<b>C Elemental Burst</b> (cold, fire, lightning or thunder) • • <b>Recharge 5-6</b>	
Attack: Close burst 5 (enemies in burst); +18 vs. Reflex	
Hit: 3d6 + 16 cold, fire, lightning or thunder damage (helmed horror's choice).	
TRIGGERED ACTIONS	
<b>Tactical Step</b> • <b>At-Will</b>	
Trigger: when the helmed horror hits with an opportunity attack.	
Effect (Free action): The helmed horror shifts 2 squares.	
Skills Insight +17	
Str 24 (+15)	Dex 16 (+11)
Con 19 (+12)	Int 10 (+8)
	Wis 18 (+12)
	Cha 14 (+10)
Alignment unaligned	Languages Common, Primordial
Equipment greatsword	
Note: Updated damage expressions. Added <i>elemental burst</i> from greater helmed horror.	

## ENCOUNTER 6: RECOVERING THE CRYSTAL STATISTICS (AL 16)

Ghost Beholder	Level 16 Elite Controller
Large aberrant magical beast (undead)	XP 2800
HP 222; Bloodied 111	Initiative +15
AC 28,Fortitude 27,Reflex 28,Will 28	Perception +16
Immune disease, poison	Darkvision
Resist insubstantial; Vulnerable 10 radiant	
Speed 0, fly 6 (hover)	
Saving Throws +2; Action Points 1	
TRAITS	
<b>All-Around vision</b>	
Enemies can't gain combat advantage by flanking the ghost beholder.	
STANDARD ACTIONS	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 3d8 + 11 necrotic damage.	
<b>r Eye Ray • At-Will</b>	
Effect: The beholder uses one of the following eye rays without provoking an opportunity attack.	
<b>1. Chill of the Grave</b> (cold, necrotic)	
Attack: Ranged 10 (one creature); +19 vs. Fortitude	
Hit: 4d8 + 6 cold and necrotic damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
<b>2. Ghostly Possession</b> (psychic)	
Attack: Ranged 10 (one creature); +19 vs. Will	
Hit: Ongoing 15 psychic damage (save ends).	
First Failed Saving Throw: In addition to the ongoing damage, the target is dazed (save ends both).	
Second Failed Saving Throw: The target is dominated instead of dazed and continues to take the ongoing damage (save ends both). The beholder is removed from play until the effect ends. When the effect ends, the beholder reappears in an unoccupied space within 10 squares of the target. The beholder can end the effect as a free action.	
<b>3. Killing Thought</b> (psychic)	
Attack: Ranged 10 (one creature); +19 vs. Will	
Hit: 1d8 + 7 psychic damage, and the target makes a melee basic attack against itself as a free action. If the target is not wielding a melee weapon, it drops a held item and draws a melee weapon as a free action and then makes the attack.	
MINOR ACTIONS	
<b>R Central Eye</b> (fear) • At-Will 1/round	
Attack: Ranged 10 (one creature); +19 vs. Will	
Hit: The beholder slides the target 5 squares, and the target gains vulnerable 5 necrotic and vulnerable 5 psychic until the start of the beholder's next turn.	
TRIGGERED ACTIONS	
<b>R Eyes of the Beholder</b> • At-Will	
Trigger: An enemy starts its turn within 5 squares of the beholder.	
Effect (Free Action): The beholder uses eye ray against the triggering enemy. Determine which ray it uses by rolling a d4, rerolling the die on a result of 4.	
Str 12 (+9)	Dex 25 (+15)
Con 19 (+12)	Int 22 (+14)
	Wis 16 (+11)
	Cha 25 (+15)
Alignment evil	Languages Deep Speech

## ENCOUNTER 6: RECOVERING THE CRYSTAL STATISTICS (AL18)

Lich Soulreaver	Level 21 Elite Controller (Leader)
Medium natural humanoid (undead)	XP 6400
HP 386; Bloodied 193	Initiative +14
AC 35, Fortitude 31, Reflex 35, Will 34	Perception +13
Immune disease, poison	Darkvision
Resist 20 necrotic	
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
<b>O Necromantic Aura</b> (necrotic) • <b>Aura 5</b>	
Any living creature that ends its turn in the aura takes 15 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
<b>O Deathless Fanaticism</b> • <b>Aura 5</b>	
Lower-level allies (other than minions) in the aura remain alive when reduced to 0 hit points. An affected creature dies at the end of its next turn if it is still at 0 hit points	
Mob Defense	
The soulreaver gains a +1 bonus to all defenses for each ally adjacent to it.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
<b>m Vampiric Touch</b> (healing, necrotic) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +24 vs. Fortitude	
Hit: 3d8 + 16 necrotic damage, and the lich regains hit points equal to the damage dealt.	
<b>R Dark Bolts</b> (lightning, necrotic) • <b>At-Will</b>	
Attack: Ranged 20 (one or two creatures); +26 vs. Reflex	
Hit: 3d6 + 18 lightning and necrotic damage, and an ally adjacent to the target shifts up to 2 squares.	
<b>A Black Flames</b> (fire, necrotic) • <b>Recharge</b> when first bloodied	
Attack: Area burst 2 within 10 (enemies in burst); +26 vs. Reflex	
Hit: 2d10 + 18 fire and necrotic damage, and the target takes ongoing 15 fire and necrotic damage and grants combat advantage (save ends both).	
Miss: Half damage, and ongoing 10 fire and necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Walk</b> (teleportation) • <b>Encounter</b>	
Effect: The lich teleports up to twice its speed.	
<b>Clever Escape</b> • <b>Recharge 5-6</b>	
Effect: The lich teleports up to twice its speed.	
Skills Arcana +23, History +23, Insight +18	
Str 13 (+11)	Dex 19 (+14)
Con 17 (+13)	Int 26 (+18)
	Wis 16 (+13)
	Cha 23 (+16)
Alignment evil	Languages Abyssal, Common
Note: Demagogue template added.	

Helmed Horror	Level 18 Soldier
Medium elemental animate (construct)	XP 2000
HP 171; Bloodied 85	Initiative +14
AC 34, Fortitude 33, Reflex 28, Will 29	Perception +18
Speed 6, fly 6 (clumsy)	Darkvision, Truesight 10
Immune disease, poison, charm, fear, sleep	
STANDARD ACTIONS	
<b>m Elemental Greatsword</b> (weapon; cold, fire, lightning or thunder) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d8 + 13 damage plus 1d8 cold, fire, lightning or thunder damage (helmed horror's choice).	
<b>M Blade Sweep</b> (weapon; cold, fire, lightning or thunder) • <b>Recharge 5-6</b>	
Effect: The helmed horror makes an <i>elemental greatsword</i> attack against two different targets within reach.	
<b>C Elemental Burst</b> (cold, fire, lightning or thunder) • <b>Recharge 5-6</b>	
Attack: Close burst 5 (enemies in burst); +20 vs. Reflex	
Hit: 3d6 + 18 cold, fire, lightning or thunder damage (helmed horror's choice).	
TRIGGERED ACTIONS	
<b>Tactical Step</b> • <b>At-Will</b>	
Trigger: when the helmed horror hits with an opportunity attack.	
Effect (Free Action): The helmed horror shifts 2 squares.	
Skills Insight +18	
Str 24 (+16)	Dex 16 (+12)
Con 19 (+13)	Int 10 (+9)
	Wis 18 (+13)
	Cha 14 (+11)
Alignment unaligned	Languages Common, Primordial
Equipment greatsword	
Note: Updated damage expressions. Added <i>elemental burst</i> from greater helmed horror.	



## ENCOUNTER 6: RECOVERING THE CRYSTAL STATISTICS (AL18)

Ghost Beholder		Level 18 Elite Controller
Large aberrant magical beast (undead)		XP 1400
HP 254; Bloodied 127		Initiative +16
AC 30, Fortitude 29, Reflex 30, Will 30		Perception +17
Immune disease, poison		Darkvision
Resist insubstantial; Vulnerable 10 radiant		
Speed 0, fly 6 (hover)		
Saving Throws +2; Action Points 1		
TRAITS		
<b>All-Around vision</b>		
Enemies can't gain combat advantage by flanking the ghost beholder.		
STANDARD ACTIONS		
<b>m Bite • At-Will</b>		
Attack: Melee 1 (one creature); +21 vs. Reflex		
Hit: 3d8 + 13 necrotic damage.		
<b>r Eye Ray • At-Will</b>		
Effect: The beholder uses one of the following eye rays without provoking an opportunity attack.		
<b>1. Chill of the Grave</b> (cold, necrotic)		
Attack: Ranged 10 (one creature); +21 vs. Fortitude		
Hit: 4d8 + 8 cold and necrotic damage, and the target is slowed (save ends).		
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).		
<b>2. Ghostly Possession</b> (psychic)		
Attack: Ranged 10 (one creature); +21 vs. Will		
Hit: Ongoing 15 psychic damage (save ends).		
First Failed Saving Throw: In addition to the ongoing damage, the target is dazed (save ends both).		
Second Failed Saving Throw: The target is dominated instead of dazed and continues to take the ongoing damage (save ends both). The beholder is removed from play until the effect ends. When the effect ends, the beholder reappears in an unoccupied space within 10 squares of the target. The beholder can end the effect as a free action.		
<b>3. Killing Thought</b> (psychic)		
Attack: Ranged 10 (one creature); +21 vs. Will		
Hit: 1d8 + 9 psychic damage, and the target makes a melee basic attack against itself as a free action. If the target is not wielding a melee weapon, it drops a held item and draws a melee weapon as a free action and then makes the attack.		
MINOR ACTIONS		
<b>R Central Eye</b> (fear) • At-Will 1/round		
Attack: Ranged 10 (one creature); +21 vs. Will		
Hit: The beholder slides the target 5 squares, and the target gains vulnerable 5 necrotic and vulnerable 5 psychic until the start of the beholder's next turn.		
TRIGGERED ACTIONS		
<b>R Eyes of the Beholder</b> • At-Will		
Trigger: An enemy starts its turn within 5 squares of the beholder.		
Effect (Free Action): The beholder uses eye ray against the triggering enemy. Determine which ray it uses by rolling a d4, rerolling the die on a result of 4.		
<b>Str</b> 12 (+10)	<b>Dex</b> 25 (+16)	<b>Wis</b> 16 (+12)
<b>Con</b> 19 (+13)	<b>Int</b> 22 (+15)	<b>Cha</b> 25 (+16)
<b>Alignment</b> evil		<b>Languages</b> Deep Speech



## ENCOUNTER 6: RECOVERING THE CRYSTAL STATISTICS (AL20)

Lich Soulreaver	Level 23 Elite Controller (Leader)
Medium natural humanoid (undead)	XP 4000
HP 420; Bloodied 210	Initiative +16
AC 37, Fortitude 33, Reflex 37, Will 36	Perception +14
Immune disease, poison	Darkvision
Resist 20 necrotic	
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
<b>O Necromantic Aura</b> (necrotic) • <b>Aura 5</b>	
Any living creature that ends its turn in the aura takes 15 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
<b>O Deathless Fanaticism</b> • <b>Aura 5</b>	
Lower-level allies (other than minions) in the aura remain alive when reduced to 0 hit points. An affected creature dies at the end of its next turn if it is still at 0 hit points	
Mob Defense	
The soulreaver gains a +1 bonus to all defenses for each ally adjacent to it.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
<b>m Vampiric Touch</b> (healing, necrotic) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +26 vs. Fortitude	
Hit: 4d8 + 13 necrotic damage, and the lich regains hit points equal to the damage dealt.	
<b>R Dark Bolts</b> (lightning, necrotic) • <b>At-Will</b>	
Attack: Ranged 20 (one or two creatures); +28 vs. Reflex	
Hit: 4d6 + 17 lightning and necrotic damage, and an ally adjacent to the target shifts up to 2 squares.	
<b>A Black Flames</b> (fire, necrotic) • <b>Recharge</b> when first bloodied	
Attack: Area burst 2 within 10 (enemies in burst); +28 vs. Reflex	
Hit: 2d10 + 20 fire and necrotic damage, and the target takes ongoing 15 fire and necrotic damage and grants combat advantage (save ends both).	
Miss: Half damage, and ongoing 10 fire and necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Walk</b> (teleportation) • <b>Encounter</b>	
Effect: The lich teleports up to twice its speed.	
<b>Clever Escape</b> • <b>Recharge</b> 5-6	
Effect: The lich teleports up to twice its speed.	
Skills Arcana +24, History +24, Insight +20	
Str 14 (+13)	Dex 20 (+16)
Con 18 (+15)	Int 27 (+19)
	Wis 17 (+14)
	Cha 24 (+18)
Alignment evil	Languages Abyssal, Common
Note: Demagogue template added.	

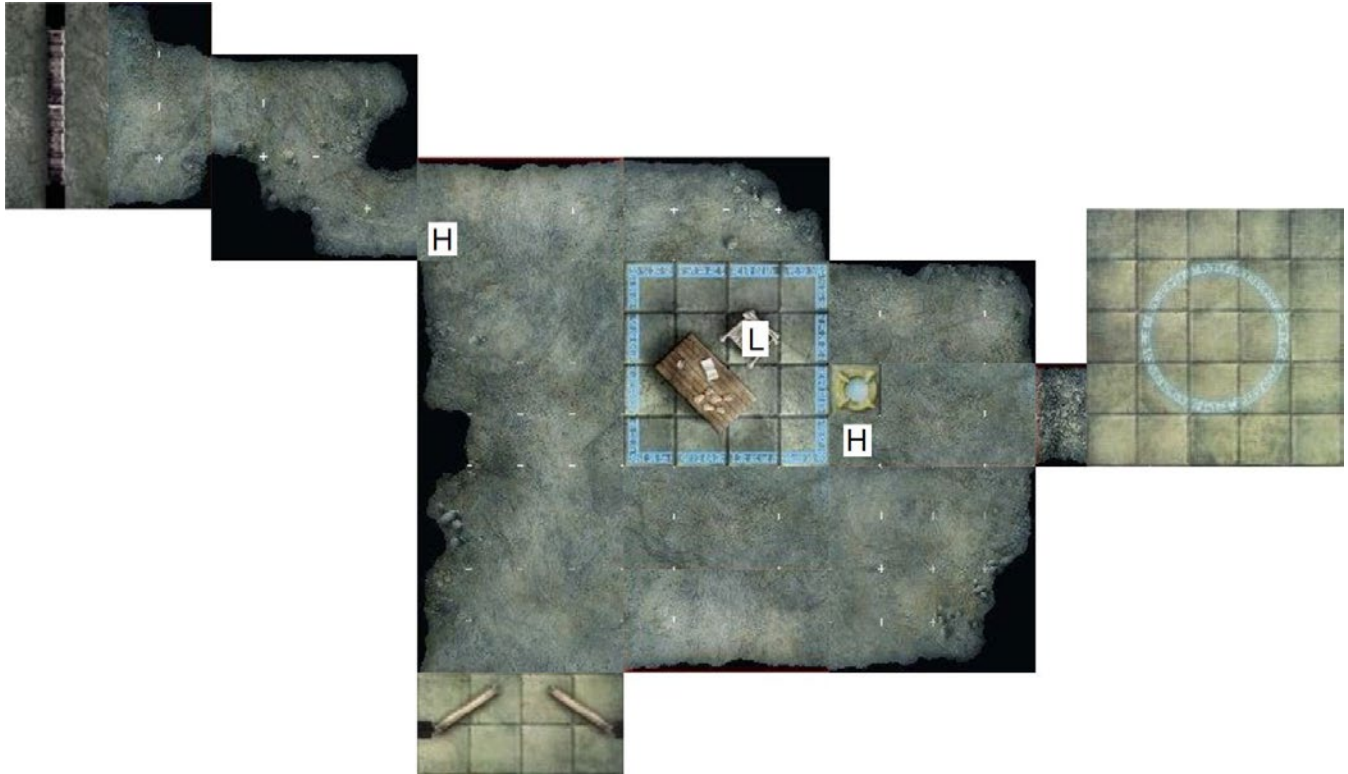
Helmed Horror	Level 20 Soldier
Medium elemental animate (construct)	XP 2800
HP 187; Bloodied 93	Initiative +15
AC 36, Fortitude 35, Reflex 30, Will 31	Perception +19
Speed 6, fly 6 (clumsy)	Darkvision, Truesight 10
Immune disease, poison, charm, fear, sleep	
STANDARD ACTIONS	
<b>m Elemental Greatsword</b> (weapon; cold, fire, lightning or thunder) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 2d8 + 15 damage plus 1d8 cold, fire, lightning or thunder damage (helmed horror's choice).	
<b>M Blade Sweep</b> (weapon; cold, fire, lightning or thunder) • <b>Recharge</b> 5-6	
Effect: The helmed horror makes an <i>elemental greatsword</i> attack against two different targets within reach.	
<b>C Elemental Burst</b> (cold, fire, lightning or thunder) • <b>Recharge</b> 5-6	
Attack: Close burst 5 (enemies in burst); +22 vs. Reflex	
Hit: 3d6 + 20 cold, fire, lightning or thunder damage (helmed horror's choice)	
TRIGGERED ACTIONS	
<b>Tactical Step</b> • <b>At-Will</b>	
Trigger: when the helmed horror hits with an opportunity attack.	
Effect (Free Action): The helmed horror shifts 2 squares.	
Skills Insight +19	
Str 24 (+17)	Dex 16 (+13)
Con 19 (+14)	Int 10 (+10)
	Wis 18 (+14)
	Cha 14 (+12)
Alignment unaligned	Languages Common, Primordial
Equipment greatsword	
Note: Updated damage expressions. Added <i>elemental burst</i> from greater helmed horror.	

## ENCOUNTER 6: RECOVERING THE CRYSTAL STATISTICS (AL20)

Ghost Beholder		Level 20 Elite Controller
Large aberrant magical beast (undead)		XP 5600
HP 279; Bloodied 139		Initiative +18
AC 32, Fortitude 31, Reflex 32, Will 32		Perception +18
Immune disease, poison		Darkvision
Resist insubstantial; Vulnerable 10 radiant		
Speed 0, fly 6 (hover)		
Saving Throws +2; Action Points 1		
TRAITS		
<b>All-Around vision</b>		
Enemies can't gain combat advantage by flanking the ghost beholder.		
STANDARD ACTIONS		
<b>m Bite • At-Will</b>		
Attack: Melee 1 (one creature); +23 vs. Reflex		
Hit: 3d8 + 15 necrotic damage.		
<b>r Eye Ray • At-Will</b>		
Effect: The beholder uses one of the following eye rays without provoking an opportunity attack.		
<b>1. Chill of the Grave</b> (cold, necrotic)		
Attack: Ranged 10 (one creature); +23 vs. Fortitude		
Hit: 4d8 + 10 cold and necrotic damage, and the target is slowed (save ends).		
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).		
<b>2. Ghostly Possession</b> (psychic)		
Attack: Ranged 10 (one creature); +23 vs. Will		
Hit: Ongoing 15 psychic damage (save ends).		
First Failed Saving Throw: In addition to the ongoing damage, the target is dazed (save ends both).		
Second Failed Saving Throw: The target is dominated instead of dazed and continues to take the ongoing damage (save ends both). The beholder is removed from play until the effect ends. When the effect ends, the beholder reappears in an unoccupied space within 10 squares of the target. The beholder can end the effect as a free action.		
<b>3. Killing Thought</b> (psychic)		
Attack: Ranged 10 (one creature); +23 vs. Will		
Hit: 1d8 + 11 psychic damage, and the target makes a melee basic attack against itself as a free action. If the target is not wielding a melee weapon, it drops a held item and draws a melee weapon as a free action and then makes the attack.		
MINOR ACTIONS		
<b>R Central Eye</b> (fear) • At-Will 1/round		
Attack: Ranged 10 (one creature); +23 vs. Will		
Hit: The beholder slides the target 10 squares, and the target gains vulnerable 5 necrotic and vulnerable 10 psychic until the start of the beholder's next turn.		
TRIGGERED ACTIONS		
<b>R Eyes of the Beholder</b> • At-Will		
Trigger: An enemy starts its turn within 5 squares of the beholder.		
Effect (Free Action): The beholder uses eye ray against the triggering enemy. Determine which ray it uses by rolling a d4, rerolling the die on a result of 4.		
<b>Str</b> 13 (+11)	<b>Dex</b> 26 (+18)	<b>Wis</b> 17 (+13)
<b>Con</b> 20 (+15)	<b>Int</b> 23 (+16)	<b>Cha</b> 26 (+18)
<b>Alignment</b> evil		<b>Languages</b> Deep Speech

## ENCOUNTER 6: RECOVERING THE CRYSTAL MAP

*Lost Caverns of the Underdark*  
*Dungeon Tiles Master Set: The Dungeon*



## CONCLUDING THE ADVENTURE

The party returns to the WeavePasha to make their report and to turn over the shard. Read or paraphrase the following.

*You are led once more to the WeavePasha's planning room. He seems much more relaxed, even before you begin to tell him of what you've encountered and accomplished. "I can tell already that you have done some good for my city," he starts, "but please do let me know the full extents of what you have accomplished today."*

If Jamah is still alive and not still with the party for other reasons, he is already present with the WeavePasha when PCs arrive. He is dismayed by the troubles he helped arrange, but not apologetic. It is clear he would do it all again if he thought it would put his brothers to rest. He does tell the PCs and the WeavePasha anything of the Twisted Rune's plans that PCs have not already figured out.

The PCs receive Story Award **CALI17 Uncovered the Twisted Rune**. If the PCs failed to recover the crystal shard then they receive Story Award CALI19 instead of CALI17.

The PCs may also receive Story Award **CALI18 Friend to the Janessar**, but this requires them to have completed a number of objectives during the adventure. The PCs earn this award if they interacted with the Janessar in Encounter 5, Scene 7; removed the crystal from the machine; and made sure the Janessar were escorted out of the compound ahead of any possible flood.

### COMPLETED THE MAJOR QUEST

If any of the PCs have now completed the Major Quest, the WeavePasha gives them a *magic lamp* (if they do not already have one) and invites them to return the next evening.

*The WeavePasha dramatically pulls back a cloth covering a large crystal swirling with energy. The crystal swirls with the chaotic energy of the elemental chaos and flashes in irregular patterns of multi-colored light.*

The WeavePasha pays the PCs the extra gold for completing the major quest and channels some of the energy of the Calimemnon Crystal into their lamps. See Story Award CALI20 for details. These characters also receive Story Award LAMP01 (if they do not already have it) and Story Award WISH03.

He thanks them again for their assistance, and notes that the djinn Calim and the efreet Memnon are not likely to interfere with his plans with such a powerful artifact on their side. The PCs should be proud of bringing such power to the side of freedom!

If the PCs have not played SPEC4-4, he encourages them to seek out Ala'Ammar to further support the cause. If they have not played ADCP4-2, he invites them to join the excursion to Suldolphor.

## 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 12

**Minimum Possible XP: 1280 XP**

Find the Twisted Rune: +500 XP

Recover the crystal shard: +620 XP

**Maximum Possible XP: 2400 XP**

**Base Gold per PC: 1600 gp**

**AL 12 Major Quest Bonus:**

(CALI15, CALI17, and CALI19)

**+700 XP, +500 gp**

### ADVENTURE LEVEL 14

**Minimum Possible XP: 1800 XP**

Find the Twisted Rune: +700 XP

Recover the crystal shard: +900 XP

**Maximum Possible XP: 3400 XP**

**Base Gold per PC: 2750 gp**

**AL 14 Major Quest Bonus:**

(CALI15, CALI17, and CALI19)

**+1000 XP, +850 gp**

### ADVENTURE LEVEL 16

**Minimum Possible XP: 2510 XP**

Find the Twisted Rune: +1000 XP

Recover the crystal shard: +1240 XP

**Maximum Possible XP: 4750 XP**

**Base Gold per PC: 5500 gp**

**AL 16 Major Quest Bonus:**

(CALI15, CALI17, and CALI19)

**+1400 XP, +1650 gp**

### ADVENTURE LEVEL 18

**Minimum Possible XP: 3600 XP**

Find the Twisted Rune: +1500 XP

Recover the crystal shard: +1700 XP

**Maximum Possible XP: 6800 XP**

**Base Gold per PC: 11,000 gp**

**AL 18 Major Quest Bonus:**

(CALI15, CALI17, and CALI19)

**+2000 XP, +3300 gp**

### ADVENTURE LEVEL 20

**Minimum Possible XP: 5020 XP**

Find the Twisted Rune: +2000 XP

Recover the crystal shard: +2480 XP

**Maximum Possible XP: 9500 XP**

**Base Gold per PC: 16,500 gp**

**AL 20 Major Quest Bonus:**

(CALI15, CALI17, and CALI19)

**+2800 XP, +5000 gp**

## TREASURE

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

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one

and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

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

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

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

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

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

**Note:** Most of the Treasures in this adventure come at different item levels based on the Adventure Level played (not the PC's level). Treasures C and D are only available at AL 14 and higher; the others are available at all ALs.

**Treasure A:** *fireburst boots* (level 14; *Adventurer's Vault*)  
Found in Encounter 3

**Treasure B:** *darkforged armor* (+3/level 12 at AL 12 and 14, +4/level 17 at AL 14-20; *Adventurer's Vault*).  
Found in Encounter 3

**Treasure C (AL 14+):** *bone ring of better fortune* (level 18; *Adventurer's Vault*).  
Found in Encounter 6

**Treasure D (AL 14+):** *phoenix sash* (level 18; *Adventurer's Vault* 2).  
Found in Encounter 6

**Treasure E:** *battle standard of the fiery legion* (level 16; *Adventurer's Vault*).

Found in Encounter 6

**Treasure F:** *cloak of the desert* (+3/level 13 at AL 12 and 14, +4/level 18 at AL 16-20; *Adventurer's Vault* 2).

Found in Conclusion

**Treasure G:** *armor of the charging wind* (+3/level 15 at AL 12-14, +4/level 20 at AL 16-20; *Mordenkainen's Magnificent Emporium*).

Found in Conclusion

**Treasure H:** *sandstorm weapon* (+3/level 13 at AL 12 and 14, +4/level 18 at AL 16-20; *Dark Sun Campaign Setting*).

Found in 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 character finds an *elixir of protection from evil* (level 15) plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 12: *elixir of protection from evil* plus 0 gp

AL 14: *elixir of protection from evil* plus 750 gp

AL 16: *elixir of protection from evil* plus 2500 gp

AL 18: *elixir of protection from evil* plus 6000 gp

AL 20: *elixir of protection from evil* plus 10000 gp

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

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

## STORY AWARDS

Award CALI17 if the PCs succeeded at the adventure and returned the shard of the Calimemnon Crystal to the WeavePasha. (Note that CALI17 and CALI19 are mutually exclusive.)

### **CALI17 Uncovered the Twisted Rune**

You uncovered and stopped a plot by the Twisted Rune to dominate influential individuals in Almraiven and beyond. You also recovered a shard of the Calimemnon Crystal. This is one of three Story Awards needed to complete the Major Quest.

For your service to the city, you are granted an honorary noble title of Pasha. This title does not interfere with your oaths to any other nation or organization. It commands respect, but not necessarily obedience, from all residents of Almraiven.

If you swear fealty to Almraiven (breaking any other such oaths you may have made to other nations and suffering the consequences), you officially become a third-class Pasha of Almraiven and are granted a small residence in the city. You may fly one horsetail from your standard or add one to your crest, representing the lowest level of Pasha. If you also have Story Award **CALI10 Completed the Battlecloak Saga**, Ala'Ammar endorses your claim to the nobility. You may add a second horsetail to your standard or crest, signifying that you are now a second-class Pasha, and your residence is upgraded to a small estate.

CALI18 is only awarded if the PCs interacted with the Janessar in Encounter 5, Scene 7, removed the crystal from the machine, and made sure the Janessar were escorted out of the compound ahead of any possible flood.

### **CALI18 Friend to the Janessar**

You rescued several Janessar agents from the Twisted Rune's clutches, while leaving less savory individuals to perish in a flood. If you have Story Award **CALI01 Indebted to the Jannesar**, that debt is now considered paid in full and you may void it. Members of the Janessar view you favorably.

CALI19 only applies to the PCs if they did not recover the crystal shard (and therefore did not earn CALI17).

### **CALI19 A Shard Lost**

You failed to recover one of the shards of the Calimemnon Crystal. However, many shards are scattered throughout Calimshan. You may find a suitable substitute shard during an LFR My Realms

adventure. When you do, have the DM of the My Realms adventure sign and date the back of this certificate, and replace this with Story Award CALI17.

If any individual PC who just earned **CALI17** in this adventure also has both **CALI13** and **CALI15**, that character has completed the *Calimemnon Crystal* Major Quest and gains **CALI20**, **LAMP01** (if the PC does not already have a *magic lamp*) and **WISH03**.

Remember that characters who complete the Major Quest also earn bonus XP and bonus gold from this adventure, based on the Adventure Level at which they played this adventure (even if they played other adventures in the trilogy at a higher or lower AL). Different characters may play the adventures of the trilogy in a different order.

A PC only gains the Major Quest bonus one time, can only ever receive one *magic lamp* (LAMP01), only earns CALI20 once, and only earns WISH03 once.

### **CALI20 Calimemnon Crystal**

If you have earned CALI13, CALI15, and CALI17 (in any order) the WeavePasha of Almraiven can reconstruct the Calimemnon Crystal. You have completed the Major Quest. The WeavePasha gives you a *magic lamp* (LAMP01), energizing it with one wish (WISH03). To be clear, you may earn Story Awards CALI20, LAMP01, and WISH03 once and only once.

This Story Award counts as one of the recommendations needed to play QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

### **WISH03 Have the Wish I Wish Tonight**

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

### Armor of the Charging Wind

Level 15/20

*This elegantly crafted armor allows you to rush unseen across the battlefield, moving like the wind.*

Lvl 15 +25,000 gp

Lvl 20 +125,000 gp

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Power (Encounter • Illusion):** Free Action. Trigger: You start a charge. Effect: You are invisible until the end of the current turn.

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

### Battle Standard of the Fiery Legion

Level 16

*Swirling with animated flames, this flag lets you and your allies draw on the power of fire.*

**Price:** 45,000 gp

**Power (Encounter • Fire • Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. You and each ally in the zone gain resist 10 fire and can choose to have any attack you make deal fire damage instead of its normal damage type.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

**Reference:** Adventurer's Vault.

### Bone Ring of Better Fortune

Level 18

*Formed from coated bones cleverly entwined, this tiny circlet fortifies your life force.*

**Price:** 85,000 gp

**Property:** Reduce by half the necrotic damage you take.

**Power (Daily):** Immediate Interrupt. Use this power when you are hit by an attack with the necrotic keyword. After applying any resistance, choose either to take no damage or to ignore an effect imposed by that attack, but not both.

If you've reached at least one milestone today, you take no damage and ignore any effects imposed by that attack.

**Reference:** Adventurer's Vault.

### Cloak of the Desert

Level 13/18

*This tan cloak blends in perfectly with the desert sand.*

Lvl 13 +17,000 gp

Lvl 18 +85,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Minor Action. You gain concealment until the end of the encounter as sand swirls around you. Until the end of the encounter, you can unleash the sand in an attack: Standard Action; Close burst 3; targets enemies in burst; Constitution + the cloak's enhancement bonus vs. Fortitude; on a hit, the target takes 1d6 damage per plus and is blinded until the end of its next turn. If you make this attack, the concealment granted by this power ends.

**Reference:** Adventurer's Vault 2.

### Darkforged Armor

Level 12/17

*This armor not only absorbs physical force, but becomes even more durable with prolonged battering.*

Lvl 3 +17,000 gp

Lvl 17 +65,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (Daily):** Minor Action. Gain resist 8 to all damage until the end of your next turn.

**Reference:** Player's Handbook.

### Elixir of Protection From Evil

Level 15

*The pearly white liquid of this potion leaves you with a feeling of righteous zeal against those who would do evil.*

Lvl 15 +1000 gp

**Other:** Consumable

**Power (Consumable):** Minor Action. Requirement: Your level must be equal to or lower than the elixir's level + 5. Effect: You drink the elixir and gain a +2 power bonus to damage rolls against evil creatures and to all defenses against evil creatures' attacks. The bonus lasts until the end of your next turn.

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

### Fireburst Boots

Level 14

*Fire fuels these scorched iron boots.*

**Price:** 21,000 gp

**Item Slot:** Feet

**Power (Daily • Arcane • Fire • Teleportation):** Move Action. Teleport 6 squares. All creatures within 1 square of you before you teleport take 2d8 fire damage.

**Reference:** Adventurer's Vault.

### Glowstone

Level 10

*This fist-sized stone glows faintly and can be used to create a bright burst of radiant light that harms undead creatures.*

Lvl 10 +200 gp

**Other:** Consumable

**Property:** A glowstone radiates dim light in a 2-square radius.

**Power (Consumable • Radiant • Zone):** Standard Action. Use the glowstone to create a zone of bright illumination in an area burst 2 within 5 squares of you. Any undead creature that is vulnerable to radiant damage that enters or starts its turn within the zone is affected as if it had taken radiant damage. For example, a skeleton that has vulnerable 5 radiant takes 5 radiant damage if it enters or starts its turn in the zone. The zone remains until the end of the encounter or for 5 minutes, whichever comes first. Using this power turns the glowstone to dust.

**Reference:** Adventurer's Vault.



### Phoenix Sash

Level 18

*This brilliant orange wrap restores life to the vanquished.*

**Price:** +85,000 gp

**Property:** You gain a +1 item bonus to Fortitude.

**Power (Daily • Healing):** No Action. Trigger: An enemy reduces you to 0 hit points or fewer. Effect: You spend a healing surge and are dazed until the end of your next turn.

**Reference:** *Adventurer's Vault 2*.

### Potion of Resistance (necrotic)

Level 14

*The color and smell of this potion varies with the protection it provides.*

Lvl 15 +1000 gp

**Other:** Consumable

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 10 necrotic until the end of the encounter. Only one potion of resistance can be in effect on you at once.

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

### Sandstorm Weapon

Level 13/18

*The dust trailing from this weapon explodes in a scouring storm when you land a telling blow on an enemy.*

Lvl 13 +17,000 gp

Lvl 18 +85,000 gp

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Property:** Whenever you reduce an enemy to 0 hit points using this weapon, you gain concealment until the end of your next turn.

**Power (Daily • Zone):** Free Action. Trigger: You hit an enemy with this weapon. Effect: The attack creates a zone in a close burst 2 centered on that enemy. All squares within the zone are heavily obscured to your enemies until the end of the encounter or until you dismiss the zone as a free action.

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

## APPENDIX I

### 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 Jenessar and the Brotherhood of Bonded Escape.

The first step was establishing bloodline. Since adventurers recovered the legendary *Battlecloak of Vycanea*, nobles of Almraiven and 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.

### 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. What happened that year to send Calim and Memnon back to their home plane no one knows. Their Lieutenants and foot soldiers remain in Calimshan, and continue a bloody war based on little more than opposing philosophies.

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 human rule 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).

## HANDOUT 1: RECENT EVENTS

The WeavePasha of Almraiven stares intently at the map of Calimshan spread before him. A knock at the door interrupts his thoughts. He straightens his robe embroidered with arcane runes and, rising to his feet, invites the visitor into his office.

A large man draped in a voluminous emerald-green, gold-trimmed cloak that glows softly, strides confidently into the room. His face is stern and he gives the WeavePasha a low bow.

The WeavePasha bows deeply at the waist. "Greetings, Ala'Ammar. Thank you for coming."

"You have delayed my efforts long enough," snaps Ala'Ammar. "The people are behind me. We must act now. We cannot allow another day to go by while slaves suffer under the cruel whip of their masters. It is time to march our army across the desert and liberate Memnon, then press on to liberate Calimport!"

The WeavePasha points to the map, tracing the triangle of the cities of Calimport, Memnon, and Almraiven. "You know as well as I do how tenuous the balance is in the region. We cannot launch an assault on either Calimport or Memnon - the other will take the opportunity to wipe out the warring cities and gain control of all of Calimshan. Almraiven has always been a quiet haven for escaped slaves. Stirring up trouble will only weaken us and allow Calimport or Memnon to gain control of the region."

Ala'Ammar grins mischievously and twirls the end of his thick handlebar moustache; "Yes, you are correct that if two sides start a war, both will be weakened and the third will have a significant advantage. I am hiring adventurers to infiltrate both Calimport and Memnon to escalate the hostilities between the two cities. Once they are locked in full battle, we will be able to march across the desert and liberate the slaves."

The WeavePasha's forehead creases in worry. "That is all well and good, Ala'Ammar, but if the Djinn Calim or the Efreet Memnon return, what then? While they have been absent since they broke free from the Calimmemnon Crystal, they might return if their cities are threatened. If they were to return, all of Calimshan would be enslaved or destroyed."

"That is where I hoped you could help..." trails off Ala'Ammar. The two men sit in deep thought for several minutes.

"Perhaps there is a way," begins the WeavePasha. "If we can gather some large fragments of the Calimmemnon Crystal, I should be able to create a new magical prison for Calim or Memnon. The threat of being imprisoned again is enough that it should prevent them from returning to interfere."

"Excellent plan!" booms Ala'Ammar, slamming his fist on the table and rising to his feet. "With full-scale war between Calimport and Memnon and your magical crystal to keep the Djinn Calim and Efreet Memon at bay, we..."

The conversation is interrupted as a well-dressed gentleman bursts through the door, looking flustered. He nods respectfully to the WeavePasha and quickly prostrates himself before Ala'Ammar. "My Lord, I apologize for the intrusion, but there is urgent news. The Janessar reported that the ruins of an ancient city were discovered after an intense sandstorm shifted the desert sands. It is a key tactical location. Whoever secures these ruins first will gain a significant advantage in Calimshan."

Ala'Ammar nods, pleased, "You bring good news, Rham Sahib. Yes, if we gain control of this city, we could establish an outpost for transportation of troops and supplies to assault either city with ease. That will be much better than marching an entire army across the desert."

"We must coordinate our efforts quickly, then," continues the WeavePasha. "I shall locate the Calimmemnon Crystal shards and hire adventurers to recover them as quickly as possible. Meanwhile, Ala'Ammar, you should send trusted mercenaries to stir up trouble between Calimport and Memnon. In the meantime, Rham Sahib will put out a call to the various guilds and adventuring companies to secure the ancient city."

"With all of those pieces in place," replies Ala'Ammar, "the liberation of all still oppressed in Calimshan will be at hand!"

## HANDOUT 2: DISABLING THE CRYSTAL MACHINE

This machine appears to be focusing power from a shard of the Calimemnon Crystal into Arkose's phylactery. The apparatus is fairly sturdy, and there is a great deal of elemental power contained within it. It will require a delicate touch to safely separate the crystal from the rest of the device. The removal must proceed in six stages. Failure at any stage results in a backlash of elemental energy. Each stage completed diminishes the protections Arkose enjoys.

Each stage requires two successes to complete. Each check requires a skill check as a standard action, using a primary skill for the stage currently being attempted. You must be adjacent to the device to attempt a check.

Moderate DC = one success; Hard DC = two successes.

If you have story award CALI13 or CALI15, you gain a +2 bonus to all checks to disable the machine (+5 if they have both awards).

You may aid another PC as a minor action. Any skill useable for the current stage may be used while adjacent to the device. Additionally, you can use History or Perception to aid while within 5 squares of the device. (DC = 10 + half AL; +2 bonus for a success). You may not aid yourself.

Stage 1: Identifying where to start (already accomplished)  
You have determined a rough plan for removing the crystal.

Stage 2: Opening the case  
Skills: Athletics, Endurance, Thievery

Stage 3: Disconnecting the primary connection  
Skills: Dungeoneering, Thievery

Stage 4: Overloading the secondary connections  
Skills: Arcana, Nature, Religion

Stage 5: Stabilizing the crystal  
Skills: Arcana, Dungeoneering, Nature

Stage 6: Removing the crystal  
Skills: Religion, Thievery

# 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/CALI0403LFR>

The survey period closes on **01 September 2012**. 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. What was the fate of Jamah?**

- a. alive
- b. dead

**2. If the players flooded the compound, did they save anyone besides the Jesnassar (circle/check all that apply)?**

- a. Berach, Banite Inquisitor of Mintar
- b. Kanan Ningra of Memnon
- c. Lady Ria of Calimport
- d. Lord Rabias of Almraiven
- e. The PCs left them all to drown.

**3. What was the overall difficulty level of the 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

(character name)

#### *CALI4~3 TWISTED RUNE*

##### **CALI17 Uncovered the Twisted Rune**

You uncovered and stopped a plot by the Twisted Rune to dominate influential individuals in Almraiven and beyond. You also recovered a shard of the Calimemnon Crystal. This is one of three Story Awards needed to complete the Major Quest.

For your service to the city, you are granted an honorary noble title of Pasha. This title does not interfere with your oaths to any other nation or organization. It commands respect, but not necessarily obedience, from all residents of Almraiven.

If you swear fealty to Almraiven (breaking any other such oaths you may have made to other nations and suffering the consequences), you officially become a third-class Pasha of Almraiven and are granted a small residence in the city. You may fly one horsetail from your standard or add one to your crest, representing the lowest level of Pasha. If you also have Story Award **CALI10 Completed the Battlecloak Saga**, Ala'Ammar endorses your claim to the nobility. You may add a second horsetail to your standard or crest, signifying that you are now a second-class Pasha, and your residence is upgraded to a small estate.

##### **CALI18 Friend to the Janessar**

You rescued several Janessar agents from the Twisted Rune's clutches, while leaving less savory individuals to perish in a flood. If you have Story Award **CALI01 Indebted to the Jannesar**, that debt is now considered paid in full and you may void it. Members of the Janessar view you favorably.

##### **CALI19 A Shard Lost**

You failed to recover one of the shards of the Calimemnon Crystal. However, many shards are scattered throughout Calimshan. You may find a suitable substitute shard during an LFR My Realms adventure. When you do, have the DM of the My Realms adventure sign and date the back of this certificate; you then gain Story Award CALI17.

##### **CALI20 Calimemnon Crystal**

If you have earned CALI13, CALI15, and CALI17 (in any order) the WeavePasha of Almraiven can reconstruct the Calimemnon Crystal. You have completed the Major Quest. The WeavePasha gives you a *magic lamp* (LAMP01), energizing it with one wish (WISH03). To be clear, you may earn Story Awards CALI20, LAMP01, and WISH03 once and only once.

This Story Award counts as one of the recommendations needed to play QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

##### **WISH03 Have the Wish I Wish Tonight**

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.

## DUNGEONS & DRAGONS

### LIVING FORGOTTEN REALMS

(character name)

#### *CALI4~3 TWISTED RUNE*

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# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED A MAGIC LAMP IN CALMISHAN!

### LAMP01 Magic Lamp

You have been given a *magic lamp*. It does not cost a found-item slot, but does count as one of your Uncommon magic items. The lamp initially contains zero wishes. You gain wishes for your lamp from Story Awards with the code WISH. Each wish must be documented on its own individual Story Award.

#### Magic Lamp Uncommon (limit 1 per PC)

*You rub the lamp, and your wish is fulfilled!*

##### Wondrous Item

##### Property

To activate one of the lamp's powers, you must void the number of wishes specified by that power. Multiple characters with *magic lamps* may not pool their unspent wishes.

##### Wish for Luck ♦ At-Will (No Action)

**Requirement:** You must have at least one unspent wish.

**Effect:** Reroll one die that you just rolled and use either the original roll or the new roll as your result (whichever you prefer). This power may only be used once on any die roll.

##### Wish for Power ♦ At-Will (Standard Action)

**Requirement:** You must have at least one unspent wish.

**Effect:** One instantaneous effect approved by the DM. As a general guideline, the power level of this effect should be no greater than the benefit of a level-appropriate ritual (there is no component cost, but the casting time of the ritual is unchanged so most rituals cannot be wished for during a combat encounter), to recharge an expended encounter power, or for an automatic success during a skill challenge.

##### Wish for Life ♦ At-Will (Standard Action)

**Requirement:** You must have at least two unspent wishes.

**Target:** You, or one living or dead ally that you can see

**Effect:** The target regains hit points equal to its bloodied value without spending healing surges. If the target died within the last hour (and is not undead), it is first restored to life and then regains the hit points. The target does not recover any other resources, such as healing surges or expended powers. The target does not suffer the death penalty for being raised.

##### Wish for Wealth ♦ At-Will (Standard Action)

**Requirement:** You must have at least three unspent wishes.

**Effect:** You gain one Common or Uncommon magic item of your choice from a player resource with an item level no greater than your character level + 3, or an amount of gold pieces equal to the market price of a magic item of that level.

If you gain an item, it does not cost a found-item slot.

**Reference:** Custom item created for LFR

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

(character name)

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# DUNGEONS & DRAGONS

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(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

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

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

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