

THE LOST CITY OF SULDOLPHOR

A DUNGEONS & DRAGONS[®] *LIVING
FORGOTTEN REALMS* BATTLE INTERACTIVE

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The ever-shifting sands of the Calimshan desert have uncovered the ancient city of Suldolphor. The forces of Calimport, Memnon, and Almraiven converge upon the city, each striving to gain a tactical advantage in their ongoing struggle for supremacy. This adventure is a combat-intensive two-round continuous-play *Living Forgotten Realms* Battle Interactive for characters of the Heroic and Paragon tiers (levels 1-20, but all characters at the table must be able to play at the group's chosen Adventure Level, and characters from different tiers may not play together). This adventure is connected to the events of SPEC4-3, SPEC4-4, CALI4-1, CALI4-2, and CALI4-3, but all these adventures may be played in any order. It is recommended, but not required, that at least three characters at the table be members of the same Adventuring Company. This adventure may only be run at Wizards Play Network (WPN) Public Play events. It is not sanctioned for Private Play.

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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If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

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

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

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

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Heroic and Paragon tiers of play (levels 1-20).

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

Living Forgotten Realms defines five adventure levels within each tier. The choice of adventure level 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 adventure level 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 level 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 level 2 or level 4, but they will probably choose level 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.

DEATH IN SULDOLPHOR

Ala'Ammar and the WeavePasha have access to a magic lamp. If a PC dies during the adventure, they are brought back from the dead between encounters using a wish from the lamp. The PC is restored to life at full hit points; they do not recover any resources such as healing surges or daily powers; and they do not suffer the death penalty.

At the end of the adventure, any PC who was wished back to life does not receive the wish granted by Story Award ADCP29. It was expended on the character's behalf during the adventure. Cross this Story Award off on the player's certificate. (This does not cost the PC any existing wishes if the character already has a magic lamp, nor does it preclude the PC from gaining wishes for his or her lamp in future adventures.)

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.

WHAT'S AN ADVENTURING COMPANY?

In the FORGOTTEN REALMS campaign setting, groups of adventurers often band together under a common cause or motivation. These groups are collectively referred to as "adventuring companies." A "company" is an organized group of adventurers that has taken on a specific name, heraldry or other identifying characteristic, regardless of whether their fundamental motive is one of profit. For example, an adventuring company could be part of an extended family or clan, a small religious sect, or a special team in a military organization. In the *Living Forgotten Realms* campaign, adventuring companies are player-created and player-administered organizations. They are a fun, but completely optional, component of the organized-play experience.

To learn more about the rules and guidelines for creating an adventuring company in *Living Forgotten Realms*, please see the *LFR Meta-Organization Guide*, which can be downloaded from the campaign website at <http://livingforgottenrealms.com>.

This adventure, like all DUNGEONS & DRAGONS® adventures, assumes that the player characters will be working together to achieve their goals. Any elements of competition between adventuring companies are intended to occur in a larger story context rather than taking place at the table. For example, an adventure might include a tournament or other contest in which the PCs score points for their adventuring company, with the company that scores the most points "winning" the overall competition. That's great, but it only works if the PCs at each individual table are working together instead of trying to undermine one another. Therefore, you may not run this adventure for a group of PCs that

does not include at least four characters who are members of the same adventuring company, and it is recommended that all of the PCs be members of the same adventuring company.

If there are players whose characters aren't members of any existing adventuring company when they sit down at the table, that's fine. They can organize a new company on the spot, so long as the rules in the *LFR Campaign Guide* are followed (most notably, the restriction that a character may not change his or her adventuring company membership more than once per character level).

ORGANIZER INFORMATION

Adventuring company adventures are only available for sanctioned Wizards Play Network (WPN) Public Play events. These adventures are designed to incorporate some meta-game elements (such as an overall scoring system for the participating adventuring companies). These make the most sense and are the most fun when there are a large number of tables all playing the adventure. Public Play events, especially conventions, are the biggest WPN events, draw the most players, and run the most tables, giving them the greatest opportunity to have participants from a variety of different adventuring companies.

Tables of an adventuring company adventure should be treated the same as any other event, including adherence to the General Rules. Each table must include 4-6 players and a DM. In other words, the core D&D experience must be the same, even though there might be some elements that extend beyond an individual table (the interactive elements). Each table DM must complete a Session Tracking Form and turn it in to the Senior DM or event organizer, who is responsible for making sure that the results are reported to the WPN in a timely fashion.

WHAT'S A BATTLE INTERACTIVE?

The term "Battle Interactive" (BI) is used to denote an adventure where the player characters are taking part in a mass combat environment (such as a war, although formally-declared wars between sovereign nations are rare in the *Forgotten Realms*). The PCs are fighting as part of a much larger force, typically an army. They might have different roles depending on their level (lower-level PCs are likely to be treated more like common soldiers, slugging it out against a horde of foes on the front lines, while higher-level PCs are generally regarded as valuable assets, asked to join war councils and engage in special missions to strike directly at enemy leaders). Regardless of the details, the basic idea

behind a BI is that it represents a clash of two or more opposing forces on a larger scale than would typically be depicted in a normal *Living Forgotten Realms* adventure.

Because it is plausible for a large number of PCs to be fighting at the same time as part of the same army, a BI makes an excellent fit for a convention or game day that can run a large number of tables at the same time. In the *Living Forgotten Realms* campaign we have chosen to present Battle Interactives as Adventuring Company adventures (using the ADCP designation) because it makes sense for factions to recruit large numbers of characters through their adventuring companies, rather than trying to recruit each individual PC one by one.

Organizers are encouraged to set the event up so that all the tables go through each mission of the BI together. Special rules might allow tables to assist or affect one another in ways that are not possible in a normal adventure. For example, if Table #1 is overrun by monsters and forced to retreat, the BI organizer might rule that Table #2 can try to take on the extra monsters in addition to the ones they are already fighting, in hopes of saving Table #1 and closing the gap.

The overall success or failure of a BI is often based on the collective outcomes of all the tables playing. For example, if five tables are playing, the story would change depending on the majority outcome (if three tables failed a mission and two tables succeeded at the same mission, then the official result of that mission would be a failure).

Because a BI is focused on the battlefield, it features more and harder combat encounters than a typical LFR adventure. The XP budget is higher, and the adventure is designed to push PCs to their limits, using up all their resources. Character deaths are more common. Players who enjoy the tactical combat aspect of D&D are more likely to enjoy this adventure than those who don't.

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.)

Use the table on this page should you need to improvise a DC during the adventure.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

ADVENTURE BACKGROUND

The region of Calimshan has three major cities: Calimport, the City of Air; Memnon, the City of Fire; and Almraiven, the free city, last bastion of humanity in the region. These three cities are in a constant state of aggression, but fear to escalate matters to full-scale war. If any two were to engage in direct conflict, the third would be in position to gain the upper hand. Forces from each of the three cities are always on the lookout for a way to gain an edge against the other two. See the *Forgotten Realms Campaign Guide* pages 98-99 for more information about the Calimshan region.

The ever-shifting sands of the Calimshan Desert have uncovered the ruins of the city of Suldolphor. Suldolphor, a key tactical location, was destroyed in 1479 DR in a clash between the efreet of Memnon and the djinn of Calimport. Violent sandstorms buried what was left of the city.

Ala'Ammar of Almraiven has claimed leadership of House Asada (see CALI3-3 *Agony of Almraiven*) and many have flocked to his banner. He has convinced the WeavePasha to help him lead an army against Memnon, then Calimport, to free the oppressed slaves in the region and end the never-ending war in the desert. The WeavePasha has reluctantly agreed, fearing that the initial conflict with Memnon will result in a regional victory for Calimport.

Hearing word of the discovery of Suldolphor, Ala'Ammar and the WeavePasha have summoned adventurers from the greatest adventuring companies in Faerûn to claim the ruins of Suldolphor for Almraiven. Forces from Calimport and Memnon are also on the march to claim the city and the advantage it offers.

Three forces converge on Suldolphor, but only one will secure it.

ADVENTURE SUMMARY

Ala'Ammar and the WeavePasha escort the PCs to the ruins of Suldolphor where they expect to engage similar forces from both Calimport and Memnon. Added to the danger are the challenges that remain in the ruins.

The events of this adventure happen during the course of a long, hot day in the desert. The fatigue mechanic (originally introduced in *CALI3-3*) is used to convey the added challenge of fighting all day in the long, hot sun.

When the PCs first arrive, the WeavePasha notes several unnatural tears to the Elemental Chaos in the area. He disperses each warband (the term "warband" will be used throughout this adventure to mean "table of 4-6 PCs") to seal these rifts. As they do so, earth elementals and other burrowing creatures native to the area rise up from the sands and attack the PCs.

The forces of Calimshan approach from the south. Ala'Ammar sends the warbands out to engage the Calishite scouting parties.

After a few minutes, the forces of Memnon are spotted approaching from the north. Once again, warbands are sent to engage the interlopers.

At this point, investigations into the ruins reveal that the city and its defenses are powered by many elementals, bound into great chambers. Ala'Ammar believes that these creatures are trapped, and for true liberation they must be freed, even if that means giving up a huge tactical advantage. The WeavePasha notes that the creatures are merely elementals, not intelligent creatures, and their power can be channeled to help the effort. They turn to the PCs to make the decision - release the elementals, or harness their power?

The remaining forces of Calimport and Memnon attack, resulting in a three-way combat. This combat should illustrate the delicate balance of the region, as creatures constantly switch sides to attack whichever side is winning. Handle this encounter delicately, as the PCs can be easily overwhelmed if the forces of air and fire combine their full might on the PCs.

With the other two forces defeated, attention turns back to the city of Suldolphor. The spirits of the dead defend their city and must be overcome or bargained with. This encounter offers a role-playing skill challenge alternative to a full combat.

The spirits relay that the ancient battle between air and fire continues unresolved at a transposed piece of the Elemental Chaos at the heart of Suldolphor. The PCs are sent to put an end to this final confrontation, a battle torn between two regions of the Elemental Chaos.

Victory against the final foes secures Suldolphor for Almraiven, and gives that city a powerful tactical

position in the region to launch attacks against Calimport and Memnon. Failure means a significant setback to the plans of Ala'Ammar and the WeavePasha.

RANDOM ENERGY

Some creatures and terrain features deal random energy damage. When you need to determine an energy type for one of these effects, refer to this chart:

- 1: lightning
- 2: thunder
- 3: fire
- 4: cold
- 5: acid
- 6: force

For Heroic tier tables (levels 1-10), simply roll 1d6 to determine the damage type.

For Paragon tier tables (levels 11-20), roll 2d6 and the damage is of both types (e.g. fire and force). This does not increase the amount of damage, but a PC must resist both types of energy to resist the damage. If you roll doubles, the damage only has that one type, but the amount of damage increases by an amount equal to one-half the Adventure Level (e.g. +6 damage at AL 12).

SPECIAL MISSIONS

If you have four or more tables participating, the Senior DM may use the Special Missions Supplement. During each of the first five combat encounters, volunteers are needed to work on the ziggurat at the heart of Suldolphor. Each table may send one volunteer per mission to participate, and participation is entirely voluntary. Note that sending a volunteer to do the special mission results in a more difficult combat encounter for the remaining PCs, as the number of opponents is not adjusted.

The special missions are designed to combine PCs from different ALs into the same encounter. Thus, one player from each table can interact together to accomplish the goal set for each mission. If you are using the special missions, reminders for starting each encounter are set apart in a box like this:

SPECIAL MISSION INSTRUCTIONS

If your event is using the Special Missions, look for these shaded boxes at the start of each encounter, which generally include additional information for you to share with the players. If your event is not using the Special Missions, you can ignore this text.

- During the first combat (Elemental Chaos Rifts), Ala'Ammar calls for volunteers who can help dig out the sand and stone in the ziggurat. PCs specialized in Athletics would excel at this task.
- For the second combat (Calimport Scouts), PCs specialized in Perception are needed to locate traps.
- For the third combat (Memnon Scouts) those specialized in Thievery are needed to disable the traps discovered by the previous group.
- During the fourth combat (Delicate Balance), Arcana specialists are needed to release the elementals or to channel their power. The goal of the mission depends on the group decision during the interlude.
- For the fifth combat (Spectral Citizens), PCs skilled in Diplomacy are needed to meet with the spirits of the ruling council of Suldolphor to negotiate for a peaceful coexistence.
- There is no special mission for the final combat.

BATTLE STANCES

At the start of each encounter, each warband may determine how to approach the enemies. Warbands who can handle a greater challenge may wish to take on more danger to balance tables who may fail the mission or who take a more careful approach.

At the start of each encounter, each warband chooses whether to engage at a *cautious*, *normal*, *aggressive*, or *glory* level. Remind the players that if one of the PCs is participating in the special mission, they will already be facing a greater challenge because the number of monsters is not reduced for the missing character.

- **Cautious:** The warband scores 1 point for total success only.
- **Normal:** The warband scores 1 point for partial success, and 2 points for total success.
- **Aggressive or Glory:** The warband scores 1 point for partial success and 3 points for total success.

Each warband contributes points to the overall battle interactive based on partial or total success in each encounter. If the total number of points earned is at least double the number of warbands (200%), then the entire encounter counts as a total success. If the total number of points is at least 150% of the number of warbands, the encounter is a partial success. If the total number of points earned is less than 150% of the number of warbands, then the encounter is counted as a failure.

For example, if there are 7 participating warbands, total success requires 14 points (7 x 2); partial success

requires 10 points (7 x 1.5 = 10.5, round down), and anything below 10 points is considered a failure.

RETREAT

During any encounter, the PCs may decide to retreat. All the players of currently active PCs (i.e. not away on a special mission, not dead, and not unconscious) must agree. The decision can be made at any time, but the retreat takes effect at the end of the current combat round. It does not matter where the PCs or monsters are located on the battle map at the end of the round. The encounter ends immediately, as other allied forces cover the PCs' withdrawal. Once a warband retreats from an encounter, that encounter is over for that table (they cannot return).

FATIGUE

At the end of each mission, all PCs participating in the BI must make a fatigue check.

If your event is not using the Special Missions, then this is an Endurance check against a DC determined by the overall outcome of the mission (usually: total success Easy, partial success Moderate, or failure Hard).

If you are using the Special Missions, then the DC for the Endurance check is instead determined by the outcome of the Special Mission.

To be clear, there is only one fatigue check at the end of each mission (not one for the regular mission and another for the Special Mission) and everybody uses the same DC. See Handout 1 for details on the effects of accumulating fatigue and how to counter it.

STORY AWARDS

There are several Story Awards that can impact this adventure. Some enable PCs to use extra abilities of some of the rare items they may acquire during the adventure. Before beginning play, check to see which of the following awards each PC has.

- **CALI10 Completed the Battlecloak Saga**, which requires successful completion of CALI3-1, CALI3-2, and CALI3-3.
- **CALI20 The Calimemnon Crystal**, which requires successful completion of CALI4-1, CALI4-2, and CALI4-3.
- **CALI21 Calimport Incited to War**, which requires successful completion of SPEC4-3 *Conflict in Calimport*.
- **CALI23 Memnon Incited to War**, which requires successful completion of SPEC4-4 *Mischief in Memnon*.

MAPS

Encounters 1-5 take place in and around the desert ruins of Suldolphor. There are many appropriate maps that you could use for each of these encounters. Some suggestions are listed below. If you already have these maps, you do not need to create new maps to run these encounters.

- *CALI3-3 Encounter 3A: Sandstorm* (Encounter 1)
- *Scepter Tower of Spellgard: Full-size map of ruins with black areas* (Encounter 2)
- *Gargantuan Blue Dragon: Full-size map Blue Dragon's Lair* (Encounter 3)
- *Book of Vile Darkness: Full-size map of ruins with bodies* (Encounter 4)
- *Book of Vile Darkness: Half-size map with trees on edges and statue in center* (Encounter 5)
- *CALI3-3 Encounter 4: A Spot of Lunch* (any Encounter 1-5)
- Create your own maps using tiles from *DU7: Desert of Athas* (any Encounter 1-5)

Each encounter suggests a map for use, but you can use or create any appropriate map. Be sure that there is a way to clearly identify any key terrain features.

For variety, we recommend you use a different map for each encounter. If possible, bring pre-drawn and prepared maps to save as much time as possible. A Battle Interactive is a time-crunched environment under the best of circumstances.

PACING: TABLE DMs

In order to keep all of the tables playing the same encounter at the same time, it is important that every table begins and ends each encounter at the same time. This real-time limitation can be difficult for some tables. Here are some tips for speeding up play.

- Display skill DC numbers for Easy, Moderate, and Hard skill checks for the players to reference.
- Display the “highest” and “lowest” defense values in the encounter. (If the players know that the defenses in the encounter range from 20-25, they can quickly determine if they hit, miss, or need to ask.)
- Encourage players to roll their attack and damage dice simultaneously (using different colored sets of dice for multiple attacks that deal different damage). Do the same for your monsters.
- As one player is totaling damage (or healing), if that is the last action of the player's turn, allow the next player to go ahead and start their turn.

- Make decisions for the monsters' turns quickly, and encourage players to do the same. Often, using a sub-optimal tactic quickly is a better road to finishing the encounter on time than losing precious minutes analyzing optimal use of resources.

PACING: SENIOR DM

If you are organizing this event for multiple tables, you should keep a close eye on pacing so that the entire event finishes on time. If you are not under any time constraints, you should monitor tables and call time when most have finished (but not until enough points have been scored or enough tables have retreated so that the numerical outcome of the encounter is fully determined beyond question).

The following pacing guide assumes that you run the event over two four-hour sessions with a one-hour break in between. Some encounters may run longer or shorter, so be sure to monitor the overall progress to determine when to call time. To gauge overall success or failure, if half the tables are finished and all the others have completed one objective, the encounter will be a total success (assuming all warbands are fighting on a normal battle stance).

Remember that all PCs need to make a fatigue check after each of the first five missions (regardless of whether they go on a Special Mission or not). If your event is using the Special Missions, the DC is determined by the outcome of the Special Mission that runs at the same time as each primary mission. If your event is not using the Special Missions, then the DC is determined by the aggregate success or failure of each primary mission.

FIRST HALF

- Introduction and Mustering (15 minutes)
- Encounter 1 (60 minutes)
- Encounter 2 (60 minutes)
- Encounter 3 (60 minutes)
- Interlude (15 minutes)
- This pace allows 10 minutes between encounters for announcements, bathroom breaks, etc.

SECOND HALF

- Encounter 4 (75 minutes)
- Encounter 5 (45 minutes)
- Encounter 6 (90 minutes)
- Conclusion (15 minutes)
- This pace allows only 5 minutes between encounters for announcements, bathroom breaks, etc.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Ala'Ammar of Almraiven has sent out a call for the greatest adventurers and adventuring companies in all Faerun to assist in his quest to liberate the oppressed slaves of Calimshan.

You have organized yourselves into warbands of comparably skilled individuals and assembled in the Palace Courtyard.

Ala'Ammar thanks the PCs for answering his call. He then relays the following information.

- The shifting sands of the Calimshan desert have uncovered the ruins of Suldolphor.
- Suldolphor is in a key tactical location - it is likely that Calimport and Memnon are also assembling strike forces to secure the city.
- Whoever controls Suldolphor has a huge advantage in the region.
- The plan is for Ala'Ammar and the WeavePasha to lead the gathered PCs across the desert to the ruins and claim Suldolphor for Almraiven.
- Ala'Ammar has a special gift for those who have story award CALI10 *Completed the Battlecloak Saga* (and regrets he does not have enough for everyone). Each of these PCs gets a pendant shaped as a camel that can be activated once during the adventure. It acts as an action point, and can be used even if the PC has already used an action point during the encounter. (Note that no creature can spend more than one action point in the same round.)
- PCs who have story award CALI20 *The Calimemnon Crystal* (awarded for completing the major quest in CALI4-1, CALI4-2, and CALI4-3) have been exposed to the energy of the crystals on several occasions. The WeavePasha is able to use a ritual on those PCs, using the crystal as a focus. Each PC gains a healing surge at the start of the day.
- PCs with story award SPEC21 from SPEC4-3 *Conflict in Calimport* or SPEC23 from SPEC4-4 *Mischief in Memnon* are each gifted with a ruby. This ruby allows the PC to use *second wind* as a free action during their turn (instead of a standard action) once during the adventure. This special use of *second wind* does not cost one of the PC's healing surges, but the PC still heals their surge value (and gets all the other benefits of *second wind*) as normal.

SPECIAL MISSIONS

If you are using the Special Missions, each warband is given a *horn of summoning*. This horn immediately summons whichever PC is currently away from the table working on a mission back to help their warband. Distribute **Handout 2**, which describes the mechanics.

Travel across the desert takes about a week and is uneventful. When the forces of Almraiven near Suldolphor, read or paraphrase the following.

On the morning of your seventh day of travel through the oppressive Calimshan desert, Ala'Ammar points to the horizon where stone peeks out from the sand. "Suldolphor, our destination!" he announces.

An hour later, the ruins of the city are in plain view. The remains of several structures surround a mammoth ziggurat in the heart of the city. Swirling gateways of elemental energy are scattered in and around the city.

This day promises to be long, and the merciless sun of Calimshan seems even hotter than normal. This city was shattered by powerful magic and has been touched by the Elemental Chaos, not to mention the Spellplague. Fatigue and other environmental factors will surely pose an additional challenge.

Ala'Ammar and the WeavePasha ask the PCs to wait a bit while they assess the situation. They ask each warband to designate a captain or commanding officer who will be responsible for receiving instructions from the command center and for relaying any reports or other information from the PCs back to the army's leadership.

DEVELOPMENT

Each table should now elect a table captain. The table captain's responsibilities for this adventure are to report the outcome of each adventure and to break any voting ties at the table.

When everyone is ready to continue, proceed with Encounter 1.

ENCOUNTER 1: ELEMENTAL CHAOS RIFTS

ENCOUNTER LEVEL (AL+0)

Note: If a PC goes on the Special Mission, this encounter level is AL+1.

CREATURES

This encounter includes the following creatures at Adventure Levels 2/4:

- 2 adderbrood dark drakes
- 3 lesser earth elementals

This encounter includes the following creatures at Adventure Levels 6/8/10:

- 2 adderbrood dark drakes
- 3 earth elementals

This encounter includes the following creatures at Adventure Levels 12/14/16:

- 1 adult purple worm
- 3 earth elementals

This encounter includes the following creatures at Adventure Levels 18/20:

- 1 adult purple worm
- 3 greater earth elementals

SCALING THE ENCOUNTER

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

Four PCs: At all ALs, remove an earth elemental. At paragon, also make the worm's *devour whole* recharge on a miss and when bloodied instead of at-will.

Six PCs: At AL 2-10, add a drake. At AL 12-20, replace an earth elemental with a purple worm.

Cautious: For 5/6 PCs, run as if there are 4/5 PCs. For 4 PCs, remove another earth elemental.

Aggressive: At all ALs, add another earth elemental at the end of the first round.

Glory: Add 2 more drakes (heroic 1-10) or 1 purple worm (paragon 11-20) at the end of the first round. Added creatures act immediately.

Ala'Ammar and the WeavePasha have assessed the situation and provide the following information to the PCs.

- Ala'Ammar is pleased that we are the first to arrive. There is no sign of forces from Calimport or Memnon.

- Securing the area is the top priority.
- The WeavePasha has identified unnatural rifts to the Elemental Chaos throughout the area. These must be closed as soon as possible.

SPECIAL MISSIONS

The ziggurat at the heart of the city was the keystone of Suldolphor's defenses, and may still hold ancient treasure, secrets, or other resources. Securing it is a key to victory.

The first step is to dig out the sand and rubble in the entryways of the ziggurat. Ala'Ammar calls for the warbands to send their strongest, most athletic team member to the ziggurat. (To be clear, the key skill is Athletics.) Only one volunteer per warband is permitted, as securing the area remains the top priority.

Each warband is sent to close one of the elemental rifts in the area.

The swirling gateway crackles with energy, at one moment spitting fire and the next moment arcing lightning. In order to close this rift, the natural energies of this plane must be channeled into it.

SKILL CHALLENGE: ELEMENTAL RIFTS

Goal: The PCs must close the rift to the Elemental Chaos.

Complexity: special (a number of successes equal to the number of PCs in their warband)

Primary Skill: Arcana, Nature, Thievery

Victory: The PCs close the rift.

Defeat: The rift tears open further and cannot be closed.

Individual Check (must be adjacent to rift)

Arcana/Nature/Thievery [Moderate DC] (standard action)

or **[Hard DC]** (minor action)

The PC closes a rift to the Elemental Chaos. If a PC fails this check, that PC takes AL random energy damage.

Success: When the PCs earn a number of successes equal to the total number of members of their warband, the rift snaps shut. All monsters become stunned (AL 2-14) or dazed (AL 16-20) until the end of their next turn.

Failure: The PCs fail if time is called and the rift is not yet closed. There is an extra surge of chaotic energy, and the rift can no longer be closed easily.

STARTING THE ENCOUNTER

Put out the map, and have the PCs place themselves where they wish to be. Remind them that they must be

adjacent to the rift in order to make a check to close it, or assist in a check to close it.

One PC can make a Nature check as a standard action to begin closing the rift. Any other PCs may assist this check. After the check is resolved, creatures in the area attuned to the rift rise up from the sand to defend it. Read or paraphrase the following, and roll initiative.

As natural energies are channeled into the rift, it sends out a pulse like a cry for help. Creatures of stone and serpents rise up from the sands in defense of the elemental rift.

FEATURES OF THE AREA

Illumination: Bright illumination from the scorching sun.

Elemental Rift: The elemental rift is hindering terrain that blocks line of sight. Creatures entering or ending their turn in a rift square take AL random energy damage. The rift is removed when the skill challenge is complete.

Sand: Areas marked with a triangle are difficult terrain.

Rocks: The ruins and rocks are just a few inches above the sand. They are treated as normal terrain.

TACTICS

The creatures in the area are attuned to the rift. They sense that the PCs are a threat to the rift, and fight to the death. They focus as many attacks as possible on the PCs making checks to close the rift.

Use *earth stomp* (AL 6-10), *regurgitate* (AL 12-16), and *barrel through/stinger implement* (AL 18-20) to force PCs into the rift while it is open.

INVESTIGATION SCENE

If the warband achieves a total success and there is still time left, they may examine the bodies of the creatures they defeated. Treat this as a Complexity 1 Skill Challenge (4 successes before 3 failures). Reasonable skills to use include:

- Arcana to identify blast wounds on the bodies.
- Heal or Nature to examine the wounds on the bodies or dissect them.
- Perception to carefully examine the bodies or follow their tracks.

The PCs can learn that some of the creatures came from the direction of the ziggurat and were wounded by traps. Some were blasted by arcane energy, while others were

hit with poisonous darts. Many of the wounds and scars look days or even weeks old.

Success: If the PCs succeed at the skill challenge, they have some idea as to what to look for in the ziggurat. The PC who volunteers for Special Mission 2 gains a +2 bonus to Perception checks.

Failure: The PCs do not earn the bonus.

ENDING THE ENCOUNTER

When the Senior DM calls time, or the PCs close all of the rifts and defeat the monsters, the encounter is over.

The PCs earn a total success for closing the rift and defeating all of the enemies. They score a partial success if they achieve only one of those goals.

- **Cautious:** Score 1 point for each total success.
- **Normal:** Score 2 points for each total success and 1 point for each partial success.
- **Aggressive/Glory:** Score 3 points for each total success and 1 point for each partial success.

If the total number of points scored is at least two times the number of warbands, then the mission is a total success. If the total number of points scored is less than one-and-a-half times the number of warbands, it is a failure.

Total Success: Each PC can choose to infuse their currently worn armor (or clothes if the character is not wearing armor) with energy from the Elemental Chaos. See the Treasure section for details. The DC for this mission's fatigue check is Easy.

Partial Success: The prevailing elemental conditions do not favor either the PCs or their foes. The DC for this mission's fatigue check is Moderate.

Failure: If the PCs fail, the energy from the Elemental Chaos continues to rage out of control. All creatures with the elemental keyword (which may include some of the PCs) gain a +2 power bonus to attack rolls and saving throws for the remainder of the adventure. The DC for this mission's fatigue check is Hard.

SPECIAL MISSIONS

Each PC must check for fatigue at a DC set by the outcome of Special Mission 1 (instead of the success or failure of this mission).

Each PC receives a *frozen whetstone* if the Senior GM announces that the special mission team succeeded. The item level is 7 at AL 2-12, and 17 at AL 14-20. The PCs may share these items as they wish among the warband.

Frozen Whetstone		Level 7+ Uncommon
<i>A weapon honed with this blue-white crystalline whetstone becomes icy cold to the touch.</i>		
Lvl 7 100 gp	Lvl 17 2,600 gp	
Consumable: Whetstone		
Utility Power (Cold) ♦ Consumable (Minor Action)		
<i>Effect:</i> Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any successful attack with the weapon deals an extra 2 cold damage.		
<i>Level 17:</i> 4 cold damage.		
Reference: <i>Adventurer's Vault</i>		

MILESTONE

This encounter counts toward a milestone.

TREASURE

If the overall result is a total success, then each PC can infuse his or her currently-worn armor (if any) with the energy of the Elemental Chaos. The infused armor becomes *armor of resistance* for the rest of the adventure (this replaces the armor's existing magical properties and enhancement bonus, if any). A PC who is not currently wearing armor may choose to have his or her basic normal clothing treated as non-magical cloth armor (+0 armor bonus) to benefit from this effect. (To be clear, a character cannot wear two suits of armor, including cloth armor.)

The armor has a +1 enhancement bonus at AL 2, +2 at AL 4-10, +3 at AL 12, and +4 at AL 14-20. Each PC may choose the type of energy resistance granted by his or her armor (acid, cold, fire, force, lightning, necrotic, psychic, poison, or thunder). The armor grants resist 5 to the chosen energy type at Heroic tier, and resist 10 at Paragon tier. The armor returns to its normal properties and powers at the end of the adventure.

Armor of Resistance		Level 2+ Common
<i>Special wards in this armor provide extra resistance.</i>		
Lvl 2 +1 520 gp	Lvl 12 +3 13,000 gp	
Lvl 7 +2 2,600 gp	Lvl 17 +4 13,000 gp	
Armor: Any		
Enhancement Bonus: AC		
Property		
Resist 5 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.		
<i>Level 12 or 17:</i> Resist 10		
Reference: <i>Adventurer's Vault</i>		

ENCOUNTER 1: ELEMENTAL CHAOS RIFT (AL 2)

2 Adderbrood Dark Drake	Level 2 Skirmisher	
Medium natural beast (reptile)	XP 125	
HP 39; Bloodied 19	Initiative +8	
AC 16, Fortitude 14, Reflex 16, Will 13	Perception +3	
Speed 8, burrow 4	Resist 5 poison	
TRAITS		
Adder's Mobility		
While an enemy is slowed or immobilized by the drake, that enemy cannot make opportunity attacks against the drake, and the drake can enter its space.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d10 + 4 damage, and the target is slowed until the end of the drake's next turn.		
M Venemous Strike • At-Will		
Attack: Melee 1 (one creature slowed by the drake); +5 vs. Fortitude		
Hit: 1d10 + 4 damage, and ongoing 5 poison damage (save ends).		
First Failed Saving Throw: The target is immobilized and takes ongoing 5 poison damage (save ends both).		
Skills Stealth +11		
Str 16 (+4)	Dex 20 (+6)	Wis 14 (+3)
Con 15 (+3)	Int 4 (-2)	Cha 11 (+1)
Alignment Evil	Languages -	

3 Lesser Earth Elemental	Level 2 Soldier	
Small elemental magical beast (earth)	XP 125	
HP 42; Bloodied 21	Initiative +1	
AC 17, Fortitude 15, Reflex 12, Will 13	Perception +1	
Speed 8, burrow 5	Tremorsense 5	
TRAITS		
Earth Glide		
The elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage, and the target cannot shift until the end of the elemental's next turn.		
TRIGGERED ACTIONS		
Overwhelming Stone • Recharge when first bloodied		
Trigger: An enemy hits one of the elemental's allies with a melee attack.		
Effect (Immediate Reaction): Melee 1 (the triggering enemy). The target falls prone.		
Str 17 (+4)	Dex 6 (-1)	Wis 11 (+1)
Con 18 (+5)	Int 5 (-2)	Cha 6 (-1)
Alignment unaligned	Languages understands Primordial	

ENCOUNTER 1: ELEMENTAL CHAOS RIFT (AL 4)

2 Adderbrood Dark Drake	Level 4 Skirmisher	
Medium natural beast (reptile)	XP 175	
HP 55; Bloodied 27	Initiative +9	
AC 18, Fortitude 16, Reflex 18, Will 15	Perception +4	
Speed 8, burrow 4	Resist 5 poison	
TRAITS		
Adder's Mobility		
While an enemy is slowed or immobilized by the drake, that enemy cannot make opportunity attacks against the drake, and the drake can enter its space.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d10 + 6 damage, and the target is slowed until the end of the drake's next turn.		
M Venemous Strike • At-Will		
Attack: Melee 1 (one creature slowed by the drake); +7 vs. Fortitude		
Hit: 1d10 + 6 damage, and ongoing 5 poison damage (save ends).		
First Failed Saving Throw: The target is immobilized and takes ongoing 5 poison damage (save ends both).		
Skills Stealth +12		
Str 16 (+5)	Dex 20 (+7)	Wis 14 (+4)
Con 15 (+4)	Int 4 (-1)	Cha 11 (+2)
Alignment Evil	Languages -	

3 Lesser Earth Elemental	Level 4 Soldier	
Small elemental magical beast (earth)	XP 175	
HP 58; Bloodied 29	Initiative +2	
AC 19, Fortitude 17, Reflex 14, Will 15	Perception +2	
Speed 8, burrow 5	Tremorsense 5	
TRAITS		
Earth Glide		
The elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d8 + 7 damage, and the target cannot shift until the end of the elemental's next turn.		
TRIGGERED ACTIONS		
Overwhelming Stone • Recharge when first bloodied		
Trigger: An enemy hits one of the elemental's allies with a melee attack.		
Effect (Immediate Reaction): Melee 1 (the triggering enemy). The target falls prone.		
Str 17 (+5)	Dex 6 (+0)	Wis 11 (+2)
Con 18 (+6)	Int 5 (-1)	Cha 6 (+0)
Alignment unaligned	Languages understands Primordial	

ENCOUNTER 1: ELEMENTAL CHAOS RIFT (AL 6)

Adderbrood Dark Drake	Level 6 Skirmisher
Medium natural beast (reptile)	XP 250
HP 71; Bloodied 35	Initiative +10
AC 20, Fortitude 18, Reflex 20, Will 17	Perception +5
Speed 8, burrow 4	
Resist 5 poison	
TRAITS	
Adder's Mobility	
While an enemy is slowed or immobilized by the drake, that enemy cannot make opportunity attacks against the drake, and the drake can enter its space.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d10 + 3 damage, and the target is slowed until the end of the drake's next turn.	
M Venemous Strike • At-Will	
<i>Attack:</i> Melee 1 (one creature slowed by the drake); +9 vs. Fortitude	
<i>Hit:</i> 2d10 + 3 damage, and ongoing 5 poison damage (save ends).	
<i>First Failed Saving Throw:</i> The target is immobilized and takes ongoing 5 poison damage (save ends both).	
Skills Stealth +13	
Str 16 (+6)	Dex 20 (+8) Wis 14 (+5)
Con 15 (+5)	Int 4 (+0) Cha 11 (+3)
Alignment Evil	Languages -

Earth Elemental	Level 6 Soldier
Medium elemental magical beast (earth)	XP 250
HP 79; Bloodied 39	Initiative +3
AC 21, Fortitude 19, Reflex 16, Will 17	Perception +3
Speed 7, burrow 7	Tremorsense 5
Vulnerable thunder (see brittle skin)	
TRAITS	
Earth Glide	
The elemental can pass through earth and rock as if it were phasing.	
Brittle Skin	
Whenever the elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d8 + 5 damage, and the target cannot shift until the end of the elemental's next turn.	
C Quake Stomp • Recharge when first bloodied	
<i>Attack:</i> Close burst 4 (enemies in the burst); +9 vs. Fortitude	
<i>Hit:</i> 2d8 + 2 damage, and the elemental slides the target 2 squares and knocks it prone.	
Str 22 (+9)	Dex 6 (+1) Wis 11 (+3)
Con 23 (+9)	Int 5 (+0) Cha 6 (+1)
Alignment unaligned	Languages understands Primordial

ENCOUNTER 1: ELEMENTAL CHAOS RIFT (AL 8)

Adderbrood Dark Drake	Level 8 Skirmisher	
Medium natural beast (reptile)	XP 350	
HP 87; Bloodied 43	Initiative +11	
AC 22, Fortitude 20, Reflex 22, Will 19	Perception +6	
Speed 8, burrow 4		
Resist 5 poison		
TRAITS		
Adder's Mobility		
While an enemy is slowed or immobilized by the drake, that enemy cannot make opportunity attacks against the drake, and the drake can enter its space.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d10 + 5 damage, and the target is slowed until the end of the drake's next turn.		
M Venemous Strike • At-Will		
Attack: Melee 1 (one creature slowed by the drake); +11 vs. Fortitude		
Hit: 2d10 + 5 damage, and ongoing 5 poison damage (save ends).		
First Failed Saving Throw: The target is immobilized and takes ongoing 5 poison damage (save ends both).		
Skills Stealth +14		
Str 16 (+7)	Dex 20 (+9)	Wis 14 (+6)
Con 15 (+6)	Int 4 (+1)	Cha 11 (+4)
Alignment Evil	Languages -	

Earth Elemental	Level 8 Soldier	
Medium elemental magical beast (earth)	XP 350	
HP 95; Bloodied 47	Initiative +4	
AC 23, Fortitude 21, Reflex 18, Will 19	Perception +4	
Speed 7, burrow 7	Tremorsense 5	
Vulnerable thunder (see brittle skin)		
TRAITS		
Earth Glide		
The elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage, and the target cannot shift until the end of the elemental's next turn.		
C Quake Stomp • Recharge when first bloodied		
Attack: Close burst 4 (enemies in the burst); +11 vs. Fortitude		
Hit: 2d8 + 4 damage, and the elemental slides the target 2 squares and knocks it prone.		
Str 22 (+10)	Dex 6 (+2)	Wis 11 (+4)
Con 23 (+10)	Int 5 (+1)	Cha 6 (+2)
Alignment unaligned	Languages understands Primordial	

ENCOUNTER 1: ELEMENTAL CHAOS RIFT (AL 10)

Adderbrood Dark Drake	Level 10 Skirmisher	
Medium natural beast (reptile)	XP 500	
HP 103; Bloodied 51	Initiative +12	
AC 24, Fortitude 22, Reflex 24, Will 21	Perception +7	
Speed 8, burrow 4		
Resist 5 poison		
TRAITS		
Adder's Mobility		
While an enemy is slowed or immobilized by the drake, that enemy cannot make opportunity attacks against the drake, and the drake can enter its space.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d10 + 7 damage, and the target is slowed until the end of the drake's next turn.		
M Venemous Strike • At-Will		
Attack: Melee 1 (one creature slowed by the drake); +13 vs. Fortitude		
Hit: 2d10 + 7 damage, and ongoing 5 poison damage (save ends).		
First Failed Saving Throw: The target is immobilized and takes ongoing 5 poison damage (save ends both).		
Skills Stealth +15		
Str 16 (+8)	Dex 20 (+10)	Wis 14 (+7)
Con 15 (+7)	Int 4 (+2)	Cha 11 (+5)
Alignment Evil	Languages -	

Earth Elemental	Level 10 Soldier	
Medium elemental magical beast (earth)	XP 500	
HP 111; Bloodied 55	Initiative +5	
AC 25, Fortitude 23, Reflex 20, Will 21	Perception +5	
Speed 7, burrow 7	Tremorsense 5	
Vulnerable thunder (see brittle skin)		
TRAITS		
Earth Glide		
The elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage, and the target cannot shift until the end of the elemental's next turn.		
C Quake Stomp • Recharge when first bloodied		
Attack: Close burst 4 (enemies in the burst); +13 vs. Fortitude		
Hit: 2d8 + 6 damage, and the elemental slides the target 2 squares and knocks it prone.		
Str 22 (+11)	Dex 6 (+3)	Wis 11 (+5)
Con 23 (+11)	Int 5 (+2)	Cha 6 (+3)
Alignment unaligned	Languages understands Primordial	

ENCOUNTER 1: ELEMENTAL CHAOS RIFT (AL 12)

1 Adult Purple Worm	Level 12 Elite Brute	
Huge natural beast (blind)	XP 1600	
HP 184; Bloodied 92	Initiative +10	
AC 26, Fortitude 26, Reflex 24, Will 22	Perception +10	
Speed 6, burrow 6 (tunneling)	Blindsight 10	
Immune blinded, gaze effects	Tremorsense 10	
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 3 (one creature); +17 vs. AC		
Hit: 3d8 + 8 damage.		
M Devour Whole • At-Will		
Attack: Melee 3 (one creature); +15 vs. Fortitude		
Hit: 2d10 + 7 damage, and the target is swallowed (escape DC 20).		
While swallowed, the target does not occupy a square and has neither line of sight nor line of effect to anything except the worm and other creatures swallowed by the worm; in addition, nothing has line of sight or line of effect to the target except other creatures swallowed by the worm. If the target attacks the worm using a close or area attack, that attack targets all other creatures swallowed by the worm. While swallowed, the target takes 20 acid damage at the end of its turn. When the effect ends or the worm drops to 0 hit points, the target appears in an unoccupied square of its choice adjacent to the worm.		
MINOR ACTIONS		
M Fling • At-Will		
Attack: Melee 3 (one creature); +15 vs. Fortitude		
Hit: 2d10 + 8 damage, and the purple worm slides the target up to 4 squares.		
M Poison Stinger (poison) • At-Will		
Attack: Melee 3 (one creature); +17 vs. AC		
Hit: 1d8 + 2 damage, and ongoing 10 poison damage (save ends).		
Regurgitate • At-Will		
Effect: One creature swallowed by the purple worm appears in a square of the worm's choice within 4 squares of it. That creature is no longer swallowed and takes 2d10 + 8 damage.		
TRIGGERED ACTIONS		
M Thrash • At-Will		
Trigger: An attack hits the purple worm.		
Attack (Immediate Reaction): Melee 3 (one or two creatures); +15 vs. Reflex		
Hit: 2d12 + 5 damage, and the purple worm pushes the target up to 6 squares.		
Str 25 (+13)	Dex 20 (+11)	Wis 19 (+10)
Con 20 (+11)	Int 2 (+2)	Cha 4 (+3)
Alignment unaligned Languages -		
Note: Modified from solo to elite.		

3 Earth Elemental	Level 12 Soldier	
Medium elemental magical beast (earth)	XP 800	
HP 127; Bloodied 63	Initiative +6	
AC 27, Fortitude 25, Reflex 22, Will 23	Perception +6	
Speed 7, burrow 7	Tremorsense 5	
Vulnerable thunder (see brittle skin)		
TRAITS		
Earth Glide		
The elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d8 + 7 damage, and the target cannot shift until the end of the elemental's next turn.		
C Quake Stomp • Recharge when first bloodied		
Attack: Close burst 4 (enemies in the burst); +15 vs. Fortitude		
Hit: 3d8 + 4 damage, and the elemental slides the target 2 squares and knocks it prone.		
Str 22 (+12)	Dex 6 (+4)	Wis 11 (+6)
Con 23 (+12)	Int 5 (+3)	Cha 6 (+4)
Alignment unaligned Languages understands Primordial		

ENCOUNTER 1: ELEMENTAL CHAOS RIFT (AL 14)

1 Adult Purple Worm	Level 14 Elite Brute	
Huge natural beast (blind)	XP 2000	
HP 224; Bloodied 112	Initiative +12	
AC 28, Fortitude 28, Reflex 26, Will 24	Perception +11	
Speed 6, burrow 6 (tunneling)	Blindsight 10	
Immune blinded, gaze effects	Tremorsense 10	
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 3 (one creature); +19 vs. AC		
Hit: 4d8 + 8 damage.		
M Devour Whole • At-Will		
Attack: Melee 3 (one creature); +17 vs. Fortitude		
Hit: 3d10 + 7 damage, and the target is swallowed (escape DC 21).		
While swallowed, the target does not occupy a square and has neither line of sight nor line of effect to anything except the worm and other creatures swallowed by the worm; in addition, nothing has line of sight or line of effect to the target except other creatures swallowed by the worm. If the target attacks the worm using a close or area attack, that attack targets all other creatures swallowed by the worm. While swallowed, the target takes 30 acid damage at the end of its turn. When the effect ends or the worm drops to 0 hit points, the target appears in an unoccupied square of its choice adjacent to the worm.		
MINOR ACTIONS		
M Fling • At-Will		
Attack: Melee 3 (one creature); +17 vs. Fortitude		
Hit: 3d10 + 8 damage, and the purple worm slides the target up to 4 squares.		
M Poison Stinger (poison) • At-Will		
Attack: Melee 3 (one creature); +19 vs. AC		
Hit: 2d8 damage, and ongoing 15 poison damage (save ends).		
Regurgitate • At-Will		
Effect: One creature swallowed by the purple worm appears in a square of the worm's choice within 4 squares of it. That creature is no longer swallowed and takes 3d10 + 8 damage.		
TRIGGERED ACTIONS		
M Thrash • At-Will		
Trigger: An attack hits the purple worm.		
Attack (Immediate Reaction): Melee 3 (one or two creatures); +17 vs. Reflex		
Hit: 3d12 + 5 damage, and the purple worm pushes the target up to 6 squares.		
Str 25 (+14)	Dex 20 (+12)	Wis 19 (+11)
Con 20 (+12)	Int 2 (+3)	Cha 4 (+4)
Alignment unaligned Languages -		
Note: Modified from solo to elite.		

3 Earth Elemental	Level 14 Soldier	
Medium elemental magical beast (earth)	XP 1000	
HP 143; Bloodied 71	Initiative +7	
AC 29, Fortitude 27, Reflex 24, Will 25	Perception +7	
Speed 7, burrow 7	Tremorsense 5	
Vulnerable thunder (see brittle skin)		
TRAITS		
Earth Glide		
The elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d8 + 9 damage, and the target cannot shift until the end of the elemental's next turn.		
C Quake Stomp • Recharge when first bloodied		
Attack: Close burst 4 (enemies in the burst); +17 vs. Fortitude		
Hit: 3d8 + 6 damage, and the elemental slides the target 2 squares and knocks it prone.		
Str 22 (+13)	Dex 6 (+5)	Wis 11 (+7)
Con 23 (+13)	Int 5 (+4)	Cha 6 (+5)
Alignment unaligned Languages understands Primordial		

ENCOUNTER 1: ELEMENTAL CHAOS RIFT (AL 16)

1 Adult Purple Worm	Level 16 Elite Brute	
Huge natural beast (blind)	XP 2800	
HP 264; Bloodied 132	Initiative +13	
AC 30, Fortitude 30, Reflex 28, Will 26	Perception +12	
Speed 6, burrow 6 (tunneling)	Blindsight 10	
Immune blinded, gaze effects	Tremorsense 10	
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Bite • At-Will		
<i>Attack:</i> Melee 3 (one creature); +21 vs. AC		
<i>Hit:</i> 4d8 + 10 damage.		
M Devour Whole • At-Will		
<i>Attack:</i> Melee 3 (one creature); +19 vs. Fortitude		
<i>Hit:</i> 3d10 + 9 damage, and the target is swallowed (escape DC 22).		
While swallowed, the target does not occupy a square and has neither line of sight nor line of effect to anything except the worm and other creatures swallowed by the worm; in addition, nothing has line of sight or line of effect to the target except other creatures swallowed by the worm. If the target attacks the worm using a close or area attack, that attack targets all other creatures swallowed by the worm. While swallowed, the target takes 30 acid damage at the end of its turn. When the effect ends or the worm drops to 0 hit points, the target appears in an unoccupied square of its choice adjacent to the worm.		
MINOR ACTIONS		
M Fling • At-Will		
<i>Attack:</i> Melee 3 (one creature); +19 vs. Fortitude		
<i>Hit:</i> 3d10 + 10 damage, and the purple worm slides the target up to 4 squares.		
M Poison Stinger (poison) • At-Will		
<i>Attack:</i> Melee 3 (one creature); +21 vs. AC		
<i>Hit:</i> 2d8 + 2 damage, and ongoing 15 poison damage (save ends).		
Regurgitate • At-Will		
<i>Effect:</i> One creature swallowed by the purple worm appears in a square of the worm's choice within 4 squares of it. That creature is no longer swallowed and takes 3d10 + 10 damage.		
TRIGGERED ACTIONS		
M Thrash • At-Will		
<i>Trigger:</i> An attack hits the purple worm.		
<i>Attack (Immediate Reaction):</i> Melee 3 (one or two creatures); +19 vs. Reflex		
<i>Hit:</i> 3d12 + 7 damage, and the purple worm pushes the target up to 6 squares.		
Str 25 (+15)	Dex 20 (+13)	Wis 19 (+12)
Con 20 (+13)	Int 2 (+4)	Cha 4 (+5)
Alignment unaligned Languages -		
Note: Modified from solo to elite.		

3 Earth Elemental	Level 16 Soldier	
Medium elemental magical beast (earth)	XP 1400	
HP 159; Bloodied 79	Initiative +8	
AC 29, Fortitude 27, Reflex 24, Will 25	Perception +8	
Speed 7, burrow 7	Tremorsense 5	
Vulnerable thunder (see brittle skin)		
TRAITS		
Earth Glide		
The elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
m Slam • At-Will		
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC		
<i>Hit:</i> 3d8 + 11 damage, and the target cannot shift until the end of the elemental's next turn.		
C Quake Stomp • Recharge when first bloodied		
<i>Attack:</i> Close burst 4 (enemies in the burst); +19 vs. Fortitude		
<i>Hit:</i> 3d8 + 8 damage, and the elemental slides the target 2 squares and knocks it prone.		
Str 22 (+14)	Dex 6 (+6)	Wis 11 (+8)
Con 23 (+14)	Int 5 (+5)	Cha 6 (+6)
Alignment unaligned Languages understands Primordial		

ENCOUNTER 1: ELEMENTAL CHAOS RIFT (AL 18)

1 Adult Purple Worm	Level 18 Elite Brute
Huge natural beast (blind)	XP 4000
HP 304; Bloodied 152	Initiative +14
AC 32, Fortitude 32, Reflex 30, Will 28	Perception +13
Speed 6, burrow 6 (tunneling)	Blindsight 10
Immune blinded, gaze effects	Tremorsense 10
Saving Throws +2; Action Points 1	
TRAITS	
Ponderous	
The purple worm can take immediate actions while stunned, dazed, or dominated.	
Blooded Frenzy	
While bloodied, the purple worm takes an extra minor action during its turn.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 3 (one creature); +23 vs. AC	
<i>Hit:</i> 4d8 + 12 damage.	
M Devour Whole • At-Will	
<i>Attack:</i> Melee 3 (one creature); +19 vs. Fortitude	
<i>Hit:</i> 3d10 + 11 damage, and the target is swallowed (escape DC 23).	
While swallowed, the target does not occupy a square and has neither line of sight nor line of effect to anything except the worm and other creatures swallowed by the worm; in addition, nothing has line of sight or line of effect to the target except other creatures swallowed by the worm. If the target attacks the worm using a close or area attack, that attack targets all other creatures swallowed by the worm. While swallowed, the target takes 30 acid damage at the end of its turn. When the effect ends or the worm drops to 0 hit points, the target appears in an unoccupied square of its choice adjacent to the worm.	
MINOR ACTIONS	
M Fling • At-Will	
<i>Attack:</i> Melee 3 (one creature); +21 vs. Fortitude	
<i>Hit:</i> 3d10 + 12 damage, and the purple worm slides the target up to 4 squares.	
M Poison Stinger (poison) • At-Will	
<i>Attack:</i> Melee 3 (one creature); +23 vs. AC	
<i>Hit:</i> 2d8 + 4 damage, and ongoing 15 poison damage (save ends).	
Regurgitate • At-Will	
<i>Effect:</i> One creature swallowed by the purple worm appears in a square of the worm's choice within 4 squares of it. That creature is no longer swallowed and takes 3d10 + 12 damage.	
TRIGGERED ACTIONS	
M Thrash • At-Will	
<i>Trigger:</i> An attack hits the purple worm.	
<i>Attack (Immediate Reaction):</i> Melee 3 (one or two creatures); +21 vs. Reflex	
<i>Hit:</i> 3d12 + 9 damage, and the purple worm pushes the target up to 6 squares.	
Str 25 (+16)	Dex 20 (+14)
Con 20 (+14)	Int 2 (+5)
	Wis 19 (+13)
	Cha 4 (+6)
Alignment unaligned Languages -	
Note: Modified from solo to elite.	

3 Greater Earth Elemental	Level 18 Soldier
Medium elemental magical beast (earth)	XP 2000
HP 180; Bloodied 90	Initiative +9
AC 33, Fortitude 31, Reflex 28, Will 29	Perception +9
Speed 9, burrow 9	Tremorsense 5
Vulnerable thunder (see brittle skin)	
TRAITS	
Earth Glide	
The greater earth elemental can pass through earth and rock as if it were phasing.	
Brittle Skin	
Whenever the greater earth elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +23 vs. AC	
<i>Hit:</i> 4d8 + 8 damage, and the target cannot shift until the end of the elemental's next turn.	
M Flattening Stomp • Recharge when first bloodied	
<i>Attack:</i> Melee 2 (one creature); +25 vs. Reflex	
<i>Hit:</i> 5d8 + 16 damage.	
<i>Effect:</i> The target and each enemy within 2 squares of it falls prone.	
Str 27 (+17)	Dex 6 (+7)
Con 28 (+18)	Int 5 (+6)
	Wis 11 (+9)
	Cha 6 (+7)
Alignment unaligned Languages understands Primordial	

ENCOUNTER 1: ELEMENTAL CHAOS RIFT (AL 20)

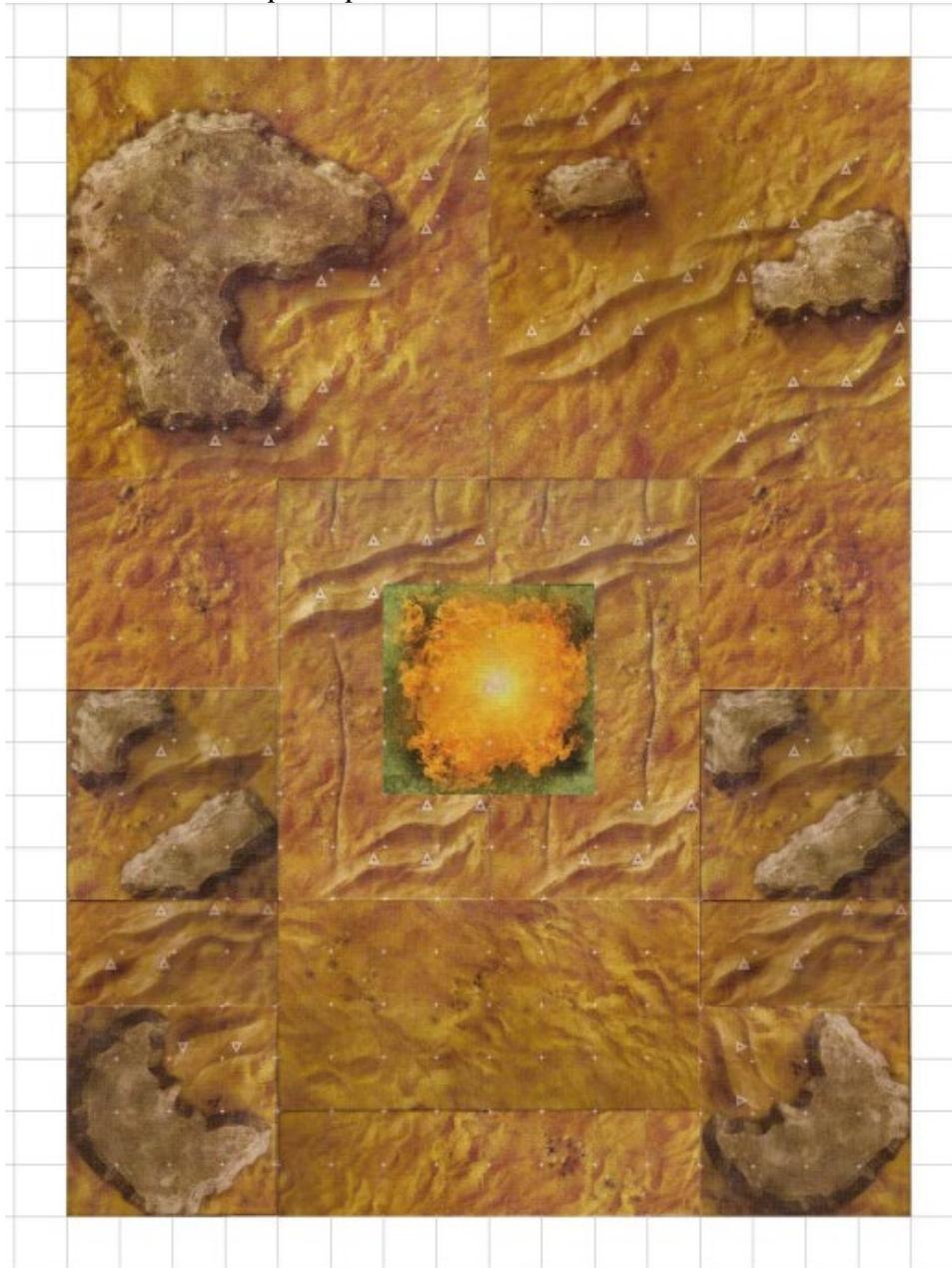
1 Adult Purple Worm	Level 20 Elite Brute	
Huge natural beast (blind)	XP 5600	
HP 344; Bloodied 172	Initiative +14	
AC 34, Fortitude 34, Reflex 32, Will 30	Perception +13	
Speed 6, burrow 6 (tunneling)	Blindsight 10	
Immune blinded, gaze effects	Tremorsense 10	
Saving Throws +2; Action Points 1		
TRAITS		
Ponderous		
The purple worm can take immediate actions while stunned, dazed, or dominated.		
Blooded Frenzy		
While bloodied, the purple worm takes an extra minor action during its turn.		
STANDARD ACTIONS		
m Bite • At-Will		
<i>Attack:</i> Melee 3 (one creature); +25 vs. AC		
<i>Hit:</i> 4d8 + 14 damage.		
M Devour Whole • At-Will		
<i>Attack:</i> Melee 3 (one creature); +21 vs. Fortitude		
<i>Hit:</i> 3d10 + 13 damage, and the target is swallowed (escape DC 25).		
While swallowed, the target does not occupy a square and has neither line of sight nor line of effect to anything except the worm and other creatures swallowed by the worm; in addition, nothing has line of sight or line of effect to the target except other creatures swallowed by the worm. If the target attacks the worm using a close or area attack, that attack targets all other creatures swallowed by the worm. While swallowed, the target takes 30 acid damage at the end of its turn. When the effect ends or the worm drops to 0 hit points, the target appears in an unoccupied square of its choice adjacent to the worm.		
MINOR ACTIONS		
M Fling • At-Will		
<i>Attack:</i> Melee 3 (one creature); +23 vs. Fortitude		
<i>Hit:</i> 3d10 + 14 damage, and the purple worm slides the target up to 4 squares.		
M Poison Stinger (poison) • At-Will		
<i>Attack:</i> Melee 3 (one creature); +25 vs. AC		
<i>Hit:</i> 2d8 + 5 damage, and ongoing 15 poison damage (save ends).		
Regurgitate • At-Will		
<i>Effect:</i> One creature swallowed by the purple worm appears in a square of the worm's choice within 4 squares of it. That creature is no longer swallowed and takes 3d10 + 14 damage.		
TRIGGERED ACTIONS		
M Thrash • At-Will		
<i>Trigger:</i> An attack hits the purple worm.		
<i>Attack (Immediate Reaction):</i> Melee 3 (one or two creatures); +23 vs. Reflex		
<i>Hit:</i> 3d12 + 11 damage, and the purple worm pushes the target up to 6 squares.		
Str 25 (+17)	Dex 20 (+15)	Wis 19 (+14)
Con 20 (+15)	Int 2 (+6)	Cha 4 (+7)
Alignment unaligned Languages -		
Note: Modified from solo to elite.		

3 Greater Earth Elemental	Level 20 Soldier	
Medium elemental magical beast (earth)	XP 2800	
HP 196; Bloodied 98	Initiative +10	
AC 35, Fortitude 33, Reflex 30, Will 31	Perception +10	
Speed 9, burrow 9	Tremorsense 5	
Vulnerable thunder (see brittle skin)		
TRAITS		
Earth Glide		
The greater earth elemental can pass through earth and rock as if it were phasing.		
Brittle Skin		
Whenever the greater earth elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.		
STANDARD ACTIONS		
m Slam • At-Will		
<i>Attack:</i> Melee 2 (one creature); +25 vs. AC		
<i>Hit:</i> 4d8 + 10 damage, and the target cannot shift until the end of the elemental's next turn.		
M Flattening Stomp • Recharge when first bloodied		
<i>Attack:</i> Melee 2 (one creature); +27 vs. Reflex		
<i>Hit:</i> 5d8 + 18 damage.		
<i>Effect:</i> The target and each enemy within 2 squares of it falls prone.		
Str 27 (+18)	Dex 6 (+8)	Wis 11 (+10)
Con 28 (+19)	Int 5 (+7)	Cha 6 (+8)
Alignment unaligned Languages understands Primordial		

ENCOUNTER 1: ELEMENTAL CHAOS RIFT

TILE SETS NEEDED: *DU17: DESERT OF ATHAS* x2

Sample map: *CAL13-3 Encounter 3A Sandstorm.*



The 4x4 fiery area in the middle represents the Elemental Chaos rift.

PCs may start anywhere on the map (but must start adjacent to the rift if making the initial check).

Monsters erupt within 3 squares of any edge of the map, spread out. Place the reptiles / worms in opposite corners and the earth elementals in opposite corners.

ENCOUNTER 2: CALIMPORT SCOUTS

ENCOUNTER LEVEL (AL+0)

Note: If a PC goes on the Special Mission, this encounter level is AL+1.

CREATURES

This encounter includes the following creatures at Adventure Levels 2/4:

- 1 stormfury genasi champion
- 2 genasi skyspy
- 1 lesser air elemental

This encounter includes the following creatures at Adventure Levels 6/8/10:

- 1 stormfury genasi champion
- 2 genasi skyspy
- 1 air elemental

This encounter includes the following creatures at Adventure Levels 12/14:

- 1 Ferrick Spark
- 2 air archon tempsetblade
- 1 air elemental

This encounter includes the following creatures at Adventure Levels 16/18/20:

- 1 Ferrick Spark
- 2 air archon tempsetblade
- 1 greater air elemental

SCALING THE ENCOUNTER

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

Four PCs: At all ALs, remove a skyspy or tempsetblade.

Six PCs: At all ALs, add an air elemental.

Cautious: For 5/6 PCs, run as if there are 4/5 PCs. For 4 PCs, remove the action point from the elite creature.

Aggressive: At all ALs, add another air elemental (invisible) at the end of the first round.

Glory: At all ALs, add an air elemental (invisible) at the end of the first round. In addition, give each creature an action point. They can spend this action point at the start of the combat to gain +5 (heroic) or +10 (paragon) to their initiative result.

A strong wind blows in from the south, heralding scores of flying humanoids, yet a few miles away. Descending between two large sand dunes, they settle and begin to set up a camp. Ala'Ammar announces, "It looks like the forces from Calimport have arrived."

Ala'Ammar and the WeavePasha have assessed the situation and provide the following information to the PCs.

- Ala'Ammar expresses concern about the aerial superiority of the Calimport forces.
- Ala'Ammar sends the warbands out to engage Calimport's scouts, to minimize their assessment of the situation.
- The WeavePasha believes he can channel the power of the Elemental Chaos in this area to neutralize the threat of Calimport's aerial forces.
- The WeavePasha supplies each warband with focus crystals that can tap into the power of the Elemental Chaos. These crystals must be placed and activated throughout the area in order for his ritual to work.

SPECIAL MISSIONS

With the ziggurat's entrances now exposed and cleared, the next step in securing it is to quickly search the structure for traps. Ala'Ammar calls for the warbands to send their best trap-spotters to the ziggurat. (To be clear, the key skill is Perception.) Only one volunteer per warband is permitted, as fighting the forces of Calimport remains the top priority.

Each warband is sent to engage one of the Calimport scouting parties and activate the crystals. Have the PCs decide how they want to distribute the crystals. There is one for each of them, but they may decide to have someone carry more than one if they wish.

The WeavePasha warns that activating the crystals will create tiny tears into the Elemental Chaos, so when activating a crystal, duck quickly.

The Calimport scouting party has already reached the area and is taking stock of the Almraiven forces. Be sure that none are left to report their intelligence to the main Calimport army.

The PCs enter from one side of the map while the Calimport forces move in from the other side. Roll initiative.

SKILL CHALLENGE: AIR TORRENTS

Goal: The PCs must place and activate crystals in specific key locations on the map.

Complexity: special (a number of successes equal to the number of PCs in their warband)

Primary Skill: Acrobatics, Thievery

Victory: The PCs create a no-fly zone in the area.

Defeat: The PCs fail to create the no-fly zone.

The check in this skill challenge is to dodge out of the way from the backlash when the PC tampers with a tear to the Elemental Chaos. The more careful the PC is when activating the crystal, the easier it is to dodge the backlash of energy.

In order to activate the crystal, the PC must be occupying a square with a tear.

Individual Check

Acrobatics/Thievery [Easy DC] (standard action)

or **[Moderate DC]** (move action)

or **[Hard DC]** (minor action)

As the PC activates the crystal, a wave of energy erupts and the PC must leap out of the way. On a failure, the PC takes (AL x 2) random energy damage and is knocked prone.

Whether the PC succeeds or fails on the acrobatics check, the crystal is now activated. The check is only to determine if the character takes damage.

Success: When the PCs earn a number of successes equal to the total number of members of their warband, a chaos storm swirls above the area. Describe the sky swirling with dark clouds of elemental energy.

All flying creatures take AL damage and are knocked prone. For the rest of the encounter, all creatures have an altitude limit of 1. (Note that the Calimport forces gain additional benefits in future encounters for having access to flight.)

Failure: The PCs fail if time is called and the crystals are not all yet planted.

FEATURES OF THE AREA

Illumination: Bright illumination from the scorching sun.

Sand: Areas marked with a triangle are difficult terrain.

Rocks and Walls: The rocks and walls along edges of squares are just a few feet above the sand. They provide cover, but do not hinder movement.

Ruins: The large ruins (full squares) are blocking terrain 10 feet high which require a DC 15 Athletics check to climb.

Black Sand: A creature in a square of black sand regains half the normal number of hit points.

TACTICS

The Calimport forces attack the PCs without mercy. When only one creature remains, it attempts to escape in order to report back to the main army.

The air elementals begin the encounter invisible and flying at a height equal to their speed. Only place them on the map at the start of the encounter if a PC has a passive perception that meets the Hard DC. The other creatures use their forced-movement attacks to move PCs away from the air elementals, so that the air elementals can take advantage of their invisibility.

The skirmishers gain combat advantage any way they can, including by flanking. They provoke opportunity attacks in order to trigger their more powerful attacks and bonuses. If the skill challenge is not complete and the genasi start their turn in an optimal position, then they attack with a standard action and use a move action to fly into the air to avoid melee attacks.

INVESTIGATION SCENE

If the PCs earn a total success and there is still time left, they may interrogate any prisoners or examine a code book that the leader carries. Treat this as a Complexity 1 Skill Challenge (4 successes before 3 failures). Reasonable skills to use include:

- **Bluff, Diplomacy, or Intimidate** to get the prisoner to reveal information.
- **Insight or Thievery** to decipher the code book.

The PCs can learn that the Calimport forces are not much larger than their own force and have spotted Memnon scouts in the area. You can also describe the areal power of Calimport (failure barbardment) as well as some of the powers of the Calimport forces in Encounter 4.

The code book contains trap schematics found during research of Suldolphor. The Calimport agents were sent to scout the area and disable any traps in the city.

Success: If the PCs succeed at the skill challenge, they have some idea as to how the traps work in the ziggurat. The PC who volunteers for Special Mission 3 gains a +2 bonus to Thievery checks.

Failure: The PCs do not earn the bonus.

ENDING THE ENCOUNTER

When the Senior DM calls time or the enemies are defeated and the crystals are activated, the encounter is over.

The PCs earn a total success for activating all the crystals and defeating all the forces of Calimport. They score a partial success if they achieve only one of those goals.

- **Cautious:** Score 1 point for each total success.
- **Normal:** Score 2 points for each total success and 1 point for each partial success.
- **Aggressive/Glory:** Score 3 points for each total success and 1 point for each partial success.

If the total number of points scored is at least two times the number of warbands, then the mission is a total success. If the total number of points scored is less than one-and-a-half times the number of warbands, it is a failure.

Total Success: The WeavePasha is able to release a chaos storm under his control in the area. For the rest of the adventure, all creatures have an altitude limit 1. This mission's fatigue check DC is Easy.

Partial Success: A stalemate ensues between the WeavePasha's rituals and the flying creatures of Calimport. Neither side gains an advantage or disadvantage. This mission's fatigue check DC is Moderate.

Failure: If the PCs fail, the forces from Calimport use forces flying above the battlefield to bombard the PCs. At the end of the first round of Encounters 4 and 5, they attack each PC: AL + 5 vs. Reflex. Each PC hit gains 5 and ongoing 5 (AL 2-8), 10 and ongoing 10 (AL 10-16), or 15 and ongoing 15 (AL 18-20) thunder and lightning damage (save ends). This mission's fatigue check DC is Hard.

SPECIAL MISSIONS

If you are using the special missions, each PC must check for fatigue at a DC set by the outcome of the special mission (instead of by the success or failure of this mission).

Each warband receives a *WeavePasha's elemental crystal* if the special mission was successful. Distribute **Handout 3**, which contains the game statistics for this item.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Regardless of the overall success or failure, if the warband achieved a total success, the PCs recover a *brooch of shielding* from one of the defeated Calimport scouts. The enhancement bonus is +1 (AL 2-4), +2 (AL 6-10), +3 (AL 12-14), or +4 (AL 16-20).

Brooch of Shielding		Level 3+ Uncommon
<i>Special wards in this armor provide extra resistance.</i>		
Lvl 3 +1 680 gp		Lvl 13 +3 17,000 gp
Lvl 8 +2 3,400 gp		Lvl 18 +4 85,000 gp
Neck Slot		
Enhancement Bonus: Fortitude, Reflex, and Will		
Property		
Gain resist 10 force.		
Level 13 or 18: Resist 15		
Utility Power ♦ Daily (Immediate Interrupt)		
<i>Trigger:</i> You are hit by an area, close, or ranged attack.		
<i>Effect:</i> Gain resist to all damage equal to the brooch's resist force value against the triggering attack.		
Reference: <i>Adventurer's Vault</i>		

ENCOUNTER 2: CALIMPORT SCOUTS (AL 2)

1 Stormfury Genasi Champion	Level 2 Elite Brute
Medium elemental humanoid (air)	XP 250
HP 66; Bloodied 33	Initiative +3
AC 16, Fortitude 17, Reflex 15, Will 12	Perception +1
Speed 6, fly 6 (hover)	
Resist 5 lightning, 5 thunder, 5 force	
Saving Throws +2; Action Points 1	
TRAITS	
Storm Blood	
When it hits a bloodied enemy, the champion deals 5 extra thunder damage and regains 10 hit points.	
STANDARD ACTIONS	
m Great Falchion (lightning, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +5 vs. AC	
<i>Hit:</i> 1d12 + 1d6 lightning damage (crit 1d12 + 18 lightning damage).	
M Double Attack • At-Will	
<i>Effect:</i> The champion makes two falchion attacks.	
TRIGGERED ACTIONS	
M Storm's Retaliation (lightning) • At-Will	
<i>Trigger:</i> An adjacent enemy hits the champion.	
<i>Attack:</i> Melee 1 (the triggering creature); +4 vs. Fortitude	
<i>Hit:</i> 1d12 + 1d6 lightning damage and the target is pushed one square.	
Skills Arcana +5, Endurance +9, Intimidate +6	
Str 20 (+6)	Dex 15 (+3) Wis 11 (+1)
Con 17 (+4)	Int 9 (+0) Cha 10 (+1)
Alignment unaligned Languages Common, Primordial	
Note: Changed orc to genasi; updated to MM3 style; traded warriors surge for a double attack.	

1 Lesser Air Elemental	Level 2 Lurker
Small elemental magical beast (air)	XP 125
HP 29; Bloodied 14	Initiative +8
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +6
Speed 0, fly 6 (hover)	
Vulnerable 5 fire	
TRAITS	
Phantom on the Wind	
The lesser air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it hits of misses with an attack.	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d6 + 4 damage	
M Grasp of Storms • At-Will	
<i>Attack:</i> Melee 1 (one creature that can't see the elemental); +5 vs. Reflex	
<i>Hit:</i> 2d6 + 5 damage, and the elemental grabs the target (escape DC 13) if it does not have a creature grabbed. Until the grab ends, the target takes ongoing 5 damage, and any ranged or melee attacks that hit the elemental deal half damage to the target.	
Skills Stealth +9	
Str 16 (+4)	Dex 17 (+4) Wis 11 (+1)
Con 11 (+1)	Int 5 (-2) Cha 8 (+0)
Alignment unaligned Languages understands Primordial	

2 Genasi Skyspy	Level 2 Skirmisher
Medium elemental humanoid (air)	XP 125
HP 38; Bloodied 19	Initiative +7
AC 15, Fortitude 14, Reflex 15, Will 12	Perception +7
Speed 6	
Resist 5 cold, 5 force	
TRAITS	
Feather-Footed	
The genasi skyspy has a +2 bonus to AC against opportunity attacks.	
STANDARD ACTIONS	
m Falchion • At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d8 + 5 damage, and the genasi skyspy shifts 1 square.	
M Swiftwind Strike • At-Will	
<i>Requirement:</i> The genasi skyspy must have combat advantage against the target.	
<i>Effect:</i> The genasi skyspy makes two falchion attacks against one target.	
C Manifest Whirlwind • Encounter	
<i>Attack:</i> Burst 2 (creatures in the burst); +5 vs. Reflex	
<i>Hit:</i> 1d8 + 7 damage, and the target is pushed 1 square and knocked prone.	
MINOR ACTIONS	
Sky Jaunt • Recharge 4-6	
Until the end of its next turn, the genasi skyspy gains a fly speed equal to its speed and can hover.	
Skills Acrobatics +10, Endurance +5, Nature +4, Stealth +10	
Str 17 (+4)	Dex 18 (+5) Wis 12 (+2)
Con 14 (+3)	Int 13 (+2) Cha 11 (+1)
Alignment unaligned Languages Common, Primordial	

ENCOUNTER 2: CALIMPORT SCOUTS (AL 4)

1 Stormfury Genasi Champion		Level 4 Elite Brute
Medium elemental humanoid (air)		XP 350
HP 106; Bloodied 53		Initiative +4
AC 18, Fortitude 19, Reflex 17, Will 14		Perception +2
Speed 6, fly 6 (hover)		
Resist 5 lightning, 5 thunder, 5 force		
Saving Throws +2; Action Points 1		
TRAITS		
Storm Blood		
When it hits a bloodied enemy, the champion deals 5 extra thunder damage and regains 10 hit points.		
STANDARD ACTIONS		
m Great Falchion (lightning, weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d12 + 1d6 + 2 lightning damage (crit 1d12 + 20 lightning damage).		
M Double Attack • At-Will		
Effect: The champion makes two falchion attacks.		
TRIGGERED ACTIONS		
M Storm's Retaliation (lightning) • At-Will		
Trigger: An adjacent enemy hits the champion.		
Attack: Melee 1 (the triggering creature); +6 vs. Fortitude		
Hit: 1d12 + 1d6 + 2 lightning damage and the target is pushed one square.		
Skills Arcana +6, Endurance +10, Intimidate +7		
Str 20 (+7)	Dex 15 (+4)	Wis 11 (+2)
Con 17 (+5)	Int 9 (+1)	Cha 10 (+2)
Alignment unaligned Languages Common, Primordial		
Note: Changed orc to genasi; updated to MM3 style; traded warriors surge for a double attack.		

1 Lesser Air Elemental		Level 4 Lurker
Small elemental magical beast (air)		XP 175
HP 41; Bloodied 20		Initiative +9
AC 18, Fortitude 15, Reflex 17, Will 16		Perception +7
Speed 0, fly 6 (hover)		
Vulnerable 5 fire		
TRAITS		
Phantom on the Wind		
The lesser air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it hits of misses with an attack.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d6 + 6 damage		
M Grasp of Storms • At-Will		
Attack: Melee 1 (one creature that can't see the elemental); +7 vs. Reflex		
Hit: 2d6 + 7 damage, and the elemental grabs the target (escape DC 14) if it does not have a creature grabbed. Until the grab ends, the target takes ongoing 5 damage, and any ranged or melee attacks that hit the elemental deal half damage to the target.		
Skills Stealth +10		
Str 16 (+5)	Dex 17 (+5)	Wis 11 (+2)
Con 11 (+2)	Int 5 (-1)	Cha 8 (+1)
Alignment unaligned Languages understands Primordial		

2 Genasi Skyspy		Level 4 Skirmisher
Medium elemental humanoid (air)		XP 175
HP 54; Bloodied 27		Initiative +8
AC 17, Fortitude 16, Reflex 17, Will 14		Perception +8
Speed 6		
Resist 5 cold, 5 force		
TRAITS		
Feather-Footed		
The genasi skyspy has a +2 bonus to AC against opportunity attacks.		
STANDARD ACTIONS		
m Falchion • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d8 + 7 damage, and the genasi skyspy shifts 1 square.		
M Swiftwind Strike • At-Will		
Requirement: The genasi skyspy must have combat advantage against the target.		
Effect: The genasi skyspy makes two falchion attacks against one target.		
C Manifest Whirlwind • Encounter		
Attack: Burst 2 (creatures in the burst); +7 vs. Reflex		
Hit: 1d8 + 9 damage, and the target is pushed 1 square and knocked prone.		
MINOR ACTIONS		
Sky Jaunt • Recharge 4-6		
Until the end of its next turn, the genasi skyspy gains a fly speed equal to its speed and can hover.		
Skills Acrobatics +11, Endurance +6, Nature +5, Stealth +11		
Str 17 (+5)	Dex 18 (+6)	Wis 12 (+3)
Con 14 (+4)	Int 13 (+3)	Cha 11 (+2)
Alignment unaligned Languages Common, Primordial		

ENCOUNTER 2: CALIMPORT SCOUTS (AL 6)

1 Stormfury Genasi Champion		Level 6 Elite Brute
Medium elemental humanoid (air)		XP 500
HP 146; Bloodied 73		Initiative +5
AC 20, Fortitude 21, Reflex 19, Will 16		Perception +3
Speed 6, fly 6 (hover)		
Resist 5 lightning, 5 thunder, 5 force		
Saving Throws +2; Action Points 1		
TRAITS		
Storm Blood		
When it hits a bloodied enemy, the champion deals 5 extra thunder damage and regains 10 hit points.		
STANDARD ACTIONS		
m Great Falchion (lightning, weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d12 + 1d6 + 4 lightning damage (crit 1d12 + 22 lightning damage).		
M Double Attack • At-Will		
Effect: The champion makes two falchion attacks.		
TRIGGERED ACTIONS		
M Storm's Retaliation (lightning) • At-Will		
Trigger: An adjacent enemy hits the champion.		
Attack: Melee 1 (the triggering creature); +8 vs. Fortitude		
Hit: 1d12 + 1d6 + 4 lightning damage and the target is pushed one square.		
Skills Arcana +7, Endurance +11, Intimidate +8		
Str 20 (+8)	Dex 15 (+5)	Wis 11 (+3)
Con 17 (+6)	Int 9 (+2)	Cha 10 (+3)
Alignment unaligned		Languages Common, Primordial
Note: Changed orc to genasi; updated to MM3 style; traded warriors surge for a double attack.		

1 Air Elemental		Level 6 Lurker
Medium elemental magical beast (air)		XP 250
HP 57; Bloodied 28		Initiative +13
AC 22, Fortitude 19, Reflex 21, Will 20		Perception +3
Speed 0, fly 8 (hover)		
Vulnerable 5 fire		
TRAITS		
Phantom on the Wind		
The air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d8 + 2 damage		
C Rampant Storm • At-Will		
Attack: Close blast 3 (enemies in the blast); +9 vs. Reflex		
Hit: 3d8 + 3 damage, and the target is dazed until the end of the air elemental's next turn if it could not see the air elemental before the attack.		
Skills Stealth +4		
Str 20 (+8)	Dex 22 (+9)	Wis 11 (+3)
Con 15 (+5)	Int 5 (+0)	Cha 8 (+2)
Alignment unaligned		Languages understands Primordial

2 Genasi Skyspy		Level 6 Skirmisher
Medium elemental humanoid (air)		XP 250
HP 70; Bloodied 35		Initiative +9
AC 19, Fortitude 18, Reflex 19, Will 16		Perception +9
Speed 6		
Resist 5 cold, 5 force		
TRAITS		
Feather-Footed		
The genasi skyspy has a +2 bonus to AC against opportunity attacks.		
STANDARD ACTIONS		
m Falchion • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 5 damage, and the genasi skyspy shifts 1 square.		
M Swiftwind Strike • At-Will		
Requirement: The genasi skyspy must have combat advantage against the target.		
Effect: The genasi skyspy makes two falchion attacks against one target.		
C Manifest Whirlwind • Encounter		
Attack: Burst 2 (creatures in the burst); +9 vs. Reflex		
Hit: 2d8 + 7 damage, and the target is pushed 1 square and knocked prone.		
MINOR ACTIONS		
Sky Jaunt • Recharge 4-6		
Until the end of its next turn, the genasi skyspy gains a fly speed equal to its speed and can hover.		
Skills Acrobatics +12, Endurance +7, Nature +6, Stealth +12		
Str 17 (+6)	Dex 18 (+7)	Wis 12 (+4)
Con 14 (+5)	Int 13 (+4)	Cha 11 (+3)
Alignment unaligned		Languages Common, Primordial

ENCOUNTER 2: CALIMPORT SCOUTS (AL 8)

1 Stormfury Genasi Champion		Level 8 Elite Brute
Medium elemental humanoid (air)		XP 700
HP 186; Bloodied 93		Initiative +6
AC 22, Fortitude 23, Reflex 21, Will 18		Perception +4
Speed 6, fly 6 (hover)		
Resist 5 lightning, 5 thunder, 5 force		
Saving Throws +2; Action Points 1		
TRAITS		
Storm Blood		
When it hits a bloodied enemy, the champion deals 5 extra thunder damage and regains 10 hit points.		
STANDARD ACTIONS		
m Great Falchion (lightning, weapon) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d12 + 1d6 + 6 lightning damage (crit 1d12 + 24 lightning damage).		
M Double Attack • At-Will		
Effect: The champion makes two falchion attacks.		
TRIGGERED ACTIONS		
M Storm's Retaliation (lightning) • At-Will		
Trigger: An adjacent enemy hits the champion.		
Attack: Melee 1 (the triggering creature); +10 vs. Fortitude		
Hit: 1d12 + 1d6 + 6 lightning damage and the target is pushed one square.		
Skills Arcana +8, Endurance +12, Intimidate +9		
Str 20 (+9)	Dex 15 (+6)	Wis 11 (+4)
Con 17 (+7)	Int 9 (+3)	Cha 10 (+4)
Alignment unaligned		Languages Common, Primordial
Note: Changed orc to genasi; updated to MM3 style; traded warriors surge for a double attack.		

1 Air Elemental		Level 8 Lurker
Medium elemental magical beast (air)		XP 350
HP 69; Bloodied 34		Initiative +14
AC 22, Fortitude 19, Reflex 21, Will 20		Perception +4
Speed 0, fly 8 (hover)		
Vulnerable 5 fire		
TRAITS		
Phantom on the Wind		
The air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d8 + 4 damage		
C Rampant Storm • At-Will		
Attack: Close blast 3 (enemies in the blast); +11 vs. Reflex		
Hit: 3d8 + 5 damage, and the target is dazed until the end of the air elemental's next turn if it could not see the air elemental before the attack.		
Skills Stealth +5		
Str 20 (+9)	Dex 22 (+10)	Wis 11 (+4)
Con 15 (+6)	Int 5 (+1)	Cha 8 (+3)
Alignment unaligned		Languages understands Primordial

2 Genasi Skyspy		Level 8 Skirmisher
Medium elemental humanoid (air)		XP 350
HP 86; Bloodied 43		Initiative +10
AC 21, Fortitude 20, Reflex 21, Will 18		Perception +10
Speed 6		
Resist 5 cold, 5 force		
TRAITS		
Feather-Footed		
The genasi skyspy has a +2 bonus to AC against opportunity attacks.		
STANDARD ACTIONS		
m Falchion • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage, and the genasi skyspy shifts 1 square.		
M Swiftwind Strike • At-Will		
Requirement: The genasi skyspy must have combat advantage against the target.		
Effect: The genasi skyspy makes two falchion attacks against one target.		
C Manifest Whirlwind • Encounter		
Attack: Burst 2 (creatures in the burst); +11 vs. Reflex		
Hit: 2d8 + 9 damage, and the target is pushed 1 square and knocked prone.		
MINOR ACTIONS		
Sky Jaunt • Recharge 4-6		
Until the end of its next turn, the genasi skyspy gains a fly speed equal to its speed and can hover.		
Skills Acrobatics +13, Endurance +8, Nature +7, Stealth +13		
Str 17 (+7)	Dex 18 (+8)	Wis 12 (+5)
Con 14 (+6)	Int 13 (+5)	Cha 11 (+4)
Alignment unaligned		Languages Common, Primordial

ENCOUNTER 2: CALIMPORT SCOUTS (AL 10)

1 Stormfury Genasi Champion		Level 10 Elite Brute
Medium elemental humanoid (air)		XP 1000
HP 226; Bloodied 113	Initiative +7	
AC 24, Fortitude 25, Reflex 23, Will 20	Perception +5	
Speed 6, fly 6 (hover)		
Resist 5 lightning, 5 thunder, 5 force		
Saving Throws +2; Action Points 1		
TRAITS		
Storm Blood		
When it hits a bloodied enemy, the champion deals 5 extra thunder damage and regains 10 hit points.		
STANDARD ACTIONS		
m Great Falchion (lightning, weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d12 + 1d6 + 8 lightning damage (crit 1d12 + 26 lightning damage).		
M Double Attack • At-Will		
Effect: The champion makes two falchion attacks.		
TRIGGERED ACTIONS		
M Storm's Retaliation (lightning) • At-Will		
Trigger: An adjacent enemy hits the champion.		
Attack: Melee 1 (the triggering creature); +12 vs. Fortitude		
Hit: 1d12 + 1d6 + 8 lightning damage and the target is pushed one square.		
Skills Arcana +9, Endurance +13, Intimidate +10		
Str 20 (+10)	Dex 15 (+7)	Wis 11 (+5)
Con 17 (+8)	Int 9 (+4)	Cha 10 (+5)
Alignment unaligned Languages Common, Primordial		
Note: Changed orc to genasi; updated to MM3 style; traded warriors surge for a double attack.		

1 Air Elemental		Level 10 Lurker
Medium elemental magical beast (air)		XP 500
HP 81; Bloodied 40	Initiative +15	
AC 22, Fortitude 19, Reflex 21, Will 20	Perception +5	
Speed 0, fly 8 (hover)		
Vulnerable 5 fire		
TRAITS		
Phantom on the Wind		
The air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 2d8 + 6 damage		
C Rampant Storm • At-Will		
Attack: Close blast 3 (enemies in the blast); +13 vs. Reflex		
Hit: 3d8 + 7 damage, and the target is dazed until the end of the air elemental's next turn if it could not see the air elemental before the attack.		
Skills Stealth +6		
Str 20 (+10)	Dex 22 (+11)	Wis 11 (+5)
Con 15 (+7)	Int 5 (+2)	Cha 8 (+4)
Alignment unaligned Languages understands Primordial		

2 Genasi Skyspy		Level 10 Skirmisher
Medium elemental humanoid (air)		XP 500
HP 102; Bloodied 51	Initiative +11	
AC 23, Fortitude 22, Reflex 23, Will 20	Perception +11	
Speed 6		
Resist 5 cold, 5 force		
TRAITS		
Feather-Footed		
The genasi skyspy has a +2 bonus to AC against opportunity attacks.		
STANDARD ACTIONS		
m Falchion • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage, and the genasi skyspy shifts 1 square.		
M Swiftwind Strike • At-Will		
Requirement: The genasi skyspy must have combat advantage against the target.		
Effect: The genasi skyspy makes two falchion attacks against one target.		
C Manifest Whirlwind • Encounter		
Attack: Burst 2 (creatures in the burst); +13 vs. Reflex		
Hit: 2d8 + 11 damage, and the target is pushed 1 square and knocked prone.		
MINOR ACTIONS		
Sky Jaunt • Recharge 4-6		
Until the end of its next turn, the genasi skyspy gains a fly speed equal to its speed and can hover.		
Skills Acrobatics +14, Endurance +9, Nature +8, Stealth +14		
Str 17 (+8)	Dex 18 (+9)	Wis 12 (+6)
Con 14 (+7)	Int 13 (+6)	Cha 11 (+5)
Alignment unaligned Languages Common, Primordial		

ENCOUNTER 2: CALIMPORT SCOUTS (AL 12)

1 Ferrick Spark		Level 12 Elite Brute
Medium elemental humanoid (air)		XP 1600
HP 298; Bloodied 149		Initiative +7
AC 25, Fortitude 25, Reflex 24, Will 21		Perception +8
Speed 6, fly 6 (hover)		
Resist 15 lightning, 10 force		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Great Falchion (lightning, weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d12 + 8 lightning damage (crit 2d12 + 37 lightning damage), and ongoing 10 lightning damage (save ends).		
M Double Attack • At-Will		
Effect: Ferrick makes two great falchion attacks. If he hits two different targets, each target takes ongoing 15 lightning instead of ongoing 10 lightning (save ends).		
C Lightning Surge (lightning) • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +15 vs. Reflex		
Hit: The target takes ongoing 15 lightning damage (save ends), and the target takes a -2 penalty to saving throws against ongoing lightning damage until the end of the encounter.		
TRIGGERED ACTIONS		
M Electric Riposte (lightning) • At-Will		
Trigger: The genasi is hit by an attack.		
Attack (Immediate Reaction): Melee 1 (one enemy adjacent to Ferrick); +15 vs. Reflex		
Hit: The target takes ongoing 15 lightning damage (save ends). If the target is already taking ongoing lightning damage, that damage increases by 5.		
Skills Endurance +15, Intimidate +11		
Str 22 (+12)	Dex 13 (+7)	Wis 15 (+8)
Con 19 (+10)	Int 17 (+9)	Cha 11 (+6)
Alignment unaligned		Languages Common, Primordial

1 Air Elemental		Level 12 Lurker
Medium elemental magical beast (air)		XP 800
HP 93; Bloodied 46		Initiative +16
AC 26, Fortitude 23, Reflex 25, Will 24		Perception +6
Speed 0, fly 8 (hover)		
Vulnerable 5 fire		
TRAITS		
Phantom on the Wind		
The air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d8 + 8 damage		
C Rampant Storm • At-Will		
Attack: Close blast 3 (enemies in the blast); +15 vs. Reflex		
Hit: 3d8 + 9 damage, and the target is dazed until the end of the air elemental's next turn if it could not see the air elemental before the attack.		
Skills Stealth +2		
Str 20 (+11)	Dex 22 (+12)	Wis 11 (+6)
Con 15 (+8)	Int 5 (+3)	Cha 8 (+5)
Alignment unaligned		Languages understands Primordial

2 Air Archon Tempestblade		Level 12 Skirmisher
Medium elemental humanoid (air)		XP 800
HP 126; Bloodied 63		Initiative +15
AC 26, Fortitude 25, Reflex 26, Will 24		Perception +11
Speed fly 8 (hover)		
Immune disease, poison; Resist 15 lightning, 10 force		
TRAITS		
O Billowing Winds • Aura 3		
While bloodied, enemies in the aura without the air keyword are deafened and take a -2 penalty to melee and ranged attacks.		
Tempest Death		
If the tempestblade moves 4 squares or more from its previous location on its turn, it gains a +2 bonus to AC and its melee attacks deal an extra 2d8 lightning damage.		
STANDARD ACTIONS		
m Longsword (lightning, weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d8 + 7 lightning damage, and the target is pushed 1 square.		
M Bonds of Wind (lightning, weapon) • Encounter		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 4d8 + 14 lightning damage, and the target is immobilized (save ends)		
Effect: Once per round on this creature's turn, it can use a minor action to slide the target 1 square (save ends).		
Str 18 (+10)	Dex 25 (+13)	Wis 20 (+11)
Con 22 (+12)	Int 17 (+9)	Cha 15 (+8)
Alignment chaotic evil		Languages Primordial

ENCOUNTER 2: CALIMPORT SCOUTS (AL 14)

1 Ferrick Spark		Level 14 Elite Brute
Medium elemental humanoid (air)		XP 2000
HP 338; Bloodied 169		Initiative +8
AC 27, Fortitude 27, Reflex 26, Will 23		Perception +9
Speed 6, fly 6 (hover)		
Resist 15 lightning, 10 force		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Great Falchion (lightning, weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d12 + 10 lightning damage (crit 2d12 + 39 lightning damage), and ongoing 10 lightning damage (save ends).		
M Double Attack • At-Will		
Effect: Ferrick makes two great falchion attacks. If he hits two different targets, each target takes ongoing 15 lightning instead of ongoing 10 lightning (save ends).		
C Lightning Surge (lightning) • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +17 vs. Reflex		
Hit: The target takes ongoing 15 lightning damage (save ends), and the target takes a -2 penalty to saving throws against ongoing lightning damage until the end of the encounter.		
TRIGGERED ACTIONS		
M Electric Riposte (lightning) • At-Will		
Trigger: The genasi is hit by an attack.		
Attack (Immediate Reaction): Melee 1 (one enemy adjacent to Ferrick); +17 vs. Reflex		
Hit: The target takes ongoing 15 lightning damage (save ends). If the target is already taking ongoing lightning damage, that damage increases by 5.		
Skills Endurance +16, Intimidate +12		
Str 22 (+13)	Dex 13 (+8)	Wis 15 (+9)
Con 19 (+11)	Int 17 (+10)	Cha 11 (+7)
Alignment unaligned		Languages Common, Primordial

1 Air Elemental		Level 14 Lurker
Medium elemental magical beast (air)		XP 1000
HP 105; Bloodied 52		Initiative +17
AC 28, Fortitude 25, Reflex 27, Will 26		Perception +7
Speed 0, fly 8 (hover)		
Vulnerable 5 fire		
TRAITS		
Phantom on the Wind		
The air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 2d8 + 10 damage		
C Rampant Storm • At-Will		
Attack: Close blast 3 (enemies in the blast); +17 vs. Reflex		
Hit: 3d8 + 11 damage, and the target is dazed until the end of the air elemental's next turn if it could not see the air elemental before the attack.		
Skills Stealth +3		
Str 20 (+12)	Dex 22 (+13)	Wis 11 (+7)
Con 15 (+9)	Int 5 (+4)	Cha 8 (+6)
Alignment unaligned		Languages understands Primordial

2 Air Archon Tempestblade		Level 14 Skirmisher
Medium elemental humanoid (air)		XP 1000
HP 142; Bloodied 71		Initiative +16
AC 28, Fortitude 27, Reflex 28, Will 26		Perception +12
Speed fly 8 (hover)		
Immune disease, poison; Resist 15 lightning, 10 force		
TRAITS		
O Billowing Winds • Aura 3		
While bloodied, enemies in the aura without the air keyword are deafened and take a -2 penalty to melee and ranged attacks.		
Tempest Death		
If the tempestblade moves 4 squares or more from its previous location on its turn, it gains a +2 bonus to AC and its melee attacks deal an extra 2d8 lightning damage.		
STANDARD ACTIONS		
m Longsword (lightning, weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d8 + 9 lightning damage, and the target is pushed 1 square.		
M Bonds of Wind (lightning, weapon) • Encounter		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 4d8 + 16 lightning damage, and the target is immobilized (save ends)		
Effect: Once per round on this creature's turn, it can use a minor action to slide the target 1 square (save ends).		
Str 18 (+11)	Dex 25 (+14)	Wis 20 (+12)
Con 22 (+13)	Int 17 (+10)	Cha 15 (+9)
Alignment chaotic evil		Languages Primordial

ENCOUNTER 2: CALIMPORT SCOUTS (AL 16)

1 Ferrick Spark	Level 16 Elite Brute
Medium elemental humanoid (air)	XP 2800
HP 378; Bloodied 189	Initiative +9
AC 29, Fortitude 29, Reflex 28, Will 25	Perception +10
Speed 6, fly 6 (hover)	
Resist 15 lightning, 10 force	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Great Falchion (lightning, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 2d12 + 12 lightning damage (crit 2d12 + 41 lightning damage), and ongoing 10 lightning damage (save ends).	
M Double Attack • At-Will	
<i>Effect:</i> Ferrick makes two great falchion attacks. If he hits two different targets, each target takes ongoing 15 lightning instead of ongoing 10 lightning (save ends).	
C Lightning Surge (lightning) • Recharge 5-6	
<i>Attack:</i> Close burst 1 (enemies in the burst); +19 vs. Reflex	
<i>Hit:</i> The target takes ongoing 15 lightning damage (save ends), and the target takes a -2 penalty to saving throws against ongoing lightning damage until the end of the encounter.	
TRIGGERED ACTIONS	
M Electric Riposte (lightning) • At-Will	
<i>Trigger:</i> The genasi is hit by an attack.	
<i>Attack (Immediate Reaction):</i> Melee 1 (one enemy adjacent to Ferrick); +19 vs. Reflex	
<i>Hit:</i> The target takes ongoing 15 lightning damage (save ends). If the target is already taking ongoing lightning damage, that damage increases by 5.	
Skills Endurance +17, Intimidate +13	
Str 22 (+14)	Dex 13 (+9)
Con 19 (+12)	Wis 15 (+10)
Int 17 (+11)	Cha 11 (+8)
Alignment unaligned	Languages Common, Primordial

1 Air Elemental	Level 16 Lurker
Medium elemental magical beast (air)	XP 1400
HP 117; Bloodied 58	Initiative +18
AC 30, Fortitude 27, Reflex 29, Will 28	Perception +8
Speed 0, fly 8 (hover)	
Vulnerable 5 fire	
TRAITS	
Phantom on the Wind	
The air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 1 (one creature); +22 vs. AC	
<i>Hit:</i> 2d8 + 12 damage	
C Rampant Storm • At-Will	
<i>Attack:</i> Close blast 3 (enemies in the blast); +19 vs. Reflex	
<i>Hit:</i> 3d8 + 13 damage, and the target is dazed until the end of the air elemental's next turn if it could not see the air elemental before the attack.	
Skills Stealth +4	
Str 20 (+13)	Dex 22 (+14)
Con 15 (+10)	Wis 11 (+8)
Int 5 (+5)	Cha 8 (+7)
Alignment unaligned	Languages understands Primordial

2 Air Archon Tempestblade	Level 16 Skirmisher
Medium elemental humanoid (air)	XP 1400
HP 158; Bloodied 79	Initiative +17
AC 30, Fortitude 29, Reflex 30, Will 28	Perception +13
Speed fly 8 (hover)	
Immune disease, poison; Resist 15 lightning, 10 force	
TRAITS	
O Billowing Winds • Aura 3	
While bloodied, enemies in the aura without the air keyword are deafened and take a -2 penalty to melee and ranged attacks.	
Tempest Death	
If the tempestblade moves 4 squares or more from its previous location on its turn, it gains a +2 bonus to AC and its melee attacks deal an extra 2d8 lightning damage.	
STANDARD ACTIONS	
m Longsword (lightning, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 3d8 + 11 lightning damage, and the target is pushed 1 square.	
M Bonds of Wind (lightning, weapon) • Encounter	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 4d8 + 18 lightning damage, and the target is immobilized (save ends)	
<i>Effect:</i> Once per round on this creature's turn, it can use a minor action to slide the target 1 square (save ends).	
Str 18 (+12)	Dex 25 (+15)
Con 22 (+14)	Wis 20 (+13)
Int 17 (+11)	Cha 15 (+10)
Alignment chaotic evil	Languages Primordial

ENCOUNTER 2: CALIMPORT SCOUTS (AL 18)

1 Ferrick Spark	Level 18 Elite Brute
Medium elemental humanoid (air)	XP 4000
HP 418; Bloodied 209	Initiative +10
AC 31, Fortitude 31, Reflex 30, Will 27	Perception +11
Speed 6, fly 6 (hover)	
Resist 20 lightning, 10 force	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Great Falchion (lightning, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d12 + 14 lightning damage (crit 2d12 + 43 lightning damage), and ongoing 15 lightning damage (save ends).	
M Double Attack • At-Will	
Effect: Ferrick makes two great falchion attacks. If he hits two different targets, each target takes ongoing 20 lightning instead of ongoing 15 lightning (save ends).	
C Lightning Surge (lightning) • Recharge 5-6	
Attack: Close burst 1 (enemies in the burst); +21 vs. Reflex	
Hit: The target takes ongoing 20 lightning damage (save ends), and the target takes a -2 penalty to saving throws against ongoing lightning damage until the end of the encounter.	
TRIGGERED ACTIONS	
M Electric Riposte (lightning) • At-Will	
Trigger: The genasi is hit by an attack.	
Attack (Immediate Reaction): Melee 1 (one enemy adjacent to Ferrick); +21 vs. Reflex	
Hit: The target takes ongoing 20 lightning damage (save ends). If the target is already taking ongoing lightning damage, that damage increases by 5.	
Skills Endurance +18, Intimidate +14	
Str 22 (+15)	Dex 13 (+10) Wis 15 (+11)
Con 19 (+13)	Int 17 (+12) Cha 11 (+9)
Alignment unaligned	Languages Common, Primordial

1 Greater Air Elemental	Level 18 Lurker
Large elemental magical beast (air)	XP 2000
HP 131; Bloodied 65	Initiative +21
AC 28, Fortitude 25, Reflex 27, Will 26	Perception +9
Speed 0, fly 10 (hover)	
Vulnerable 10 fire	
TRAITS	
Phantom on the Wind	
The greater air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d10 + 6 damage	
M Engulfing Winds • At-Will	
Attack: Melee 2 (one creature that can't see the elemental); +21 vs. Fortitude	
Hit: The elemental slides the target 1 square into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 20 damage. When the elemental moves, the grabbed target moves with it, remaining in the elemental's space. The elemental moves at full speed while it has a creature grabbed, and it need not spend a standard action or make an attack roll to move a grabbed creature.	
Skills Stealth +22	
Str 22 (+15)	Dex 27 (+17) Wis 11 (+9)
Con 17 (+12)	Int 5 (+6) Cha 8 (+8)
Alignment unaligned	Languages understands Primordial

2 Air Archon Tempestblade	Level 18 Skirmisher
Medium elemental humanoid (air)	XP 2000
HP 174; Bloodied 87	Initiative +18
AC 28, Fortitude 27, Reflex 28, Will 26	Perception +14
Speed fly 8 (hover)	
Immune disease, poison; Resist 20 lightning, 10 force	
TRAITS	
O Billowing Winds • Aura 3	
While bloodied, enemies in the aura without the air keyword are deafened and take a -2 penalty to melee and ranged attacks.	
Tempest Death	
If the tempestblade moves 4 squares or more from its previous location on its turn, it gains a +2 bonus to AC and its melee attacks deal an extra 3d8 lightning damage.	
STANDARD ACTIONS	
m Longsword (lightning, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 lightning damage, and the target is pushed 1 square.	
M Bonds of Wind (lightning, weapon) • Encounter	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d8 + 20 lightning damage, and the target is immobilized (save ends)	
Effect: Once per round on this creature's turn, it can use a minor action to slide the target 1 square (save ends).	
Str 18 (+13)	Dex 25 (+16) Wis 20 (+14)
Con 22 (+15)	Int 17 (+12) Cha 15 (+11)
Alignment chaotic evil	Languages Primordial

ENCOUNTER 2: CALIMPORT SCOUTS (AL 20)

1 Ferrick Spark	Level 20 Elite Brute
Medium elemental humanoid (air)	XP 5600
HP 458; Bloodied 229	Initiative +11
AC 33, Fortitude 33, Reflex 32, Will 29	Perception +12
Speed 6, fly 6 (hover)	
Resist 20 lightning, 10 force	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Great Falchion (lightning, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d12 + 16 lightning damage (crit 2d12 + 45 lightning damage), and ongoing 15 lightning damage (save ends).	
M Double Attack • At-Will	
Effect: Ferrick makes two great falchion attacks. If he hits two different targets, each target takes ongoing 20 lightning instead of ongoing 15 lightning (save ends).	
C Lightning Surge (lightning) • Recharge 5-6	
Attack: Close burst 1 (enemies in the burst); +23 vs. Reflex	
Hit: The target takes ongoing 20 lightning damage (save ends), and the target takes a -2 penalty to saving throws against ongoing lightning damage until the end of the encounter.	
TRIGGERED ACTIONS	
M Electric Riposte (lightning) • At-Will	
Trigger: The genasi is hit by an attack.	
Attack (Immediate Reaction): Melee 1 (one enemy adjacent to Ferrick); +23 vs. Reflex	
Hit: The target takes ongoing 20 lightning damage (save ends). If the target is already taking ongoing lightning damage, that damage increases by 5.	
Skills Endurance +19, Intimidate +15	
Str 22 (+16)	Dex 13 (+11) Wis 15 (+12)
Con 19 (+14)	Int 17 (+13) Cha 11 (+10)
Alignment unaligned	Languages Common, Primordial

1 Greater Air Elemental	Level 20 Lurker
Large elemental magical beast (air)	XP 2800
HP 143; Bloodied 71	Initiative +22
AC 30, Fortitude 27, Reflex 29, Will 28	Perception +10
Speed 0, fly 10 (hover)	
Vulnerable 10 fire	
TRAITS	
Phantom on the Wind	
The greater air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d10 + 8 damage	
M Engulfing Winds • At-Will	
Attack: Melee 2 (one creature that can't see the elemental); +23 vs. Fortitude	
Hit: The elemental slides the target 1 square into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 20 damage. When the elemental moves, the grabbed target moves with it, remaining in the elemental's space. The elemental moves at full speed while it has a creature grabbed, and it need not spend a standard action or make an attack roll to move a grabbed creature.	
Skills Stealth +23	
Str 22 (+16)	Dex 27 (+18) Wis 11 (+10)
Con 17 (+13)	Int 5 (+7) Cha 8 (+9)
Alignment unaligned	Languages understands Primordial

2 Air Archon Tempestblade	Level 20 Skirmisher
Medium elemental humanoid (air)	XP 2800
HP 190; Bloodied 95	Initiative +19
AC 30, Fortitude 29, Reflex 30, Will 28	Perception +15
Speed fly 8 (hover)	
Immune disease, poison; Resist 20 lightning, 10 force	
TRAITS	
O Billowing Winds • Aura 3	
While bloodied, enemies in the aura without the air keyword are deafened and take a -2 penalty to melee and ranged attacks.	
Tempest Death	
If the tempestblade moves 4 squares or more from its previous location on its turn, it gains a +2 bonus to AC and its melee attacks deal an extra 3d8 lightning damage.	
STANDARD ACTIONS	
m Longsword (lightning, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 lightning damage, and the target is pushed 1 square.	
M Bonds of Wind (lightning, weapon) • Encounter	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d8 + 22 lightning damage, and the target is immobilized (save ends)	
Effect: Once per round on this creature's turn, it can use a minor action to slide the target 1 square (save ends).	
Str 18 (+14)	Dex 25 (+17) Wis 20 (+15)
Con 22 (+16)	Int 17 (+13) Cha 15 (+12)
Alignment chaotic evil	Languages Primordial

ENCOUNTER 2: CALIMPORT SCOUTS MAP

TILE SETS NEEDED: *DUI: DESERT OF ATHAS* x2

Sample map: *Scepter Tower of Spellgard*



Mark the map or set up tokens to indicate exactly which squares require the PCs to activate crystals. The first three should go in the center of the black areas (black sand), one in the difficult terrain in the center area, one in the upper left, and one in the lower left corner.

PCs start on or between the crossroads entering from the right side of the map, up to 4 squares from the edge.

Place the champion in the center of the map, 6 squares away from the closest PC. Place the regular Calimport warriors 6 or more squares away from the champion towards the top and bottom of the map. The air elementals begin the encounter invisible and flying 4 squares above the closest black sand tokens.

ENCOUNTER 3: MEMNON SCOUTS

ENCOUNTER LEVEL (AL+0)

Note: If a PC goes on the Special Mission, this encounter level is AL+1.

CREATURES

This encounter includes the following creatures at Adventure Levels 2/4:

2 genasi fireblade

2 lesser fire elemental

4 fire spark

This encounter includes the following creatures at Adventure Levels 6/8/10:

2 genasi fireblade

2 fire elemental

4 fire spark

This encounter includes the following creatures at Adventure Levels 12/14:

2 Memnon sergeant

2 fire elemental

5 fire spark

This encounter includes the following creatures at Adventure Levels 16/18/20:

2 Memnon sergeant

2 greater fire elemental

5 fire spark

SCALING THE ENCOUNTER

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

Four PCs: At all ALs, remove a genasi.

Six PCs: At all ALs, add a genasi.

Note: If the PCs have fire resistance, remind them that they know they will be facing the forces of Memnon. This is a good opportunity for them to attempt a more aggressive (or glory) stance.

Cautious: For 5/6 PCs, run as if there are 4/5 PCs. For 4 PCs, remove fire elemental.

Aggressive: At all ALs, when any genasi or fire elemental is reduced to 0 hit points, it leaves behind 2 (AL2-10) / 3 (AL12-16) / 4 (AL18-20) fire sparks that act immediately.

Glory: At all ALs, add a fire elemental. When any genasi or fire elemental is reduced to 0 hit points, it leaves behind 4 fire sparks that immediately attack or charge the closest PC. All monsters gain Resist 10/20 All during the first round of combat.

After resolving Encounter 2, the Special Mission, and a short rest, read or paraphrase the following.

A wave of heat from the north washes over the city of Suldolphor. Ala'Ammar notes, "It appears the forces of Memnon have arrived."

Ala'Ammar and the WeavePasha have assessed the situation and provide the following information to the PCs.

- Ala'Ammar expresses concern about the ability of the fire creatures of Memnon to draw power from the hot desert sun.
- Ala'Ammar sends the warbands out to engage Memnon's scouts, to minimize their assessment of Almraiven's resources.
- The WeavePasha believes he can channel the power of the Elemental Chaos in this area to release a wave of cold to the north of the city from the Elemental Chaos. This should weaken Memnon's forces.
- The WeavePasha supplies each warband with focus battle standards that can tap into the power of the Elemental Chaos. These standards must be thrust deeply into the ground at specific spots in the area in order for his ritual to work.

SPECIAL MISSIONS

The ziggurat at the heart of the city was the heart of Suldolphor's defenses, and may still be. Securing it will be a key to victory.

Now that the traps have been found, they must be disabled. Ala'Ammar calls for the warbands to send their best disarming specialist to the ziggurat. (To be clear, the key skill is Thievery.) Only one volunteer per warband is permitted, as fighting the forces of Memnon remains the top priority.

Each warband is sent to engage one of the Memnon scouting parties and plant the battle standards and key locations. Have the PCs decide how they want to distribute the battle standards. There is one for each of them, but they may decide to have someone carry more than one if they wish.

The WeavePasha warns that the battle standards must be thrust deeply and securely in key locations.

The Memnon scouting party, empowered by the blazing desert sun, has already reached the area and is taking stock of the Almraiven forces. Eliminate them.

SKILL CHALLENGE: PLANTING STANDARDS

Goal: The PCs must plant battle standards to channel cold from the Elemental Chaos, to hinder the Memnon forces.

Complexity: special (a number of successes equal to the number of PCs in their warband)

Primary Skill: Athletics

Victory: The PCs successfully plant all of their standards.

Defeat: The standards are not deployed in time.

Special: Until the skill challenge is completed, creatures with the fire keyword gain a +2 bonus to all defenses. Communicate this to the players.

Individual Check

Athletics [Easy DC] (standard action)

or [Moderate DC] (move action)

or [Hard DC] (minor action)

The battle standard easily penetrates the sand and tears a tiny crack into the Elemental Chaos. If a PC fails this check, the banner is not planted and the PC takes AL random energy damage. They may spend another action to try again.

Success: When the PCs earn a number of successes equal to the total number of members of their warband, the banners activate. All monsters with the fire keyword take AL cold damage.

Failure: The PCs fail if time is called and all of the banners have not yet been planted.

FEATURES OF THE AREA

Illumination: Bright illumination from the scorching sun.

Walls and Ruins: The ruins and rocks are blocking terrain 10 feet high. They require a DC 15 Athletics check to climb. They are infused with elemental power; creatures on these structures that use a power with the fire, cold, lightning, thunder, or acid keyword gain a +2 to defenses until the start of their next turn. A DC 15 Arcana check identifies this effect.

TACTICS

The Memnon forces attack the PCs without mercy. They make no attempt to escape and fight to the death.

The fire elementals use their shifting ability to give as many creatures as possible ongoing fire damage. The fire sparks give fire vulnerability to creatures already taking ongoing damage. Note that this encounter can quickly turn deadly if the fire sparks focus their attacks on one creature, so use your best judgment with these attacks.

At heroic tier, the genasi position themselves to target as many PCs as possible with *fan the flames* to impose the saving throw penalty against ongoing damage.

At paragon tier, the Memnon sergeant targets PCs who are vulnerable to fire.

INVESTIGATION SCENE

If the PCs earn total success and there is still time left, they may interrogate any prisoners or examine a ledger titled Nobility of Suldolphor that the leader carries. Treat this as a Complexity 1 Skill Challenge (4 successes before 3 failures). Reasonable skills to use include:

- Bluff, Diplomacy, or Intimidate to get the prisoner to reveal information.
- Diplomacy or History to decipher the code book.

The PCs can learn that the Memnon forces are not much larger than their own force and are aware of the skirmish between the PCs and Calimport forces. You can also describe some of the powers of the Memnon forces in Encounter 4. (The prisoner boasts of Memnon's superiority and gloats over the power of their forces.)

The book contains historical research of the ancient nobility of Suldolphor. While the Memnon forces were going to use this information to advise potential military targets and resistance, the PCs can use the information in this book to understand the relationship between the various noble houses of Suldolphor to help with their negotiations.

Success: If the PCs succeed at the skill challenge, they have some idea as to approach the noble spirits of the city. The PC who volunteers for Special Mission 5 gains a +2 bonus to Diplomacy checks.

Failure: The PCs do not earn the bonus.

ENDING THE ENCOUNTER

When the Senior DM calls time or the enemies are defeated and the standards are planted, the encounter is over.

The PCs earn a total success for planting all the battle standards and defeating all the forces of Memnon. They score a partial success if they achieve only one of those goals.

- **Cautious:** Score 1 point for each total success.
- **Normal:** Score 2 points for each total success and 1 point for each partial success.
- **Aggressive/Glory:** Score 3 points for each total success and 1 point for each partial success.

If the total number of points scored is at least two times the number of warbands, then the mission is a total success. If the total number of points scored is less than one-and-a-half times the number of warbands, it is a failure.

Total Success: The WeavePasha is able to infuse the area with cold. For the rest of the adventure, all PCs gain a +2 bonus to Endurance checks (including fatigue checks). The DC of the fatigue check for this mission (only) is Easy.

Partial Success: The WeavePasha is able to reduce the intensity of the heat in the immediate area, but not enough to infuse the entire battlefield. The DC of the fatigue check for this mission is Moderate.

Failure: If the PCs fail, the forces from Memnon are empowered for the rest of the adventure. All creatures with the fire keyword gain a +2 bonus to attacks and defenses, and do extra damage equal to half the AL during Encounter 4. The DC of the fatigue check for this mission is Hard.

SPECIAL MISSIONS

If you are using the special missions, each PC must check for fatigue at a DC set by the outcome of the special mission (instead of the outcome of the main mission).

Each warband receives an *invulnerable coat of Suldolphor* if the special mission was successful. Distribute **Handout 4**, which contains the game statistics for this item.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Regardless of the overall success or failure, if the warband defeats all the monsters in this encounter, they find a *flaming weapon*. The warband may choose what type of weapon they find. The enhancement bonus is +1 (AL 2-4), +2 (AL 6-10), +3 (AL 12-14), or +4 (AL 16-20).

Flaming Weapon		Level 5+ Uncommon
<i>You can will this weapon to burst into flame.</i>		
Lvl 5 +1 1,000 gp	Lvl 15 +3 25,000 gp	
Lvl 10 +2 5,000 gp	Lvl 20 +4 125,000 gp	
Weapon: Any		
Enhancement Bonus: Attack rolls and damage rolls		
Critical: +1d6 fire damage per plus		
Utility Power (Fire) ◆ At-Will (Free Action)		
All untyped damage dealt by this weapon changes to fire damage. Another free action returns the damage to normal.		
Attack Power (Fire) ◆ Daily (Free Action)		
<i>Trigger:</i> You hit with the weapon.		
<i>Effect:</i> The attack deals 1d6 extra fire damage, and the target takes ongoing 5 fire damage (save ends). Level 15 or 20: 2d6 extra fire damage.		
Reference: <i>Player's Handbook, Dungeon Master's Kit</i>		

ENCOUNTER 3: MEMNON SCOUTS (AL 2)

2 Genasi Fireblade	Level 2 Brute
Medium elemental humanoid (fire)	XP 125
HP 49; Bloodied 24	Initiative +2
AC 14, Fortitude 16, Reflex 13, Will 12	Perception +3
Speed 6	
Resist 5 fire	
STANDARD ACTIONS	
m Falchion (fire, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC	
<i>Hit:</i> 2d4 + 4 damage (crit 2d4 + 12), and ongoing 5 fire damage (save ends).	
C Fan the Flames (fire) • Recharge 5-6	
<i>Attack:</i> Close burst 1 (enemies in the burst); +4 vs. Reflex	
<i>Hit:</i> The target takes ongoing 5 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
TRIGGERED ACTIONS	
M Fiery Ripost (fire) • At-Will	
<i>Trigger:</i> An adjacent enemy hits the fire genasi.	
<i>Attack:</i> Melee 1 (triggering creature); +4 vs. Reflex	
<i>Hit:</i> The target gains ongoing 5 fire damage (save ends). If the target already has ongoing fire damage, that damage increases by 5.	
Skills Endurance +14, Intimidate +6	
Str 22 (+7)	Dex 13 (+2) Wis 15 (+3)
Con 19 (+5)	Int 17 (+4) Cha 11 (+1)
Alignment unaligned Languages Common, Primordial	

2 Lesser Fire Elemental	Level 2 Skirmisher
Small elemental magical beast (fire)	XP 125
HP 35; Bloodied 17	Initiative +7
AC 15, Fortitude 13, Reflex 15, Will 14	Perception +2
Speed 8, fly 4 (clumsy)	
Vulnerable cold (see frozen in place)	
TRAITS	
Frozen in Place	
Whenever the elemental takes cold damage, it cannot shift until the end of its next turn.	
Heart of Flame (fire)	
Whenever an enemy adjacent to the elemental misses it with a melee attack, that enemy takes 3 fire damage.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +5 vs. Reflex	
<i>Hit:</i> 1 fire damage, and ongoing 5 fire damage (save ends).	
MINOR ACTIONS	
Flickering Flame • At-Will	
<i>Effect:</i> The elemental shifts 1 square.	
Str 10 (+1)	Dex 19 (+5) Wis 13 (+2)
Con 11 (+1)	Int 5 (-2) Cha 6 (-1)
Alignment unaligned Languages understands Primordial	

4 Fire Spark	Level 2 Minion Skirmisher
Small elemental magical beast (fire)	XP 31
HP 1; a missed attack never damages a minion	Initiative +5
AC 16, Fortitude 12, Reflex 14, Will 13	Perception +2
Speed 6, fly 6 (clumsy)	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1 fire damage, and the target gains vulnerable 4 fire until the end of the fire spark's next turn. If the target already has vulnerability to fire damage, increase the vulnerability by 2.	
Skills Acrobatics +8	
Str 11 (+1)	Dex 15 (+3) Wis 12 (+2)
Con 10 (+1)	Int 4 (-2) Cha 7 (-1)
Alignment unaligned Languages understands Primordial	
Note: Based on Spiderling.	

ENCOUNTER 3: MEMNON SCOUTS (AL 4)

2 Genasi Fireblade	Level 4 Brute
Medium elemental humanoid (fire)	XP 175
HP 69; Bloodied 34	Initiative +3
AC 16, Fortitude 18, Reflex 15, Will 14	Perception +4
Speed 6	
Resist 5 fire	
STANDARD ACTIONS	
m Falchion (fire, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 2d4 + 6 damage (crit 2d4 + 14), and ongoing 5 fire damage (save ends).	
C Fan the Flames (fire) • Recharge 5-6	
<i>Attack:</i> Close burst 1 (enemies in the burst); +6 vs. Reflex	
<i>Hit:</i> The target takes ongoing 5 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
TRIGGERED ACTIONS	
M Fiery Ripost (fire) • At-Will	
<i>Trigger:</i> An adjacent enemy hits the fire genasi.	
<i>Attack:</i> Melee 1 (triggering creature); +6 vs. Reflex	
<i>Hit:</i> The target gains ongoing 5 fire damage (save ends). If the target already has ongoing fire damage, that damage increases by 5.	
Skills Endurance +15, Intimidate +7	
Str 22 (+8)	Dex 13 (+3) Wis 15 (+4)
Con 19 (+6)	Int 17 (+5) Cha 11 (+2)
Alignment unaligned Languages Common, Primordial	

2 Lesser Fire Elemental	Level 4 Skirmisher
Small elemental magical beast (fire)	XP 175
HP 51; Bloodied 25	Initiative +8
AC 17, Fortitude 15, Reflex 17, Will 16	Perception +3
Speed 8, fly 4 (clumsy)	
Vulnerable cold (see frozen in place)	
TRAITS	
Frozen in Place	
Whenever the elemental takes cold damage, it cannot shift until the end of its next turn.	
Heart of Flame (fire)	
Whenever an enemy adjacent to the elemental misses it with a melee attack, that enemy takes 4 fire damage.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex	
<i>Hit:</i> 3 fire damage, and ongoing 5 fire damage (save ends).	
MINOR ACTIONS	
Flickering Flame • At-Will	
<i>Effect:</i> The elemental shifts 1 square.	
Str 10 (+2)	Dex 19 (+6) Wis 13 (+3)
Con 11 (+2)	Int 5 (-1) Cha 6 (+0)
Alignment unaligned Languages understands Primordial	

4 Fire Spark	Level 4 Minion Skirmisher
Small elemental magical beast (fire)	XP 44
HP 1; a missed attack never damages a minion	Initiative +6
AC 18, Fortitude 14, Reflex 16, Will 15	Perception +3
Speed 6, fly 6 (clumsy)	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2 fire damage, and the target gains vulnerable 4 fire until the end of the fire spark's next turn. If the target already has vulnerability to fire damage, increase the vulnerability by 2.	
Skills Acrobatics +9	
Str 11 (+2)	Dex 15 (+4) Wis 12 (+3)
Con 10 (+2)	Int 4 (-1) Cha 7 (+0)
Alignment unaligned Languages understands Primordial	
Note: Based on Spiderling.	

ENCOUNTER 3: MEMNON SCOUTS (AL 6)

2 Genasi Fireblade	Level 6 Brute
Medium elemental humanoid (fire)	XP 250
HP 89; Bloodied 44	Initiative +6
AC 18, Fortitude 20, Reflex 17, Will 16	Perception +5
Speed 6	
Resist 10 fire	
STANDARD ACTIONS	
m Falchion (fire, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 2d4 + 3 damage (crit 2d4 + 16), and ongoing 10 fire damage (save ends).	
C Fan the Flames (fire) • Recharge 5-6	
<i>Attack:</i> Close burst 1 (enemies in the burst); +8 vs. Reflex	
<i>Hit:</i> The target takes ongoing 10 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
TRIGGERED ACTIONS	
M Fiery Ripost (fire) • At-Will	
<i>Trigger:</i> An adjacent enemy hits the fire genasi.	
<i>Attack:</i> Melee 1 (triggering creature); +10 vs. Reflex	
<i>Hit:</i> The target gains ongoing 10 fire damage (save ends). If the target already has ongoing fire damage, that damage increases by 5.	
Skills Endurance +16, Intimidate +8	
Str 22 (+9)	Dex 13 (+4)
Con 19 (+7)	Wis 15 (+5)
	Cha 11 (+3)
Alignment unaligned	Languages Common, Primordial

2 Fire Elemental	Level 6 Skirmisher
Medium elemental magical beast (fire)	XP 250
HP 67; Bloodied 33	Initiative +12
AC 19, Fortitude 17, Reflex 19, Will 18	Perception +4
Speed 10, fly 6 (clumsy)	
Vulnerable cold (see frozen in place)	
TRAITS	
Frozen in Place	
Whenever the fire elemental takes cold damage, it cannot shift until the end of its next turn.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. Reflex	
<i>Hit:</i> 4 fire damage and ongoing 10 fire damage (save ends).	
MINOR ACTIONS	
Flickering Flame • At-Will	
<i>Effect:</i> The elemental shifts 2 squares.	
TRIGGERED ACTIONS	
Seething Fire (fire) • At-Will	
<i>Trigger:</i> An attack hits the elemental.	
<i>Effect (Free Action):</i> Each enemy adjacent to the fire elemental takes 3 fire damage.	
Str 10 (+3)	Dex 24 (+10)
Con 11 (+3)	Int 5 (+0)
	Wis 13 (+4)
	Cha 6 (+1)
Alignment unaligned	Languages understands Primordial

4 Fire Spark	Level 6 Minion Skirmisher
Small elemental magical beast (fire)	XP 62
HP 1; a missed attack never damages a minion	Initiative +7
AC 20, Fortitude 16, Reflex 18, Will 17	Perception +4
Speed 6, fly 6 (clumsy)	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 3 fire damage, and the target gains vulnerable 5 fire until the end of the fire spark's next turn. If the target already has vulnerability to fire damage, increase the vulnerability by 2.	
Skills Acrobatics +10	
Str 11 (+3)	Dex 15 (+5)
Con 10 (+3)	Int 4 (+0)
	Wis 12 (+4)
	Cha 7 (+1)
Alignment unaligned	Languages understands Primordial
Note: Based on Spiderling.	

ENCOUNTER 3: MEMNON SCOUTS (AL 8)

2 Genasi Fireblade	Level 8 Brute
Medium elemental humanoid (fire)	XP 350
HP 109; Bloodied 54	Initiative +5
AC 20, Fortitude 22, Reflex 19, Will 18	Perception +6
Speed 6	
Resist 10 fire	
STANDARD ACTIONS	
m Falchion (fire, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC	
<i>Hit:</i> 2d4 + 5 damage (crit 2d4 + 18), and ongoing 10 fire damage (save ends).	
C Fan the Flames (fire) • Recharge 5-6	
<i>Attack:</i> Close burst 1 (enemies in the burst); +10 vs. Reflex	
<i>Hit:</i> The target takes ongoing 10 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
TRIGGERED ACTIONS	
M Fiery Ripost (fire) • At-Will	
<i>Trigger:</i> An adjacent enemy hits the fire genasi.	
<i>Attack:</i> Melee 1 (triggering creature); +10 vs. Reflex	
<i>Hit:</i> The target gains ongoing 10 fire damage (save ends). If the target already has ongoing fire damage, that damage increases by 5.	
Skills Endurance +17, Intimidate +9	
Str 22 (+10)	Dex 13 (+5)
Con 19 (+8)	Wis 15 (+6)
	Cha 11 (+4)
Alignment unaligned	Languages Common, Primordial

2 Fire Elemental	Level 8 Skirmisher
Medium elemental magical beast (fire)	XP 350
HP 83; Bloodied 41	Initiative +13
AC 21, Fortitude 19, Reflex 21, Will 20	Perception +5
Speed 10, fly 6 (clumsy)	
Vulnerable cold (see frozen in place)	
TRAITS	
Frozen in Place	
Whenever the fire elemental takes cold damage, it cannot shift until the end of its next turn.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex	
<i>Hit:</i> 5 fire damage and ongoing 10 fire damage (save ends).	
MINOR ACTIONS	
Flickering Flame • At-Will	
<i>Effect:</i> The elemental shifts 2 squares.	
TRIGGERED ACTIONS	
Seething Fire (fire) • At-Will	
<i>Trigger:</i> An attack hits the elemental.	
<i>Effect (Free Action):</i> Each enemy adjacent to the fire elemental takes 4 fire damage.	
Str 10 (+4)	Dex 24 (+11)
Con 11 (+4)	Int 5 (+1)
	Wis 13 (+5)
	Cha 6 (+2)
Alignment unaligned	Languages understands Primordial

4 Fire Spark	Level 8 Minion Skirmisher
Small elemental magical beast (fire)	XP 88
HP 1; a missed attack never damages a minion	Initiative +8
AC 22, Fortitude 18, Reflex 20, Will 19	Perception +5
Speed 6, fly 6 (clumsy)	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 4 fire damage, and the target gains vulnerable 5 fire until the end of the fire spark's next turn. If the target already has vulnerability to fire damage, increase the vulnerability by 2.	
Skills Acrobatics +11	
Str 11 (+4)	Dex 15 (+6)
Con 10 (+4)	Int 4 (+1)
	Wis 12 (+5)
	Cha 7 (+2)
Alignment unaligned	Languages understands Primordial

Note: Based on Spiderling.

ENCOUNTER 3: MEMNON SCOUTS (AL 10)

2 Genasi Fireblade		Level 10 Brute
Medium elemental humanoid (fire)		XP 500
HP 129; Bloodied 64		Initiative +6
AC 22, Fortitude 24, Reflex 21, Will 20		Perception +7
Speed 6		
Resist 10 fire		
STANDARD ACTIONS		
m Falchion (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d4 + 7 damage (crit 2d4 + 20), and ongoing 10 fire damage (save ends).		
C Fan the Flames (fire) • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +12 vs. Reflex		
Hit: The target takes ongoing 10 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.		
TRIGGERED ACTIONS		
M Fiery Ripost (fire) • At-Will		
Trigger: An adjacent enemy hits the fire genasi.		
Attack: Melee 1 (triggering creature); +12 vs. Reflex		
Hit: The target gains ongoing 10 fire damage (save ends). If the target already has ongoing fire damage, that damage increases by 5.		
Skills Endurance +18, Intimidate +10		
Str 22 (+11)	Dex 13 (+6)	Wis 15 (+7)
Con 19 (+9)	Int 17 (+8)	Cha 11 (+5)
Alignment unaligned Languages Common, Primordial		

2 Fire Elemental		Level 10 Skirmisher
Medium elemental magical beast (fire)		XP 500
HP 99; Bloodied 49		Initiative +14
AC 23, Fortitude 21, Reflex 23, Will 22		Perception +6
Speed 10, fly 6 (clumsy)		
Vulnerable cold (see frozen in place)		
TRAITS		
Frozen in Place		
Whenever the fire elemental takes cold damage, it cannot shift until the end of its next turn.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 1 (one creature); +13 vs. Reflex		
Hit: 6 fire damage and ongoing 10 fire damage (save ends).		
MINOR ACTIONS		
Flickering Flame • At-Will		
Effect: The elemental shifts 2 squares.		
TRIGGERED ACTIONS		
Seething Fire (fire) • At-Will		
Trigger: An attack hits the elemental.		
Effect (Free Action): Each enemy adjacent to the fire elemental takes 5 fire damage.		
Str 10 (+5)	Dex 24 (+12)	Wis 13 (+6)
Con 11 (+5)	Int 5 (+2)	Cha 6 (+3)
Alignment unaligned		Languages understands Primordial

4 Fire Spark		Level 10 Minion Skirmisher
Small elemental magical beast (fire)		XP 125
HP 1; a missed attack never damages a minion		Initiative +9
AC 24, Fortitude 20, Reflex 22, Will 21		Perception +6
Speed 6, fly 6 (clumsy)		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 5 fire damage, and the target gains vulnerable 5 fire until the end of the fire spark's next turn. If the target already has vulnerability to fire damage, increase the vulnerability by 2.		
Skills Acrobatics +12		
Str 11 (+5)	Dex 15 (+7)	Wis 12 (+6)
Con 10 (+5)	Int 4 (+2)	Cha 7 (+3)
Alignment unaligned		Languages understands Primordial

Note: Based on Spiderling.

ENCOUNTER 3: MEMNON SCOUTS (AL 12)

2 Memnon Sergeant		Level 12 Brute
Medium elemental humanoid (fire), genasi		XP 800
HP 151; Bloodied 75		Initiative +8
AC 24, Fortitude 26, Reflex 24, Will 22		Perception +7
Speed 6		
Resist 10 fire		
STANDARD ACTIONS		
m Burning Scimitar (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d8 + 8 fire damage and ongoing 10 fire damage (save ends).		
C Scimitar Cataclysm (fire, weapon) • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +17 vs. AC		
Hit: 3d8 + 8 fire damage and ongoing 10 fire damage (save ends).		
Miss: The target takes ongoing 10 fire damage (save ends).		
Effect: Each target falls prone.		
TRIGGERED ACTIONS		
M Fiery Ripost (fire) • Encounter		
Trigger: The Memnon sergeant is first bloodied.		
Effect (<i>Free Action</i>): Close burst 3 (enemies in the burst taking ongoing fire damage). The ongoing fire damage that each target is taking increases by 5.		
Str 23 (+12)	Dex 15 (+8)	Wis 13 (+7)
Con 21 (+11)	Int 19 (+10)	Cha 15 (+8)
Alignment unaligned		Languages Common, Primordial

2 Fire Elemental		Level 12 Skirmisher
Medium elemental magical beast (fire)		XP 800
HP 115; Bloodied 57		Initiative +15
AC 25, Fortitude 23, Reflex 25, Will 24		Perception +7
Speed 10, fly 6 (clumsy)		
Vulnerable cold (see frozen in place)		
TRAITS		
Frozen in Place		
Whenever the fire elemental takes cold damage, it cannot shift until the end of its next turn.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 1 (one creature); +15 vs. Reflex		
Hit: 10 fire damage, and ongoing 10 fire damage (save ends).		
MINOR ACTIONS		
Flickering Flame • At-Will		
Effect: The elemental shifts 2 squares.		
TRIGGERED ACTIONS		
Seething Fire (fire) • At-Will		
Trigger: An attack hits the elemental.		
Effect (<i>Free Action</i>): Each enemy adjacent to the fire elemental takes 6 fire damage.		
Str 10 (+6)	Dex 24 (+13)	Wis 13 (+7)
Con 11 (+6)	Int 5 (+3)	Cha 6 (+4)
Alignment unaligned		Languages understands Primordial

5 Fire Spark		Level 12 Minion Skirmisher
Small elemental magical beast (fire)		XP 160
HP 1; a missed attack never damages a minion		Initiative +10
AC 26, Fortitude 22, Reflex 24, Will 23		Perception +7
Speed 6, fly 6 (clumsy)		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 6 fire damage, and the target gains vulnerable 6 fire until the end of the fire spark's next turn. If the target already has vulnerability to fire damage, increase the vulnerability by 3.		
Skills Acrobatics +13		
Str 11 (+6)	Dex 15 (+8)	Wis 12 (+7)
Con 10 (+6)	Int 4 (+3)	Cha 7 (+4)
Alignment unaligned		Languages understands Primordial
Note: Based on Spiderling.		

ENCOUNTER 3: MEMNON SCOUTS (AL 14)

2 Memnon Sergeant		Level 14 Brute
Medium elemental humanoid (fire), genasi		XP 1000
HP 171; Bloodied 85		Initiative +9
AC 26, Fortitude 28, Reflex 26, Will 24		Perception +8
Speed 6		
Resist 10 fire		
STANDARD ACTIONS		
m Burning Scimitar (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d8 + 10 fire damage and ongoing 10 fire damage (save ends).		
C Scimitar Cataclysm (fire, weapon) • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +19 vs. AC		
Hit: 3d8 + 10 fire damage and ongoing 10 fire damage (save ends).		
Miss: The target takes ongoing 10 fire damage (save ends).		
Effect: Each target falls prone.		
TRIGGERED ACTIONS		
M Fiery Ripost (fire) • Encounter		
Trigger: The Memnon sergeant is first bloodied.		
Effect (Free Action): Close burst 3 (enemies in the burst taking ongoing fire damage). The ongoing fire damage that each target is taking increases by 5.		
Str 23 (+13)	Dex 15 (+9)	Wis 13 (+8)
Con 21 (+12)	Int 19 (+11)	Cha 15 (+9)
Alignment unaligned		Languages Common, Primordial

2 Fire Elemental		Level 14 Skirmisher
Medium elemental magical beast (fire)		XP 1000
HP 131; Bloodied 65		Initiative +16
AC 27, Fortitude 25, Reflex 27, Will 26		Perception +8
Speed 10, fly 6 (clumsy)		
Vulnerable cold (see frozen in place)		
TRAITS		
Frozen in Place		
Whenever the fire elemental takes cold damage, it cannot shift until the end of its next turn.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 1 (one creature); +17 vs. Reflex		
Hit: 11 fire damage, and ongoing 10 fire damage (save ends).		
MINOR ACTIONS		
Flickering Flame • At-Will		
Effect: The elemental shifts 2 squares.		
TRIGGERED ACTIONS		
Seething Fire (fire) • At-Will		
Trigger: An attack hits the elemental.		
Effect (Free Action): Each enemy adjacent to the fire elemental takes 7 fire damage.		
Str 10 (+7)	Dex 24 (+14)	Wis 13 (+8)
Con 11 (+7)	Int 5 (+4)	Cha 6 (+5)
Alignment unaligned		Languages understands Primordial

5 Fire Spark		Level 14 Minion Skirmisher
Small elemental magical beast (fire)		XP 200
HP 1; a missed attack never damages a minion		Initiative +11
AC 28, Fortitude 24, Reflex 26, Will 25		Perception +8
Speed 6, fly 6 (clumsy)		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 7 fire damage, and the target gains vulnerable 7 fire until the end of the fire spark's next turn. If the target already has vulnerability to fire damage, increase the vulnerability by 3.		
Skills Acrobatics +14		
Str 11 (+7)	Dex 15 (+9)	Wis 12 (+8)
Con 10 (+7)	Int 4 (+4)	Cha 7 (+5)
Alignment unaligned		Languages understands Primordial
Note: Based on Spiderling.		

ENCOUNTER 3: MEMNON SCOUTS (AL 16)

2 Memnon Sergeant		Level 16 Brute
Medium elemental humanoid (fire), genasi		XP 1400
HP 191; Bloodied 95		Initiative +10
AC 28, Fortitude 30, Reflex 28, Will 26		Perception +9
Speed 6		
Resist 10 fire		
STANDARD ACTIONS		
m Burning Scimitar (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d8 + 12 fire damage and ongoing 10 fire damage (save ends).		
C Scimitar Cataclysm (fire, weapon) • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +17 vs. AC		
Hit: 3d8 + 12 fire damage and ongoing 10 fire damage (save ends).		
Miss: The target takes ongoing 10 fire damage (save ends).		
Effect: Each target falls prone.		
TRIGGERED ACTIONS		
M Fiery Ripost (fire) • Encounter		
Trigger: The Memnon sergeant is first bloodied.		
Effect (Free Action): Close burst 3 (enemies in the burst taking ongoing fire damage). The ongoing fire damage that each target is taking increases by 5.		
Str 23 (+14)	Dex 15 (+10)	Wis 13 (+9)
Con 21 (+13)	Int 19 (+12)	Cha 15 (+10)
Alignment unaligned		Languages Common, Primordial

2 Fire Elemental		Level 16 Skirmisher
Large elemental magical beast (fire)		XP 1400
HP 147; Bloodied 73		Initiative +17
AC 29, Fortitude 27, Reflex 25, Will 28		Perception +9
Speed 10, fly 6 (clumsy)		
Vulnerable cold (see frozen in place)		
TRAITS		
Frozen in Place		
Whenever the fire elemental takes cold damage, it cannot shift until the end of its next turn.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 1 (one creature); +17 vs. Reflex		
Hit: 12 fire damage, and ongoing 10 fire damage (save ends).		
MINOR ACTIONS		
Flickering Flame • At-Will		
Effect: The elemental shifts 2 squares.		
TRIGGERED ACTIONS		
Seething Fire (fire) • At-Will		
Trigger: An attack hits the elemental.		
Effect (Free Action): Each enemy adjacent to the fire elemental takes 8 fire damage.		
Str 10 (+8)	Dex 24 (+15)	Wis 13 (+9)
Con 11 (+8)	Int 5 (+5)	Cha 6 (+6)
Alignment unaligned		Languages understands Primordial

5 Fire Spark		Level 16 Minion Skirmisher
Small elemental magical beast (fire)		XP 280
HP 1; a missed attack never damages a minion		Initiative +12
AC 30, Fortitude 26, Reflex 28, Will 27		Perception +9
Speed 6, fly 6 (clumsy)		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 8 fire damage, and the target gains vulnerable 10 fire until the end of the fire spark's next turn. If the target already has vulnerability to fire damage, increase the vulnerability by 5.		
Skills Acrobatics +15		
Str 11 (+8)	Dex 15 (+10)	Wis 12 (+9)
Con 10 (+8)	Int 4 (+5)	Cha 7 (+6)
Alignment unaligned		Languages understands Primordial
Note: Based on Spiderling.		

ENCOUNTER 3: MEMNON SCOUTS (AL 18)

2 Memnon Sergeant		Level 18 Brute
Medium elemental humanoid (fire), genasi		XP 2000
HP 211; Bloodied 105		Initiative +11
AC 30, Fortitude 32, Reflex 30, Will 28		Perception +10
Speed 6		
Resist 15 fire		
STANDARD ACTIONS		
m Burning Scimitar (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 4d8 + 10 fire damage and ongoing 15 fire damage (save ends).		
C Scimitar Cataclysm (fire, weapon) • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +19 vs. AC		
Hit: 4d8 + 10 fire damage and ongoing 15 fire damage (save ends).		
Miss: The target takes ongoing 15 fire damage (save ends).		
Effect: Each target falls prone.		
TRIGGERED ACTIONS		
M Fiery Ripost (fire) • Encounter		
Trigger: The Memnon sergeant is first bloodied.		
Effect (<i>Free Action</i>): Close burst 3 (enemies in the burst taking ongoing fire damage). The ongoing fire damage that each target is taking increases by 10.		
Str 23 (+15)	Dex 15 (+11)	Wis 13 (+10)
Con 21 (+14)	Int 19 (+13)	Cha 15 (+11)
Alignment unaligned		Languages Common, Primordial

2 Greater Fire Elemental		Level 18 Skirmisher
Large elemental magical beast (fire)		XP 2000
HP 163; Bloodied 81		Initiative +20
AC 31, Fortitude 29, Reflex 31, Will 30		Perception +10
Speed 12, fly 8		
Vulnerable cold (see frozen in place)		
TRAITS		
Frozen in Place		
Whenever the greater fire elemental takes cold damage, it cannot shift until the end of its next turn.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 1 (one creature); +21 vs. Reflex		
Hit: 12 fire damage, and ongoing 15 fire damage (save ends).		
MINOR ACTIONS		
Flickering Flame • At-Will		
Effect: The elemental shifts 6 squares.		
TRIGGERED ACTIONS		
Hungry Flames (fire) • At-Will		
Trigger: An enemy attacks the elemental.		
Attack (<i>Immediate Reaction</i>): Close burst 3 (enemies in the burst); +24 vs. Reflex.		
Hit: 3d6 + 9 fire damage		
Str 10 (+7)	Dex 24 (+14)	Wis 13 (+8)
Con 11 (+7)	Int 5 (+4)	Cha 6 (+5)
Alignment unaligned		Languages understands Primordial

5 Fire Spark		Level 18 Minion Skirmisher
Small elemental magical beast (fire)		XP 400
HP 1; a missed attack never damages a minion		Initiative +13
AC 32, Fortitude 28, Reflex 30, Will 29		Perception +10
Speed 6, fly 6 (clumsy)		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 9 fire damage, and the target gains vulnerable 10 fire until the end of the fire spark's next turn. If the target already has vulnerability to fire damage, increase the vulnerability by 5.		
Skills Acrobatics +16		
Str 11 (+9)	Dex 15 (+11)	Wis 12 (+10)
Con 10 (+9)	Int 4 (+6)	Cha 7 (+7)
Alignment unaligned		Languages understands Primordial
Note: Based on Spiderling.		

ENCOUNTER 3: MEMNON SCOUTS (AL 20)

2 Memnon Sergeant		Level 20 Brute
Medium elemental humanoid (fire), genasi		XP 2400
HP 231; Bloodied 115		Initiative +12
AC 32, Fortitude 34, Reflex 32, Will 30		Perception +11
Speed 6		
Resist 15 fire		
STANDARD ACTIONS		
m Burning Scimitar (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 4d8 + 12 fire damage and ongoing 15 fire damage (save ends).		
C Scimitar Cataclysm (fire, weapon) • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +21 vs. AC		
Hit: 4d8 + 12 fire damage and ongoing 15 fire damage (save ends).		
Miss: The target takes ongoing 15 fire damage (save ends).		
Effect: Each target falls prone.		
TRIGGERED ACTIONS		
M Fiery Ripost (fire) • Encounter		
Trigger: The Memnon sergeant is first bloodied.		
Effect (<i>Free Action</i>): Close burst 3 (enemies in the burst taking ongoing fire damage). The ongoing fire damage that each target is taking increases by 10.		
Str 23 (+15)	Dex 15 (+12)	Wis 13 (+11)
Con 21 (+15)	Int 19 (+14)	Cha 15 (+12)
Alignment unaligned		Languages Common, Primordial

2 Greater Fire Elemental		Level 20 Skirmisher
Large elemental magical beast (fire)		XP 2400
HP 179; Bloodied 89		Initiative +21
AC 33, Fortitude 31, Reflex 33, Will 32		Perception +11
Speed 12, fly 8		
Vulnerable cold (see frozen in place)		
TRAITS		
Frozen in Place		
Whenever the greater fire elemental takes cold damage, it cannot shift until the end of its next turn.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 1 (one creature); +23 vs. Reflex		
Hit: 15 fire damage, and ongoing 15 fire damage (save ends).		
MINOR ACTIONS		
Flickering Flame • At-Will		
Effect: The elemental shifts 6 squares.		
TRIGGERED ACTIONS		
Hungry Flames (fire) • At-Will		
Trigger: An enemy attacks the elemental.		
Attack (<i>Immediate Reaction</i>): Close burst 3 (enemies in the burst); +26 vs. Reflex.		
Hit: 3d6 + 11 fire damage		
Str 10 (+8)	Dex 24 (+15)	Wis 13 (+9)
Con 11 (+8)	Int 5 (+5)	Cha 6 (+6)
Alignment unaligned		Languages understands Primordial

5 Fire Spark		Level 20 Minion Skirmisher
Small elemental magical beast (fire)		XP 480
HP 1; a missed attack never damages a minion		Initiative +14
AC 34, Fortitude 30, Reflex 32, Will 31		Perception +11
Speed 6, fly 6 (clumsy)		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 10 fire damage, and the target gains vulnerable 10 fire until the end of the fire spark's next turn. If the target already has vulnerability to fire damage, increase the vulnerability by 5.		
Skills Acrobatics +17		
Str 11 (+10)	Dex 15 (+12)	Wis 12 (+11)
Con 10 (+10)	Int 4 (+7)	Cha 7 (+8)
Alignment unaligned		Languages understands Primordial
Note: Based on Spiderling.		

ENCOUNTER 3: MEMNON SCOUTS MAP

TILE SETS NEEDED: *DUI: DESERT OF ATHAS x2*

Sample map: *Blue Dragon Lair (D&D Icons Gargantuan Blue Dragon)*



PCs start in the upper left corner, within 8 squares of the corner.

Mark the map or place tokens to indicate where the PCs need to plant the standards: The first three 4 squares in diagonally from the other corners, one between the obelisks, the fifth on the fallen stone head, and the last (for 6 PCs) on the pillar at the bottom of the map.

Spread out the minions about 8-12 squares away from the closest PCs in a rough semicircle, at least 5 squares apart from each other. Place the humanoids near the obelisk and the 2x4 pillar of blocking terrain, 7 squares away from the nearest PC. Place one fire elemental on the statue head and the other(s) anywhere on the map 10-14 squares away from the nearest PC.

INTERLUDE 1: ELEMENTALS

SETUP

Ala'Ammar: Male human noble of Almraiven (good)

WeavePasha: Male human mage and ruler of Almraiven (good)

After determining the outcome of Encounter 3, read or paraphrase the following.

Ala'Ammar addresses the assembled warbands again. "We have discovered a great source of energy in Suldolphor. Bound elementals provide powerful protections to the city."

Ala'Ammar and the WeavePasha are of two minds as to how to proceed. Each man presents his case to the assembled warbands.

- Ala'Ammar points out that the greater mission is to free all oppressed creatures in Calimshan. These elementals are bound to service, so he believes they should be released. Although the city will be less valuable as a tactical outpost if the elementals are released, he believes it is the right thing to do.
- The WeavePasha respectfully disagrees. He points out that elementals are not particularly intelligent creatures, and it would be foolish to give up the tactical advantage, both now and in the future. He believes that the energy can be harnessed to re-energize the PCs and bolster the defenses in the area.

At this point, each warband is given one vote to determine how to proceed - do they release the bound elementals giving up a tactical advantage, or do they harness the power of the bound elementals.

There is no right or wrong choice here. Allow the tables several minutes to discuss the morality of the situation themselves. If the vote ends in a tie, Ala'Ammar pulls rank - pointing out that the WeavePasha is in charge in Almraiven, but the gathered forces are far from Almraiven. Otherwise, both leaders respect the outcome of the vote. The loser of the vote is visibly upset at the decision.

SPECIAL MISSIONS

The outcome of the vote impacts the next special mission. If the PCs vote to release the elementals, then the arcanists are working to set the elementals free. If the PCs vote to channel the elementals' energy, then that's what the arcanists are doing in the special mission.

If you are not using the special missions, assume that the WeavePasha successfully implements whichever plan the PCs vote for.

ENDING THE ENCOUNTER

When the PCs have all voted in the interlude, you have reached the halfway point of the adventure. Now is a good time for a break.

This encounter ends when the PCs have determined what to do about the elementals. The effects of this decision become apparent during Encounter 4.

MILESTONE

This encounter does NOT count towards a milestone. Remind the players that even if the BI is taking a break in real life, their characters do NOT get an extended rest! The current milestone count stands, and they do not lose any accumulated action points. The PCs do not regain any healing surges, expended powers, etc.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: DELICATE BALANCE

ENCOUNTER LEVEL (AL+1)

Note: The difficulty of this encounter varies depending on how much the Calimport and Memnon forces focus on the PCs and how much they target each other.

CREATURES

This encounter includes the following creatures at Adventure Levels 2/4/6/8/10/12/14:

- 1 Rilta, Calimport sergeant
- 2 Calimport stormmaster
- 4 human archer minion (Calimport)
- 1 Brindol, Memnon sergeant
- 2 Memnon flamechaser
- 4 human archer minion (Memnon)

This encounter includes the following creatures at Adventure Levels 16/18/20:

- 1 Calimport stormwalker
- 2 Calimport tempest weaver
- 4 human archer minion (Calimport)
- 1 Memnon titan
- 2 fire archon of Memnon
- 4 human archer minion (Memnon)

SCALING THE ENCOUNTER

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

Four PCs: At heroic, remove a stormmaster and a flamechaser. At paragon, remove a tempest weaver and a fire archon.

Six PCs: At heroic, add a stormmaster and a flamechaser. At paragon, add a tempest weaver and a fire archon.

Cautious: For 5/6 PCs, run as if there are 4/5 PCs. For 4 PCs, remove the action points from the elite creatures.

Aggressive: See the tactics section for tables that take an aggressive stance.

Glory: Add a stormmaster/tempest weaver and a flame chaser/fire archon. All monsters focus attacks on the PCs and score a critical hit on 17-20.

Ala'Ammar addresses the assembly. "The armies of Calimport and Memnon now march to our location. Trapped between these two forces, we have no chance. However, if we can engage them in the open desert, perhaps they will be distracted by each other."

Ala'Ammar and the WeavePasha have assessed the situation and provide the following information to the PCs.

- Ala'Ammar hopes that enough conflict exists between Calimport and Memnon that the warbands can pull out a victory.
- The WeavePasha is departing to the ziggurat, to enact the plan with the elementals as decided by the vote.

SPECIAL MISSIONS

Depending on the results of the voting, the elementals bound within the ziggurat are to be freed, or their power is to be channeled. Either way, the WeavePasha calls for the warbands to send their best arcane specialist to the ziggurat. (To be clear, the key skill is Arcana.)

Only one volunteer per warband is permitted, as stopping the advancing armies of Calimport and Memnon remains the top priority.

Each warband is sent to engage the forces of Calimport and Memnon in the desert, luring them to an area where they might also attack each other.

Ala'Ammar provides you with a location which will draw the attention of both the Calimport and Memnon forces. A few moments after securing the location, a contingent of Calimport forces rises above a dune to the south, while a group of Memnon warriors crests a dune to the north. Each band of soldiers includes human slaves, compulsively serving their masters.

The following skill checks are available during the encounter. This is not a skill challenge; these checks represent the PCs' overall efforts to influence the outcome of the battle, swaying creatures from different sides to their cause or attempting to direct the overall tactics for their side. The tactical (History) check is available to all PCs; the strategic (Bluff) checks are only available to characters who have the listed Story Award.

Individual Check

History [Easy DC] (standard action)

or **[Moderate DC]** (move action)

or **[Hard DC]** (minor action)

Recalling tactics from past battles, the PC is able to advise their allies. Once per success before the end of the encounter, the PC or an ally can re-roll a missed attack roll or failed saving throw. A failure on this check leaves the PC open to an attack. The PC takes AL x 2 damage.

Individual Check {requires SPEC21 from SPEC4-3}

Bluff [Easy DC] (standard action)

or **[Moderate DC]** (move action)

or **[Hard DC]** (minor action)

The PC convinces the forces of Calimport that a specific Memnon enemy was responsible for the insurgency. The next non-minion Calimport creature to act makes every effort to attack the indicated Memnon enemy. On a failure, the Calimport minions all target the PC with their next volley of attacks.

Individual Check {requires SPEC23 from SPEC4-4}

Bluff [Easy DC] (standard action)

or **[Moderate DC]** (move action)

or **[Hard DC]** (minor action)

The PC convinces the forces of Memnon that a specific Calimport enemy was responsible for the insurgency. The next non-minion Memnon creature to act makes every effort to attack the indicated Calimport enemy. On a failure, the Memnon minions all target the PC with their next volley of attacks.

FEATURES OF THE AREA

Illumination: Bright illumination from the scorching sun.

Sand and Rocks: Areas marked with a triangle are difficult terrain. The ruins and rocks are just a few inches above the sand. They are treated as difficult terrain.

Bodies: The bodies are from a previous skirmish and count as blood rock. Creatures occupying one of these squares score a critical hit on 19-20.

TACTICS

It is extremely important that you follow the guidelines outlined in this tactics section. The creatures in this encounter use different tactics depending on the stance the PCs choose.

The purpose of this encounter is to illustrate the delicate balance between the three forces. Generally, this means that forces attack “whoever is winning.” If the PCs are doing badly (half or more of them are bloodied or dying), the Calimport forces shift their attacks to Memnon, and vice-versa.

For all tiers, and speed of play, have all of the minions attack the same target. Roll all of their attacks at once. When the leadership on a side is defeated (all of the non-minions), the minions on that side immediately surrender or flee.

Normal: The Calimport minions default is to target Memnon non-minions. The Memnon minions always target the Calimport non-minions. The other Calimport

forces and Memnon forces begin by attacking the PCs, but shift their attacks to the Memnon or Calimport force if it appears that one side is stronger. Generally, they don’t waste their best resources trying to finish off the PCs, since doing so would leave them less able to deal with the other force. They use area, close, or multi-attack powers that hit both the PCs and the other side’s forces at every opportunity.

Aggressive: As Normal, but the minions spend the first round focusing their attacks on the PCs.

ENDING THE ENCOUNTER

When the Senior DM calls time or all enemies are defeated, the encounter is over.

The PCs earn a total success for defeating all of the enemies on both sides (Calimport and Memnon). They score a partial success if they defeat only one of the two forces. Make sure the players understand that completely defeating one of the two enemy forces is better than wounding both of them but not defeating either of them.

- **Cautious:** Score 1 point for each total success.
- **Normal:** Score 2 points for each total success and 1 point for each partial success.
- **Aggressive/Glory:** Score 3 points for each total success and 1 point for each partial success.

If the total number of points scored is at least two times the number of warbands, then the mission is a total success. If the total number of points scored is less than one-and-a-half times the number of warbands, it is a failure.

Total Success: The armies of Calimport and Memnon are routed. The warbands can loot their supplies. Each PC gains a *potion of cure moderate wounds* (heroic) or a *potion of cure critical wounds* (paragon). The DC of this mission’s fatigue check is Easy.

Partial Success: The mass battle ends in a stalemate, with some of the opposing forces defeated but others digging in. The DC of this mission’s fatigue check is Moderate.

Failure: The armies of Calimport and Memnon continue to threaten the area. The warbands must spend extra effort in frequent skirmishes. Each PC takes a -5 penalty to Endurance checks for the remainder of the adventure, including this mission’s fatigue check, which is made against the Hard DC.

REGAINING RESOURCES

The PCs may be running low on resources at this point in the adventure. If you are not using the Special

Missions, the WeavePasha performs a special ritual, tapping into the elemental energy of the area.

Have each PC make an Arcana or Nature check to help with the ritual. For each Hard DC achieved, the PC generates 3 healing surges, for each Moderate DC, the PC generates 2 healing surges, and for each Easy DC the PC generates 1 healing surge.

The warband may then share these healing surges among the PCs at their table as they see fit. A character may not exceed his or her normal maximum number of available surges.

SPECIAL MISSIONS

If you are using the special missions, each PC must now check for fatigue at a DC set by the outcome of the special mission (not the outcome of the primary mission).

Remember to have the PCs divide any healing surges and recover any powers earned as a result of the success in the special mission. (The Senior DM will inform you as to the results.)

MILESTONE

This encounter counts toward a milestone.

TREASURE

If the overall outcome of this encounter is a success, each PC receives a *potion of cure moderate wounds* (Heroic tier warbands) or a *potion of cure critical wounds* (Paragon tier warbands). The PCs also gain purchase access to these items at the end of the adventure (Story Award ADCP30).

Potion of Cure Moderate Wounds	Level 10 Uncommon
<i>This potion covers your wounds in silver light, helping them heal.</i>	
Consumable: Potion	200 gp
Utility Power (Healing) ◆ Consumable (Minor Action)	
<i>Effect:</i> You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.	
Reference: Mordenkainen's Magnificent Emporium	

Potion of Cure Critical Wounds	Level 20 Uncommon
<i>This potion covers your deep wounds in bright silver light, causing them to mend.</i>	
Consumable: Potion	5,000 gp
Utility Power (Healing) ◆ Consumable (Minor Action)	
<i>Effect:</i> You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 3d8 + 20 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.	
Reference: Mordenkainen's Magnificent Emporium	

ENCOUNTER 4: DELICATE BALANCE (AL 2)

Rilta, Calimport Sergeant	Level 2 Elite Skirmisher
Large elemental humanoid (air), genasi	XP 250
HP 76; Bloodied 38	Initiative +7
AC 16, Fortitude 12, Reflex 16, Will 15	Perception +7
Speed 6, fly 6 (hover)	
Resist 5 cold	
Saving Throws +2; Action Point 1	
TRAITS	
Combat Advantage	
Rilta deals 2d6 extra damage against any target granting combat advantage to her.	
First Strike	
Rilta has combat advantage against any enemy that has not yet acted in the encounter.	
STANDARD ACTIONS	
m Short Sword (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 5 cold damage, and Rilta shifts 2 squares.	
r Thrown Dagger (weapon) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. AC	
Hit: 1d6 + 5 cold damage, and the target cannot make opportunity attacks until the end of Rilta's next turn.	
MR Swiftwind Stride • At-Will	
Effect: Rilta makes two basic attacks.	
M Knockout Blow • Encounter	
Attack: Melee 1 (one creature); +5 vs. Fortitude	
Hit: 1d6 + 7 damage, and the target is knocked unconscious (save ends).	
Miss: Half damage, and the target is dazed (save ends)	
C Steel Whirlwind • Encounter	
Attack: Close burst 2 (enemies in burst); +5 vs. Reflex	
Hit: 1d6 + 7 damage, and Rilta pushes the target 1 square and knocks it prone.	
Skills Acrobatics +10, Stealth +10, Thievery +10	
Str 11 (+1)	Dex 19 (+5)
Con 14 (+3)	Int 13 (+2)
	Wis 12 (+2)
	Cha 18 (+5)
Alignment Evil	Languages -

Note: Removed minor and triggered actions for speed of play; added fly. Increased size to large.

2 Calimport Stormmaster	Level 2 Controller
Medium elemental humanoid (air), genasi	XP 125
HP 41; Bloodied 20	Initiative +6
AC 16, Fortitude 14, Reflex 16, Will 14	Perception +4
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 4 damage.	
M Storm Sword (lightning, weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 4 lightning damage, and slide the target 5 squares. At the end of the slide, enemies adjacent to the target take 1d8 + 1 lightning damage.	
A Wrath of the Thunderstorm • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in the burst); +5 vs. Fortitude	
Hit: 1d10 + 6 lightning damage, and the target slides 3 squares.	
MINOR ACTION	
Promise of Storm • Recharge 5-6	
Effect: Until the end of its next turn, the stormmaster deals an extra 1d8 damage with a lightning or thunder power it uses.	
Skills Arcana +11	
Str 10 (+1)	Dex 11 (+1)
Con 17 (+4)	Int 21 (+6)
	Wis 16 (+4)
	Cha 13 (+2)
Alignment unaligned	Languages Common, Primordial

Note: Genasi Stormmaster, removed triggered action and made minor action a recharge power.

10 Human Archer Minion	Level 2 Minion
medium natural humanoid (human)	XP 31
HP 1; a missed attack never damages a minion	Initiative +8
AC 14, Fortitude 13, Reflex 15, Will 13	Perception +3
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 5 damage.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +9 vs. AC	
Hit: 6 damage.	
M Coordinated Shot • At-Will	
Effect: The human archer makes a basic attack. The next human archer to attack the same target gains a +2 bonus to the attack roll.	
Str 18 (+5)	Dex 24 (+7)
Con 15 (+3)	Int 11 (+1)
	Wis 14 (+3)
	Cha 12 (+2)
Alignment unaligned	Languages Common

Brindol, Memnon Sergeant		Level 2 Elite Soldier (Leader)	
Large elemental humanoid (fire), genasi		XP 250	
HP 88; Bloodied 44		Initiative +6	
AC 18, Fortitude 16, Reflex 13, Will 14		Perception +3	
Speed 6			
Saving Throws +2; Action Point 1			
TRAITS			
O Aura of Command • Aura 10			
Allies in the aura gain a +1 power bonus to attack rolls; Brindol gains the same bonus if any allies remain in the aura.			
STANDARD ACTIONS			
m Warhammer (weapon) • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 1d10 + 4 damage, and the target is marked until the end of Brindol's next turn.			
M Double Attack • At-Will			
Effect: Brindol makes two warhammer attacks. If both attacks hit the same target, Brindol recharges his fire hammer attack.			
M Fire Hammer • Recharge 4-6			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 2d10 + 9 fire damage, and ongoing 5 fire damage (save ends).			
Effect: The target is marked until the end of Brindol's next turn.			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits Brindol with an attack.			
Effect: The triggering enemy takes ongoing 5 fire damage (save ends).			
Skills Endurance +11, Intimidate +10			
Str 20 (+6)	Dex 14 (+3)	Wis 12 (+2)	
Con 20 (+6)	Int 10 (+1)	Cha 16 (+4)	
Alignment Evil		Languages Common, Primordial	
Note: Increased size to large.			

2 Memnon Flamechaser		Level 2 Artillery	
Medium elemental humanoid (fire), genasi		XP 125	
HP 27; Bloodied 13		Initiative +4	
AC 14, Fortitude 15, Reflex 14, Will 14		Perception +6	
Speed 6			
STANDARD ACTIONS			
m Dagger of Flame (fire, weapon) • At-Will			
Attack: Melee 1 (one creature); +6 vs. Reflex			
Hit: 1d6 + 5 fire damage.			
r Fire Bolt (fire) • At-Will			
Attack: Melee 1 (one creature); +7 vs. Reflex			
Hit: 1d10 + 8 fire damage.			
R Explosive Burst (fire) • Recharge 4-6			
Attack: Ranged 10 (one creature); +7 vs. Reflex			
Hit: 1d10 + 8 fire damage, and the flamechaser makes a secondary attack against each creature adjacent to the target.			
Secondary Attack: +7 vs. Reflex			
Hit: 1d6 + 2 fire damage			
R Fire Bolt (fire) • Encounter			
Attack: Ranged 10 (one creature); +7 vs. Reflex			
Hit: 1d10 + 8 fire damage, and any creature that starts its turn adjacent to the target takes 5 fire damage (save ends).			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits the flamechaser with an attack.			
Effect: The triggering enemy takes ongoing 5 fire damage (save ends).			
Str 14 (+3)	Dex 16 (+4)	Wis 11 (+1)	
Con 19 (+5)	Int 11 (+1)	Cha 16 (+4)	
Alignment unaligned		Languages Common, Primordial	
Note: Genasi Flamechaser, replaced firepulse with fiery retort.			

ENCOUNTER 4: DELICATE BALANCE (AL 4)

Rilta, Calimport Sergeant	Level 4 Elite Skirmisher
Large elemental humanoid (air), genasi	XP 350
HP 108; Bloodied 54	Initiative +8
AC 18, Fortitude 14, Reflex 18, Will 17	Perception +8
Speed 6, fly 6 (hover)	
Resist 5 cold	
Saving Throws +2; Action Point 1	
TRAITS	
Combat Advantage	
Rilta deals 2d6 extra damage against any target granting combat advantage to her.	
First Strike	
Rilta has combat advantage against any enemy that has not yet acted in the encounter.	
STANDARD ACTIONS	
m Short Sword (cold, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6 + 5 cold damage, and Rilta shifts 2 squares.	
r Thrown Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6 + 5 cold damage, and the target cannot make opportunity attacks until the end of Rilta's next turn.	
MR Swiftwind Stride • At-Will	
<i>Effect:</i> Rilta makes two basic attacks.	
M Knockout Blow • Encounter	
<i>Attack:</i> Melee 1 (one creature); +7 vs. Fortitude	
<i>Hit:</i> 2d6 + 7 damage, and the target is knocked unconscious (save ends).	
<i>Miss:</i> Half damage, and the target is dazed (save ends)	
C Steel Whirlwind • Encounter	
<i>Attack:</i> Close burst 2 (enemies in burst); +7 vs. Reflex	
<i>Hit:</i> 2d6 + 7 damage, and Rilta pushes the target 1 square and knocks it prone.	
Skills Acrobatics +10, Stealth +10, Thievery +10	
Str 11 (+2)	Dex 19 (+6)
Con 14 (+4)	Int 13 (+3)
	Cha 18 (+6)
Wis 12 (+3)	
Alignment Evil	Languages -

Note: Removed minor and triggered actions for speed of play; added fly. Increased size to large.

2 Calimport Stormmaster	Level 4 Controller
Medium elemental humanoid (air), genasi	XP 175
HP 57; Bloodied 28	Initiative +7
AC 18, Fortitude 16, Reflex 18, Will 16	Perception +5
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d8 + 3 damage.	
M Storm Sword (lightning, weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d8 + 3 lightning damage, and slide the target 5 squares. At the end of the slide, enemies adjacent to the target take 1d8 + 2 lightning damage.	
A Wrath of the Thunderstorm • Recharge 5-6	
<i>Attack:</i> Area burst 2 within 10 (creatures in the burst); +7 vs. Fortitude	
<i>Hit:</i> 2d10 + 3 lightning damage, and the target slides 3 squares.	
MINOR ACTION	
Promise of Storm • Recharge 5-6	
<i>Effect:</i> Until the end of its next turn, the stormmaster deals an extra 1d8 damage with a lightning or thunder power it uses.	
Skills Arcana +12	
Str 10 (+2)	Dex 11 (+2)
Con 17 (+5)	Int 21 (+7)
	Cha 13 (+3)
	Wis 16 (+5)
	Cha 13 (+3)
Alignment unaligned	Languages Common, Primordial

Note: Genasi Stormmaster, removed triggered action and made minor action a recharge power.

10 Human Archer Minion	Level 4 Minion
medium natural humanoid (human)	XP 44
HP 1; a missed attack never damages a minion	Initiative +9
AC 16, Fortitude 15, Reflex 17, Will 15	Perception +4
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 6 damage.	
r Longbow (weapon) • At-Will	
<i>Attack:</i> Ranged 20/40 (one creature); +11 vs. AC	
<i>Hit:</i> 7 damage.	
M Coordinated Shot • At-Will	
<i>Effect:</i> The human archer makes a basic attack. The next human archer to attack the same target gains a +2 bonus to the attack roll.	
Str 18 (+6)	Dex 24 (+8)
Con 15 (+4)	Int 11 (+2)
	Cha 12 (+3)
	Wis 14 (+4)
Alignment unaligned	Languages Common

Brindol, Memnon Sergeant		Level 4 Elite Soldier (Leader)	
Large elemental humanoid (fire), genasi		XP 350	
HP 120; Bloodied 60		Initiative +7	
AC 20, Fortitude 18, Reflex 15, Will 16		Perception +4	
Speed 6			
Saving Throws +2; Action Point 1			
TRAITS			
O Aura of Command • Aura 10			
Allies in the aura gain a +1 power bonus to attack rolls; Brindol gains the same bonus if any allies remain in the aura.			
STANDARD ACTIONS			
m Warhammer (weapon) • At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d10 + 1 damage, and the target is marked until the end of Brindol's next turn.			
M Double Attack • At-Will			
Effect: Brindol makes two warhammer attacks. If both attacks hit the same target, Brindol recharges his fire hammer attack.			
M Fire Hammer • Recharge 4-6			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 3d10 + 6 fire damage, and ongoing 5 fire damage (save ends).			
Effect: The target is marked until the end of Brindol's next turn.			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits Brindol with an attack.			
Effect: The triggering enemy takes ongoing 5 fire damage (save ends).			
Skills Endurance +12, Intimidate +11			
Str 20 (+7)	Dex 14 (+4)	Wis 12 (+3)	
Con 20 (+7)	Int 10 (+2)	Cha 16 (+5)	
Alignment Evil		Languages Common, Primordial	

Note: Increased size to large.

2 Memnon Flamechaser		Level 4 Artillery	
Medium elemental humanoid (fire), genasi		XP 175	
HP 39; Bloodied 19		Initiative +5	
AC 16, Fortitude 17, Reflex 16, Will 16		Perception +7	
Speed 6			
STANDARD ACTIONS			
m Dagger of Flame (fire, weapon) • At-Will			
Attack: Melee 1 (one creature); +8 vs. Reflex			
Hit: 2d6 + 5 fire damage.			
r Fire Bolt (fire) • At-Will			
Attack: Melee 1 (one creature); +9 vs. Reflex			
Hit: 2d10 + 5 fire damage.			
R Explosive Burst (fire) • Recharge 4-6			
Attack: Ranged 10 (one creature); +9 vs. Reflex			
Hit: 2d10 + 5 fire damage, and the flamechaser makes a secondary attack against each creature adjacent to the target.			
Secondary Attack: +9 vs. Reflex			
Hit: 2d6 + 2 fire damage			
R Fire Bolt (fire) • Encounter			
Attack: Ranged 10 (one creature); +9 vs. Reflex			
Hit: 2d10 + 5 fire damage, and any creature that starts its turn adjacent to the target takes 5 fire damage (save ends).			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits the flamechaser with an attack.			
Effect: The triggering enemy takes ongoing 5 fire damage (save ends).			
Str 14 (+4)	Dex 16 (+5)	Wis 11 (+2)	
Con 19 (+6)	Int 11 (+2)	Cha 16 (+5)	
Alignment unaligned		Languages Common, Primordial	

Note: Genasi Flamechaser, replaced firepulse with fiery retort.

ENCOUNTER 4: DELICATE BALANCE (AL 6)

Rilta, Calimport Sergeant	Level 6 Elite Skirmisher
Large elemental humanoid (air), genasi	XP 500
HP 140; Bloodied 70	Initiative +9
AC 20, Fortitude 16, Reflex 20, Will 19	Perception +9
Speed 6, fly 6 (hover)	
Resist 5 cold	
Saving Throws +2; Action Point 1	
TRAITS	
Combat Advantage	
Rilta deals 2d6 extra damage against any target granting combat advantage to her.	
First Strike	
Rilta has combat advantage against any enemy that has not yet acted in the encounter.	
STANDARD ACTIONS	
m Short Sword (cold, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d6 + 7 cold damage, and Rilta shifts 2 squares.	
r Thrown Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +11 vs. AC	
<i>Hit:</i> 2d6 + 7 cold damage, and the target cannot make opportunity attacks until the end of Rilta's next turn.	
MR Swiftwind Stride • At-Will	
<i>Effect:</i> Rilta makes two basic attacks.	
M Knockout Blow • Encounter	
<i>Attack:</i> Melee 1 (one creature); +9 vs. Fortitude	
<i>Hit:</i> 2d6 + 9 damage, and the target is knocked unconscious (save ends).	
<i>Miss:</i> Half damage, and the target is dazed (save ends)	
C Steel Whirlwind • Encounter	
<i>Attack:</i> Close burst 2 (enemies in burst); +9 vs. Reflex	
<i>Hit:</i> 2d6 + 9 damage, and Rilta pushes the target 1 square and knocks it prone.	
Skills Acrobatics + 11, Stealth +11, Thievery +11	
Str 11 (+3)	Dex 19 (+7)
Con 14 (+5)	Int 13 (+4)
	Cha 18 (+7)
Wis 12 (+4)	
Alignment Evil	Languages -

Note: Removed minor and triggered actions for speed of play; added fly. Increased size to large.

2 Calimport Stormmaster	Level 6 Controller
Medium elemental humanoid (air), genasi	XP 500
HP 73; Bloodied 36	Initiative +8
AC 20, Fortitude 18, Reflex 20, Will 18	Perception +6
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d8 + 5 damage.	
M Storm Sword (lightning, weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d8 + 5 lightning damage, and slide the target 5 squares. At the end of the slide, enemies adjacent to the target take 1d8 + 3 lightning damage.	
A Wrath of the Thunderstorm • Recharge 5-6	
<i>Attack:</i> Area burst 2 within 10 (creatures in the burst); +9 vs. Fortitude	
<i>Hit:</i> 2d10 + 5 lightning damage, and the target slides 3 squares.	
MINOR ACTION	
Promise of Storm • Recharge 5-6	
<i>Effect:</i> Until the end of its next turn, the stormmaster deals an extra 1d8 damage with a lightning or thunder power it uses.	
Skills Arcana +13	
Str 10 (+3)	Dex 11 (+3)
Con 17 (+6)	Int 21 (+8)
	Cha 13 (+4)
	Wis 16 (+6)
Alignment unaligned	Languages Common, Primordial

Note: Genasi Stormmaster, removed triggered action and made minor action a recharge power.

10 Human Archer Minion	Level 6 Minion
medium natural humanoid (human)	XP 125
HP 1; a missed attack never damages a minion	Initiative +10
AC 18, Fortitude 17, Reflex 19, Will 17	Perception +5
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 7 damage.	
r Longbow (weapon) • At-Will	
<i>Attack:</i> Ranged 20/40 (one creature); +13 vs. AC	
<i>Hit:</i> 8 damage.	
M Coordinated Shot • At-Will	
<i>Effect:</i> The human archer makes a basic attack. The next human archer to attack the same target gains a +2 bonus to the attack roll.	
Str 18 (+7)	Dex 24 (+9)
Con 15 (+5)	Int 11 (+3)
	Cha 12 (+4)
	Wis 14 (+5)
Alignment unaligned	Languages Common

Brindol, Memnon Sergeant		Level 6 Elite Soldier (Leader)	
Large elemental humanoid (fire), genasi		XP 500	
HP 152; Bloodied 76		Initiative +8	
AC 22, Fortitude 20, Reflex 17, Will 18		Perception +5	
Speed 6			
Saving Throws +2; Action Point 1			
TRAITS			
O Aura of Command • Aura 10			
Allies in the aura gain a +1 power bonus to attack rolls; Brindol gains the same bonus if any allies remain in the aura.			
STANDARD ACTIONS			
m Warhammer (weapon) • At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 2d10 + 3 damage, and the target is marked until the end of Brindol's next turn.			
M Double Attack • At-Will			
Effect: Brindol makes two warhammer attacks. If both attacks hit the same target, Brindol recharges his fire hammer attack.			
M Fire Hammer • Recharge 4-6			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 3d10 + 8 fire damage, and ongoing 5 fire damage (save ends).			
Effect: The target is marked until the end of Brindol's next turn.			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits Brindol with an attack.			
Effect: The triggering enemy takes ongoing 5 fire damage (save ends).			
Skills Endurance +13, Intimidate +12			
Str 20 (+8)	Dex 14 (+5)	Wis 12 (+4)	
Con 20 (+8)	Int 10 (+3)	Cha 16 (+6)	
Alignment Evil		Languages Common, Primordial	

Note: Increased size to large.

2 Memnon Flamechaser		Level 6 Artillery	
Medium elemental humanoid (fire), genasi		XP 250	
HP 51; Bloodied 25		Initiative +6	
AC 18, Fortitude 19, Reflex 18, Will 18		Perception +8	
Speed 6			
STANDARD ACTIONS			
m Dagger of Flame (fire, weapon) • At-Will			
Attack: Melee 1 (one creature); +10 vs. Reflex			
Hit: 2d6 + 7 fire damage.			
r Fire Bolt (fire) • At-Will			
Attack: Melee 1 (one creature); +11 vs. Reflex			
Hit: 2d10 + 7 fire damage.			
R Explosive Burst (fire) • Recharge 4-6			
Attack: Ranged 10 (one creature); +11 vs. Reflex			
Hit: 2d10 + 7 fire damage, and the flamechaser makes a secondary attack against each creature adjacent to the target.			
Secondary Attack: +11 vs. Reflex			
Hit: 2d6 + 4 fire damage			
R Fire Bolt (fire) • Encounter			
Attack: Ranged 10 (one creature); +11 vs. Reflex			
Hit: 2d10 + 7 fire damage, and any creature that starts its turn adjacent to the target takes 5 fire damage (save ends).			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits the flamechaser with an attack.			
Effect: The triggering enemy takes ongoing 5 fire damage (save ends).			
Str 14 (+5)	Dex 16 (+6)	Wis 11 (+3)	
Con 19 (+7)	Int 11 (+3)	Cha 16 (+6)	
Alignment unaligned		Languages Common, Primordial	

Note: Genasi Flamechaser, replaced firepulse with fiery retort.

ENCOUNTER 4: DELICATE BALANCE (AL 8)

Rilta, Calimport Sergeant	Level 8 Elite Skirmisher
Large elemental humanoid (air), genasi	XP 700
HP 172; Bloodied 86	Initiative +10
AC 22, Fortitude 18, Reflex 22, Will 21	Perception +10
Speed 6, fly 6 (hover)	
Resist 5 cold	
Saving Throws +2; Action Point 1	
TRAITS	
Combat Advantage	
Rilta deals 2d6 extra damage against any target granting combat advantage to her.	
First Strike	
Rilta has combat advantage against any enemy that has not yet acted in the encounter.	
STANDARD ACTIONS	
m Short Sword (cold, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 2d6 + 9 cold damage, and Rilta shifts 2 squares.	
r Thrown Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +13 vs. AC	
<i>Hit:</i> 2d6 + 9 cold damage, and the target cannot make opportunity attacks until the end of Rilta's next turn.	
MR Swiftwind Stride • At-Will	
<i>Effect:</i> Rilta makes two basic attacks.	
M Knockout Blow • Encounter	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Fortitude	
<i>Hit:</i> 2d6 + 11 damage, and the target is knocked unconscious (save ends).	
<i>Miss:</i> Half damage, and the target is dazed (save ends)	
C Steel Whirlwind • Encounter	
<i>Attack:</i> Close burst 2 (enemies in burst); +11 vs. Reflex	
<i>Hit:</i> 2d6 + 11 damage, and Rilta pushes the target 1 square and knocks it prone.	
Skills Acrobatics +12, Stealth +12, Thievery +12	
Str 11 (+4)	Dex 19 (+8)
Con 14 (+6)	Int 13 (+5)
	Cha 18 (+8)
Wis 12 (+5)	
Alignment Evil	Languages -
Note: Removed minor and triggered actions for speed of play; added fly. Increased size to large.	

2 Calimport Stormmaster	Level 8 Controller
Medium elemental humanoid (air), genasi	XP 350
HP 89; Bloodied 44	Initiative +9
AC 22, Fortitude 20, Reflex 22, Will 20	Perception +7
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 7 damage.	
M Storm Sword (lightning, weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 7 lightning damage, and slide the target 5 squares. At the end of the slide, enemies adjacent to the target take 1d8 + 4 lightning damage.	
A Wrath of the Thunderstorm • Recharge 5-6	
<i>Attack:</i> Area burst 2 within 10 (creatures in the burst); +11 vs. Fortitude	
<i>Hit:</i> 2d10 + 7 lightning damage, and the target slides 3 squares.	
MINOR ACTION	
Promise of Storm • Recharge 5-6	
<i>Effect:</i> Until the end of its next turn, the stormmaster deals an extra 1d8 damage with a lightning or thunder power it uses.	
Skills Arcana +14	
Str 10 (+4)	Dex 11 (+4)
Con 17 (+7)	Int 21 (+9)
	Cha 13 (+5)
Wis 16 (+7)	
Alignment unaligned	Languages Common, Primordial
Note: Genasi Stormmaster, removed triggered action and made minor action a recharge power.	

10 Human Archer Minion	Level 8 Minion
medium natural humanoid (human)	XP 88
HP 1; a missed attack never damages a minion	Initiative +11
AC 20, Fortitude 19, Reflex 21, Will 19	Perception +6
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 8 damage.	
r Longbow (weapon) • At-Will	
<i>Attack:</i> Ranged 20/40 (one creature); +15 vs. AC	
<i>Hit:</i> 9 damage.	
M Coordinated Shot • At-Will	
<i>Effect:</i> The human archer makes a basic attack. The next human archer to attack the same target gains a +2 bonus to the attack roll.	
Str 18 (+8)	Dex 24 (+11)
Con 15 (+6)	Int 11 (+4)
	Cha 12 (+5)
Wis 14 (+6)	
Alignment unaligned	Languages Common

Brindol, Memnon Sergeant		Level 8 Elite Soldier (Leader)	
Large elemental humanoid (fire), genasi		XP 700	
HP 184; Bloodied 92		Initiative +9	
AC 24, Fortitude 22, Reflex 19, Will 20		Perception +6	
Speed 6			
Saving Throws +2; Action Point 1			
TRAITS			
O Aura of Command • Aura 10			
Allies in the aura gain a +1 power bonus to attack rolls; Brindol gains the same bonus if any allies remain in the aura.			
STANDARD ACTIONS			
m Warhammer (weapon) • At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 2d10 + 5 damage, and the target is marked until the end of Brindol's next turn.			
M Double Attack • At-Will			
Effect: Brindol makes two warhammer attacks. If both attacks hit the same target, Brindol recharges his fire hammer attack.			
M Fire Hammer • Recharge 4-6			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 3d10 + 10 fire damage, and ongoing 5 fire damage (save ends).			
Effect: The target is marked until the end of Brindol's next turn.			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits Brindol with an attack.			
Effect: The triggering enemy takes ongoing 5 fire damage (save ends).			
Skills Endurance +14, Intimidate +13			
Str 20 (+9)	Dex 14 (+6)	Wis 12 (+5)	
Con 20 (+9)	Int 10 (+4)	Cha 16 (+7)	
Alignment Evil		Languages Common, Primordial	
Note: Increased size to large.			

2 Memnon Flamechaser		Level 8 Artillery	
Medium elemental humanoid (fire), genasi		XP 350	
HP 73; Bloodied 36		Initiative +7	
AC 20, Fortitude 21, Reflex 20, Will 20		Perception +9	
Speed 6			
STANDARD ACTIONS			
m Dagger of Flame (fire, weapon) • At-Will			
Attack: Melee 1 (one creature); +12 vs. Reflex			
Hit: 2d6 + 9 fire damage.			
r Fire Bolt (fire) • At-Will			
Attack: Melee 1 (one creature); +13 vs. Reflex			
Hit: 3d10 + 4 fire damage.			
R Explosive Burst (fire) • Recharge 4-6			
Attack: Ranged 10 (one creature); +13 vs. Reflex			
Hit: 3d10 + 4 fire damage, and the flamechaser makes a secondary attack against each creature adjacent to the target.			
Secondary Attack: +13 vs. Reflex			
Hit: 2d6 + 5 fire damage			
R Fire Bolt (fire) • Encounter			
Attack: Ranged 10 (one creature); +13 vs. Reflex			
Hit: 3d10 + 4 fire damage, and any creature that starts its turn adjacent to the target takes 5 fire damage (save ends).			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits the flamechaser with an attack.			
Effect: The triggering enemy takes ongoing 5 fire damage (save ends).			
Str 14 (+6)	Dex 16 (+7)	Wis 11 (+4)	
Con 19 (+8)	Int 11 (+4)	Cha 16 (+7)	
Alignment unaligned		Languages Common, Primordial	
Note: Genasi Flamechaser, replaced firepulse with fiery retort.			

ENCOUNTER 4: DELICATE BALANCE (AL 10)

Rilta, Calimport Sergeant	Level 10 Elite Skirmisher
Large elemental humanoid (air), genasi	XP 500
HP 204; Bloodied 102	Initiative +11
AC 24, Fortitude 20, Reflex 24, Will 23	Perception +11
Speed 6, fly 6 (hover)	
Resist 5 cold	
Saving Throws +2; Action Point 1	
TRAITS	
Combat Advantage	
Rilta deals 2d6 extra damage against any target granting combat advantage to her.	
First Strike	
Rilta has combat advantage against any enemy that has not yet acted in the encounter.	
STANDARD ACTIONS	
m Short Sword (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 11 cold damage, and Rilta shifts 2 squares.	
r Thrown Dagger (weapon) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. AC	
Hit: 2d6 + 11 cold damage, and the target cannot make opportunity attacks until the end of Rilta's next turn.	
MR Swiftwind Stride • At-Will	
Effect: Rilta makes two basic attacks.	
M Knockout Blow • Encounter	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: 2d6 + 13 damage, and the target is knocked unconscious (save ends).	
Miss: Half damage, and the target is dazed (save ends)	
C Steel Whirlwind • Encounter	
Attack: Close burst 2 (enemies in burst); +13 vs. Reflex	
Hit: 2d6 + 13 damage, and Rilta pushes the target 1 square and knocks it prone.	
Skills Acrobatics +12, Stealth +13, Thievery +13	
Str 11 (+5)	Dex 19 (+9)
Con 14 (+7)	Int 13 (+6)
	Cha 18 (+9)
Alignment Evil	Languages -

Note: Removed minor and triggered actions for speed of play; added fly. Increased size to large.

2 Calimport Stormmaster	Level 10 Controller
Medium elemental humanoid (air), genasi	XP 500
HP 105; Bloodied 52	Initiative +10
AC 24, Fortitude 22, Reflex 24, Will 22	Perception +8
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
M Storm Sword (lightning, weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 lightning damage, and slide the target 5 squares. At the end of the slide, enemies adjacent to the target take 1d8 + 5 lightning damage.	
A Wrath of the Thunderstorm • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in the burst); +13 vs. Fortitude	
Hit: 2d10 + 9 lightning damage, and the target slides 3 squares.	
MINOR ACTION	
Promise of Storm • Recharge 5-6	
Effect: Until the end of its next turn, the stormmaster deals an extra 1d8 damage with a lightning or thunder power it uses.	
Skills Arcana +15	
Str 10 (+5)	Dex 11 (+5)
Con 17 (+8)	Int 21 (+10)
	Cha 13 (+6)
Alignment unaligned	Languages Common, Primordial
Note: Genasi Stormmaster, removed triggered action and made minor action a recharge power.	

10 Human Archer Minion	Level 10 Minion
medium natural humanoid (human)	XP 125
HP 1; a missed attack never damages a minion	Initiative +12
AC 22, Fortitude 21, Reflex 23, Will 21	Perception +7
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 9 damage.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +17 vs. AC	
Hit: 10 damage.	
M Coordinated Shot • At-Will	
Effect: The human archer makes a basic attack. The next human archer to attack the same target gains a +2 bonus to the attack roll.	
Str 18 (+9)	Dex 24 (+12)
Con 15 (+7)	Int 11 (+5)
	Cha 12 (+6)
Alignment unaligned	Languages Common

Brindol, Memnon Sergeant	Level 10 Elite Soldier (Leader)
Large elemental humanoid (fire), genasi	XP 1000
HP 216; Bloodied 108	Initiative +10
AC 26, Fortitude 24, Reflex 21, Will 22	Perception +7
Speed 6	
Saving Throws +2; Action Point 1	
TRAITS	
O Aura of Command • Aura 10	
Allies in the aura gain a +1 power bonus to attack rolls; Brindol gains the same bonus if any allies remain in the aura.	
STANDARD ACTIONS	
m Warhammer (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d10 + 7 damage, and the target is marked until the end of Brindol's next turn.	
M Double Attack • At-Will	
Effect: Brindol makes two warhammer attacks. If both attacks hit the same target, Brindol recharges his fire hammer attack.	
M Fire Hammer • Recharge 4-6	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d10 + 12 fire damage, and ongoing 5 fire damage (save ends).	
Effect: The target is marked until the end of Brindol's next turn.	
TRIGGERED ACTION	
Fiery Retort • Encounter	
Trigger: An adjacent enemy hits Brindol with an attack.	
Effect: The triggering enemy takes ongoing 5 fire damage (save ends).	
Skills Endurance +15, Intimidate +14	
Str 20 (+10)	Dex 14 (+7) Wis 12 (+6)
Con 20 (+10)	Int 10 (+5) Cha 16 (+8)
Alignment Evil Languages Common, Primordial	
Note: Increased size to large.	

2 Memnon Flamechaser	Level 10 Artillery
Medium elemental humanoid (fire), genasi	XP 500
HP 85; Bloodied 42	Initiative +8
AC 20, Fortitude 21, Reflex 20, Will 20	Perception +10
Speed 6	
STANDARD ACTIONS	
m Dagger of Flame (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Hit: 2d6 + 11 fire damage.	
r Fire Bolt (fire) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 3d10 + 6 fire damage.	
R Explosive Burst (fire) • Recharge 4-6	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 3d10 + 6 fire damage, and the flamechaser makes a secondary attack against each creature adjacent to the target.	
Secondary Attack: +15 vs. Reflex	
Hit: 2d6 + 7 fire damage	
R Fire Bolt (fire) • Encounter	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 3d10 + 6 fire damage, and any creature that starts its turn adjacent to the target takes 5 fire damage (save ends).	
TRIGGERED ACTION	
Fiery Retort • Encounter	
Trigger: An adjacent enemy hits the flamechaser with an attack.	
Effect: The triggering enemy takes ongoing 5 fire damage (save ends).	
Str 14 (+7)	Dex 16 (+8) Wis 11 (+5)
Con 19 (+9)	Int 11 (+5) Cha 16 (+8)
Alignment unaligned Languages Common, Primordial	
Note: Genasi Flamechaser, replaced firepulse with fiery retort.	

ENCOUNTER 4: DELICATE BALANCE (AL 12)

Rilta, Calimport Sergeant	Level 12 Elite Skirmisher
Large elemental humanoid (air), genasi	XP 1400
HP 236; Bloodied 118	Initiative +12
AC 26, Fortitude 22, Reflex 26, Will 25	Perception +12
Speed 6, fly 6 (hover)	
Resist 10 cold	
Saving Throws +2; Action Point 1	
TRAITS	
Combat Advantage	
Rilta deals 3d6 extra damage against any target granting combat advantage to her.	
First Strike	
Rilta has combat advantage against any enemy that has not yet acted in the encounter.	
STANDARD ACTIONS	
m Short Sword (cold, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 3d6 + 10 cold damage, and Rilta shifts 3 squares.	
r Thrown Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +17 vs. AC	
<i>Hit:</i> 3d6 + 10 cold damage, and the target cannot make opportunity attacks until the end of Rilta's next turn.	
MR Swiftwind Stride • At-Will	
<i>Effect:</i> Rilta makes two basic attacks.	
M Knockout Blow • Encounter	
<i>Attack:</i> Melee 1 (one creature); +14 vs. Fortitude	
<i>Hit:</i> 3d6 + 12 damage, and the target is knocked unconscious (save ends).	
<i>Miss:</i> Half damage, and the target is dazed (save ends)	
C Steel Whirlwind • Encounter	
<i>Attack:</i> Close burst 2 (enemies in burst); +15 vs. Reflex	
<i>Hit:</i> 3d6 + 12 damage, and Rilta pushes the target 1 square and knocks it prone.	
Skills Acrobatics +14, Stealth +14, Thievery +14	
Str 11 (+6)	Dex 19 (+10)
Con 14 (+8)	Int 13 (+7)
	Cha 18 (+10)
Wis 12 (+7)	
Alignment Evil Languages -	
Note: Removed minor and triggered actions for speed of play; added fly speed to compensate. Increased size to large.	

2 Calimport Stormmaster	Level 12 Controller
Medium elemental humanoid (air), genasi	XP 700
HP 121; Bloodied 60	Initiative +11
AC 26, Fortitude 24, Reflex 26, Will 24	Perception +9
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 3d8 + 7 damage.	
M Storm Sword (lightning, weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 3d8 + 7 lightning damage, and slide the target 5 squares. At the end of the slide, enemies adjacent to the target take 1d8 + 6 lightning damage.	
A Wrath of the Thunderstorm • Recharge 5-6	
<i>Attack:</i> Area burst 2 within 10 (creatures in the burst); +15 vs. Fortitude	
<i>Hit:</i> 3d10 + 7 lightning damage, and the target slides 4 squares.	
MINOR ACTION	
Promise of Storm • Recharge 5-6	
<i>Effect:</i> Until the end of its next turn, the stormmaster deals an extra 2d8 damage with a lightning or thunder power it uses.	
Skills Arcana +16	
Str 10 (+6)	Dex 11 (+6)
Con 17 (+9)	Int 21 (+11)
	Cha 13 (+7)
	Wis 16 (+9)
Alignment unaligned Languages Common, Primordial	
Note: Genasi Stormmaster, removed triggered action and made minor action a recharge power.	

10 Human Archer Minion	Level 12 Minion
medium natural humanoid (human)	XP 175
HP 1; a missed attack never damages a minion	Initiative +13
AC 24, Fortitude 23, Reflex 25, Will 23	Perception +8
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 10 damage.	
r Longbow (weapon) • At-Will	
<i>Attack:</i> Ranged 20/40 (one creature); +19 vs. AC	
<i>Hit:</i> 12 damage.	
M Coordinated Shot • At-Will	
<i>Effect:</i> The human archer makes a basic attack. The next human archer to attack the same target gains a +2 bonus to the attack roll.	
Str 18 (+10)	Dex 24 (+13)
Con 15 (+8)	Int 11 (+6)
	Cha 12 (+7)
	Wis 14 (+8)
Alignment unaligned Languages Common	

Brindol, Memnon Sergeant		Level 12 Elite Soldier (Leader)	
Large elemental humanoid (fire), genasi		XP 1400	
HP 248; Bloodied 124		Initiative +11	
AC 28, Fortitude 26, Reflex 23, Will 24		Perception +8	
Speed 6			
Saving Throws +2; Action Point 1			
TRAITS			
O Aura of Command • Aura 10			
Allies in the aura gain a +2 power bonus to attack rolls; Brindol gains the same bonus if any allies remain in the aura.			
STANDARD ACTIONS			
m Warhammer (weapon) • At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 3d10 + 5 damage, and the target is marked until the end of Brindol's next turn.			
M Double Attack • At-Will			
Effect: Brindol makes two warhammer attacks. If both attacks hit the same target, Brindol recharges his fire hammer attack.			
M Fire Hammer • Recharge 4-6			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 5d10 + 10 fire damage, and ongoing 10 fire damage (save ends).			
Effect: The target is marked until the end of Brindol's next turn.			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits Brindol with an attack.			
Effect: The triggering enemy takes ongoing 10 fire damage (save ends).			
Skills Endurance +16, Intimidate +15			
Str 20 (+11)	Dex 14 (+8)	Wis 12 (+7)	
Con 20 (+11)	Int 10 (+6)	Cha 16 (+9)	
Alignment Evil		Languages Common, Primordial	

Note: Increased size to large.

2 Memnon Flamechaser		Level 12 Artillery	
Medium elemental humanoid (fire), genasi		XP 700	
HP 97; Bloodied 48		Initiative +9	
AC 24, Fortitude 25, Reflex 24, Will 24		Perception +11	
Speed 6			
STANDARD ACTIONS			
m Dagger of Flame (fire, weapon) • At-Will			
Attack: Melee 1 (one creature); +16 vs. Reflex			
Hit: 3d6 + 10 fire damage.			
r Fire Bolt (fire) • At-Will			
Attack: Melee 1 (one creature); +17 vs. Reflex			
Hit: 4d10 + 4 fire damage.			
R Explosive Burst (fire) • Recharge 4-6			
Attack: Ranged 10 (one creature); +17 vs. Reflex			
Hit: 4d10 + 4 fire damage, and the flamechaser makes a secondary attack against each creature adjacent to the target.			
Secondary Attack: +17 vs. Reflex			
Hit: 3d6 + 5 fire damage			
R Fire Bolt (fire) • Encounter			
Attack: Ranged 10 (one creature); +17 vs. Reflex			
Hit: 4d10 + 4 fire damage, and any creature that starts its turn adjacent to the target takes 10 fire damage (save ends).			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits the flamechaser with an attack.			
Effect: The triggering enemy takes ongoing 10 fire damage (save ends).			
Str 14 (+8)	Dex 16 (+9)	Wis 11 (+6)	
Con 19 (+10)	Int 11 (+6)	Cha 16 (+9)	
Alignment unaligned		Languages Common, Primordial	

Note: Genasi Flamechaser, replaced firepulse with fiery retort.

ENCOUNTER 4: DELICATE BALANCE (AL 14)

Rilta, Calimport Sergeant	Level 14 Elite Skirmisher
Large elemental humanoid (air), genasi	XP 2000
HP 268; Bloodied 134	Initiative +13
AC 28, Fortitude 24, Reflex 28, Will 27	Perception +13
Speed 6, fly 6 (hover)	
Resist 10 cold	
Saving Throws +2; Action Point 1	
TRAITS	
Combat Advantage	
Rilta deals 3d6 extra damage against any target granting combat advantage to her.	
First Strike	
Rilta has combat advantage against any enemy that has not yet acted in the encounter.	
STANDARD ACTIONS	
m Short Sword (cold, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 3d6 + 12 cold damage, and Rilta shifts 3 squares.	
r Thrown Dagger (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +19 vs. AC	
<i>Hit:</i> 3d6 + 10 cold damage, and the target cannot make opportunity attacks until the end of Rilta's next turn.	
MR Swiftwind Stride • At-Will	
<i>Effect:</i> Rilta makes two basic attacks.	
M Knockout Blow • Encounter	
<i>Attack:</i> Melee 1 (one creature); +16 vs. Fortitude	
<i>Hit:</i> 3d6 + 14 damage, and the target is knocked unconscious (save ends).	
<i>Miss:</i> Half damage, and the target is dazed (save ends)	
C Steel Whirlwind • Encounter	
<i>Attack:</i> Close burst 2 (enemies in burst); +17 vs. Reflex	
<i>Hit:</i> 3d6 + 14 damage, and Rilta pushes the target 1 square and knocks it prone.	
Skills Acrobatics +15, Stealth +15, Thievery +15	
Str 11 (+7)	Dex 19 (+11)
Con 14 (+9)	Int 13 (+8)
	Cha 18 (+11)
Wis 12 (+8)	
Alignment Evil	Languages -
Note: Removed minor and triggered actions for speed of play; added fly speed to compensate. Increased size to large.	

2 Calimport Stormmaster	Level 14 Controller
Medium elemental humanoid (air), genasi	XP 1000
HP 137; Bloodied 68	Initiative +12
AC 28, Fortitude 26, Reflex 28, Will 26	Perception +10
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 3d8 + 9 damage.	
M Storm Sword (lightning, weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 3d8 + 9 lightning damage, and slide the target 5 squares. At the end of the slide, enemies adjacent to the target take 1d8 + 7 lightning damage.	
A Wrath of the Thunderstorm • Recharge 5-6	
<i>Attack:</i> Area burst 2 within 10 (creatures in the burst); +17 vs. Fortitude	
<i>Hit:</i> 3d10 + 9 lightning damage, and the target slides 4 squares.	
MINOR ACTION	
Promise of Storm • Recharge 5-6	
<i>Effect:</i> Until the end of its next turn, the stormmaster deals an extra 2d8 damage with a lightning or thunder power it uses.	
Skills Arcana +16	
Str 10 (+6)	Dex 11 (+6)
Con 17 (+9)	Int 21 (+11)
	Cha 13 (+7)
Wis 16 (+9)	
Alignment unaligned	Languages Common, Primordial
Note: Genasi Stormmaster, removed triggered action and made minor action a recharge power.	

10 Human Archer Minion	Level 14 Minion
medium natural humanoid (human)	XP 250
HP 1; a missed attack never damages a minion	Initiative +14
AC 26, Fortitude 25, Reflex 27, Will 25	Perception +9
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 11 damage.	
r Longbow (weapon) • At-Will	
<i>Attack:</i> Ranged 20/40 (one creature); +21 vs. AC	
<i>Hit:</i> 13 damage.	
M Coordinated Shot • At-Will	
<i>Effect:</i> The human archer makes a basic attack. The next human archer to attack the same target gains a +2 bonus to the attack roll.	
Str 18 (+11)	Dex 24 (+14)
Con 15 (+9)	Int 11 (+7)
	Cha 12 (+8)
Wis 14 (+9)	
Alignment unaligned	Languages Common

Brindol, Memnon Sergeant		Level 14 Elite Soldier (Leader)	
Large elemental humanoid (fire), genasi		XP 2000	
HP 248; Bloodied 124		Initiative +11	
AC 28, Fortitude 26, Reflex 23, Will 24		Perception +8	
Speed 6			
Saving Throws +2; Action Point 1			
TRAITS			
O Aura of Command • Aura 10			
Allies in the aura gain a +2 power bonus to attack rolls; Brindol gains the same bonus if any allies remain in the aura.			
STANDARD ACTIONS			
m Warhammer (weapon) • At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 3d10 + 5 damage, and the target is marked until the end of Brindol's next turn.			
M Double Attack • At-Will			
Effect: Brindol makes two warhammer attacks. If both attacks hit the same target, Brindol recharges his fire hammer attack.			
M Fire Hammer • Recharge 4-6			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 5d10 + 10 fire damage, and ongoing 10 fire damage (save ends).			
Effect: The target is marked until the end of Brindol's next turn.			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits Brindol with an attack.			
Effect: The triggering enemy takes ongoing 10 fire damage (save ends).			
Skills Endurance +16, Intimidate +15			
Str 20 (+11)	Dex 14 (+8)	Wis 12 (+7)	
Con 20 (+11)	Int 10 (+6)	Cha 16 (+9)	
Alignment Evil		Languages Common, Primordial	

Note: Increased size to large.

2 Memnon Flamechaser		Level 14 Artillery	
Medium elemental humanoid (fire), genasi		XP 1000	
HP 97; Bloodied 48		Initiative +9	
AC 24, Fortitude 25, Reflex 24, Will 24		Perception +11	
Speed 6			
STANDARD ACTIONS			
m Dagger of Flame (fire, weapon) • At-Will			
Attack: Melee 1 (one creature); +16 vs. Reflex			
Hit: 3d6 + 10 fire damage.			
r Fire Bolt (fire) • At-Will			
Attack: Melee 1 (one creature); +17 vs. Reflex			
Hit: 4d10 + 4 fire damage.			
R Explosive Burst (fire) • Recharge 4-6			
Attack: Ranged 10 (one creature); +17 vs. Reflex			
Hit: 4d10 + 4 fire damage, and the flamechaser makes a secondary attack against each creature adjacent to the target.			
Secondary Attack: +17 vs. Reflex			
Hit: 3d6 + 5 fire damage			
R Fire Bolt (fire) • Encounter			
Attack: Ranged 10 (one creature); +17 vs. Reflex			
Hit: 4d10 + 4 fire damage, and any creature that starts its turn adjacent to the target takes 10 fire damage (save ends).			
TRIGGERED ACTION			
Fiery Retort • Encounter			
Trigger: An adjacent enemy hits the flamechaser with an attack.			
Effect: The triggering enemy takes ongoing 10 fire damage (save ends).			
Str 14 (+8)	Dex 16 (+9)	Wis 11 (+6)	
Con 19 (+10)	Int 11 (+6)	Cha 16 (+9)	
Alignment unaligned		Languages Common, Primordial	

Note: Genasi Flamechaser, replaced firepulse with fiery retort.

ENCOUNTER 4: DELICATE BALANCE (AL 16)

Calimport Stormwalker	Level 16 Elite Controller
Huge elemental humanoid (air)	XP 2800
HP 316; Bloodied 158	Initiative +16
AC 30, Fortitude 29, Reflex 26, Will 28	Perception +15
Speed 8, fly 8 (hover)	
Immune lightning Resist 15 cold, 15 thunder	
Saving Throws +2; Action Point 1	
TRAITS	
O Oncoming Storm • Aura 5	
Enemies treat the area within the aura as difficult terrain. Each enemy within the aura gains vulnerable 10 lightning.	
STANDARD ACTIONS	
m Pummeling Gust (cold) • At-Will	
<i>Attack:</i> Melee 3 (one creature); +20 vs. Reflex	
<i>Hit:</i> 3d6 + 14 cold damage, and the target is knocked prone.	
r Tongue of Lightning (lightning) • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +20 vs. Fortitude	
<i>Hit:</i> 3d6 + 14 lightning damage, and the target is dazed (save ends).	
<i>Each Failed Save:</i> Each ally adjacent to the target takes 15 lightning damage.	
MR Forked Tongue • At-Will	
<i>Effect:</i> The walking storm makes two basic attacks.	
MINOR ACTIONS	
C Raging Storm (cold, lightning) • Recharge 4-6	
<i>Attack:</i> Close burst 3 (enemies in burst); +20 vs. Fortitude	
<i>Hit:</i> 4d6 + 14 cold damage, and the walking storm pushes the target 4 squares and knocks it prone.	
Str 30 (+18)	Dex 27 (+16)
Con 20 (+13)	Int 16 (+11)
Wis 24 (+15)	Cha 16 (+11)
Alignment Chaotic Evil Languages Primordial	
Note: Based on Storm That Walks.	

10 Human Archer Minion	Level 16 Minion
medium natural humanoid (human)	XP 350
HP 1; a missed attack never damages a minion	Initiative +16
AC 28, Fortitude 27, Reflex 29, Will 27	Perception +11
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 12 damage.	
r Longbow (weapon) • At-Will	
<i>Attack:</i> Ranged 20/40 (one creature); +23 vs. AC	
<i>Hit:</i> 14 damage.	
M Coordinated Shot • At-Will	
<i>Effect:</i> The human archer makes a basic attack. The next human archer to attack the same target gains a +2 bonus to the attack roll.	
Str 18 (+12)	Dex 24 (+15)
Con 15 (+10)	Int 11 (+8)
Wis 14 (+10)	Cha 12 (+9)
Alignment unaligned Languages Common	

2 Calimport Tempest Weaver	Level 16 Artillery
Medium elemental humanoid (air)	XP 1400
HP 125; Bloodied 62	Initiative +10
AC 28, Fortitude 27, Reflex 28, Will 28	Perception +12
Speed 6, fly 8 (hover)	
Immune disease, poison Resist 15 lightning, 15 thunder	
TRAITS	
Defensive Squall	
The tempest weaver gains a +2 bonus to AC and Reflex against ranged attacks.	
STANDARD ACTIONS	
m Storm Touch (lightning) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. Fortitude	
<i>Hit:</i> 2d10 + 7 lightning damage.	
R Resounding Bolt (lightning, thunder) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +21 vs. Fortitude	
<i>Hit:</i> 3d10 + 8 lightning damage, and ongoing 10 lightning damage (save ends).	
C Lightning Blast (lightning) • Recharge when first bloodied	
<i>Attack:</i> Close burst 2 (enemies in the burst); +19 vs. Reflex	
<i>Hit:</i> 4d8 + 9 lightning damage, and the target is blinded until the end of the tempest weaver's next turn.	
A Heart of the Tempest • Encounter	
<i>Attack:</i> Area burst 3 within 20 (creatures in the burst); +19 vs. Reflex	
<i>Hit:</i> The target slides 3 squares, and takes ongoing 25 lightning and thunder damage and is restrained (save ends all).	
Skills Intimidate +18	
Str 14 (+10)	Dex 15 (+10)
Con 23 (+14)	Int 25 (+13)
Wis 18 (+12)	Cha 25 (+15)
Alignment Chaotic Evil Languages Primordial	
Note: Storm Archon Tempest Weaver.	

Memnon Titan	Level 16 Elite Brute
Huge elemental humanoid (air)	XP 2800
HP 386; Bloodied 193	Initiative +12
AC 28, Fortitude 30, Reflex 29, Will 29	Perception =14
Speed 8	
Immune fire	
Saving Throws +2; Action Point 1	
TRAITS	
O Firey Mantle • Aura 5	
Squares in the aura are difficult terrain for enemies. In addition, any enemy in the aura gains vulnerable 10 fire.	
Molten Footing	
When an effect pulls, pushes, or slides the titan, it can choose to move up to 4 squares less than the effect specifies. The titan can make a saving throw to avoid falling prone when an attack would knock it prone.	
Evaportaing Armor	
When the titan takes fire damage, it takes a -2 penalty to AC until the end of its next turn.	
STANDARD ACTIONS	
m Flaming Sword (fire, weapon) • At-Will	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 4d8 + 3 (crit 4d8 + 35) fire damage, and ongoing 10 fire damage (save ends).	
C Volcanic Blast (fire) • Encounter	
Attack: Close blast 5 (creatures in blast); +19 vs. Reflex	
Hit: 3d12 + 8 damage, and ongoing 10 fire damage (save ends). In addition, the target is immobilized until the end of the titan's next turn.	
MINOR ACTIONS	
C Fire-Blooded Kick • At-Will 1/round	
Attack: Melee 3 (one creature); +19 vs. Reflex	
Hit: 4d10 + 4 damage, and the titan pushes the target up to 2 squares and knocks it prone.	
TRIGGERED ACTIONS	
Furious Swipe • At-Will	
Trigger: The titan is first bloodied or drops to 0 hit points.	
Effect (Immediate Interrupt): The titan uses flaming sword.	
Skills Athletics +22	
Str 28 (+17)	Dex 19 (+12) Wis 23 (+14)
Con 23 (+14)	Int 10 (+8) Cha 16 (+11)
Alignment Evil	Languages Giant, Primordial
Note: Based on Frost Titan.	

2 Fire Archon of Memnon	Level 16 Artillery
Medium elemental humanoid (fire)	XP 1400
HP 126; Bloodied 63	Initiative +16
AC 28, Fortitude 27, Reflex 26, Will 30	Perception +11
Speed 8	
Immune disease, poison Resist 30 fire	
STANDARD ACTIONS	
m Flaming Fist (fire) • At-Will	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: 3d8 + 6 fire damage, and ongoing 10 fire damage (save ends).	
A Rain of Fire (fire) • Recharge 4-6	
Attack: Area burst 1 within 10 (creatures in burst); +19 vs. Reflex	
Hit: 3d8 + 8 fire damage, and ongoing 10 fire damage (save ends).	
C Flame Wave (fire) • Recharge 4-6	
Attack: Close blast 5 (creatures in burst); +19 vs. Reflex	
Hit: 3d8 + 8 fire damage, and the target is pushed 2 squares and takes ongoing 10 fire damage (save ends).	
MOVE ACTIONS	
Flame Step (teleportation) • At-Will	
Effect: The fire archon can teleport to within 3 squares of any fire creature within 20 squares of it.	
Str 20 (+13)	Dex 27 (+16) Wis 16 (+11)
Con 24 (+15)	Int 14 (+10) Cha 15 (+10)
Alignment Chaotic Evil	Languages Primordial
Note: Fire Archon Ash Disciple, removed death embers. Dropped cinder burst to make other powers recharge.	

ENCOUNTER 4: DELICATE BALANCE (AL 18)

Calimport Stormwalker		Level 18 Elite Controller	
Huge elemental humanoid (air)		XP 4000	
HP 348; Bloodied 174		Initiative +17	
AC 32, Fortitude 31, Reflex 28, Will 30		Perception +16	
Speed 8, fly 8 (hover)			
Immune lightning Resist 15 cold, 15 thunder			
Saving Throws +2; Action Point 1			
TRAITS			
O Oncoming Storm • Aura 5			
Enemies treat the area within the aura as difficult terrain. Each enemy within the aura gains vulnerable 10 lightning.			
STANDARD ACTIONS			
m Pummeling Gust (cold) • At-Will			
Attack: Melee 3 (one creature); +22 vs. Reflex			
Hit: 3d6 + 16 cold damage, and the target is knocked prone.			
r Tongue of Lightning (lightning) • At-Will			
Attack: Ranged 20 (one creature); +22 vs. Fortitude			
Hit: 3d6 + 16 lightning damage, and the target is dazed (save ends).			
Each Failed Save: Each ally adjacent to the target takes 15 lightning damage.			
MR Forked Tongue • At-Will			
Effect: The walking storm makes two basic attacks.			
MINOR ACTIONS			
C Raging Storm (cold, lightning) • Recharge 4-6			
Attack: Close burst 3 (enemies in burst); +22 vs. Fortitude			
Hit: 4d6 + 16 cold damage, and the walking storm pushes the target 4 squares and knocks it prone.			
Str 30 (+19)	Dex 27 (+17)	Wis 24 (+16)	
Con 20 (+14)	Int 16 (+12)	Cha 16 (+12)	
Alignment Chaotic Evil Languages Primordial			
Note: Based on Storm That Walks.			

10 Human Archer Minion		Level 18 Minion	
medium natural humanoid (human)		XP 400	
HP 1; a missed attack never damages a minion		Initiative +16	
AC 30, Fortitude 29, Reflex 31, Will 29		Perception +11	
Speed 6			
STANDARD ACTIONS			
m Dagger (weapon) • At-Will			
Attack: Melee 1 (one creature); +23 vs. AC			
Hit: 13 damage.			
r Longbow (weapon) • At-Will			
Attack: Ranged 20/40 (one creature); +25 vs. AC			
Hit: 15 damage.			
M Coordinated Shot • At-Will			
Effect: The human archer makes a basic attack. The next human archer to attack the same target gains a +2 bonus to the attack roll.			
Str 18 (+13)	Dex 24 (+16)	Wis 14 (+11)	
Con 15 (+11)	Int 11 (+9)	Cha 12 (+10)	
Alignment unaligned Languages Common			

2 Calimport Tempest Weaver		Level 18 Artillery	
Medium elemental humanoid (air)		XP 2000	
HP 137; Bloodied 68		Initiative +11	
AC 30, Fortitude 29, Reflex 30, Will 30		Perception +13	
Speed 6, fly 8 (hover)			
Immune disease, poison Resist 15 lightning, 15 thunder			
TRAITS			
Defensive Squall			
The tempest weaver gains a +2 bonus to AC and Reflex against ranged attacks.			
STANDARD ACTIONS			
m Storm Touch (lightning) • At-Will			
Attack: Melee 1 (one creature); +23 vs. Fortitude			
Hit: 2d10 + 9 lightning damage.			
R Resounding Bolt (lightning, thunder) • At-Will			
Attack: Ranged 10 (one creature); +23 vs. Fortitude			
Hit: 3d10 + 10 lightning damage, and ongoing 10 lightning damage (save ends).			
C Lightning Blast (lightning) • Recharge when first bloodied			
Attack: Close burst 2 (enemies in the burst); +21 vs. Reflex			
Hit: 4d8 + 11 lightning damage, and the target is blinded until the end of the tempest weaver's next turn.			
A Heart of the Tempest • Encounter			
Attack: Area burst 3 within 20 (creatures in the burst); +21 vs. Reflex			
Hit: The target slides 3 squares, and takes ongoing 25 lightning and thunder damage and is restrained (save ends all).			
Skills Intimidate +19			
Str 14 (+11)	Dex 15 (+11)	Wis 18 (+13)	
Con 23 (+15)	Int 25 (+16)	Cha 25 (+16)	
Alignment Chaotic Evil Languages Primordial			
Note: Storm Archon Tempest Weaver.			

Memnon Titan	Level 18 Elite Brute
Huge elemental humanoid (air)	XP 4000
HP 426; Bloodied 213	Initiative +13
AC 30, Fortitude 32, Reflex 27, Will 31	Perception +15
Speed 8	
Immune fire	
Saving Throws +2; Action Point 1	
TRAITS	
O Firey Mantle • Aura 5	
Squares in the aura are difficult terrain for enemies. In addition, any enemy in the aura gains vulnerable 10 fire.	
Molten Footing	
When an effect pulls, pushes, or slides the titan, it can choose to move up to 4 squares less than the effect specifies. The titan can make a saving throw to avoid falling prone when an attack would knock it prone.	
Evaporating Armor	
When the titan takes fire damage, it takes a -2 penalty to AC until the end of its next turn.	
STANDARD ACTIONS	
m Flaming Sword (fire, weapon) • At-Will	
<i>Attack:</i> Melee 3 (one creature); +23 vs. AC	
<i>Hit:</i> 4d8 + 5 (crit 4d8 + 37) fire damage, and ongoing 15 fire damage (save ends).	
C Volcanic Blast (fire) • Encounter	
<i>Attack:</i> Close blast 5 (creatures in blast); +21 vs. Reflex	
<i>Hit:</i> 3d12 + 10 damage, and ongoing 15 fire damage (save ends). In addition, the target is immobilized until the end of the titan's next turn.	
MINOR ACTIONS	
C Fire-Blooded Kick • At-Will 1/round	
<i>Attack:</i> Melee 3 (one creature); +21 vs. Reflex	
<i>Hit:</i> 4d10 + 6 damage, and the titan pushes the target up to 2 squares and knocks it prone.	
TRIGGERED ACTIONS	
Furious Swipe • At-Will	
<i>Trigger:</i> The titan is first bloodied or drops to 0 hit points.	
<i>Effect (Immediate Interrupt):</i> The titan uses flaming sword.	
Skills Athletics +23	
Str 28 (+18)	Dex 19 (+13) Wis 23 (+15)
Con 23 (+15)	Int 10 (+9) Cha 16 (+12)
Alignment Evil	Languages Giant, Primordial
Note: Based on Frost Titan.	

2 Fire Archon of Memnon	Level 18 Artillery
Medium elemental humanoid (fire)	XP 2000
HP 138; Bloodied 69	Initiative +17
AC 30, Fortitude 29, Reflex 28, Will 32	Perception +12
Speed 8	
Immune disease, poison Resist 30 fire	
STANDARD ACTIONS	
m Flaming Fist (fire) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +18 vs. Reflex	
<i>Hit:</i> 3d8 + 8 fire damage, and ongoing 15 fire damage (save ends).	
A Rain of Fire (fire) • Recharge 4-6	
<i>Attack:</i> Area burst 1 within 10 (creatures in burst); +21 vs. Reflex	
<i>Hit:</i> 3d8 + 10 fire damage, and ongoing 15 fire damage (save ends).	
C Flame Wave (fire) • Recharge 4-6	
<i>Attack:</i> Close blast 5 (creatures in burst); +21 vs. Reflex	
<i>Hit:</i> 3d8 + 10 fire damage, and the target is pushed 2 squares and takes ongoing 15 fire damage (save ends).	
MOVE ACTIONS	
Flame Step (teleportation) • At-Will	
<i>Effect:</i> The fire archon can teleport to within 3 squares of any fire creature within 20 squares of it.	
Str 20 (+14)	Dex 27 (+17) Wis 16 (+12)
Con 24 (+16)	Int 14 (+11) Cha 15 (+11)
Alignment Chaotic Evil	Languages Primordial
Note: Fire Archon Ash Disciple, removed death embers. Dropped cinder burst to make other powers recharge.	

ENCOUNTER 4: DELICATE BALANCE (AL 20)

Calimport Stormwalker	Level 20 Elite Controller
Huge elemental humanoid (air)	XP 4800
HP 380; Bloodied 190	Initiative +18
AC 34, Fortitude 33, Reflex 30, Will 32	Perception +17
Speed 8, fly 8 (hover)	
Immune lightning Resist 15 cold, 15 thunder	
Saving Throws +2; Action Point 1	
TRAITS	
O Oncoming Storm • Aura 5	
Enemies treat the area within the aura as difficult terrain. Each enemy within the aura gains vulnerable 10 lightning.	
STANDARD ACTIONS	
m Pummeling Gust (cold) • At-Will	
Attack: Melee 3 (one creature); +24 vs. Reflex	
Hit: 3d6 + 18 cold damage, and the target is knocked prone.	
r Tongue of Lightning (lightning) • At-Will	
Attack: Ranged 20 (one creature); +24 vs. Fortitude	
Hit: 3d6 + 18 lightning damage, and the target is dazed (save ends).	
Each Failed Save: Each ally adjacent to the target takes 15 lightning damage.	
MR Forked Tongue • At-Will	
Effect: The walking storm makes two basic attacks.	
MINOR ACTIONS	
C Raging Storm (cold, lightning) • Recharge 4-6	
Attack: Close burst 3 (enemies in burst); +24 vs. Fortitude	
Hit: 4d6 + 18 cold damage, and the walking storm pushes the target 4 squares and knocks it prone.	
Str 30 (+20)	Dex 27 (+18) Wis 24 (+17)
Con 20 (+15)	Int 16 (+13) Cha 16 (+13)
Alignment Chaotic Evil Languages Primordial	
Note: Based on Storm That Walks.	

10 Human Archer Minion	Level 20 Minion
medium natural humanoid (human)	XP 600
HP 1; a missed attack never damages a minion	Initiative +17
AC 32, Fortitude 31, Reflex 33, Will 31	Perception +12
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 14 damage.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +26 vs. AC	
Hit: 16 damage.	
M Coordinated Shot • At-Will	
Effect: The human archer makes a basic attack. The next human archer to attack the same target gains a +2 bonus to the attack roll.	
Str 18 (+14)	Dex 24 (+17) Wis 14 (+12)
Con 15 (+12)	Int 11 (+10) Cha 12 (+11)
Alignment unaligned Languages Common	

2 Calimport Tempest Weaver	Level 20 Artillery
Medium elemental humanoid (air)	XP 2400
HP 149; Bloodied 74	Initiative +12
AC 32, Fortitude 31, Reflex 32, Will 32	Perception +14
Speed 6, fly 8 (hover)	
Immune disease, poison Resist 15 lightning, 15 thunder	
TRAITS	
Defensive Squall	
The tempest weaver gains a +2 bonus to AC and Reflex against ranged attacks.	
STANDARD ACTIONS	
m Storm Touch (lightning) • At-Will	
Attack: Melee 1 (one creature); +25 vs. Fortitude	
Hit: 2d10 + 11 lightning damage.	
R Resounding Bolt (lightning, thunder) • At-Will	
Attack: Ranged 10 (one creature); +25 vs. Fortitude	
Hit: 3d10 + 12 lightning damage, and ongoing 10 lightning damage (save ends).	
C Lightning Blast (lightning) • Recharge when first bloodied	
Attack: Close burst 2 (enemies in the burst); +23 vs. Reflex	
Hit: 4d8 + 13 lightning damage, and the target is blinded until the end of the tempest weaver's next turn.	
A Heart of the Tempest • Encounter	
Attack: Area burst 3 within 20 (creatures in the burst); +23 vs. Reflex	
Hit: The target slides 3 squares, and takes ongoing 25 lightning and thunder damage and is restrained (save ends all).	
Skills Intimidate +20	
Str 14 (+12)	Dex 15 (+12) Wis 18 (+14)
Con 23 (+16)	Int 25 (+17) Cha 25 (+17)
Alignment Chaotic Evil Languages Primordial	
Note: Storm Archon Tempest Weaver.	

Memnon Titan	Level 20 Elite Brute
Huge elemental humanoid (air)	XP 4800
HP 466; Bloodied 233	Initiative +13
AC 32, Fortitude 34, Reflex 29, Will 33	Perception +15
Speed 8	
Immune fire	
Saving Throws +2; Action Point 1	
TRAITS	
O Firey Mantle • Aura 5	
Squares in the aura are difficult terrain for enemies. In addition, any enemy in the aura gains vulnerable 10 fire.	
Molten Footing	
When an effect pulls, pushes, or slides the titan, it can choose to move up to 4 squares less than the effect specifies. The titan can make a saving throw to avoid falling prone when an attack would knock it prone.	
Evaporating Armor	
When the titan takes fire damage, it takes a -2 penalty to AC until the end of its next turn.	
STANDARD ACTIONS	
m Flaming Sword (fire, weapon) • At-Will	
Attack: Melee 3 (one creature); +25 vs. AC	
Hit: 4d8 + 7 (crit 4d8 + 39) fire damage, and ongoing 15 fire damage (save ends).	
C Volcanic Blast (fire) • Encounter	
Attack: Close blast 5 (creatures in blast); +23 vs. Reflex	
Hit: 3d12 + 12 damage, and ongoing 15 fire damage (save ends). In addition, the target is immobilized until the end of the titan's next turn.	
MINOR ACTIONS	
C Fire-Blooded Kick • At-Will 1/round	
Attack: Melee 3 (one creature); +23 vs. Reflex	
Hit: 4d10 + 8 damage, and the titan pushes the target up to 2 squares and knocks it prone.	
TRIGGERED ACTIONS	
Furious Swipe • At-Will	
Trigger: The titan is first bloodied or drops to 0 hit points.	
Effect (Immediate Interrupt): The titan uses flaming sword.	
Skills Athletics +24	
Str 28 (+19)	Dex 19 (+14) Wis 23 (+16)
Con 23 (+16)	Int 10 (+10) Cha 16 (+13)
Alignment Evil	Languages Giant, Primordial
Note: Based on Frost Titan.	

2 Fire Archon of Memnon	Level 20 Artillery
Medium elemental humanoid (fire)	XP 2400
HP 150; Bloodied 75	Initiative +18
AC 32, Fortitude 31, Reflex 30, Will 34	Perception +13
Speed 8	
Immune disease, poison Resist 30 fire	
STANDARD ACTIONS	
m Flaming Fist (fire) • At-Will	
Attack: Melee 1 (one creature); +20 vs. Reflex	
Hit: 3d8 + 10 fire damage, and ongoing 15 fire damage (save ends).	
A Rain of Fire (fire) • Recharge 4-6	
Attack: Area burst 1 within 10 (creatures in burst); +23 vs. Reflex	
Hit: 3d8 + 12 fire damage, and ongoing 15 fire damage (save ends).	
C Flame Wave (fire) • Recharge 4-6	
Attack: Close blast 5 (creatures in burst); +23 vs. Reflex	
Hit: 3d8 + 12 fire damage, and the target is pushed 2 squares and takes ongoing 15 fire damage (save ends).	
MOVE ACTIONS	
Flame Step (teleportation) • At-Will	
Effect: The fire archon can teleport to within 3 squares of any fire creature within 20 squares of it.	
Str 20 (+15)	Dex 27 (+18) Wis 16 (+13)
Con 24 (+17)	Int 14 (+12) Cha 15 (+12)
Alignment Chaotic Evil	Languages Primordial
Note: Fire Archon Ash Disciple, removed death embers. Dropped cinder burst to make other powers recharge.	

ENCOUNTER 4: DELICATE BALANCE MAP

TILE SETS NEEDED: *DUI7: DESERT OF ATHAS* x2

Sample map: *The Book of Vile Darkness* (poster map)



PCs start within 8 squares of the center of the map.

The Calimport forces start within 8 squares of the left map edge. The Memnon forces start within 8 squares of the right map edge. (In other words, the PCs are caught between the two enemy forces.)

Place the minions spread out as a “screen” in the front line of each opposing force. Spread out the other forces in their start area, with the leaders far enough back to keep them relatively safe but close enough that they can still participate. Do not start creatures where they can be caught in area burst 1 attacks. Keep artillery and controllers at a distance to use their ranged attacks, and move soldiers, brutes, and skirmishers within one move of the closest PC.

ENCOUNTER 5: SPECTRAL CITIZENS

ENCOUNTER LEVEL (AL+0)

Note: If a PC goes on the Special Mission, this encounter level is AL+1.

CREATURES

This encounter includes the following creatures at Adventure Levels 2/4/6/8/10:

- 1 Suldolphor banneret
- 2 Suldolphor armiger
- 2 Suldolphor justiciar

This encounter includes the following creatures at Adventure Levels 12/14:

- 1 Suldolphor knight-commander
- 2 Suldolphor templar
- 2 Suldolphor justiciar

This encounter includes the following creatures at Adventure Levels 16/18/20:

- 1 Suldolphor spirit
- 2 Suldolphor soulflame
- 2 Suldolphor ghost

SCALING THE ENCOUNTER

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

Four PCs: At ALs 2-10, remove an armiger. At ALs 12-14, remove a templar. At ALs 16-20, remove a ghost.

Six PCs: At ALs 2-10, add a banneret. At ALs 12-14, add a knight-commander. At ALs 16-20, add a spirit.

Cautious: For 5/6 PCs, run as if there are 4/5 PCs. For 4 PCs, all creatures take a -5 penalty to initiative.

Aggressive: At all ALs, all creatures gain a +5 bonus to initiative and score critical hits on 19-20.

Glory: As aggressive, plus any time a creature makes a d20 check (initiative, attack, saving throw, etc.), it rolls 2d20 and takes the better result. The spirits do not surrender until all of them are bloodied.

With the invading forces of Calimport and Memnon weakened or dispersed and the elemental energies of Suldolphor addressed, it is time for the warbands to claim Suldolphor for themselves. Ala'Ammar addresses the warbands once again.

Once the results of Encounter 4 and the Special Mission have been announced, read the following.

Ala'Ammar addresses the gathered warbands once again. "With the forces of Calimport and Memnon routed, Suldolphor is ours to claim. I advise that we tread carefully whilst we explore this city - the original inhabitants may or may not still be here."

Ala'Ammar and the WeavePasha have assessed the situation and provide the following information to the PCs.

- Ala'Ammar warns that the city may not be deserted. Some of the original inhabitants may still be in the city.
- The WeavePasha notes that the human citizens were once enslaved by the djinn and efreets to fight an ongoing war. They are likely hostile to any outsiders.
- Ala'Ammar and the WeavePasha intend to travel to the ziggurat to see whether any of the leaders of Suldolphor remain. If so, they intend to attempt to negotiate a peace treaty with the city.

SPECIAL MISSIONS

A governing council of officials once ruled the city of Suldolphor. Their ghosts linger within the ziggurat. Ala'Ammar calls for the warbands to send their most silver-tongued representative to the ziggurat to negotiate a treaty with any spirits who may still consider themselves rulers of Suldolphor. (To be clear, the key skill is Diplomacy.)

Only one volunteer per warband is permitted, as securing the city remains the top priority.

Each warband is sent to explore the city around the ziggurat, looking for any of the original inhabitants. Once you are ready to start the encounter, read the following.

A lonely, tattered battle standard with the crest of Suldolphor stands perfectly upright at the center of the plaza ahead.

Have the players position their miniatures on the map as they see fit. When at least one PC is at the center of the plaza, within 5 squares of the battle standard, spirits rise up all around. Read the following.

The battle standard glows a sickly green as spirits rise from the ground all around the plaza. One of the spirits cries "Trespassers!" as they draw their weapons.

During the combat, describe how the spirits seem reluctant to be fighting the PCs. They constantly comment about how this battle is a nuisance, and they

need to finish up and get back to fighting for the forces of air and fire.

After the first round and when the first spirit becomes bloodied, their resolve falters. The citizens become fearful of the ability of the PCs to defeat them. The PCs can use Diplomacy or Intimidate to get the spirits to surrender, as outlined below. Explain the Diplomacy/Intimidate mechanics for this encounter to the PCs when the first spirit becomes bloodied.

Individual Check

Diplomacy/Intimidate [Hard DC] (minor action)
or [Moderate DC] (standard action)

The PCs take a -2 penalty to this check for each unbloodied Suldolphor spirit still participating in this encounter. On a success, the spirit with the fewest remaining hit points surrenders.

Note that the battle standard can only be removed with a standard action by a PC who has reduced one of the spirits to 0 hit points. When a PC reduces a spirit to 0 hit points, inform them of this option. If the battle standard is removed, the spirits' resolve is shattered. PCs gain a +5 bonus to Intimidate checks for the remainder of the encounter.

FEATURES OF THE AREA

Illumination: Bright illumination from the scorching sun.

Battle Standard: Planted in the center of the plaza (the statue on the map) is a *battle standard of Suldolphor* attuned to the spirits. While within 5 squares of the battle standard (statue), the spirits gain a +1 power bonus to attacks and saving throws.

Pillars: The ruined pillars (including the one under that statue) are blocking terrain and provide cover. (Note: The spirits have phasing, so they can pass right through the pillars.)

Trees: The example map shows areas with trees, but there are no trees in Suldolphor. Treat these areas as rubble (difficult terrain but no cover). The spirits ignore this terrain.

Silt Pit: The flat brown areas around the area represent silt pits, which can be identified with a DC 15 Dungeoneering or Nature check. Any non-phasing creature that cannot walk on silt that enters or ends their turn on a silt pit is subject to an AL+3 attack vs. Reflex. If hit, they take AL damage from crystallized glass shards and sink to the bottom of the pit (10 feet), taking ongoing 5 (AL 2-10) / 10 (AL 12-16) / 15 (AL 18-20) until escape (Moderate DC). While in the pit, the creature does not have line of sight to any square and

only has line of effect to squares adjacent to the top of the silt sink (and vice-versa).

TACTICS

The undead citizen-warriors of Suldolphor attack quickly and impulsively, using their powers to subdue the PCs.

At all ALs, the soldiers keep as many PCs marked as possible, especially strikers, while the skirmishers deal as much damage as possible to softer targets, like leaders and controller. Brutes (AL 2-10) or controllers (AL 12-20) try to keep the defenders engaged and distracted from their allies.

INVESTIGATION SCENE

If the PCs earn total success and there is still time left, they may interact with the spirits of the city. Treat this as a Complexity 1 Skill Challenge (4 successes before 3 failures). The spirits wish to trust the PCs, but are unsure of their intentions. Improvise various tasks the PCs might accomplish to impress the spirits. Reasonable tasks might include:

- Finding a long-lost heirloom in the city that holds sentimental value to the spirit. (Streetwise, Perception)
- Rebuilding a particular structure in the nearby ruins. (Athletics, Endurance)
- Telling the spirits how the world has changed. (History, Religion)

The spirits are appreciative of the PCs' efforts and talk with them at length about their cruel masters of air and fire and how they manipulate the planes.

Success: If the PCs succeed at the skill challenge, they have a better idea of planar travel in the area. The PCs gain a +2 bonus to skill checks to move between planes in Encounter 6.

Failure: The PCs do not earn the bonus.

ENDING THE ENCOUNTER

When the Senior DM calls time or the spirits are all defeated, the encounter is over.

The PCs earn a total success for defeating all of the enemies (either reducing it to 0 hit points or convincing it to surrender counts as defeating a creature). They score a partial success if they defeated at least 75% of the enemies.

- **Cautious:** Score 1 point for each total success.
- **Normal:** Score 2 points for each total success and 1 point for each partial success.

- **Aggressive/Glory:** Score 3 points for each total success and 1 point for each partial success.

If the total number of points scored is at least two times the number of warbands, then the mission is a total success. If the total number of points scored is less than one-and-a-half times the number of warbands, it is a failure.

Total Success: Each warband who succeeded in defeating the spirits can use a *battle standard of Suldolphor* for the rest of the adventure. Distribute **Handout 5**, which contains the game statistics for this item. This mission's fatigue check uses the Moderate DC (not the Easy DC; this is the last fatigue check so it is more difficult).

Partial Success: The PCs do not get to use the battle standard, but the spirits scatter and do not actively oppose them. This mission's fatigue check uses the Hard DC.

Failure: If the PCs fail, it takes much more effort to subdue the city, as the spirits actively work against the invaders at every turn. Every PC gains a fatigue point (there is no check; the fatigue point is automatic).

MILESTONE

This encounter counts toward a milestone.

TREASURE

If the PCs succeed, each warband receives a *battle standard of Suldolphor* to use for the final encounter, and the *coin of good luck* is added to their rewards at the end of the adventure (see Story Award ADCP34).

To be clear, the battle standard is only available as a Treasure selection if the Special Missions are being used and Special Mission 5 was a success, but the PCs can use it during Encounter 6 even if the Special Missions are not being run at your event, as long as they succeeded on Mission 5. **Handout 5** explains the battle standard's powers.

SPECIAL MISSIONS

If you are using the special missions, each PC must now check for fatigue at a DC set by the outcome of the special mission (not the outcome of the primary mission).

Each warband receives a *Keoghtom's ointment* for immediate use if the special mission was successful. Each warband also gains access to the *battle standard of Suldolphor* as a Treasure selection at the end of the adventure. (Each warband's ability to use the battle standard in Encounter 6 still depends on their individual success or failure in the primary mission; the Special Mission only determines whether they have the option to keep it at the end of the adventure.)

Keoghtom's Ointment Level 12 Uncommon

This tiny jar magically creates a dollop of potent healing unguent each day.

Wondrous Item 13,000 gp

Utility Power (Healing) ◆ Daily (Standard Action)

Apply this substance to yourself or an adjacent ally. That creature automatically ends one disease or poison effect that a save can end or regains one healing surge (your choice).

Reference: *Player's Handbook*

ENCOUNTER 5: SPECTRAL CITIZENS (AL 2)

1 Suldolphor Banneret	Level 2 Soldier (Leader)
Medium shadow humanoid (undead), human	XP 125
HP 24; Bloodied 12	Initiative +5
AC 18, Fortitude 16, Reflex 15, Will 13	Perception +4
Speed 6; phasing	Darkvision
Immune disease, poison	
TRAITS	
O Gift of Grace • Aura 3	
Allies gain a +5 power bonus to saving throws while in the aura.	
Insubstantial	
The banneret takes only half damage from any damage source, except force damage.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Soulbound Tulwar (psychic, radiant, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d6 + 6 psychic and radiant damage.	
<i>Effect:</i> The target is marked and slowed until the end of the banneret's next turn.	
TRIGGERED ACTIONS	
Stalwart Restraint (psychic) • At-Will	
<i>Trigger:</i> An enemy marked by the banneret and within 5 squares of it makes an attack that doesn't include it as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target is immobilized and takes ongoing 5 necrotic damage (save ends both).	
Str 25 (+8)	Dex 14 (+3)
Con 14 (+3)	Wis 17 (+4)
	Cha 13 (+2)
Alignment Lawful Good Languages Common	
Note: Phantom Brigade Banneret.	

2 Suldolphor Armiger	Level 2 Brute
Medium shadow humanoid (undead), human	XP 125
HP 39; Bloodied 19	Initiative +3
AC 14, Fortitude 16, Reflex 11, Will 13	Perception +5
Speed 6; phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The armiger takes only half damage from any damage source, except force damage.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Soulbound Bardiche (psychic, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +7 vs. AC	
<i>Hit:</i> 2d8 + 4 psychic damage.	
M Charging Rebuke (psychic, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +7 vs. AC	
<i>Hit:</i> 2d8 + 4 psychic damage, and the armiger can push the target up to 1 square and knock it prone.	
C Furious Sweep (psychic, weapon) • At-Will	
<i>Attack:</i> Close blast 2 (creatures in the blast); +5 vs. Reflex	
<i>Hit:</i> 1d8 + 4 psychic damage.	
Str 16 (+4)	Dex 12 (+2)
Con 22 (+7)	Wis 16 (+4)
	Cha 13 (+2)
Alignment Lawful Good Languages Common	
Note: Phantom Brigade Armiger.	

2 Suldolphor Justiciar		Level 2 Skirmisher
Medium shadow humanoid (undead), human		XP 125
HP 26; Bloodied 13	Initiative +7	
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +4	
Speed 6; phasing	Darkvision	
Immune disease, poison		
TRAITS		
O Blind Justice • Aura 1		
Enemies take a -2 penalty to attack rolls in the aura.		
Insubstantial		
The justicair takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Soulbound Hammer (psychic, weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 psychic damage.		
r Hurlled Hammer (psychic, weapon) • At-Will		
Attack: Ranged 5 (one creature); +7 vs. AC		
Hit: 1d8 + 5 psychic damage.		
M Evade and Strike (psychic, weapon) • At-Will		
Effect: Any marks on the justiciar end, and the justiciar shifts up to 4 squares before making the following attack.		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 psychic damage.		
Skills Insight +9		
Str 13 (+2)	Dex 18 (+5)	Wis 17 (+4)
Con 14 (+3)	Int 15 (+3)	Cha 16 (+4)
Alignment Lawful Good Languages Common		
Note: Phantom Brigade Justiciar.		

ENCOUNTER 5: SPECTRAL CITIZENS (AL 4)

1 Suldolphor Banneret	Level 4 Soldier (Leader)
Medium shadow humanoid (undead), human	XP 175
HP 36; Bloodied 18	Initiative +6
AC 20, Fortitude 18, Reflex 17, Will 15	Perception +5
Speed 6; phasing	Darkvision
Immune disease, poison	
TRAITS	
O Gift of Grace • Aura 3	
Allies gain a +5 power bonus to saving throws while in the aura.	
Insubstantial	
The banneret takes only half damage from any damage source, except force damage.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Soulbound Tulwar (psychic, radiant, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 1d6 + 8 psychic and radiant damage.	
<i>Effect:</i> The target is marked and slowed until the end of the banneret's next turn.	
TRIGGERED ACTIONS	
Stalwart Restraint (psychic) • At-Will	
<i>Trigger:</i> An enemy marked by the banneret and within 5 squares of it makes an attack that doesn't include it as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target is immobilized and takes ongoing 5 necrotic damage (save ends both).	
Str 25 (+9)	Dex 14 (+4) Wis 17 (+5)
Con 14 (+4)	Int 16 (+5) Cha 13 (+3)
Alignment Lawful Good Languages Common	
Note: Phantom Brigade Banneret.	

2 Suldolphor Armiger	Level 4 Brute
Medium shadow humanoid (undead), human	XP 175
HP 53; Bloodied 26	Initiative +4
AC 16, Fortitude 18, Reflex 13, Will 15	Perception +6
Speed 6; phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The armiger takes only half damage from any damage source, except force damage.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Soulbound Bardiche (psychic, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +9 vs. AC	
<i>Hit:</i> 2d8 + 6 psychic damage.	
M Charging Rebuke (psychic, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +9 vs. AC	
<i>Hit:</i> 2d8 + 6 psychic damage, and the armiger can push the target up to 1 square and knock it prone.	
C Furious Sweep (psychic, weapon) • At-Will	
<i>Attack:</i> Close blast 2 (creatures in the blast); +7 vs. Reflex	
<i>Hit:</i> 1d8 + 6 psychic damage.	
Str 16 (+5)	Dex 12 (+3) Wis 16 (+5)
Con 22 (+8)	Int 13 (+3) Cha 13 (+3)
Alignment Lawful Good Languages Common	
Note: Phantom Brigade Armiger.	

2 Suldolphor Justiciar		Level 4 Skirmisher
Medium shadow humanoid (undead), human		XP 175
HP 38; Bloodied 19		Initiative +8
AC 18, Fortitude 15, Reflex 17, Will 16		Perception +5
Speed 6; phasing		Darkvision
Immune disease, poison		
TRAITS		
O Blind Justice • Aura 1		
Enemies take a -2 penalty to attack rolls in the aura.		
Insubstantial		
The justicair takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Soulbound Hammer (psychic, weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 1d8 + 7 psychic damage.		
r Hurled Hammer (psychic, weapon) • At-Will		
<i>Attack:</i> Ranged 5 (one creature); +9 vs. AC		
<i>Hit:</i> 1d8 + 7 psychic damage.		
M Evade and Strike (psychic, weapon) • At-Will		
<i>Effect:</i> Any marks on the justiciar end, and the justiciar shifts up to 4 squares before making the following attack.		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 1d8 + 7 psychic damage.		
Skills Insight +10		
Str 13 (+3)	Dex 18 (+6)	Wis 17 (+5)
Con 14 (+4)	Int 15 (+4)	Cha 16 (+5)
Alignment Lawful Good Languages Common		
Note: Phantom Brigade Justiciar.		

ENCOUNTER 5: SPECTRAL CITIZENS (AL 6)

1 Suldolphor Banneret	Level 6 Soldier (Leader)	
Medium shadow humanoid (undead), human	XP 250	
HP 48; Bloodied 24	Initiative +7	
AC 22, Fortitude 20, Reflex 19, Will 17	Perception +6	
Speed 6; phasing	Darkvision	
Immune disease, poison		
TRAITS		
O Gift of Grace • Aura 3		
Allies gain a +5 power bonus to saving throws while in the aura.		
Insubstantial		
The banneret takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Soulbound Tulwar (psychic, radiant, weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC		
<i>Hit:</i> 2d6 + 7 psychic and radiant damage.		
<i>Effect:</i> The target is marked and slowed until the end of the banneret's next turn.		
TRIGGERED ACTIONS		
Stalwart Restraint (psychic) • At-Will		
<i>Trigger:</i> An enemy marked by the banneret and within 5 squares of it makes an attack that doesn't include it as a target.		
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target is immobilized and takes ongoing 10 necrotic damage (save ends both).		
Str 25 (+10)	Dex 14 (+5)	Wis 17 (+6)
Con 14 (+5)	Int 16 (+6)	Cha 13 (+4)
Alignment Lawful Good Languages Common		
Note: Phantom Brigade Banneret.		

2 Suldolphor Armiger	Level 6 Brute	
Medium shadow humanoid (undead), human	XP 250	
HP 69; Bloodied 34	Initiative +5	
AC 18, Fortitude 20, Reflex 15, Will 17	Perception +7	
Speed 6; phasing	Darkvision	
Immune disease, poison		
TRAITS		
Insubstantial		
The armiger takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Soulbound Bardiche (psychic, weapon) • At-Will		
<i>Attack:</i> Melee 2 (one creature); +11 vs. AC		
<i>Hit:</i> 3d8 + 3 psychic damage.		
M Charging Rebuke (psychic, weapon) • At-Will		
<i>Attack:</i> Melee 2 (one creature); +11 vs. AC		
<i>Hit:</i> 3d8 + 3 psychic damage, and the armiger can push the target up to 1 square and knock it prone.		
C Furious Sweep (psychic, weapon) • At-Will		
<i>Attack:</i> Close blast 2 (creatures in the blast); +9 vs. Reflex		
<i>Hit:</i> 2d8 + 3 psychic damage.		
Str 16 (+6)	Dex 12 (+4)	Wis 16 (+6)
Con 22 (+9)	Int 13 (+4)	Cha 13 (+4)
Alignment Lawful Good Languages Common		
Note: Phantom Brigade Armiger.		

2 Suldolphor Justiciar		Level 6 Skirmisher
Medium shadow humanoid (undead), human		XP 250
HP 50; Bloodied 25		Initiative +9
AC 20, Fortitude 17, Reflex 19, Will 18		Perception +6
Speed 6; phasing		Darkvision
Immune disease, poison		
TRAITS		
O Blind Justice • Aura 1		
Enemies take a -2 penalty to attack rolls in the aura.		
Insubstantial		
The justiciar takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Soulbound Hammer (psychic, weapon) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 5 psychic damage.		
r Hurled Hammer (psychic, weapon) • At-Will		
Attack: Ranged 5 (one creature); +11 vs. AC		
Hit: 2d8 + 5 psychic damage.		
M Evade and Strike (psychic, weapon) • At-Will		
Effect: Any marks on the justiciar end, and the justiciar shifts up to 4 squares before making the following attack.		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 5 psychic damage.		
Skills Insight +11		
Str 13 (+4)	Dex 18 (+7)	Wis 17 (+6)
Con 14 (+5)	Int 15 (+5)	Cha 16 (+6)
Alignment Lawful Good Languages Common		
Note: Phantom Brigade Justiciar.		

ENCOUNTER 5: SPECTRAL CITIZENS (AL 8)

1 Suldolphor Banneret	Level 8 Soldier (Leader)
Medium shadow humanoid (undead), human	XP 350
HP 60; Bloodied 30	Initiative +8
AC 24, Fortitude 22, Reflex 21, Will 19	Perception +7
Speed 6; phasing	Darkvision
Immune disease, poison	
TRAITS	
O Gift of Grace • Aura 3	
Allies gain a +5 power bonus to saving throws while in the aura.	
Insubstantial	
The banneret takes only half damage from any damage source, except force damage.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Soulbound Tulwar (psychic, radiant, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 2d6 + 9 psychic and radiant damage.	
<i>Effect:</i> The target is marked and slowed until the end of the banneret's next turn.	
TRIGGERED ACTIONS	
Stalwart Restraint (psychic) • At-Will	
<i>Trigger:</i> An enemy marked by the banneret and within 5 squares of it makes an attack that doesn't include it as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target is immobilized and takes ongoing 10 necrotic damage (save ends both).	
Str 25 (+11)	Dex 14 (+6)
Con 14 (+6)	Int 16 (+7)
	Wis 17 (+7)
	Cha 13 (+5)
Alignment Lawful Good Languages Common	
Note: Phantom Brigade Banneret.	

2 Suldolphor Armiger	Level 8 Brute
Medium shadow humanoid (undead), human	XP 350
HP 81; Bloodied 40	Initiative +5
AC 20, Fortitude 22, Reflex 17, Will 19	Perception +7
Speed 6; phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The armiger takes only half damage from any damage source, except force damage.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Soulbound Bardiche (psychic, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +13 vs. AC	
<i>Hit:</i> 3d8 + 5 psychic damage.	
M Charging Rebuke (psychic, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +13 vs. AC	
<i>Hit:</i> 3d8 + 5 psychic damage, and the armiger can push the target up to 1 square and knock it prone.	
C Furious Sweep (psychic, weapon) • At-Will	
<i>Attack:</i> Close blast 2 (creatures in the blast); +11 vs. Reflex	
<i>Hit:</i> 2d8 + 5 psychic damage.	
Str 16 (+7)	Dex 12 (+5)
Con 22 (+10)	Int 13 (+5)
	Wis 16 (+7)
	Cha 13 (+5)
Alignment Lawful Good Languages Common	
Note: Phantom Brigade Armiger.	

2 Suldolphor Justiciar		Level 8 Skirmisher
Medium shadow humanoid (undead), human		XP 350
HP 62; Bloodied 31		Initiative +10
AC 22, Fortitude 19, Reflex 21, Will 20		Perception +7
Speed 6; phasing		Darkvision
Immune disease, poison		
TRAITS		
O Blind Justice • Aura 1		
Enemies take a -2 penalty to attack rolls in the aura.		
Insubstantial		
The justicair takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Soulbound Hammer (psychic, weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 psychic damage.		
r Hurled Hammer (psychic, weapon) • At-Will		
Attack: Ranged 5 (one creature); +13 vs. AC		
Hit: 2d8 + 7 psychic damage.		
M Evade and Strike (psychic, weapon) • At-Will		
Effect: Any marks on the justicair end, and the justicair shifts up to 4 squares before making the following attack.		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 psychic damage.		
Skills Insight +12		
Str 13 (+5)	Dex 18 (+8)	Wis 17 (+7)
Con 14 (+6)	Int 15 (+6)	Cha 16 (+7)
Alignment Lawful Good Languages Common		
Note: Phantom Brigade Justicair.		

ENCOUNTER 5: SPECTRAL CITIZENS (AL 10)

1 Suldolphor Banneret	Level 10 Soldier (Leader)	
Medium shadow humanoid (undead), human	XP 500	
HP 72; Bloodied 36	Initiative +9	
AC 26, Fortitude 24, Reflex 23, Will 21	Perception +8	
Speed 6; phasing	Darkvision	
Immune disease, poison		
TRAITS		
O Gift of Grace • Aura 3		
Allies gain a +5 power bonus to saving throws while in the aura.		
Insubstantial		
The banneret takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Soulbound Tulwar (psychic, radiant, weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 11 psychic and radiant damage.		
Effect: The target is marked and slowed until the end of the banneret's next turn.		
TRIGGERED ACTIONS		
Stalwart Restraint (psychic) • At-Will		
Trigger: An enemy marked by the banneret and within 5 squares of it makes an attack that doesn't include it as a target.		
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target is immobilized and takes ongoing 10 necrotic damage (save ends both).		
Str 25 (+12)	Dex 14 (+7)	Wis 17 (+8)
Con 14 (+7)	Int 16 (+8)	Cha 13 (+6)
Alignment Lawful Good Languages Common		
Note: Phantom Brigade Banneret.		

2 Suldolphor Armiger	Level 10 Brute	
Medium shadow humanoid (undead), human	XP 500	
HP 97; Bloodied 48	Initiative +6	
AC 22, Fortitude 24, Reflex 19, Will 21	Perception +8	
Speed 6; phasing	Darkvision	
Immune disease, poison		
TRAITS		
Insubstantial		
The armiger takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Soulbound Bardiche (psychic, weapon) • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 3d8 + 7 psychic damage.		
M Charging Rebuke (psychic, weapon) • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 3d8 + 7 psychic damage, and the armiger can push the target up to 1 square and knock it prone.		
C Furious Sweep (psychic, weapon) • At-Will		
Attack: Close blast 2 (creatures in the blast); +13 vs. Reflex		
Hit: 2d8 + 7 psychic damage.		
Str 16 (+8)	Dex 12 (+6)	Wis 16 (+8)
Con 22 (+11)	Int 13 (+6)	Cha 13 (+6)
Alignment Lawful Good Languages Common		
Note: Phantom Brigade Armiger.		

2 Suldolphor Justiciar		Level 10 Skirmisher
Medium shadow humanoid (undead), human		XP 500
HP 74; Bloodied 37		Initiative +11
AC 24, Fortitude 21, Reflex 23, Will 22		Perception +8
Speed 6; phasing		Darkvision
Immune disease, poison		
TRAITS		
O Blind Justice • Aura 1		
Enemies take a -2 penalty to attack rolls in the aura.		
Insubstantial		
The justicair takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Soulbound Hammer (psychic, weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 psychic damage.		
r Hurlled Hammer (psychic, weapon) • At-Will		
Attack: Ranged 5 (one creature); +15 vs. AC		
Hit: 2d8 + 9 psychic damage.		
M Evade and Strike (psychic, weapon) • At-Will		
Effect: Any marks on the justicair end, and the justicair shifts up to 4 squares before making the following attack.		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 psychic damage.		
Skills Insight +13		
Str 13 (+6)	Dex 18 (+9)	Wis 17 (+8)
Con 14 (+7)	Int 15 (+7)	Cha 16 (+8)
Alignment Lawful Good Languages Common		
Note: Phantom Brigade Justicair.		

ENCOUNTER 5: SPECTRAL CITIZENS (AL 12)

1 Suldolphor Knight-Commander	Level 12 Soldier (Leader)
Medium shadow humanoid (undead), human	
XP 700	
HP 84; Bloodied 42	Initiative +11
AC 28, Fortitude 25, Reflex 22, Will 24	Perception +16
Speed 6; phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The knight-commander takes only half damage from any damage source, except force damage.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 3d6 + 10 psychic and thunder damage.	
<i>Effect:</i> The target is marked until the end of the knight-commander's next turn.	
M Soul Strike (psychic, weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 4d8 + 13 psychic damage, and the knight-commander gains 10 temporary hit points.	
C Oath of Suldolphor (psychic) • At-Will	
<i>Attack:</i> Close burst 1 (enemies in the burst); +15 vs. Fortitude	
<i>Hit:</i> 2d10 + 4 psychic damage.	
TRIGGERED ACTIONS	
Call to Arms • At-Will	
<i>Trigger:</i> An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.	
Str 23 (+12)	Dex 17 (+9)
Con 17 (+9)	Int 19 (+10)
	Cha 20 (+11)
Wis 20 (+11)	
Alignment Lawful Good Languages Common	
Note: Phantom Brigade Knight-Commander.	

2 Suldolphor Templar	Level 12 Controller
Medium shadow humanoid (undead), human	
XP 700	
HP 85; Bloodied 42	Initiative +8
AC 24, Fortitude 21, Reflex 20, Will 23	Perception +12
Speed 6; phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The templar takes only half damage from any damage source, except force damage.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the templar, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Soulbound Morning Star (psychic, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 3d8 + 7 psychic damage, and the templar slides the target up to 2 squares.	
R Righteous Strike (cold, radiant) • At-Will	
<i>Attack:</i> Ranged 5 (one or two creatures); +15 vs. Fortitude	
<i>Hit:</i> 3d6 + 5 cold and radiant damage, and the target is slowed (save ends).	
C Frightful Majesty (fear) • Recharge when first bloodied	
<i>Attack:</i> Close burst 1 (enemies in the burst); +15 vs. Reflex	
<i>Hit:</i> The target is dazed until the end of the templar's next turn.	
<i>Effect:</i> The templar can push each target 1 square.	
Str 18 (+10)	Dex 15 (+8)
Con 18 (+10)	Int 16 (+9)
	Cha 18 (+10)
	Wis 22 (+12)
Alignment Lawful Good Languages Common	
Note: Phantom Brigade Templar.	

2 Suldolphor Justiciar	Level 12 Skirmisher	
Medium shadow humanoid (undead), human	XP 700	
HP 80; Bloodied 40	Initiative +12	
AC 26, Fortitude 23, Reflex 25, Will 24	Perception +9	
Speed 6; phasing	Darkvision	
Immune disease, poison		
TRAITS		
O Blind Justice • Aura 1		
Enemies take a -2 penalty to attack rolls in the aura.		
Insubstantial		
The justiciar takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Soulbound Hammer (psychic, weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d8 + 7 psychic damage.		
r Hurling Hammer (psychic, weapon) • At-Will		
Attack: Ranged 5 (one creature); +17 vs. AC		
Hit: 3d8 + 7 psychic damage.		
M Evade and Strike (psychic, weapon) • At-Will		
Effect: Any marks on the justiciar end, and the justiciar shifts up to 4 squares before making the following attack.		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d8 + 7 psychic damage.		
Skills Insight +14		
Str 13 (+7)	Dex 18 (+10)	Wis 17 (+9)
Con 14 (+8)	Int 15 (+8)	Cha 16 (+9)
Alignment Lawful Good Languages Common		
Note: Phantom Brigade Justiciar.		

ENCOUNTER 5: SPECTRAL CITIZENS (AL 14)

1 Suldolphor Knight-Commander	Level 14 Soldier (Leader)
Medium shadow humanoid (undead), human	XP 1000
HP 96; Bloodied 48	Initiative +12
AC 30, Fortitude 27, Reflex 24, Will 26	Perception +17
Speed 6; phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The knight-commander takes only half damage from any damage source, except force damage.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 3d6 + 12 psychic and thunder damage.	
<i>Effect:</i> The target is marked until the end of the knight-commander's next turn.	
M Soul Strike (psychic, weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 4d8 + 15 psychic damage, and the knight-commander gains 10 temporary hit points.	
C Oath of Suldolphor (psychic) • At-Will	
<i>Attack:</i> Close burst 1 (enemies in the burst); +17 vs. Fortitude	
<i>Hit:</i> 2d10 + 6 psychic damage.	
TRIGGERED ACTIONS	
Call to Arms • At-Will	
<i>Trigger:</i> An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.	
Str 23 (+13)	Dex 17 (+10) Wis 20 (+12)
Con 17 (+10)	Int 19 (+11) Cha 20 (+12)
Alignment Lawful Good Languages Common	
Note: Phantom Brigade Knight-Commander.	

2 Suldolphor Templar	Level 14 Controller
Medium shadow humanoid (undead), human	XP 1000
HP 97; Bloodied 48	Initiative +9
AC 26, Fortitude 23, Reflex 22, Will 25	Perception +13
Speed 6; phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The templar takes only half damage from any damage source, except force damage.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the templar, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Soulbound Morning Star (psychic, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 3d8 + 9 psychic damage, and the templar slides the target up to 2 squares.	
R Righteous Strike (cold, radiant) • At-Will	
<i>Attack:</i> Ranged 5 (one or two creatures); +17 vs. Fortitude	
<i>Hit:</i> 3d6 + 7 cold and radiant damage, and the target is slowed (save ends).	
C Frightful Majesty (fear) • Recharge when first bloodied	
<i>Attack:</i> Close burst 1 (enemies in the burst); +17 vs. Reflex	
<i>Hit:</i> The target is dazed until the end of the templar's next turn.	
<i>Effect:</i> The templar can push each target 1 square.	
Str 18 (+11)	Dex 15 (+9) Wis 22 (+13)
Con 18 (+11)	Int 16 (+10) Cha 18 (+11)
Alignment Lawful Good Languages Common	
Note: Phantom Brigade Templar.	

2 Suldolphor Justiciar		Level 14 Skirmisher
Medium shadow humanoid (undead), human		XP 1000
HP 92; Bloodied 46		Initiative +13
AC 28, Fortitude 25, Reflex 27, Will 26		Perception +10
Speed 6; phasing		Darkvision
Immune disease, poison		
TRAITS		
O Blind Justice • Aura 1		
Enemies take a -2 penalty to attack rolls in the aura.		
Insubstantial		
The justiciar takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Soulbound Hammer (psychic, weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d8 + 9 psychic damage.		
r Hurlled Hammer (psychic, weapon) • At-Will		
Attack: Ranged 5 (one creature); +19 vs. AC		
Hit: 3d8 + 9 psychic damage.		
M Evade and Strike (psychic, weapon) • At-Will		
Effect: Any marks on the justiciar end, and the justiciar shifts up to 4 squares before making the following attack.		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d8 + 9 psychic damage.		
Skills Insight +15		
Str 13 (+8)	Dex 18 (+11)	Wis 17 (+10)
Con 14 (+9)	Int 15 (+9)	Cha 16 (+10)
Alignment Lawful Good Languages Common		
Note: Phantom Brigade Justiciar.		

ENCOUNTER 5: SPECTRAL CITIZENS (AL 16)

1 Suldolphor Spirit		Level 16 Soldier
Medium shadow humanoid (undead), human		XP 1400
HP 105; Bloodied 52		Initiative +13
AC 30, Fortitude 36, Reflex 38, Will 29		Perception +12
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The spirit takes only half damage from any damage source, except force damage.		
STANDARD ACTIONS		
m Keening Sword (psychic) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 5d8 + 10 psychic damage, and the target is marked until the end of the wrath spirit's next turn.		
A Exploding Head (fear, necrotic) • Recharge 5-6		
Attack: Area burst 2 within 10 (creatures in the burst); +19 vs. Fortitude		
Hit: 3d10 + 6 necrotic damage, and the target is immobilized and marked (save ends both).		
Miss: Half damage, and the target is marked (save ends).		
TRIGGERED ACTIONS		
M Burning Challenge (psychic) • At-Will		
Trigger: A target marked by the wrath spirit makes an attack that does not include the wrath spirit.		
Effect (Immediate Reaction): The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).		
Str 16 (+11)	Dex 17 (+11)	Wis 18 (+12)
Con 15 (+10)	Int 22 (+14)	Cha 24 (+15)
Alignment Lawful Good Languages Common		

Note: Wrath Spirit, updated insubstantial for consistency. Changed alignment.

2 Suldolphor Souflame		Level 16 Skirmisher
Medium shadow humanoid (undead), human		XP 1400
HP 108; Bloodied 54		Initiative +18
AC 30, Fortitude 27, Reflex 30, Will 28		Perception +13
Speed 8, teleport 3; phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The souflame takes only half damage from any damage source, except force damage.		
Bloodied Defense		
While bloodied, the souflame gains a +2 bonus to Fortitude and Reflex and gains a fly (hover) speed of 8.		
STANDARD ACTIONS		
m Divine Blade (radiant, teleportation) • At-Will		
Requirement: The souflame must not be bloodied.		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 5d6 + 6 radiant damage, and the souflame teleports 3 squares after the attack.		
m Deathly Blade (necrotic) • At-Will		
Requirement: The souflame must be bloodied.		
Attack: Melee 1 (one creature); +18 vs. Fortitude		
Hit: 5d6 + 8 necrotic damage, and until the end of the souflame's next turn, when the target regains hit points, it regains only half the normal amount.		
M Flickering Phantom (radiant, teleportation) • Recharge 5-6		
Requirement: The souflame must not be bloodied.		
Effect: The souflame teleports 4 squares.		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 7d8 + 5 radiant damage.		
Effect: After the attack, the souflame teleports 4 squares and makes a secondary attack.		
Secondary Attack: Melee 1 (one creature other than the primary target); +21 vs. AC		
Hit: 5d8 + 6 radiant damage.		
M Hollow Rage (necrotic) • Encounter		
Requirement: The souflame must be bloodied.		
Attack: Melee 1 (one creature); +18 vs. Fortitude		
Hit: 5d10 + 7 necrotic damage, and the target cannot regain hit points (save ends).		
Skills Acrobatics +21, Religion +16, Stealth +21		
Str 23 (+14)	Dex 26 (+16)	Wis 20 (+14)
Con 21 (+13)	Int 17 (+11)	Cha 23 (+16)
Alignment Lawful Good Languages Common		

Note: Based on Raaig Souflame.

2 Suldolphor Ghost	Level 16 Controller
Medium shadow humanoid (undead), human	XP 1400
HP 107; Bloodied 53	Initiative +17
AC 28, Fortitude 25, Reflex 29, Will 27	Perception +15
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The ghost takes only half damage from any damage source, except force damage.	
STANDARD ACTIONS	
m Spirit Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 2d8 + 7 necrotic damage.	
M Ghostly Possession (charm) • Recharge 5-6	
Attack: Melee 1 (one living humanoid); +19 vs. Will	
Hit: The ghost is removed from play, and the target is dominated (save ends). When the target is no longer dominated, the ghost reappears in a square of its choice adjacent to the target. The ghost can voluntarily end this effect at the end of its turn.	
C Burst of Terror (fear, necrotic) • Recharge When first bloodied	
Attack: Close burst 5 (enemies in the burst); +19 vs. Will	
Hit: 2d8 + 3 necrotic damage, the ghost pushes the target 5 squares, and the target is dazed and immobilized (save ends both).	
TRIGGERED ACTIONS	
Spectral Shift • At-Will	
Trigger: The ghost is missed by a melee attack.	
Effect (Immediate Reaction): The ghost shifts up to 3 squares.	
Skills Stealth +23	
Str 11 (+8)	Dex 28 (+17)
Con 20 (+13)	Int 12 (+9)
	Wis 14 (+10)
	Cha 25 (+15)
Alignment Lawful Good Languages Common	
Note: Tormenting Ghost. Dropped Ghostly terrain.	

ENCOUNTER 5: SPECTRAL CITIZENS (AL 18)

1 Suldolphor Spirit		Level 18 Soldier
Medium shadow humanoid (undead), human		XP 2000
HP 117; Bloodied 58		Initiative +14
AC 32, Fortitude 28, Reflex 30, Will 31		Perception +13
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The spirit takes only half damage from any damage source, except force damage.		
STANDARD ACTIONS		
m Keening Sword (psychic) • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 5d8 + 12 psychic damage, and the target is marked until the end of the wrath spirit's next turn.		
A Exploding Head (fear, necrotic) • Recharge 5-6		
Attack: Area burst 2 within 10 (creatures in the burst); +21 vs. Fortitude		
Hit: 3d10 + 8 necrotic damage, and the target is immobilized and marked (save ends both).		
Miss: Half damage, and the target is marked (save ends).		
TRIGGERED ACTIONS		
M Burning Challenge (psychic) • At-Will		
Trigger: A target marked by the wrath spirit makes an attack that does not include the wrath spirit.		
Effect (Immediate Reaction): The triggering enemy takes ongoing 15 psychic damage and is dazed (save ends both).		
Str 16 (+12)	Dex 17 (+12)	Wis 18 (+13)
Con 15 (+11)	Int 22 (+15)	Cha 24 (+16)
Alignment Lawful Good Languages Common		

Note: Wrath Spirit, updated insubstantial for consistency. Changed alignment.

2 Suldolphor Souflame		Level 18 Skirmisher
Medium shadow humanoid (undead), human		XP 1000
HP 120; Bloodied 60		Initiative +19
AC 32, Fortitude 29, Reflex 32, Will 30		Perception +14
Speed 8, teleport 3; phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The souflame takes only half damage from any damage source, except force damage.		
Bloodied Defense		
While bloodied, the souflame gains a +2 bonus to Fortitude and Reflex and gains a fly (hover) speed of 8.		
STANDARD ACTIONS		
m Divine Blade (radiant, teleportation) • At-Will		
Requirement: The souflame must not be bloodied.		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 6d6 + 5 radiant damage, and the souflame teleports 3 squares after the attack.		
m Deathly Blade (necrotic) • At-Will		
Requirement: The souflame must be bloodied.		
Attack: Melee 1 (one creature); +20 vs. Fortitude		
Hit: 6d6 + 7 necrotic damage, and until the end of the souflame's next turn, when the target regains hit points, it regains only half the normal amount.		
M Flickering Phantom (radiant, teleportation) • Recharge 5-6		
Requirement: The souflame must not be bloodied.		
Effect: The souflame teleports 4 squares.		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 8d8 + 3 radiant damage.		
Effect: After the attack, the souflame teleports 4 squares and makes a secondary attack.		
Secondary Attack: Melee 1 (one creature other than the primary target); +23 vs. AC		
Hit: 6d8 + 4 radiant damage.		
M Hollow Rage (necrotic) • Encounter		
Requirement: The souflame must be bloodied.		
Attack: Melee 1 (one creature); +20 vs. Fortitude		
Hit: 6d10 + 4 necrotic damage, and the target cannot regain hit points (save ends).		
Skills Acrobatics +22, Religion +17, Stealth +22		
Str 23 (+15)	Dex 26 (+17)	Wis 20 (+15)
Con 21 (+14)	Int 17 (+12)	Cha 23 (+17)
Alignment Lawful Good Languages Common		

Note: Based on Raaig Souflame.

2 Suldolphor Ghost		Level 18 Controller
Medium shadow humanoid (undead), human		XP 2000
HP 119; Bloodied 59		Initiative +18
AC 30, Fortitude 27, Reflex 31, Will 29		Perception +16
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The ghost takes only half damage from any damage source, except force damage.		
STANDARD ACTIONS		
m Spirit Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +21 vs. Reflex		
Hit: 2d8 + 9 necrotic damage.		
M Ghostly Possession (charm) • Recharge 5-6		
Attack: Melee 1 (one living humanoid); +21 vs. Will		
Hit: The ghost is removed from play, and the target is dominated (save ends). When the target is no longer dominated, the ghost reappears in a square of its choice adjacent to the target. The ghost can voluntarily end this effect at the end of its turn.		
C Burst of Terror (fear, necrotic) • Recharge When first bloodied		
Attack: Close burst 5 (enemies in the burst); +21 vs. Will		
Hit: 2d8 + 5 necrotic damage, the ghost pushes the target 5 squares, and the target is dazed and immobilized (save ends both).		
TRIGGERED ACTIONS		
Spectral Shift • At-Will		
Trigger: The ghost is missed by a melee attack.		
Effect (Immediate Reaction): The ghost shifts up to 3 squares.		
Skills Stealth +24		
Str 11 (+9)	Dex 28 (+18)	Wis 14 (+11)
Con 20 (+14)	Int 12 (+10)	Cha 25 (+16)
Alignment Lawful Good Languages Common		
Note: Tormenting Ghost. Dropped Ghostly terrain.		

ENCOUNTER 5: SPECTRAL CITIZENS (AL 20)

1 Suldolphor Spirit		Level 20 Soldier
Medium shadow humanoid (undead), human		XP 2400
HP 125; Bloodied 64		Initiative +15
AC 34, Fortitude 30, Reflex 32, Will 33		Perception +12
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The spirit takes only half damage from any damage source, except force damage.		
STANDARD ACTIONS		
m Keening Sword (psychic) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 5d8 + 14 psychic damage, and the target is marked until the end of the wrath spirit's next turn.		
A Exploding Head (fear, necrotic) • Recharge 5-6		
Attack: Area burst 2 within 10 (creatures in the burst); +23 vs. Fortitude		
Hit: 3d10 + 10 necrotic damage, and the target is immobilized and marked (save ends both).		
Miss: Half damage, and the target is marked (save ends).		
TRIGGERED ACTIONS		
M Burning Challenge (psychic) • At-Will		
Trigger: A target marked by the wrath spirit makes an attack that does not include the wrath spirit.		
Effect (Immediate Reaction): The triggering enemy takes ongoing 15 psychic damage and is dazed (save ends both).		
Str 16 (+13)	Dex 17 (+13)	Wis 18 (+14)
Con 15 (+12)	Int 22 (+16)	Cha 24 (+17)
Alignment Lawful Good Languages Common		

Note: Wrath Spirit, updated insubstantial for consistency. Changed alignment.

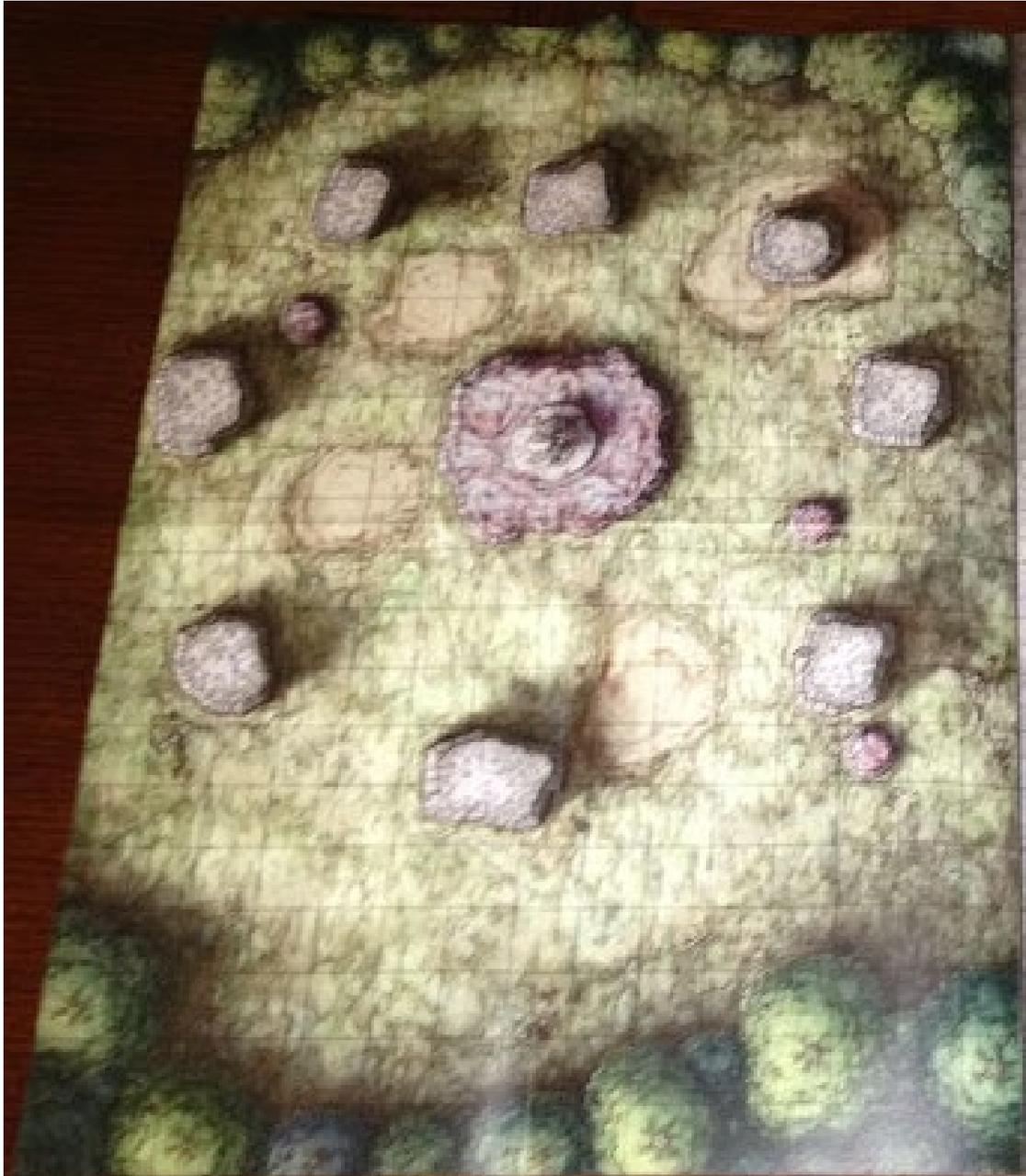
2 Suldolphor Souflame		Level 20 Skirmisher
Medium shadow humanoid (undead), human		XP 2400
HP 132; Bloodied 66		Initiative +20
AC 34, Fortitude 31, Reflex 34, Will 32		Perception +15
Speed 8, teleport 3; phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The souflame takes only half damage from any damage source, except force damage.		
Bloodied Defense		
While bloodied, the souflame gains a +2 bonus to Fortitude and Reflex and gains a fly (hover) speed of 8.		
STANDARD ACTIONS		
m Divine Blade (radiant, teleportation) • At-Will		
Requirement: The souflame must not be bloodied.		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 6d6 + 7 radiant damage, and the souflame teleports 3 squares after the attack.		
m Deathly Blade (necrotic) • At-Will		
Requirement: The souflame must be bloodied.		
Attack: Melee 1 (one creature); +22 vs. Fortitude		
Hit: 6d6 + 9 necrotic damage, and until the end of the souflame's next turn, when the target regains hit points, it regains only half the normal amount.		
M Flickering Phantom (radiant, teleportation) • Recharge 5-6		
Requirement: The souflame must not be bloodied.		
Effect: The souflame teleports 4 squares.		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 8d8 + 5 radiant damage.		
Effect: After the attack, the souflame teleports 4 squares and makes a secondary attack.		
Secondary Attack: Melee 1 (one creature other than the primary target); +25 vs. AC		
Hit: 6d8 + 6 radiant damage.		
M Hollow Rage (necrotic) • Encounter		
Requirement: The souflame must be bloodied.		
Attack: Melee 1 (one creature); +22 vs. Fortitude		
Hit: 6d10 + 6 necrotic damage, and the target cannot regain hit points (save ends).		
Skills Acrobatics +23, Religion +18, Stealth +23		
Str 23 (+16)	Dex 26 (+18)	Wis 20 (+16)
Con 21 (+15)	Int 17 (+13)	Cha 23 (+18)
Alignment Lawful Good Languages Common		

Note: Based on Raaig Souflame.

2 Suldolphor Ghost		Level 20 Controller
Medium shadow humanoid (undead), human		XP 2400
HP 131; Bloodied 65		Initiative +19
AC 32, Fortitude 29, Reflex 33, Will 31		Perception +17
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The ghost takes only half damage from any damage source, except force damage.		
STANDARD ACTIONS		
m Spirit Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +23 vs. Reflex		
Hit: 2d8 + 11 necrotic damage.		
M Ghostly Possession (charm) • Recharge 5-6		
Attack: Melee 1 (one living humanoid); +23 vs. Will		
Hit: The ghost is removed from play, and the target is dominated (save ends). When the target is no longer dominated, the ghost reappears in a square of its choice adjacent to the target. The ghost can voluntarily end this effect at the end of its turn.		
C Burst of Terror (fear, necrotic) • Recharge When first bloodied		
Attack: Close burst 5 (enemies in the burst); +23 vs. Will		
Hit: 2d8 + 7 necrotic damage, the ghost pushes the target 5 squares, and the target is dazed and immobilized (save ends both).		
TRIGGERED ACTIONS		
Spectral Shift • At-Will		
Trigger: The ghost is missed by a melee attack.		
Effect (Immediate Reaction): The ghost shifts up to 3 squares.		
Skills Stealth +25		
Str 11 (+10)	Dex 28 (+19)	Wis 14 (+12)
Con 20 (+15)	Int 12 (+11)	Cha 25 (+17)
Alignment Lawful Good Languages Common		
Note: Tormenting Ghost. Dropped Ghostly terrain.		

ENCOUNTER 5: SPECTRAL CITIZENS MAP

TILE SETS NEEDED: *DU17: DESERT OF ATHAS* x2
Sample map: from *The Book of Vile Darkness* (poster map)



PCs start anywhere on the map (likely near the center, assuming they are examining the battle standard). The other pillars on the map are ruined columns (treat as blocking terrain providing cover); the trees are ruined buildings (treat as difficult terrain but not providing cover). The brown flat areas are the silt pits.

The Suldolphor spirits rise up in a circular formation around the statue in the center (which represents the battle standard).

ENCOUNTER 6: WAR OF AIR AND FIRE

ENCOUNTER LEVEL (AL+1)

CREATURES

This encounter includes the following creatures at all AL 2/4/6/8/10:

- 1 windsword warrior
- 2 windbow warrior
- 1 fire blade warrior
- 2 cinderlord warrior

This encounter includes the following creatures at all AL 12/14/16:

- 1 windsword archon
- 2 windbow archon
- 1 fire blade archon
- 2 cinderlord archon

This encounter includes the following creatures at all AL 18/20:

- 1 djinn windsword
- 2 djinn windbow
- 1 efreet fire blade
- 2 efreet cinderlord

SCALING THE ENCOUNTER

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

Four PCs: At all ALs, remove a windbow.

Six PCs: At all ALs, add a fire blade.

Cautious: For 5/6 PCs, run as if there are 4/5 PCs. For 4 PCs, the WeavePasha provides them each a boon that gives +5 to arcana checks.

Aggressive: At all ALs, add 2 levels to each creature. (Run the encounter 1 AL higher. Roughly, each creature gains +2 to attacks, damage, and defenses and 16 hit points.)

Glory: As aggressive, but add 4 levels instead of two.

Once you have resolved Encounter 5 and the Special Mission, read or paraphrase the following.

The diplomatic approach with the spirits was successful, and peace has been reached with the spirits of Suldolphor. The spirits explained that they are forced to continue fighting on behalf of the djinn of air and the

efreet of fire. Only ending this threat will free the spirits and put them to rest.

Ala'Ammar and the WeavePasha have assessed the situation and provide the following information to the PCs.

- Ala'Ammar believes the only way to free Suldolphor is to put an end to the eternal war between the forces of air and fire within the city.
- The WeavePasha is able to open a portal to the Elemental Chaos, where the PCs can engage the efreet and djinn on an earthmote. The swirling energy will be very dangerous.
- The WeavePasha provides the PCs with six crystals that can be used to calm the chaos. These crystals are attuned to fire, cold, lightning, thunder, acid, and force. (For 5 PCs, remove the force crystal. For 4 PCs, remove the force and acid crystals.)
- While energized, the crystal provides resist 5 (10 at paragon) to the corresponding energy type.
- The WeavePasha shows the PCs a map of the area of the elemental chaos where the portal will lead. He indicates where each crystal must be activated (as a minor action).

SPECIAL MISSIONS

There is no Special Mission for this encounter.

Each warband passes through a portal to the elemental chaos where they encounter a battle between the djinn and efreet. These forces of air and fire temporarily set aside their differences to destroy the PCs.

When the PCs pass through the portal, read the following.

Swirling energy whips around the earthmote, flaming hot one moment and icy cold the next. The bodies of djinn and efreet litter the battlefield, while just a few remain locked in combat.

One of the djinn calls, "Hold - outsiders have arrived to interfere with our war. Let us put our battle aside for the moment and deal with these interlopers." The efreet nods in agreement.

Winds swirl and tear the fabric of reality apart. Half of you face the djinn in a pocket dimension of elemental air, while the other half face the efreet in a pocket dimension of elemental fire.

Set out both maps. Place half the PCs on the map of fire and the other half on the map of air. For five PCs, place the extra PC on the map of air.

The PCs can see a hazy image through the elemental chaos of the other pocket dimension, so they are aware of events on both planes.

Roll initiative.

MOVING BETWEEN DIMENSIONS

The PCs can attempt an Arcana or Nature check as a minor action to shift between the planes.

Arcana or Nature [Hard DC]: The PC swaps positions with a PC of their choice in the other pocket dimension.

Arcana or Nature [Moderate DC]: The PC swaps positions with a random PC in the other pocket dimension.

Arcana or Nature [Easy DC]: The PC swaps positions with a random PC in the other pocket dimension. Both PCs take AL random energy damage.

Arcana or Nature [Failure]: The PC takes AL random energy damage.

If a PC has a familiar or animal companion, that creature changes dimensions when the PC does, regardless of the creature's location on the map. If a PC is mounted, the mount and PC are treated as a single creature and transition dimensions together; if the PC has a mount but is not mounted, then the mount and the PC are treated as separate creatures and transition dimensions separately.

SKILL CHALLENGE: CALMING THE CHAOS

Goal: The PCs must use their crystals to calm the Elemental Chaos.

Complexity: special

Victory: The PCs activate all of their crystals, the pocket dimensions close, the djinn and efreet lose their resistances, and the elemental spouts are neutralized.

Defeat: Until the skill challenge is complete, the battle takes place in two different pocket dimensions, the djinn and efreet gain resist all 5 (10 at AL 12-16; 15 at AL 18-20), and the elemental spouts erupt at the end of each round.

Individual Check (minor action)

A PC adjacent to the energy node corresponding to their crystal channels energy to calm the node.

Special: *The PCs must spend a minor action in both the pocket dimension of air and the pocket dimension of fire to calm that energy type.*

Effect: *If this is the first success with the node, the PC loses the resistance granted by the node. If this is the second success with the node, the PC gains vulnerability 5 (10 at paragon) to the energy type attuned to the crystal.*

Success: When each crystal given to the PCs by the WeavePasha has been activated in both the air and fire dimensions (8 total for 4 PCs, 10 total for 5 PCs, 12 total for 6 PCs), the pocket dimensions collapse. Move all creatures to the same map. The elemental chaos no longer deals damage and the djinn and efreet lose their environmental resistance to damage. Also, all creatures native to these planes (the monsters) take AL x2 random energy damage (roll once to determine type).

Failure: The PCs cannot fail the skill challenge, though the encounter becomes much easier once it is completed.

END OF ROUND

At the end of each round, if the skill challenge has not been completed, each creature without the elemental keyword takes AL in random energy damage. (Roll damage type once for the fire dimension and once for the air dimension each round.)

FEATURES OF THE AREA

Energy Nodes: Each energy node is 20 feet tall and is treated as difficult terrain that provides concealment (but not blocking terrain or cover). These concentrated pockets of energy are fueled by the raw power of the elemental chaos. Any creature that enters or ends its turn on an active energy node takes AL damage of that type. A ranged attack that passes through an energy node, or a close or area attack that includes an energy node, has its type changed to that energy type.

Magma Spouts: On the plane of fire, at the end of each round, each magma spout erupts is an area burst 1d6 - 1 (minimum 1 square) centered on the spout. Creatures in the burst take AL fire damage.

Thunder Spouts: On the plane of air, at the end of each round, each thunder spout erupts is a burst 1d6 - 1 (minimum 1 square) centered on the spout. Creatures in the burst take AL thunder damage and must make a saving throw or be knocked prone.

TACTICS

Until the skill challenge is complete, the djinn and efreet show no fear. They toy with the PCs, trusting in the protections of the elemental chaos. When an individual creature becomes bloodied, all bets are off and it fights to the best of its abilities.

ENDING THE ENCOUNTER

When the Senior DM calls time or the enemies are all defeated and their area in the elemental chaos is calmed, the encounter is over.

The PCs earn a total success for closing the rift and defeating all of the enemies. They score a partial success if they achieve only one of those goals.

- **Cautious:** Score 1 point for each total success.
- **Normal:** Score 2 points for each total success and 1 point for each partial success.
- **Aggressive/Glory:** Score 3 points for each total success and 1 point for each partial success.

To determine the overall success or failure of ADCP4-2:

- If the total number of points scored for this encounter is at least two times the number of warbands, then the overall outcome is a success.
- If the total number of points scored for this encounter is at least equal to the number of warbands, AND the total number of points for the adventure (the sum of the points scored by all warbands in all encounters) is at least twelve times the number of warbands, then the overall outcome is still a success.
- Otherwise, the overall outcome is a failure.

Success: The forces of fire and air are defeated, and Ala'Ammar and the WeavePasha can claim Suldolphor for Almraiven. Each PC gains story award ADCP29.

Failure: If the PCs fail, the forces of air and fire in the elemental chaos are still too powerful to lay claim to the city. The PCs do not earn story award ADCP29.

MILESTONE

This encounter counts toward a milestone.

TREASURE

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

ENCOUNTER 6: WAR OF AIR AND FIRE (AL 2)

1 Fireblade Warrior	Level 2 Soldier
Medium elemental humanoid (fire)	XP 125
HP 46; Bloodied 23	Initiative +9
AC 18, Fortitude 16, Reflex 15, Will 13	Perception +9
Speed 6	
Resist 10 fire	
TRAITS	
Frozen Fire	
Whenever the fireblade takes cold damage, it is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Scimitar (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 5 damage	
Effect: The fireblade marks the target until the end of the fireblade's next turn.	
R Flying Scimitar (weapon) • Recharge 5-6	
Attack: Ranged 20 (one creature, or two creatures within 5 squares of each other); +7 vs. AC	
Hit: 1d10 + 5 damage.	
Effect: The fireblade marks the target until the end of the fireblade's next turn.	
C Whirling Firesteel Strike (fire, weapon) • Recharge 5-6	
Attack: Close burst 2 (enemies in the burst); +7 vs. AC	
Hit: 1d10 + 5 damage, and ongoing 5 fire damage (save ends).	
Str 24 (+8)	Dex 22 (+7) Wis 15 (+3)
Con 22 (+7)	Int 18 (+5) Cha 18 (+5)
Alignment evil	Languages Primordial

Note: Based on efreet fireblade.

1 Windsword Warrior	Level 2 Soldier
Medium elemental humanoid (air)	XP 125
HP 42; Bloodied 21	Initiative +9
AC 18, Fortitude 16, Reflex 14, Will 14	Perception +7
Speed 6	
Resist 5 lightning, 5 thunder	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 5 damage (crit 1d8 + 13)	
Effect: The target is marked by the windsword.	
R Wind Vortex • At-Will	
Attack: Ranged 5 (one creature); +7 vs. Reflex	
Hit: The target slides 3 squares.	
C Whirlwind Dervish (lightning, thunder) • Recharge when the windsword is hit by a critical hit	
Attack: Close burst 2 (creatures in the burst); +7 vs. AC	
Hit: 1d10 + 7 lightning and thunder damage	
MINOR ACTIONS	
R Come To Me • At-Will 1/round	
Attack: Ranged 5 (one creature) +7 vs. Fortitude.	
Hit: The windsword pulls the target 5 squares.	
Str 26 (+9)	Dex 23 (+7) Wis 23 (+7)
Con 18 (+5)	Int 19 (+5) Cha 20 (+6)
Alignment unaligned	Languages Common, Primordial

Note: Based on djinn windsword.

2 Cinderlord Warrior	Level 2 Artillery
Medium elemental humanoid (fire)	XP 125
HP 36; Bloodied 18	Initiative +9
AC 18, Fortitude 15, Reflex 16, Will 14	Perception +5
Speed 6	
Resist 10 fire	
TRAITS	
Frozen Fire	
Whenever the cinderlord takes cold damage, it is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Scimitar (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 damage, and ongoing 5 fire damage (save ends).	
R Fire Bolt (fire) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: 1d6 + 2 damage, and ongoing 5 fire damage (save ends).	
R Curse of the Cinderlord (fire) • Recharge when first bloodied	
Attack: Ranged 10 (one creature); +9 vs. AC	
Hit: 1d10 + 7 fire damage, and ongoing 5 fire damage (save ends). The target cannot benefit from fire resistance until the end of the encounter.	
Miss: Half damage, and ongoing 5 fire damage (save ends).	
Str 24 (+8)	Dex 27 (+9) Wis 18 (+5)
Con 25 (+8)	Int 16 (+4) Cha 22 (+7)
Alignment evil	Languages Primordial

Note: Based on efreet cinderlord.

2 Windbow Warrior	Level 2 Skirmisher
Medium elemental humanoid (air)	XP 125
HP 44; Bloodied 22	Initiative +11
AC 16, Fortitude 13, Reflex 14, Will 13	Perception +5
Speed 6	
Resist 10 thunder	
STANDARD ACTIONS	
m Slash of Thunder (thunder) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 thunder damage	
r Windbow (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage	
R Brutal Zephyr (thunder) • Recharge 5-6	
Attack: Ranged 20 (one creature); +5 vs. Reflex	
Hit: 2d10 + 8 thunder damage.	
Miss: The windbow chooses another target within 10 squares of the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.	
TRIGGERED ACTIONS	
C Blowback (thunder) • Encounter	
Trigger: A critical hit damages the windbow.	
Attack (Free Action): Close burst 2 (enemies in the burst) +5 vs. Reflex.	
Hit: 2d6 + 5 thunder damage, and the windbow pushes the target 5 squares	
Effect: The windbow gains an action point.	
Str 24 (+8)	Dex 27 (+9) Wis 19 (+5)
Con 20 (+6)	Int 22 (+7) Cha 24 (+8)
Alignment unaligned	Languages Common, Primordial

Note: Based on Djinn Windbow.

ENCOUNTER 6: WAR OF AIR AND FIRE (AL 4)

1 Fireblade Warrior	Level 4 Soldier
Medium elemental humanoid (fire)	XP 175
HP 62; Bloodied 31	Initiative +10
AC 20, Fortitude 18, Reflex 17, Will 15	Perception +10
Speed 6	
Resist 10 fire	
TRAITS	
Frozen Fire	
Whenever the fireblade takes cold damage, it is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Scimitar (fire, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d10 + 2 damage	
<i>Effect:</i> The fireblade marks the target until the end of the fireblade's next turn.	
R Flying Scimitar (weapon) • Recharge 5-6	
<i>Attack:</i> Ranged 20 (one creature, or two creatures within 5 squares of each other); +9 vs. AC	
<i>Hit:</i> 2d10 + 2 damage.	
<i>Effect:</i> The fireblade marks the target until the end of the fireblade's next turn.	
C Whirling Firesteel Strike (fire, weapon) • Recharge 5-6	
<i>Attack:</i> Close burst 2 (enemies in the burst); +9 vs. AC	
<i>Hit:</i> 2d10 + 2 damage, and ongoing 5 fire damage (save ends).	
Str 24 (+9)	Dex 22 (+8) Wis 15 (+4)
Con 22 (+8)	Int 18 (+6) Cha 18 (+6)
Alignment evil	Languages Primordial

Note: Based on efreet fireblade.

1 Windsword Warrior	Level 4 Soldier
Medium elemental humanoid (air)	XP 175
HP 58; Bloodied 29	Initiative +10
AC 20, Fortitude 18, Reflex 16, Will 16	Perception +8
Speed 6	
Resist 5 lightning, 5 thunder	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d8 + 3 damage (crit 1d8 + 19)	
<i>Effect:</i> The target is marked by the windsword.	
R Wind Vortex • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +9 vs. Reflex	
<i>Hit:</i> The target slides 3 squares.	
C Whirlwind Dervish (lightning, thunder) • Recharge when the windsword is hit by a critical hit	
<i>Attack:</i> Close burst 2 (creatures in the burst); +9 vs. AC	
<i>Hit:</i> 2d10 + 4 lightning and thunder damage	
MINOR ACTIONS	
R Come To Me • At-Will 1/round	
<i>Attack:</i> Ranged 5 (one creature) +9 vs. Fortitude.	
<i>Hit:</i> The windsword pulls the target 5 squares.	
Str 26 (+10)	Dex 23 (+8) Wis 23 (+8)
Con 18 (+6)	Int 19 (+6) Cha 20 (+7)
Alignment unaligned	Languages Common, Primordial

Note: Based on djinn windsword.

2 Cinderlord Warrior	Level 4 Artillery
Medium elemental humanoid (fire)	XP 175
HP 48; Bloodied 24	Initiative +10
AC 20, Fortitude 17, Reflex 18, Will 16	Perception +6
Speed 6	
Resist 10 fire	
TRAITS	
Frozen Fire	
Whenever the cinderlord takes cold damage, it is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Scimitar (fire, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 1d8 + 2 damage, and ongoing 5 fire damage (save ends).	
R Fire Bolt (fire) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +9 vs. Reflex	
<i>Hit:</i> 2d6 + 1 damage, and ongoing 5 fire damage (save ends).	
R Curse of the Cinderlord (fire) • Recharge when first bloodied	
<i>Attack:</i> Ranged 10 (one creature); +11 vs. AC	
<i>Hit:</i> 2d10 + 4 fire damage, and ongoing 5 fire damage (save ends). The target cannot benefit from fire resistance until the end of the encounter.	
<i>Miss:</i> Half damage, and ongoing 5 fire damage (save ends).	
Str 24 (+9)	Dex 27 (+10) Wis 18 (+6)
Con 25 (+9)	Int 16 (+5) Cha 22 (+8)
Alignment evil	Languages Primordial

Note: Based on efreet cinderlord.

2 Windbow Warrior	Level 4 Skirmisher
Medium elemental humanoid (air)	XP 175
HP 60; Bloodied 30	Initiative +12
AC 18, Fortitude 15, Reflex 16, Will 15	Perception +6
Speed 6	
Resist 10 thunder	
STANDARD ACTIONS	
m Slash of Thunder (thunder) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d8 + 3 thunder damage	
r Windbow (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +9 vs. AC	
<i>Hit:</i> 2d8 + 3 damage	
R Brutal Zephyr (thunder) • Recharge 5-6	
<i>Attack:</i> Ranged 20 (one creature); +7 vs. Reflex	
<i>Hit:</i> 3d10 + 5 thunder damage.	
<i>Miss:</i> The windbow chooses another target within 10 squares of the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.	
TRIGGERED ACTIONS	
C Blowback (thunder) • Encounter	
<i>Trigger:</i> A critical hit damages the windbow.	
<i>Attack (Free Action):</i> Close burst 2 (enemies in the burst) +7 vs. Reflex.	
<i>Hit:</i> 3d6 + 4 thunder damage, and the windbow pushes the target 5 squares	
<i>Effect:</i> The windbow gains an action point.	
Str 24 (+9)	Dex 27 (+10) Wis 19 (+6)
Con 20 (+7)	Int 22 (+8) Cha 24 (+9)
Alignment unaligned	Languages Common, Primordial

Note: Based on Djinn Windbow.

ENCOUNTER 6: WAR OF AIR AND FIRE (AL 6)

1 Fireblade Warrior		Level 6 Soldier
Medium elemental humanoid (fire)		XP 250
HP 78; Bloodied 39		Initiative +11
AC 22, Fortitude 20, Reflex 19, Will 17		Perception +11
Speed 6		
Resist 10 fire		
TRAITS		
Frozen Fire		
Whenever the fireblade takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d10 + 4 damage		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
R Flying Scimitar (weapon) • Recharge 5-6		
Attack: Ranged 20 (one creature, or two creatures within 5 squares of each other); +11 vs. AC		
Hit: 2d10 + 4 damage.		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
C Whirling Firesteel Strike (fire, weapon) • Recharge 5-6		
Attack: Close burst 2 (enemies in the burst); +11 vs. AC		
Hit: 2d10 + 4 damage, and ongoing 5 fire damage (save ends).		
Str 24 (+10)	Dex 22 (+9)	Wis 15 (+5)
Con 22 (+9)	Int 18 (+7)	Cha 18 (+7)
Alignment evil		Languages Primordial

Note: Based on efreet fireblade.

1 Windsword Warrior		Level 6 Soldier
Medium elemental humanoid (air)		XP 250
HP 74; Bloodied 37		Initiative +11
AC 22, Fortitude 20, Reflex 18, Will 18		Perception +9
Speed 6		
Resist 5 lightning, 5 thunder		
STANDARD ACTIONS		
m Scimitar (weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 5 damage (crit 2d8 + 21)		
Effect: The target is marked by the windsword.		
R Wind Vortex • At-Will		
Attack: Ranged 5 (one creature); +11 vs. Reflex		
Hit: The target slides 3 squares.		
C Whirlwind Dervish (lightning, thunder) • Recharge when the windsword is hit by a critical hit		
Attack: Close burst 2 (creatures in the burst); +11 vs. AC		
Hit: 2d10 + 6 lightning and thunder damage		
MINOR ACTIONS		
R Come To Me • At-Will 1/round		
Attack: Ranged 5 (one creature) +11 vs. Fortitude.		
Hit: The windsword pulls the target 5 squares.		
Str 26 (+11)	Dex 23 (+9)	Wis 23 (+9)
Con 18 (+7)	Int 19 (+7)	Cha 20 (+8)
Alignment unaligned		Languages Common, Primordial

Note: Based on djinn windsword.

2 Cinderlord Warrior		Level 6 Artillery
Medium elemental humanoid (fire)		XP 250
HP 60; Bloodied 30		Initiative +11
AC 22, Fortitude 19, Reflex 20, Will 18		Perception +7
Speed 6		
Resist 10 fire		
TRAITS		
Frozen Fire		
Whenever the cinderlord takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d8 + 4 damage, and ongoing 5 fire damage (save ends).		
R Fire Bolt (fire) • At-Will		
Attack: Ranged 10 (one creature); +11 vs. Reflex		
Hit: 2d6 + 3 damage, and ongoing 5 fire damage (save ends).		
R Curse of the Cinderlord (fire) • Recharge when first bloodied		
Attack: Ranged 10 (one creature); +13 vs. AC		
Hit: 2d10 + 6 fire damage, and ongoing 5 fire damage (save ends). The target cannot benefit from fire resistance until the end of the encounter.		
Miss: Half damage, and ongoing 5 fire damage (save ends).		
Str 24 (+10)	Dex 27 (+11)	Wis 18 (+7)
Con 25 (+10)	Int 16 (+6)	Cha 22 (+9)
Alignment evil		Languages Primordial

Note: Based on efreet cinderlord.

2 Windbow Warrior		Level 6 Skirmisher
Medium elemental humanoid (air)		XP 250
HP 76; Bloodied 38		Initiative +13
AC 20, Fortitude 17, Reflex 18, Will 17		Perception +7
Speed 6		
Resist 10 thunder		
STANDARD ACTIONS		
m Slash of Thunder (thunder) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 5 thunder damage		
r Windbow (weapon) • At-Will		
Attack: Ranged 10/20 (one creature); +11 vs. AC		
Hit: 2d8 + 5 damage		
R Brutal Zephyr (thunder) • Recharge 5-6		
Attack: Ranged 20 (one creature); +9 vs. Reflex		
Hit: 3d10 + 7 thunder damage.		
Miss: The windbow chooses another target within 10 squares of the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.		
TRIGGERED ACTIONS		
C Blowback (thunder) • Encounter		
Trigger: A critical hit damages the windbow.		
Attack (Free Action): Close burst 2 (enemies in the burst) +9 vs. Reflex.		
Hit: 3d6 + 6 thunder damage, and the windbow pushes the target 5 squares		
Effect: The windbow gains an action point.		
Str 24 (+10)	Dex 27 (+11)	Wis 19 (+7)
Con 20 (+8)	Int 22 (+9)	Cha 24 (+10)
Alignment unaligned		Languages Common, Primordial

Note: Based on Djinn Windbow.

ENCOUNTER 6: WAR OF AIR AND FIRE (AL 8)

1 Fireblade Warrior		Level 8 Soldier
Medium elemental humanoid (fire)		XP 400
HP 94; Bloodied 47		Initiative +12
AC 24, Fortitude 22, Reflex 21, Will 19		Perception +12
Speed 6		
Resist 10 fire		
TRAITS		
Frozen Fire		
Whenever the fireblade takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d10 + 6 damage		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
R Flying Scimitar (weapon) • Recharge 5-6		
Attack: Ranged 20 (one creature, or two creatures within 5 squares of each other); +13 vs. AC		
Hit: 2d10 + 6 damage.		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
C Whirling Firesteel Strike (fire, weapon) • Recharge 5-6		
Attack: Close burst 2 (enemies in the burst); +13 vs. AC		
Hit: 2d10 + 6 damage, and ongoing 5 fire damage (save ends).		
Str 24 (+11)	Dex 22 (+10)	Wis 15 (+6)
Con 22 (+10)	Int 18 (+8)	Cha 18 (+8)
Alignment evil		Languages Primordial

Note: Based on efreet fireblade.

1 Windsword Warrior		Level 8 Soldier
Medium elemental humanoid (air)		XP 400
HP 90; Bloodied 45		Initiative +12
AC 24, Fortitude 22, Reflex 20, Will 20		Perception +10
Speed 6		
Resist 5 lightning, 5 thunder		
STANDARD ACTIONS		
m Scimitar (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 7 damage (crit 2d8 + 23)		
Effect: The target is marked by the windsword.		
R Wind Vortex • At-Will		
Attack: Ranged 5 (one creature); +13 vs. Reflex		
Hit: The target slides 3 squares.		
C Whirlwind Dervish (lightning, thunder) • Recharge when the windsword is hit by a critical hit		
Attack: Close burst 2 (creatures in the burst); +13 vs. AC		
Hit: 2d10 + 8 lightning and thunder damage		
MINOR ACTIONS		
R Come To Me • At-Will 1/round		
Attack: Ranged 5 (one creature) +13 vs. Fortitude.		
Hit: The windsword pulls the target 5 squares.		
Str 26 (+12)	Dex 23 (+10)	Wis 23 (+10)
Con 18 (+8)	Int 19 (+8)	Cha 20 (+9)
Alignment unaligned		Languages Common, Primordial

Note: Based on djinn windsword.

2 Cinderlord Warrior		Level 8 Artillery
Medium elemental humanoid (fire)		XP 400
HP 72; Bloodied 36		Initiative +12
AC 24, Fortitude 21, Reflex 22, Will 20		Perception +8
Speed 6		
Resist 10 fire		
TRAITS		
Frozen Fire		
Whenever the cinderlord takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d8 + 6 damage, and ongoing 5 fire damage (save ends).		
R Fire Bolt (fire) • At-Will		
Attack: Ranged 10 (one creature); +13 vs. Reflex		
Hit: 2d6 + 5 damage, and ongoing 5 fire damage (save ends).		
R Curse of the Cinderlord (fire) • Recharge when first bloodied		
Attack: Ranged 10 (one creature); +15 vs. AC		
Hit: 2d10 + 8 fire damage, and ongoing 5 fire damage (save ends). The target cannot benefit from fire resistance until the end of the encounter.		
Miss: Half damage, and ongoing 5 fire damage (save ends).		
Str 24 (+11)	Dex 27 (+12)	Wis 18 (+8)
Con 25 (+11)	Int 16 (+7)	Cha 22 (+10)
Alignment evil		Languages Primordial

Note: Based on efreet cinderlord.

2 Windbow Warrior		Level 8 Skirmisher
Medium elemental humanoid (air)		XP 400
HP 92; Bloodied 46		Initiative +14
AC 22, Fortitude 19, Reflex 20, Will 19		Perception +8
Speed 6		
Resist 10 thunder		
STANDARD ACTIONS		
m Slash of Thunder (thunder) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 thunder damage		
r Windbow (weapon) • At-Will		
Attack: Ranged 10/20 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage		
R Brutal Zephyr (thunder) • Recharge 5-6		
Attack: Ranged 20 (one creature); +11 vs. Reflex		
Hit: 3d10 + 9 thunder damage.		
Miss: The windbow chooses another target within 10 squares of the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.		
TRIGGERED ACTIONS		
C Blowback (thunder) • Encounter		
Trigger: A critical hit damages the windbow.		
Attack (Free Action): Close burst 2 (enemies in the burst) +11 vs. Reflex.		
Hit: 3d6 + 8 thunder damage, and the windbow pushes the target 5 squares		
Effect: The windbow gains an action point.		
Str 24 (+11)	Dex 27 (+12)	Wis 19 (+8)
Con 20 (+9)	Int 22 (+10)	Cha 24 (+11)
Alignment unaligned		Languages Common, Primordial

Note: Based on Djinn Windbow.

ENCOUNTER 6: WAR OF AIR AND FIRE (AL 10)

1 Fireblade Warrior		Level 10 Soldier
Medium elemental humanoid (fire)		XP 500
HP 110; Bloodied 55		Initiative +13
AC 26, Fortitude 24, Reflex 23, Will 21		Perception +13
Speed 6		
Resist 10 fire		
TRAITS		
Frozen Fire		
Whenever the fireblade takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d10 + 8 damage		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
R Flying Scimitar (weapon) • Recharge 5-6		
Attack: Ranged 20 (one creature, or two creatures within 5 squares of each other); +15 vs. AC		
Hit: 2d10 + 8 damage.		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
C Whirling Firesteel Strike (fire, weapon) • Recharge 5-6		
Attack: Close burst 2 (enemies in the burst); +15 vs. AC		
Hit: 2d10 + 8 damage, and ongoing 5 fire damage (save ends).		
Str 24 (+12)	Dex 22 (+11)	Wis 15 (+7)
Con 22 (+11)	Int 18 (+9)	Cha 18 (+9)
Alignment evil		Languages Primordial

Note: Based on efreet fireblade.

1 Windsword Warrior		Level 10 Soldier
Medium elemental humanoid (air)		XP 500
HP 106; Bloodied 53		Initiative +13
AC 26, Fortitude 24, Reflex 22, Will 22		Perception +11
Speed 6		
Resist 5 lightning, 5 thunder		
STANDARD ACTIONS		
m Scimitar (weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d8 + 9 damage (crit 2d8 + 25)		
Effect: The target is marked by the windsword.		
R Wind Vortex • At-Will		
Attack: Ranged 5 (one creature); +15 vs. Reflex		
Hit: The target slides 3 squares.		
C Whirlwind Dervish (lightning, thunder) • Recharge when the windsword is hit by a critical hit		
Attack: Close burst 2 (creatures in the burst); +15 vs. AC		
Hit: 2d10 + 10 lightning and thunder damage		
MINOR ACTIONS		
R Come To Me • At-Will 1/round		
Attack: Ranged 5 (one creature) +15 vs. Fortitude.		
Hit: The windsword pulls the target 5 squares.		
Str 26 (+13)	Dex 23 (+11)	Wis 23 (+11)
Con 18 (+9)	Int 19 (+9)	Cha 20 (+10)
Alignment unaligned		Languages Common, Primordial

Note: Based on djinn windsword.

2 Cinderlord Warrior		Level 10 Artillery
Medium elemental humanoid (fire)		XP 500
HP 84; Bloodied 42		Initiative +13
AC 26, Fortitude 23, Reflex 24, Will 22		Perception +9
Speed 6		
Resist 10 fire		
TRAITS		
Frozen Fire		
Whenever the cinderlord takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 1d8 + 7 damage, and ongoing 5 fire damage (save ends).		
R Fire Bolt (fire) • At-Will		
Attack: Ranged 10 (one creature); +15 vs. Reflex		
Hit: 2d6 + 7 damage, and ongoing 5 fire damage (save ends).		
R Curse of the Cinderlord (fire) • Recharge when first bloodied		
Attack: Ranged 10 (one creature); +17 vs. AC		
Hit: 2d10 + 10 fire damage, and ongoing 5 fire damage (save ends).		
The target cannot benefit from fire resistance until the end of the encounter.		
Miss: Half damage, and ongoing 5 fire damage (save ends).		
Str 24 (+12)	Dex 27 (+13)	Wis 18 (+9)
Con 25 (+12)	Int 16 (+8)	Cha 22 (+11)
Alignment evil		Languages Primordial

Note: Based on efreet cinderlord.

2 Windbow Warrior		Level 10 Skirmisher
Medium elemental humanoid (air)		XP 500
HP 108; Bloodied 54		Initiative +15
AC 24, Fortitude 21, Reflex 22, Will 21		Perception +9
Speed 6		
Resist 10 thunder		
STANDARD ACTIONS		
m Slash of Thunder (thunder) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 thunder damage		
r Windbow (weapon) • At-Will		
Attack: Ranged 10/20 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage		
R Brutal Zephyr (thunder) • Recharge 5-6		
Attack: Ranged 20 (one creature); +13 vs. Reflex		
Hit: 3d10 + 11 thunder damage.		
Miss: The windbow chooses another target within 10 squares of the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.		
TRIGGERED ACTIONS		
C Blowback (thunder) • Encounter		
Trigger: A critical hit damages the windbow.		
Attack (Free Action): Close burst 2 (enemies in the burst) +13 vs. Reflex.		
Hit: 3d6 + 10 thunder damage, and the windbow pushes the target 5 squares		
Effect: The windbow gains an action point.		
Str 24 (+12)	Dex 27 (+13)	Wis 19 (+9)
Con 20 (+10)	Int 22 (+11)	Cha 24 (+12)
Alignment unaligned		Languages Common, Primordial

Note: Based on Djinn Windbow.

ENCOUNTER 6: WAR OF AIR AND FIRE (AL 12)

1 Fireblade Archon		Level 12 Soldier
Large elemental humanoid (fire)		XP 700
HP 126; Bloodied 63		Initiative +14
AC 28, Fortitude 26, Reflex 25, Will 23		Perception +14
Speed 6		
Resist 15 fire		
TRAITS		
O Blazing Soul (fire) • Aura 1		
Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.		
Frozen Fire		
Whenever the fireblade takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 2d10 + 10 damage		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
R Flying Scimitar (weapon) • Recharge 5-6		
Attack: Ranged 20 (one creature, or two creatures within 5 squares of each other); +17 vs. AC		
Hit: 2d10 + 10 damage.		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
C Whirling Firesteel Strike (fire, weapon) • Recharge 5-6		
Attack: Close burst 2 (enemies in the burst); +17 vs. AC		
Hit: 2d10 + 10 damage, and ongoing 10 fire damage (save ends).		
Str 24 (+13)	Dex 22 (+12)	Wis 15 (+8)
Con 22 (+12)	Int 18 (+10)	Cha 18 (+10)
Alignment evil		Languages Primordial
Note: Based on efreet fireblade.		

2 Cinderlord Archon		Level 12 Artillery
Large elemental humanoid (fire)		XP 700
HP 93; Bloodied 46		Initiative +14
AC 26, Fortitude 23, Reflex 24, Will 22		Perception +10
Speed 6		
Resist 15 fire		
TRAITS		
O Blazing Soul (fire) • Aura 1		
Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.		
Frozen Fire		
Whenever the cinderlord takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 1d8 + 4 damage, and ongoing 10 fire damage (save ends).		
R Fire Bolt (fire) • At-Will		
Attack: Ranged 10 (one creature); +17 vs. Reflex		
Hit: 2d6 + 4 damage, and ongoing 10 fire damage (save ends).		
A Fan the Flames (fire) • At-Will		
Effect: Close burst 20 (one creature taking ongoing fire damage). The target takes 1d6 + 3 fire damage, and the cinderlord makes the following attack centered on the target.		
Attack: Area burst 1 within 20 (creatures in the burst); +17 vs. Reflex		
Hit: 1d6 + 3 fire damage		
R Curse of the Cinderlord (fire) • Recharge when first bloodied		
Attack: Ranged 10 (one creature); +19 vs. AC		
Hit: 2d10 + 10 fire damage, and ongoing 10 fire damage (save ends). The target cannot benefit from fire resistance until the end of the encounter.		
Miss: Half damage, and ongoing 10 fire damage (save ends).		
Str 24 (+13)	Dex 27 (+14)	Wis 18 (+10)
Con 25 (+13)	Int 16 (+9)	Cha 22 (+12)
Alignment evil		Languages Primordial
Note: Based on efreet cinderlord.		

1 Windsword Archon		Level 12 Soldier
Large elemental humanoid (air)		XP 700
HP 122; Bloodied 61		Initiative +14
AC 28, Fortitude 26, Reflex 24, Will 24		Perception +12
Speed 6		
Resist 10 lightning, 10 thunder		
STANDARD ACTIONS		
m Scimitar (weapon) • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 3d8 + 13 damage (crit 3d8 + 37)		
Effect: The target is marked by the windsword.		
R Wind Vortex • At-Will		
Attack: Ranged 5 (one creature); +17 vs. Reflex		
Hit: The target slides 3 squares.		
C Whirlwind Dervish (lightning, thunder) • Recharge when the windsword is hit by a critical hit		
Attack: Close burst 2 (creatures in the burst); +17 vs. AC		
Hit: 3d10 + 6 lightning and thunder damage		
MINOR ACTIONS		
R Come To Me • At-Will 1/round		
Attack: Ranged 5 (one creature) +17 vs. Fortitude.		
Hit: The windsword pulls the target 5 squares.		
Str 26 (+14)	Dex 23 (+12)	Wis 23 (+12)
Con 18 (+10)	Int 19 (+10)	Cha 20 (+11)
Alignment unaligned		Languages Common, Primordial
Note: Based on djinn windsword.		

2 Windbow Archon		Level 12 Skirmisher
Large elemental humanoid (air)		XP 700
HP 124; Bloodied 62		Initiative +16
AC 26, Fortitude 23, Reflex 24, Will 23		Perception +10
Speed 6		
Resist 15 thunder		
STANDARD ACTIONS		
m Slash of Thunder (thunder) • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 2d8 + 11 thunder damage		
r Windbow (weapon) • At-Will		
Attack: Ranged 10/20 (one creature); +17 vs. AC		
Hit: 2d8 + 11 damage		
R Brutal Zephyr (thunder) • Recharge 5-6		
Attack: Ranged 30 (one creature); +15 vs. Reflex		
Hit: 3d10 + 16 thunder damage.		
Miss: The windbow chooses another target within 10 squares of the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.		
TRIGGERED ACTIONS		
C Blowback (thunder) • Encounter		
Trigger: A critical hit damages the windbow.		
Attack (Free Action): Close burst 2 (enemies in the burst) +15 vs. Reflex.		
Hit: 3d6 + 12 thunder damage, and the windbow pushes the target 5 squares		
Effect: The windbow gains an action point.		
Str 24 (+13)	Dex 27 (+14)	Wis 19 (+10)
Con 20 (+11)	Int 22 (+12)	Cha 24 (+13)
Alignment unaligned		Languages Common, Primordial
Note: Based on Djinn Windbow.		

ENCOUNTER 6: WAR OF AIR AND FIRE (AL 14)

1 Fireblade Archon		Level 14 Soldier
Large elemental humanoid (fire)		XP 1000
HP 142; Bloodied 71		Initiative +15
AC 30, Fortitude 28, Reflex 27, Will 25		Perception +15
Speed 6		
Resist 15 fire		
TRAITS		
O Blazing Soul (fire) • Aura 1		
Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.		
Frozen Fire		
Whenever the fireblade takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 2d10 + 12 damage		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
R Flying Scimitar (weapon) • Recharge 5-6		
Attack: Ranged 20 (one creature, or two creatures within 5 squares of each other); +19 vs. AC		
Hit: 2d10 + 12 damage.		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
C Whirling Firesteel Strike (fire, weapon) • Recharge 5-6		
Attack: Close burst 2 (enemies in the burst); +19 vs. AC		
Hit: 2d10 + 12 damage, and ongoing 10 fire damage (save ends).		
Str 24 (+12)	Dex 22 (+11)	Wis 15 (+7)
Con 22 (+11)	Int 18 (+9)	Cha 18 (+9)
Alignment evil		Languages Primordial
Note: Based on efreet fireblade.		

2 Cinderlord Archon		Level 14 Artillery
Large elemental humanoid (fire)		XP 1000
HP 105; Bloodied 52		Initiative +15
AC 28, Fortitude 25, Reflex 26, Will 24		Perception +11
Speed 6		
Resist 15 fire		
TRAITS		
O Blazing Soul (fire) • Aura 1		
Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.		
Frozen Fire		
Whenever the cinderlord takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 1d8 + 6 damage, and ongoing 10 fire damage (save ends).		
R Fire Bolt (fire) • At-Will		
Attack: Ranged 10 (one creature); +19 vs. Reflex		
Hit: 2d6 + 6 damage, and ongoing 10 fire damage (save ends).		
A Fan the Flames (fire) • At-Will		
Effect: Close burst 20 (one creature taking ongoing fire damage). The target takes 1d6 + 5 fire damage, and the cinderlord makes the following attack centered on the target.		
Attack: Area burst 1 within 20 (creatures in the burst); +19 vs. Reflex		
Hit: 1d6 + 5 fire damage		
R Curse of the Cinderlord (fire) • Recharge when first bloodied		
Attack: Ranged 10 (one creature); +21 vs. AC		
Hit: 2d10 + 12 fire damage, and ongoing 10 fire damage (save ends). The target cannot benefit from fire resistance until the end of the encounter.		
Miss: Half damage, and ongoing 10 fire damage (save ends).		
Str 24 (+14)	Dex 27 (+15)	Wis 18 (+11)
Con 25 (+14)	Int 16 (+10)	Cha 22 (+13)
Alignment evil		Languages Primordial
Note: Based on efreet cinderlord.		

1 Windsword Archon		Level 14 Soldier
Large elemental humanoid (air)		XP 1000
HP 138; Bloodied 69		Initiative +15
AC 30, Fortitude 28, Reflex 26, Will 26		Perception +13
Speed 6		
Resist 10 lightning, 10 thunder		
STANDARD ACTIONS		
m Scimitar (weapon) • At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 3d8 + 15 damage (crit 3d8 + 39)		
Effect: The target is marked by the windsword.		
R Wind Vortex • At-Will		
Attack: Ranged 5 (one creature); +19 vs. Reflex		
Hit: The target slides 3 squares.		
C Whirlwind Dervish (lightning, thunder) • Recharge when the windsword is hit by a critical hit		
Attack: Close burst 2 (creatures in the burst); +19 vs. AC		
Hit: 3d10 + 8 lightning and thunder damage		
MINOR ACTIONS		
R Come To Me • At-Will 1/round		
Attack: Ranged 5 (one creature) +19 vs. Fortitude.		
Hit: The windsword pulls the target 5 squares.		
Str 26 (+15)	Dex 23 (+13)	Wis 23 (+13)
Con 18 (+11)	Int 19 (+11)	Cha 20 (+12)
Alignment unaligned		Languages Common, Primordial
Note: Based on djinn windsword.		

2 Windbow Archon		Level 14 Skirmisher
Large elemental humanoid (air)		XP 1000
HP 140; Bloodied 70		Initiative +17
AC 28, Fortitude 25, Reflex 26, Will 25		Perception +11
Speed 6		
Resist 15 thunder		
STANDARD ACTIONS		
m Slash of Thunder (thunder) • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 2d8 + 13 thunder damage		
r Windbow (weapon) • At-Will		
Attack: Ranged 10/20 (one creature); +19 vs. AC		
Hit: 2d8 + 13 damage		
R Brutal Zephyr (thunder) • Recharge 5-6		
Attack: Ranged 30 (one creature); +17 vs. Reflex		
Hit: 3d10 + 19 thunder damage.		
Miss: The windbow chooses another target within 10 squares of the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.		
TRIGGERED ACTIONS		
C Blowback (thunder) • Encounter		
Trigger: A critical hit damages the windbow.		
Attack (Free Action): Close burst 2 (enemies in the burst) +17 vs. Reflex.		
Hit: 3d6 + 14 thunder damage, and the windbow pushes the target 5 squares		
Effect: The windbow gains an action point.		
Str 24 (+14)	Dex 27 (+15)	Wis 19 (+11)
Con 20 (+12)	Int 22 (+13)	Cha 24 (+14)
Alignment unaligned		Languages Common, Primordial
Note: Based on Djinn Windbow.		

ENCOUNTER 6: WAR OF AIR AND FIRE (AL 16)

1 Fireblade Archon		Level 16 Soldier
Large elemental humanoid (fire)		XP 1400
HP 158; Bloodied 79		Initiative +16
AC 32, Fortitude 30, Reflex 29, Will 27		Perception +16
Speed 6		
Resist 15 fire		
TRAITS		
O Blazing Soul (fire) • Aura 1		
Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.		
Frozen Fire		
Whenever the fireblade takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 2d10 + 14 damage		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
R Flying Scimitar (weapon) • Recharge 5-6		
Attack: Ranged 20 (one creature, or two creatures within 5 squares of each other); +21 vs. AC		
Hit: 2d10 + 14 damage.		
Effect: The fireblade marks the target until the end of the fireblade's next turn.		
C Whirling Firesteel Strike (fire, weapon) • Recharge 5-6		
Attack: Close burst 2 (enemies in the burst); +21 vs. AC		
Hit: 2d10 + 14 damage, and ongoing 10 fire damage (save ends).		
Str 24 (+13)	Dex 22 (+12)	Wis 15 (+8)
Con 22 (+12)	Int 18 (+10)	Cha 18 (+10)
Alignment evil		Languages Primordial
Note: Based on efreet fireblade.		

2 Cinderlord Archon		Level 16 Artillery
Large elemental humanoid (fire)		XP 1400
HP 117; Bloodied 58		Initiative +16
AC 30, Fortitude 27, Reflex 28, Will 26		Perception +12
Speed 6		
Resist 15 fire		
TRAITS		
O Blazing Soul (fire) • Aura 1		
Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.		
Frozen Fire		
Whenever the cinderlord takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 1d8 + 8 damage, and ongoing 10 fire damage (save ends).		
R Fire Bolt (fire) • At-Will		
Attack: Ranged 10 (one creature); +21 vs. Reflex		
Hit: 2d6 + 8 damage, and ongoing 10 fire damage (save ends).		
A Fan the Flames (fire) • At-Will		
Effect: Close burst 20 (one creature taking ongoing fire damage). The target takes 1d6 + 7 fire damage, and the cinderlord makes the following attack centered on the target.		
Attack: Area burst 1 within 20 (creatures in the burst); +21 vs. Reflex		
Hit: 1d6 + 7 fire damage		
R Curse of the Cinderlord (fire) • Recharge when first bloodied		
Attack: Ranged 10 (one creature); +23 vs. AC		
Hit: 2d10 + 14 fire damage, and ongoing 10 fire damage (save ends). The target cannot benefit from fire resistance until the end of the encounter.		
Miss: Half damage, and ongoing 10 fire damage (save ends).		
Str 24 (+15)	Dex 27 (+16)	Wis 18 (+12)
Con 25 (+15)	Int 16 (+11)	Cha 22 (+14)
Alignment evil		Languages Primordial
Note: Based on efreet cinderlord.		

1 Windsword Archon		Level 16 Soldier
Large elemental humanoid (air)		XP 1400
HP 154; Bloodied 77		Initiative +16
AC 32, Fortitude 30, Reflex 28, Will 28		Perception +14
Speed 6		
Resist 10 lightning, 10 thunder		
STANDARD ACTIONS		
m Scimitar (weapon) • At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 3d8 + 17 damage (crit 3d8 + 41)		
Effect: The target is marked by the windsword.		
R Wind Vortex • At-Will		
Attack: Ranged 5 (one creature); +21 vs. Reflex		
Hit: The target slides 3 squares.		
C Whirlwind Dervish (lightning, thunder) • Recharge when the windsword is hit by a critical hit		
Attack: Close burst 2 (creatures in the burst); +21 vs. AC		
Hit: 3d10 + 10 lightning and thunder damage		
MINOR ACTIONS		
R Come To Me • At-Will 1/round		
Attack: Ranged 5 (one creature) +21 vs. Fortitude.		
Hit: The windsword pulls the target 5 squares.		
Str 26 (+16)	Dex 23 (+14)	Wis 23 (+14)
Con 18 (+12)	Int 19 (+12)	Cha 20 (+13)
Alignment unaligned		Languages Common, Primordial
Note: Based on djinn windsword.		

2 Windbow Archon		Level 16 Skirmisher
Large elemental humanoid (air)		XP 1400
HP 156; Bloodied 78		Initiative +18
AC 30, Fortitude 27, Reflex 28, Will 27		Perception +12
Speed 6		
Resist 15 thunder		
STANDARD ACTIONS		
m Slash of Thunder (thunder) • At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 2d8 + 15 thunder damage		
r Windbow (weapon) • At-Will		
Attack: Ranged 10/20 (one creature); +21 vs. AC		
Hit: 2d8 + 15 damage		
R Brutal Zephyr (thunder) • Recharge 5-6		
Attack: Ranged 30 (one creature); +19 vs. Reflex		
Hit: 3d10 + 21 thunder damage.		
Miss: The windbow chooses another target within 10 squares of the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.		
TRIGGERED ACTIONS		
C Blowback (thunder) • Encounter		
Trigger: A critical hit damages the windbow.		
Attack (Free Action): Close burst 2 (enemies in the burst) +19 vs. Reflex.		
Hit: 3d6 + 16 thunder damage, and the windbow pushes the target 5 squares		
Effect: The windbow gains an action point.		
Str 24 (+15)	Dex 27 (+16)	Wis 19 (+12)
Con 20 (+13)	Int 22 (+14)	Cha 24 (+15)
Alignment unaligned		Languages Common, Primordial
Note: Based on Djinn Windbow.		

ENCOUNTER 6: WAR OF AIR AND FIRE (AL 18)

1 Efreet Fireblade		Level 18 Soldier
Large elemental humanoid (fire)		XP 2000
HP 174; Bloodied 77		Initiative +17
AC 34, Fortitude 32, Reflex 31, Will 29		Perception +17
Speed 6, fly 8 (hover)		
Immune fire		
TRAITS		
O Blazing Soul (fire) • Aura 1		
Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.		
Frozen Fire		
Whenever the efreet takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 3d10 + 10 damage		
Effect: The efreet marks the target until the end of the efreet's next turn.		
R Flying Scimitar (weapon) • Recharge 5-6		
Attack: Ranged 20 (one creature, or two creatures within 5 squares of each other); +23 vs. AC		
Hit: 3d10 + 10 damage.		
Effect: The efreet marks the target until the end of the efreet's next turn.		
C Whirling Firesteel Strike (fire, weapon) • Recharge 5-6		
Attack: Close burst 2 (enemies in the burst); +23 vs. AC		
Hit: 3d10 + 10 damage, and ongoing 15 fire damage (save ends).		
Skills Bluff +18, Insight +16		
Str 24 (+16)	Dex 22 (+15)	Wis 15 (+11)
Con 22 (+15)	Int 18 (+13)	Cha 18 (+13)
Alignment evil		Languages Primordial

2 Efreet Cinderlord		Level 18 Artillery
Large elemental humanoid (fire)		XP 2000
HP 129; Bloodied 64		Initiative +17
AC 32, Fortitude 29, Reflex 30, Will 28		Perception +13
Speed 6, fly 8 (hover)		
Immune fire		
TRAITS		
O Blazing Soul (fire) • Aura 1		
Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.		
Frozen Fire		
Whenever the efreet takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 2d8 + 5 damage, and ongoing 15 fire damage (save ends).		
R Fire Bolt (fire) • At-Will		
Attack: Ranged 10 (one creature); +23 vs. Reflex		
Hit: 3d6 + 5 damage, and ongoing 15 fire damage (save ends).		
A Fan the Flames (fire) • At-Will		
Effect: Close burst 20 (one creature taking ongoing fire damage). The target takes 2d6 + 5 fire damage, and the efreet makes the following attack centered on the target.		
Attack: Area burst 1 within 20 (creatures in the burst); +23 vs. Reflex		
Hit: 2d6 + 5 fire damage		
R Curse of the Efreet (fire) • Recharge when first bloodied		
Attack: Ranged 10 (one creature); +25 vs. AC		
Hit: 3d10 + 10 fire damage, and ongoing 15 fire damage (save ends). The target cannot benefit from fire resistance until the end of the encounter.		
Miss: Half damage, and ongoing 15 damage (save ends).		
Skills Bluff +20, Insight +18		
Str 24 (+16)	Dex 27 (+17)	Wis 18 (+13)
Con 25 (+16)	Int 16 (+12)	Cha 22 (+15)
Alignment evil		Languages Primordial

1 Djinn Windsword	Level 18 Soldier
Large elemental humanoid (air)	XP 2000
HP 170; Bloodied 85	Initiative +17
AC 34, Fortitude 32, Reflex 30, Will 30	Perception +15
Speed 6, fly 8 (hover)	blindsight 10
Immune disease, poison Resist 15 lightning, 15 thunder	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +25 vs. AC	
<i>Hit:</i> 4d8 + 15 damage (crit 4d8 + 47)	
<i>Effect:</i> The target is marked by the djinn windsword.	
R Wind Vortex • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +23 vs. Reflex	
<i>Hit:</i> The target slides 3 squares.	
C Whirlwind Dervish (lightning, thunder) • Recharge when the djinn is hit by a critical hit	
<i>Attack:</i> Close burst 2 (creatures in the burst); +23 vs. AC	
<i>Hit:</i> 4d10 + 7 lightning and thunder damage	
MINOR ACTIONS	
R Come To Me • At-Will 1/round	
<i>Attack:</i> Ranged 5 (one creature) +23 vs. Fortitude.	
<i>Hit:</i> The djinn windsword pulls the target 5 squares.	
Change Shape • At-Will	
<i>Effect:</i> The djinn windsword alters its physical form to appear as an attractive Medium humanoid of any race or gender.	
Skills Bluff +19, Insight +20, Nature +20, Thievery +20	
Str 26 (+17)	Dex 23 (+15) Wis 23 (+15)
Con 18 (+13)	Int 19 (+13) Cha 20 (+14)
Alignment unaligned Languages Common, Primordial	
Note: Updated from Revenge of the Giants.	

2 Djinn Windbow	Level 18 Skirmisher
Large elemental humanoid (air)	XP 2000
HP 172; Bloodied 86	Initiative +19
AC 32, Fortitude 29, Reflex 30, Will 29	Perception +13
Speed 6, fly 8 (hover)	blindsight 10
Immune disease, poison Resist 15 thunder	
STANDARD ACTIONS	
m Slash of Thunder (thunder) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +23 vs. AC	
<i>Hit:</i> 3d8 + 13 thunder damage	
r Windbow (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +23 vs. AC	
<i>Hit:</i> 3d8 + 13 damage	
R Brutal Zephyr (thunder) • Recharge 5-6	
<i>Attack:</i> Ranged 30 (one creature); +21 vs. Reflex	
<i>Hit:</i> 4d10 + 18 thunder damage.	
<i>Miss:</i> The djinn windbow chooses another target within 10 squares of the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.	
TRIGGERED ACTIONS	
C Blowback (thunder) • Encounter	
<i>Trigger:</i> A critical hit damages the djinn windbow.	
<i>Attack (Free Action):</i> Close burst 2 (enemies in the burst) +21 vs. Reflex.	
<i>Hit:</i> 4d6 + 15 thunder damage, and the windbow pushes the target 5 squares	
<i>Effect:</i> The windbow gains an action point.	
Skills Bluff +21, Insight +18	
Str 24 (+16)	Dex 27 (+17) Wis 19 (+13)
Con 20 (+14)	Int 22 (+15) Cha 24 (+16)
Alignment unaligned Languages Common, Primordial	
Note: Updated from MM2.	

ENCOUNTER 6: WAR OF AIR AND FIRE (AL 20)

1 Efreet Fireblade	Level 20 Soldier
Large elemental humanoid (fire)	XP 2400
HP 190; Bloodied 95	Initiative +18
AC 36, Fortitude 34, Reflex 33, Will 31	Perception +18
Speed 6, fly 8 (hover)	
Immune fire	
TRAITS	
O Blazing Soul (fire) • Aura 1	
Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.	
Frozen Fire	
Whenever the efreet takes cold damage, it is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Scimitar (fire, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +25 vs. AC	
<i>Hit:</i> 3d10 + 12 damage	
<i>Effect:</i> The efreet marks the target until the end of the efreet's next turn.	
R Flying Scimitar (weapon) • Recharge 5-6	
<i>Attack:</i> Ranged 20 (one creature, or two creatures within 5 squares of each other); +25 vs. AC	
<i>Hit:</i> 3d10 + 12 damage.	
<i>Effect:</i> The efreet marks the target until the end of the efreet's next turn.	
C Whirling Firesteel Strike (fire, weapon) • Recharge 5-6	
<i>Attack:</i> Close burst 2 (enemies in the burst); +25 vs. AC	
<i>Hit:</i> 3d10 + 12 damage, and ongoing 15 fire damage (save ends).	
Skills Bluff +19, Insight +17	
Str 24 (+17)	Dex 22 (+16)
Con 22 (+16)	Int 18 (+14)
	Wis 15 (+12)
	Cha 18 (+14)
Alignment evil	Languages Primordial

2 Efreet Cinderlord	Level 20 Artillery
Large elemental humanoid (fire)	XP 2400
HP 141; Bloodied 70	Initiative +18
AC 34, Fortitude 31, Reflex 32, Will 30	Perception +14
Speed 6, fly 8 (hover)	
Immune fire	
TRAITS	
O Blazing Soul (fire) • Aura 1	
Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.	
Frozen Fire	
Whenever the efreet takes cold damage, it is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Scimitar (fire, weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +25 vs. AC	
<i>Hit:</i> 2d8 + 7 damage, and ongoing 15 fire damage (save ends).	
R Fire Bolt (fire) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +25 vs. Reflex	
<i>Hit:</i> 3d6 + 7 damage, and ongoing 15 fire damage (save ends).	
A Fan the Flames (fire) • At-Will	
<i>Effect:</i> Close burst 20 (one creature taking ongoing fire damage). The target takes 2d6 + 7 fire damage, and the efreet makes the following attack centered on the target.	
<i>Attack:</i> Area burst 1 within 20 (creatures in the burst); +25 vs. Reflex	
<i>Hit:</i> 2d6 + 7 fire damage	
R Curse of the Efreet (fire) • Recharge when first bloodied	
<i>Attack:</i> Ranged 10 (one creature); +27 vs. AC	
<i>Hit:</i> 3d10 + 12 fire damage, and ongoing 15 fire damage (save ends). The target cannot benefit from fire resistance until the end of the encounter.	
<i>Miss:</i> Half damage, and ongoing 15 damage (save ends).	
Skills Bluff +21, Insight +19	
Str 24 (+17)	Dex 27 (+18)
Con 25 (+17)	Int 16 (+13)
	Wis 18 (+14)
	Cha 22 (+16)
Alignment evil	Languages Primordial

1 Djinn Windsword	Level 20 Soldier
Large elemental humanoid (air)	XP 2400
HP 186; Bloodied 93	Initiative +18
AC 36, Fortitude 34, Reflex 32, Will 32	Perception +16
Speed 6, fly 8 (hover)	blindsight 10
Immune disease, poison Resist 15 lightning, 15 thunder	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +27 vs. AC	
<i>Hit:</i> 4d8 + 17 damage (crit 4d8 + 49)	
<i>Effect:</i> The target is marked by the djinn windsword.	
R Wind Vortex • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +25 vs. Reflex	
<i>Hit:</i> The target slides 3 squares.	
C Whirlwind Dervish (lightning, thunder) • Recharge when the djinn is hit by a critical hit	
<i>Attack:</i> Close burst 2 (creatures in the burst); +25 vs. AC	
<i>Hit:</i> 4d10 + 9 lightning and thunder damage	
MINOR ACTIONS	
R Come To Me • At-Will 1/round	
<i>Attack:</i> Ranged 5 (one creature) +25 vs. Fortitude.	
<i>Hit:</i> The djinn windsword pulls the target 5 squares.	
Change Shape • At-Will	
<i>Effect:</i> The djinn windsword alters its physical form to appear as an attractive Medium humanoid of any race or gender.	
Skills Bluff +20, Insight +21, Nature +21, Thievery +21	
Str 26 (+18)	Dex 23 (+16) Wis 23 (+16)
Con 18 (+14)	Int 19 (+14) Cha 20 (+15)
Alignment unaligned Languages Common, Primordial	
Note: Updated from Revenge of the Giants.	

2 Djinn Windbow	Level 20 Skirmisher
Large elemental humanoid (air)	XP 2400
HP 188; Bloodied 94	Initiative +20
AC 34, Fortitude 31, Reflex 32, Will 31	Perception +14
Speed 6, fly 8 (hover)	blindsight 10
Immune disease, poison Resist 15 thunder	
STANDARD ACTIONS	
m Slash of Thunder (thunder) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +25 vs. AC	
<i>Hit:</i> 3d8 + 15 thunder damage	
r Windbow (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +25 vs. AC	
<i>Hit:</i> 3d8 + 15 damage	
R Brutal Zephyr (thunder) • Recharge 5-6	
<i>Attack:</i> Ranged 30 (one creature); +23 vs. Reflex	
<i>Hit:</i> 4d10 + 20 thunder damage.	
<i>Miss:</i> The djinn windbow chooses another target within 10 squares of the first target, and rerolls the attack against the new target. If the second attack misses, the power ends.	
TRIGGERED ACTIONS	
C Blowback (thunder) • Encounter	
<i>Trigger:</i> A critical hit damages the djinn windbow.	
<i>Attack (Free Action):</i> Close burst 2 (enemies in the burst) +23 vs. Reflex.	
<i>Hit:</i> 4d6 + 17 thunder damage, and the windbow pushes the target 5 squares	
<i>Effect:</i> The windbow gains an action point.	
Skills Bluff +22, Insight +19	
Str 24 (+17)	Dex 27 (+18) Wis 19 (+14)
Con 20 (+15)	Int 22 (+16) Cha 24 (+17)
Alignment unaligned Languages Common, Primordial	
Note: Updated from MM2.	

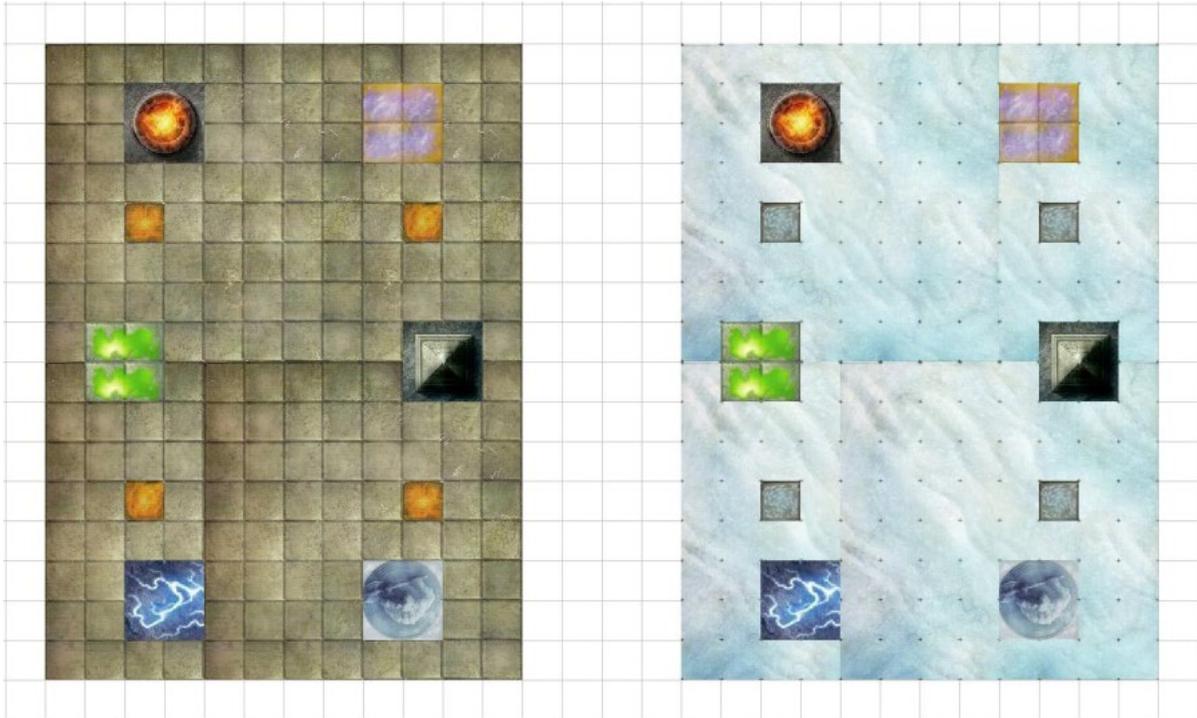
ENCOUNTER 6: WAR OF AIR AND FIRE MAP

TILE SETS NEEDED:

ETI DUNGEON TILES MASTER SET x2 (LEFT MAP BASE)

DNI CAVERNS OF ICEWIND DALE x2 (RIGHT MAP BASE)

Miscellaneous 1x1 and 2x2 tiles for features



PCs start in the 4x4 center area of the map. Half the PCs are on the left map (magma plane) and the other half are on the right map (ice plane).

Each map has four 1x1 tokens representing the magma and thunder spouts.

Each map has six 2x2 areas where adjacent PCs must activate their crystals. These areas are blocking terrain. The upper left is for the fire crystal, the lower left is for the lightning crystal, the upper right is for the thunder crystal, the lower right is for the cold, the center left is for the acid crystal, and the center right is for the force crystal.

The monsters start spread out near the spout squares, since they are immune to the effects of the spouts.

When the PCs complete the challenge and merge the planes back into one, move all creatures from the ice map to the nearest possible corresponding positions on the magma map.

CONCLUDING THE ADVENTURE

If the overall outcome of Encounter 6 is a success, Ala'Ammar and the WeavePasha address the warbands a final time. They make the following key points.

- Ala'Ammar thanks the warbands and announces that Suldolphor is now securely an outpost for Almraiven.
- It will now be much easier to launch attacks at, or provide refuge for escaping slaves from, either Calimport or Memnon.
- If the PCs succeeded at Special Mission 5, he notes that with the PC's help, he has secured a strong alliance with the spirit warriors of Suldolphor.
- The WeavePasha announces that within a few days, he will have constructed a linked portal ritual circle in Suldolphor.
- This will make it much easier for Ala'Ammar's soldiers to travel to Suldolphor, rather than crossing the desert.

Finally, a large number of magic items and historical artifacts have been found. The PCs are further rewarded with a choice of items (Treasure X) as well as full payment of the Base Gold for the adventure. (See the Rewards section.)

If the PCs were not successful in Encounter 6, Suldolphor remains too dangerous to inhabit and the warbands must withdraw. Ala'Ammar and the WeavePasha still provide the PCs with a choice of magic items (Treasure X) and half payment of the Base Gold amounts for their trouble.

STORY AWARDS

If the overall outcome of the BI was a success, then all PCs earn Story Award **ADCP29**. Those who do not already have a *magic lamp* receive Story Award **LAMP01**, and everyone receives Story Award **WISH04**.

Regardless of the overall success or failure, if Encounter 4 was a success for a given warband, every PC in that warband earns Story Award **ADCP30**.

Any warband that achieved a success during Encounter 5 (regardless of the overall success or failure of the BI as a whole) receives purchase access to the *coin of good luck*. This Rare consumable is documented on Story Award **ADCP34**. To be clear, this Story Award does not need to be chosen as a Treasure selection and does not require a found-item slot; it is automatic if earned by the warband.

SPECIAL MISSION STORY AWARDS

Story Awards **ADCP31**, **ADCP32**, and **ADCP33** are only available if the corresponding Special Missions were run; each of these three awards is also keyed to the outcome of the specific Special Mission in which it can be discovered.

These three Story Awards are on a separate certificate just to make it clear that they are only available at events where the Special Missions were attempted. (Remember that an event with fewer than four simultaneous tables may not use the Special Missions.) All PCs who participated in the BI get the award if the corresponding mission was a success, not just the ones who went on a particular mission.

If Special Mission 2 was a success, then any PC may choose the *WeavePasha's Elemental Crystal* as a Treasure. This item is documented on Story Award **ADCP32**.

If Special Mission 3 was a success, then any PC may choose the *Invulnerable Coat of Suldolphor* as a Treasure. This item is documented on Story Award **ADCP33**.

If Special Mission 5 was a success, then the PCs gain access to the *Battle Standard of Suldolphor* and may choose it as a Treasure. This is documented on Story Award **ADCP31**.

For simplicity, the Special Mission Story Awards are on a separate certificate (one-third page for each item) from the main Story Awards (one full page). Likewise, there is a page of just the *magic lamp* certificate (three identical one-third page certificates). If you are not running the Special Missions, then you only need to print the full-page certificate and possibly the *magic lamp* certificate if there are any characters who do not already have a *magic lamp*.

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.

The PCs earn XP (but not gold) for the points that their warband scored during the battle. (The overall success or failure does not matter.) A warband must score at least 10 points to earn the maximum possible XP for the adventure. Playing on a normal difficulty, that requires 4 total successes and 2 partial successes (or any other combination adding up to at least 10 points.) A table that plays cautiously for the entire BI will not earn maximum XP, because a conservative stance is worth only 1 point per total success. This is by design.

ADVENTURE LEVEL 2

Minimum Possible XP: 250 XP
Per Point Earned: +60 XP (max 10 = +600 XP)

Maximum Possible XP: 850 XP

Base Gold per PC: 150 gp

ADVENTURE LEVEL 4

Minimum Possible XP: 300 XP
Per Point Earned: +90 XP (max 10 = +900 XP)

Maximum Possible XP: 1,200 XP

Base Gold per PC: 250 gp

ADVENTURE LEVEL 6

Minimum Possible XP: 500 XP
Per Point Earned: +120 XP (max 10 = +1200 XP)

Maximum Possible XP: 1,700 XP

Base Gold per PC: 450 gp

ADVENTURE LEVEL 8

Minimum Possible XP: 600 XP
Per Point Earned: +180 XP (max 10 = +1800 XP)

Maximum Possible XP: 2,400 XP

Base Gold per PC: 900 gp

ADVENTURE LEVEL 10

Minimum Possible XP: 1,000 XP
Per Point Earned: +240 XP (max 10 = +2400 XP)

Maximum Possible XP: 3,400 XP

Base Gold per PC: 1,350 gp

ADVENTURE LEVEL 12

Minimum Possible XP: 1,200 XP
Per Point Earned: +360 XP (max 10 = +3600 XP)

Maximum Possible XP: 4,800 XP

Base Gold per PC: 3,200 gp

ADVENTURE LEVEL 14

Minimum Possible XP: 2,000 XP
Per Point Earned: +480 XP (max 10 = +4800 XP)

Maximum Possible XP: 6,800 XP

Base Gold per PC: 5,500 gp

ADVENTURE LEVEL 16

Minimum Possible XP: 3,500 XP

Per Reward Share: +600 XP (max 10 = +6000 XP)

Maximum Possible XP: 9,500 XP

Base Gold per PC: 11,000 gp

ADVENTURE LEVEL 18

Minimum Possible XP: 4,600 XP

Per Reward Share: +900 XP (max 10 = 9000 XP)

Maximum Possible XP: 13,600 XP

Base Gold per PC: 22,000 gp

ADVENTURE LEVEL 20

Minimum Possible XP: 7,000 XP

Per Reward Share: +1200 XP (max 10 = 12,000 XP)

Maximum Possible XP: 19,000 XP

Base Gold per PC: 33,000 gp

TREASURE

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

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

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

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

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

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 TWO OF THE FOLLOWING:

A PC may not select the same Treasure (except More Gold) twice. Treasures A, B, C, D, E, F, X, Y, and Z are available at all Adventure Levels. Treasure G is only available at AL 8 and above.

When choosing Treasures A, B, or C, the character gets the highest-level version of that item that is within 3 levels of his or her character level after applying the XP gained during this adventure.

Treasure A: *armor of resistance* (level 2+; Adventurer’s Vault)
(requires success in Encounter 1)

Treasure B: *brooch of shielding* (level 3+; Adventurer’s Vault)
(requires success in Encounter 2)

Treasure C: *flaming weapon* (level 5+; Dungeon Master’s Kit)
(requires success in Encounter 3)

Treasure D: *battle standard of Suldolphor* (LFR custom Rare)
(requires success in Special Mission 5)

Treasures E, F, and G come from Special Missions

Treasure E: *WeavePasha’s elemental crystal* (LFR custom Rare)
(requires success in Special Mission 2)

Treasure F: *invulnerable coat of Suldolphor* (LFR custom Rare)
(requires success in Special Mission 3)

AL 8 and up:

Treasure G: *Keoghtom's ointment* (level 12; *Player's Handbook*)

(requires success in Special Mission 5)

Note: Treasure X is more generous than usual, since this is a Battle Interactive. The Common item level limit is character level + 3 and the Uncommon item level limit is character level + 2.

Treasure X (Choose an Item): The character finds a Common 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 + 3 or less or an Uncommon magic item of the character's level + 2 or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a *potion of healing* (AL 2-4) or a number of *frozen whetstones* (AL 6+). The value of consumables gained may not exceed the More Gold amount for the AL, with any amount not spent paid to the character in gold pieces. The player should record the item(s) gained on his or her Adventure Log. Consumables gained in this fashion never require a found-item slot.

AL 2: *potion of healing*

AL 4: *potion of healing* plus 25 gp

AL 6-14: any number of *frozen whetstones* (level 7) at a value of 100 gp each, up to the More Gold amount for the AL; any amount left over is gained in gold.

AL 16-20: any number of *frozen whetstones* (level 7 at a value of 100 gp each, and/or level 17 at a value of 2,600 gp each), up to the More Gold amount for the AL; any amount left over is gained in gold.

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 2: 50 gp AL 12: 1,000 gp

AL 4: 75 gp AL 14: 1,750 gp

AL 6: 150 gp AL 16: 3,500 gp

AL 8: 300 gp AL 18: 7,000 gp

AL 10: 450 gp AL 20: 11,000 gp

STORY AWARDS

All PCs participating in the BI earn ADCP29, LAMP01, and WISH04 if the overall outcome of the battle is a success; none of the PCs participating in the BI earn these three awards if the overall outcome of the battle is a failure.

Regardless of the overall outcome, each warband individually earns or does not earn ADCP30 and ADCP34, depending on the table's success or failure during Encounters 4 and 5.

Story Award Numbering Note: At Origins 2012 the *battle standard of Suldolphor* was a standard award and the *coin of good luck* was a Special Mission award. We decided to switch these two items for the final release, as the coin is generally useful to any PC while the battle standard will not necessarily be of interest to everyone (which makes it a better match for the other Rare items that are earned for Special Missions success). To avoid confusion we did not renumber these awards. In other words, it is correct and intentional that there is a jump in the numbering on the main certificate from ADCP30 to ADCP34; ADCP31, 32, and 33 can only be awarded if the Special Missions were run and succeeded.

ADCP29 Outpost at Suldolphor

You and your warband aided Ala'Ammar and the WeavePasha in establishing a base of operations in the ancient city of Suldolphor. This outpost at the heart of the Calimshan desert not only improves the ease of launching attacks against Calimport and Memnon, but also serves as haven for slaves escaping those oppressive regimes. The WeavePasha has shared with you the sigils for using Suldolphor's portal circle, allowing you to use the circle for teleportation rituals.

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.

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.

WISH04 Never Had a Friend like Me

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.

The PCs earn ADCP30 if Encounter 4 was an overall success (even if the overall BI wasn't, although that's unlikely).

ADCP30 Spoils of War

You routed the armies of Calimport and Memnon. As they fled, your enemies were forced to abandon supplies.

At the beginning of any adventure, you may purchase one *potion of cure light wounds* at a cost of 20 gp. When you reach character level 6, you may instead purchase one *potion of cure moderate wounds* (200 gp). When you reach character level 16, you may instead purchase one *potion of cure critical wounds* (5,000 gp). Uncommon consumables never count against the limit of Uncommon magic items you are allowed to possess.

When you reach character level 11, you also gain purchase access to *Keoghtom's ointment* (13,000 gp). This is a permanent (wondrous) item, so you only need to buy it once, but it does count against the limit of Uncommon items you are allowed to possess.

Any warband that achieved a success during Encounter 5 (regardless of the overall success or failure of the BI as a whole) receives purchase access to the *coin of good luck*. This Rare consumable is documented on Story Award ADCP34. To be clear, this Story Award does not need to be chosen as a Treasure selection and does not require a found-item slot; it is automatic if earned by the warband.

ADCP34 Suldolphor's Gold

The spirits of Suldolphor are willing to trade you some of their ancient coins. These items are imbued with magic from the time before the Second Era of Skyfire. Legends say that any adventurer who carries one of these coins will have good luck; perhaps they are blessed by Tymora in some fashion.

This Story Award grants you purchase access to the *coin of good luck*, a Rare consumable. At the beginning or end of any adventure, if you do not currently own a *coin of good luck* and you are not at your limit of one Rare item per tier, you may spend 50 gp and acquire one coin. You may never own more than one at a time (whether it is carried on your person or kept in storage does not matter). When you carry a *coin of good luck*, the coin counts as one of your Rare items.

Coin of Good Luck	Level 5 Rare
<i>This shiny gold coin can mean the difference between life and death, brilliant success and utter failure.</i>	
Consumable	50 gp
Property	
The coin always lands tails up when flipped.	
Utility Power ♦ Consumable (Free Action)	
<i>Effect:</i> Gain a +1 item bonus on an attack roll, skill check, or saving throw you just made.	
<i>Special:</i> You cannot use the utility power of another <i>coin of good luck</i> until after you've taken an extended rest.	
Reference: <i>Halls of Undermountain</i>	

SPECIAL MISSION STORY AWARDS

Story Awards ADCP32, ADCP33, and ADCP34 are only available if the Special Missions were run, and each of these awards is further keyed to the success of a specific mission.

If Special Mission 2 was a success, then any PC may choose the *WeavePasha's Elemental Crystal* (a Rare implement) as one of his or her Treasures for this adventure.

ADCP32 WeavePasha's Elemental Crystal

The WeavePasha of Almraiven imbued a fragment of crystal with the energies of the Elemental Chaos swirling around the ancient city of Suldolphor. You may choose the *elemental crystal* as one of your Treasures for this adventure. It costs you a found-item slot and counts against your limit of one Rare item per tier.

When you find this item, you find the highest-level version that is within 3 levels of your character level. The item automatically upgrades as you reach the minimum character level for each enhancement bonus. The item does not automatically upgrade itself, but you may upgrade it as described in the *Living Forgotten Realms Campaign Guide*.

WeavePasha's Elemental Crystal	Level 3+ Rare
<i>This smoky crystal was created by the WeavePasha of Almraiven from the swirling energies of the Elemental Chaos at the ancient city of Suldolphor.</i>	
Lvl 3 +1; Lvl 8 +2; Lvl 13 +3; Lvl 18 +4; Lvl 23 +5; Lvl 28 +6	
Implement: Any	
Enhancement Bonus: Attack rolls and damage rolls	
Critical: +1d6 energy damage per plus	
Property	
You gain a +2 item bonus on Arcana checks.	
Level 13: +3 item bonus	
Level 23: +4 item bonus	
Property	
When you first attune to this item, and at the end of every extended rest, the <i>elemental crystal</i> channels a randomly determined energy type. The crystal's critical hit damage is of this type. Roll 1d6:	
1 - Lightning; 2 - Thunder; 3 - Fire; 4 - Cold; 5 - Acid; 6 - Force	
Property	
You gain resist 5 to the energy type currently channeled by the crystal.	
Level 13: resist 10	
Level 23: resist 15	
Attack Power (Varies) ♦ Encounter (No Action)	
<i>Trigger:</i> You hit with an attack using this implement.	
<i>Effect:</i> The triggering attack's damage type changes to the energy type currently channeled by the crystal. This completely replaces any energy type(s) that the triggering attack normally deals. The attack ignores all the target's resistances and immunities. If the triggering attack was not a critical hit, then the attack also deals +1d6 extra energy damage per point of the crystal's enhancement bonus.	
Utility Power ♦ Daily (Free Action)	
<i>Effect:</i> Randomly change the element to which the crystal is attuned, as if you had just completed an extended rest.	
Reference: Custom item inspired by <i>Faarlung's Algorithm</i> (Dungeon 179)	

If Special Mission 3 was a success, then any PC may choose the *Invulnerable Coat of Suldolphor* (a Rare armor) as one of his or her Treasures for this adventure.

ADCP33 Invulnerable Coat of Suldolphor

You discovered an ancient suit of armor within the ruins of the city of Suldolphor. You may choose the *invulnerable coat* as one of your Treasures from this adventure. It costs you a found-item slot and counts against your limit of one Rare item per tier.

When you find this item, you find the highest-level version that is within 3 levels of your character level. The item does not automatically upgrade itself, but you may upgrade it as described in the *Living Forgotten Realms Campaign Guide*.

Invulnerable Coat of Suldolphor	Level 5+ Rare
<i>Imbued with the indomitable fighting spirit of the ghost legions of Suldolphor, this armor seeks to reclaim its ancient glory.</i>	
Lvl 5 +1; Lvl 10 +2; Lvl 15 +3; Lvl 20 +4; Lvl 25 +5; Lvl 30 +6	
Armor: Chain, Scale, or Plate	
Enhancement Bonus: AC	
Property	
You gain a +2 item bonus on saving throws.	
Property	
You gain resist 5 acid, resist 5 fire, and resist 5 lightning.	
Level 15: Resist 10 acid, resist 10 fire, and resist 10 lightning	
Level 25: Resist 15 acid, resist 15 fire, and resist 15 lightning	
Utility Power ♦ At-Will (Minor Action)	
<i>Effect:</i> Change one of the three resistances granted by the armor to any of the following damage types: acid, cold, fire, force, lightning, necrotic, psychic, or radiant. That resistance remains changed until you take an extended rest or use this power to change it again.	
Utility Power (Healing) ♦ Encounter (Minor Action)	
<i>Effect:</i> You can spend a healing surge.	
Reference: Custom item inspired by <i>The Invulnerable Coat of Arnd (Dungeon Master's Guide)</i>	

If Special Mission 5 was a success, then all PCs earn Story Award ADCP31, which unlocks the *battle standard of Suldolphor*, a Rare item, as a Treasure selection for this adventure.

ADCP31 Battle Standard of Suldolphor

Your warband recovered a ghostly banner from the ruins of Suldolphor. You may choose the *battle standard of Suldolphor* as one of your Treasures for this adventure. It costs you a found-item slot and counts against your limit of one Rare item per tier. The item is not upgradeable; its item level is always equal to your character level.

Battle Standard of Suldolphor	Rare
<i>This tattered standard bears the evidence of a dozen great wars and a thousand battles. Dedicated to the spirit of ancient Suldolphor, the banner patiently waits for worthy warriors to carry it into combat.</i>	
Wondrous Item	
Owner	
The standard considers itself part of your company of heroes. The term “owner” in all of this item’s powers refers to you or any of your allies.	
Property	
While the standard is planted (see below), any owner within the zone may activate its encounter powers, but each encounter power can still only be activated once per encounter (not once per owner). Any owner can plant the standard, but a character must be carrying the standard to plant it.	
Utility Power ♦ At-Will (Minor Action)	
Any owner of the standard who can see the standard can cause it to display any coloration, crest, icon, emblem, or other mark. The chosen symbol remains until an owner uses this power to change it.	
Utility Power (Zone) ♦ Encounter (Standard Action)	
<i>Effect:</i> You plant the standard in your space or an adjacent square. While planted, the standard creates a zone in a close burst 5. While in the zone, any owner of the standard gains a +1 power bonus to attack rolls and saving throws. The zone remains until the end of the encounter or until the standard is removed from the ground. It can be removed as a standard action, but only by one of its owners or by a creature that has reduced one of its owners to 0 hit points or fewer during this encounter. The standard can be set into any solid surface, even rocky ground or a stone floor. It doesn’t occupy the square.	
Utility Power ♦ Encounter (Minor Action)	
<i>Requirement:</i> The battle standard must be planted, and the triggering owner must be within the zone created by the standard.	
<i>Effect:</i> Each owner of the standard within the zone may make a saving throw with a +5 bonus.	
Utility Power ♦ Encounter (Minor Action)	
<i>Requirement:</i> The battle standard must be planted, and the triggering owner must be within the zone created by the standard.	
<i>Effect:</i> Each owner of the standard within the zone gains combat advantage for the next attack he or she makes before the end of the triggering owner’s next turn.	
Reference: Custom item inspired by the <i>Standard of Eternal Battle (Dungeon Master's Guide 2)</i>	

NEW RULES

Armor of Resistance	Level 2+ Common
<i>Special wards in this armor provide extra resistance.</i>	
Lvl 2 +1 520 gp	Lvl 17 +4 13,000 gp
Lvl 7 +2 2,600 gp	Lvl 22 +5 325,000 gp
Lvl 12 +3 13,000 gp	
Armor: Any	
Enhancement Bonus: AC	
Property	
Resist 5 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.	
Level 12 or 17: Resist 10	
Level 22: Resist 15	
Reference: <i>Adventurer's Vault</i>	

Brooch of Shielding	Level 3+ Uncommon
<i>Special wards in this armor provide extra resistance.</i>	
Lvl 3 +1 680 gp	Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp	Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp	
Neck Slot	
Enhancement Bonus: Fortitude, Reflex, and Will	
Property	
Gain resist 10 force.	
Level 13 or 18: Resist 15	
Level 23: Resist 20	
Utility Power ♦ Daily (Immediate Interrupt)	
Trigger: You are hit by an area, close, or ranged attack.	
Effect: Gain resist to all damage equal to the brooch's resist force value against the triggering attack.	
Reference: <i>Adventurer's Vault</i>	

Flaming Weapon	Level 5+ Uncommon
<i>You can will this weapon to burst into flame.</i>	
Lvl 5 +1 1,000 gp	Lvl 15 +3 25,000 gp
Lvl 10 +2 5,000 gp	Lvl 20 +4 125,000 gp
Weapon: Any	
Enhancement Bonus: Attack rolls and damage rolls	
Critical: +1d6 fire damage per plus	
Utility Power (Fire) ♦ At-Will (Free Action)	
All untyped damage dealt by this weapon changes to fire damage.	
Another free action returns the damage to normal.	
Attack Power (Fire) ♦ Daily (Free Action)	
Trigger: You hit with the weapon.	
Effect: The attack deals 1d6 extra fire damage, and the target takes ongoing 5 fire damage (save ends).	
Level 15 or 20: 2d6 extra fire damage.	
Reference: <i>Player's Handbook, Dungeon Master's Kit</i>	

Frozen Whetstone	Level 7+ Uncommon
<i>A weapon honed with this blue-white crystalline whetstone becomes icy cold to the touch.</i>	
Lvl 7 100 gp	Lvl 17 2,600 gp
Consumable: Whetstone	
Utility Power (Cold) ♦ Consumable (Minor Action)	
Effect: Touch this whetstone to a melee or ranged weapon you hold.	
Until the end of the encounter, any successful attack with the weapon deals an extra 2 cold damage.	
Level 17: 4 cold damage.	
Reference: <i>Adventurer's Vault</i>	

Keoghtom's Ointment	Level 12 Uncommon
<i>This tiny jar magically creates a dollop of potent healing unguent each day.</i>	
Wondrous Item 13,000 gp	
Utility Power (Healing) ♦ Daily (Standard Action)	
Apply this substance to yourself or an adjacent ally. That creature automatically ends one disease or poison effect that a save can end or regains one healing surge (your choice).	
Reference: <i>Player's Handbook</i>	

Potion of Cure Light Wounds	Level 1 Uncommon
<i>This potion covers your small cuts and minor bruises in dim silver light, causing them to heal over.</i>	
Consumable: Potion 20 gp	
Utility Power (Healing) ♦ Consumable (Minor Action)	
Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.	
Reference: <i>Mordenkainen's Magnificent Emporium</i>	

Potion of Cure Moderate Wounds	Level 10 Uncommon
<i>This potion covers your wounds in silver light, helping them heal.</i>	
Consumable: Potion 200 gp	
Utility Power (Healing) ♦ Consumable (Minor Action)	
Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.	
Reference: <i>Mordenkainen's Magnificent Emporium</i>	

Potion of Cure Critical Wounds	Level 20 Uncommon
<i>This potion covers your deep wounds in bright silver light, causing them to mend.</i>	
Consumable: Potion 5,000 gp	
Utility Power (Healing) ♦ Consumable (Minor Action)	
Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 3d8 + 20 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.	
Reference: <i>Mordenkainen's Magnificent Emporium</i>	

APPENDIX I: NPCs

ALA'AMMAR

Male Human, Patriarch of House Asada

Ala'Ammar is an imposing gentleman. 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, Ruler of Almraiven

The ruler of Almraiven is an elderly wizard wearing desert garb embroidered with ancient arcane symbols and runes. The odor of musty tomes lingers in his wake.

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 efreets, 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.

HANDOUT 1: FATIGUE

Strenuous activity, such as combat, in the blazing desert of Calimshan is a draining experience. To represent the toll of the day's tasks, your character may earn **Fatigue Points** during the course of the adventure. Your DM will tell you when you need to make a *fatigue check*: an Endurance check to avoid gaining a Fatigue Point. Consult the chart below to determine the effect of the Fatigue Points you gain. All effects are cumulative.

FATIGUE POINTS

- 1 Fatigue Point:** You take a penalty to speed equal to your current number of fatigue points.
- 2 Fatigue Points:** You cannot take immediate actions.
- 3 Fatigue Points:** You take one action on your turn.
- 4 Fatigue Points:** You are weakened.
- 5+ Fatigue Points:** You are unconscious.

You can remove Fatigue Points by expending daily resources; as you get tired it is more difficult to call upon your reserves or use powers that require significant effort. Instead of gaining a Fatigue Point, you can instead choose to expend a daily resource. You have access to the following power:

TRIGGERED ACTION

Overcome Fatigue ♦ At-Will

Trigger: You would gain a Fatigue Point.

Effect (No Action): Instead of gaining a Fatigue Point, you spend a healing surge, spend an action point, or expend the use of a daily utility or attack power (but not an item power). The spent resource has no other effect other than canceling the Fatigue Point.

At the end of any short rest, you can also remove fatigue by expending resources. You may expend a healing surge, action point, or daily attack or utility power to remove one Fatigue Point. You may remove as many points as you wish in this way, but each point removed costs a separate resource. You do not gain any other benefit from these spent resources, other than removing one Fatigue Point.

At the end of any extended rest, all Fatigue Points are removed, unless some other condition or effect (such as a disease) prevents you from gaining the normal benefits of that extended rest.

Although Calimshan is part of the world and therefore a natural environment, the area around Suldolphor is infused with the energies of the Elemental Chaos and warped by the powerful spells and summonings that were used during the city's destruction. This renders mundane and even magical protections against fire and the elements less effective than they would otherwise be when it comes to resisting the cumulative effects of exposure to the desert.

Powers (which typically last for 5 minutes or until the end of an encounter), triggered abilities, and other short-duration effects that grant fire resistance, fire immunity, etc. do not help you or your allies on fatigue checks; these checks represent the impact of your cumulative exertions over a period of time. For example, if you have a utility power that grants you a bonus on Endurance checks, you may not activate that power right before making a fatigue check. Only permanent magic item properties, rituals or powers whose effects last at least 24 hours (or until your next extended rest), innate resistances, and other "always-active" effects count for this purpose.

If you are protected by a ritual that grants protection from the blazing desert sun or other natural environmental effects (such as Endure Elements), if you are protected by a ritual that wards against the effects of the Elemental Chaos (such as Endure Primordial Elements), if you are a creature with the elemental origin and the Fire keyword, or if you have at least 5 points of innate (always-active) fire resistance, you gain a +2 bonus on Endurance checks to resist fatigue, but you still have to make the checks.

If you are protected in two or more distinct ways (by using rituals against both natural and extraplanar elemental energy, or if you have innate fire resistance and you are protected by a ritual or power), then your bonus on Endurance checks to resist fatigue increases to +5, but you still have to make the checks.

HANDOUT 2: BOONS

All of these boons expire at the end of the adventure, whether they are used or not. Boons 1, 2, and 3 are given to each individual PC in the warband who meets the listed criteria; Boon 4 is automatic, but there is only one *horn of summoning* for the warband (not one per PC).

Boon 1: If you have Story Award CALI10 *Completed the Battlecloak Saga*, you are gifted with a pendant that is magically linked to the *Battlecloak of Vycaena*.

Battlecloak Pendant	Quest Item
<i>This unassuming pendant is magically linked to the Battlecloak of Vycaena.</i>	
Other Consumable	
Utility Power ♦ Consumable (No Action)	
<i>Effect:</i> Gain one action point that you must use before the end of the current encounter. This action point is not subject to the normal limit of one action point per encounter.	

Boon 2: If you have Story Award CALI20 *The Calimemnon Crystal*, the WeavePasha performs a ritual attuning you to the crystal. This grants you one extra healing surge (in excess of your normal daily maximum) for this adventure.

Boon 3: If you have story award CALI21 *Calimport Incited to War* or CALI23 *Memnon Incited to War*, you are gifted with a special ruby. (You receive only one ruby even if you have both Story Awards.)

Ruby of Recovery	Quest Item
<i>This blood-red ruby pulses faintly in time with the beating of your heart.</i>	
Other Consumable	
Utility Power (Healing) ♦ Consumable (Minor Action)	
<i>Effect:</i> Gain all the benefits that you normally gain when you use your <i>second wind</i> , without expending a healing surge. This does not count as your usage of <i>second wind</i> for the current encounter.	

Boon 4: Your warband is given a magical horn, in case of dire need. Choose who carries this item. (The item cannot be carried by the PC who is gone on the current Special Mission; the item must be left with someone else in the warband.)

Horn of Summoning	Quest Item
<i>Your need is great; you call upon a distant ally to rejoin the battle.</i>	
Other Consumable	
Utility Power (Teleportation) ♦ Consumable (Minor Action)	
<i>Effect:</i> You blow the horn. The member of your warband who is currently participating in a Special Mission is immediately recalled to the table. The targeted PC appears within 2 squares of you and acts immediately after you in the initiative order. The targeted PC may not refuse to answer this call.	

HANDOUT 3: WEAVEPASHA'S ELEMENTAL CRYSTAL

Due to your success in Special Mission 2, you have recovered a *WeavePasha's elemental crystal*. Its wielder may choose the type of implement it becomes. The *elemental crystal's* enhancement bonus during this adventure is based on the level of the character wearing it:

Level 1-5: +1 Level 11-15: +3
Level 6-10: +2 Level 16-20: +4

WeavePasha's Elemental Crystal	Rare
<i>This smoky crystal was created by the WeavePasha of Almraiven from the swirling energies of the Elemental Chaos at the ancient city of Suldolphor.</i>	
Implement: Any	
Enhancement Bonus: Attack rolls and damage rolls	
Critical: +1d6 energy damage per plus	
Property	
You gain a +2 item bonus on Arcana checks.	
Level 11: +3 item bonus	
Property	
When you first attune to this item, and at the end of every extended rest, the <i>elemental crystal</i> channels a randomly determined energy type. The crystal's critical hit damage is of this type. Roll 1d6:	
1 - Lightning; 2 - Thunder; 3 - Fire; 4 - Cold; 5 - Acid; 6 - Force	
Property	
You gain resist 5 to the energy type currently channeled by the crystal.	
Level 11: resist 10	
Attack Power (Varies) ♦ Encounter (No Action)	
<i>Trigger:</i> You hit with an attack using this implement.	
<i>Effect:</i> The triggering attack's damage type changes to the energy type currently channeled by the crystal. This completely replaces any energy type(s) that the triggering attack normally deals. The attack ignores all the target's resistances and immunities. If the triggering attack was not a critical hit, then the attack also deals +1d6 extra energy damage per point of the crystal's enhancement bonus.	
Utility Power ♦ Daily (Free Action)	
<i>Effect:</i> Randomly change the element to which the crystal is attuned, as if you had just completed an extended rest.	
Reference: Custom item inspired by <i>Faarlung's Algorithm</i> (Dungeon 179)	

Unless you choose it as one of your Treasures, the crystal's magic fades at the end of this adventure.

HANDOUT 4: INVULNERABLE COAT OF SULDOLPHOR

Due to your success in Special Mission 3, you have recovered an *Invulnerable Coat of Suldolphor*. Its wearer may choose the type of armor it becomes (plate armor, scale armor, or chainmail). The *invulnerable coat's* enhancement bonus during this adventure is based on the level of the character wearing it:

Level 1-5: +1 Level 11-15: +3

Level 6-10: +2 Level 16-20: +4

Invulnerable Coat of Suldolphor	Rare
<i>Imbued with the indomitable fighting spirit of the ghost legions of Suldolphor, this armor seeks to reclaim its ancient glory.</i>	
Armor: Chain, Scale, or Plate	
Enhancement Bonus: AC	
Property	
You gain a +2 item bonus on saving throws.	
Property	
You gain resist 5 acid, resist 5 fire, and resist 5 lightning. Level 11: Resist 10 acid, resist 10 fire, and resist 10 lightning	
Utility Power ♦ At-Will (Minor Action)	
<i>Effect:</i> Change one of the three resistances granted by the armor to any of the following damage types: acid, cold, fire, force, lightning, necrotic, psychic, or radiant. That resistance remains changed until you take an extended rest or use this power to change it again.	
Utility Power (Healing) ♦ Encounter (Minor Action)	
<i>Effect:</i> You can spend a healing surge.	
Reference: Custom item inspired by <i>The Invulnerable Coat of Arnd</i> (<i>Dungeon Master's Guide</i>)	

Unless you choose it as one of your Treasures, the armor's magic fades at the end of this adventure.

HANDOUT 5: BATTLE STANDARD OF SULDOLPHOR

Due to your warband's success in Mission 5, you have recovered a *battle standard of Suldolphor*.

Battle Standard of Suldolphor	Rare
<i>This tattered standard bears the evidence of a dozen great wars and a thousand battles. Dedicated to the spirit of ancient Suldolphor, the banner patiently waits for worthy warriors to carry it into combat.</i>	
Wondrous Item	
Owner	
The standard considers itself part of your company of heroes. The term "owner" in all of this item's powers refers to you or any of your allies.	
Property	
While the standard is planted (see below), any owner within the zone may activate its encounter powers, but each encounter power can still only be activated once per encounter (not once per owner). Any owner can plant the standard, but a character must be carrying the standard to plant it.	
Utility Power ♦ At-Will (Minor Action)	
Any owner of the standard who can see the standard can cause it to display any coloration, crest, icon, emblem, or other mark. The chosen symbol remains until an owner uses this power to change it.	
Utility Power (Zone) ♦ Encounter (Standard Action)	
<i>Effect:</i> You plant the standard in your space or an adjacent square. While planted, the standard creates a zone in a close burst 5. While in the zone, any owner of the standard gains a +1 power bonus to attack rolls and saving throws. The zone remains until the end of the encounter or until the standard is removed from the ground. It can be removed as a standard action, but only by one of its owners or by a creature that has reduced one of its owners to 0 hit points or fewer during this encounter. The standard can be set into any solid surface, even rocky ground or a stone floor. It doesn't occupy the square.	
Utility Power ♦ Encounter (Minor Action)	
<i>Requirement:</i> The battle standard must be planted, and the triggering owner must be within the zone created by the standard.	
<i>Effect:</i> Each owner of the standard within the zone may make a saving throw with a +5 bonus.	
Utility Power ♦ Encounter (Minor Action)	
<i>Requirement:</i> The battle standard must be planted, and the triggering owner must be within the zone created by the standard.	
<i>Effect:</i> Each owner of the standard within the zone gains combat advantage for the next attack he or she makes before the end of the triggering owner's next turn.	
Reference: Custom item inspired by the <i>Standard of Eternal Battle</i> (<i>Dungeon Master's Guide 2</i>)	

Unless you choose it as one of your Treasures, the battle standard's magic fades at the end of this adventure.

EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Calimshan story area!

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/ADCP0402LFR>

The survey period closes on **30 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 challenge level did the table choose MOST OFTEN?

- a. glory
- b. even split between glory / aggressive
- c. aggressive
- d. even split between aggressive / normal
- e. normal
- f. even split between normal / cautious
- g. cautious

2. What was the table outcome for the FINAL ENCOUNTER (Encounter 6)?

- a. total success: glory
- b. total success: aggressive
- c. total success: normal
- d. total success: cautious / partial success
- e. failure

3. How was the CHALLENGE of this adventure (difficulty of the combat encounters) relative to the players' expectations for a Battle Interactive?

- a. Too easy
- b. Too hard
- c. About right

4. How many TOTAL POINTS did the warband score across all six encounters? (Note: The maximum possible score is 18 points, which would require adopting an Aggressive stance and scoring a total success on every encounter.)

Number of Points:

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

5 4 3 2 1

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

5 4 3 2 1

Please share any additional thoughts and comments at:

<http://community.wizards.com/lfr>

Thanks for playing!

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	WIN/DCI Number
1	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

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Event Name: _____ Event Code: _____
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DUNGEON MASTER

DM Name: _____

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