

CONFLICT IN CALIMPORT

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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Tensions between Calimport, Memnon, and Almraiven are a constant for the citizens of Calimshan. If war were to break out between any two of these cities, the third would gain a powerful advantage. Ala'Ammar, patriarch of House Asada, seeks to free the slaves of both Calimport and Memnon. He seeks adventurers to travel to Calimport and incite them to go to war with Memnon, tipping the scales in Almraiven's favor. A *Living Forgotten Realms* adventure set in Calimshan for characters of the heroic tier (levels 1-10).

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text

word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire heroic tier of play (levels 1-10). Paragon and epic characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

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

CHARACTER DEATH

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

Pay for the Raise Dead ritual. If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.

Use a power that returns dead characters to life. Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.

Invoke the Death Charity clause. If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from

that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

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

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

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

MILESTONES

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

LASTING EFFECTS

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

(Adjust numbers below to fit the tier and delete this sentence.)

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

ADVENTURE BACKGROUND

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. He has set up spies within the air genasi controlled city of Calimport as well as the fire genasi controlled city of Memnon to gather information on each of the city's defenses and resources.

Now, Ala'Ammar and his supporters feel it is time to take a more dramatic step in their unseen war against Memnon and Calimport. He seeks to hire a group of adventurers to travel to Calimport, cause chaos within the city's walls, then frame Memnon for their actions, thereby starting a full out war between the two cities. This gives Almraiven the upper hand they need to defeat the two evil nations and free the enslaved people of Calimshan.

See Handout 1 for more about current events in Calimshan. Provide this handout to any players who are not familiar with the story arc.

DM's INTRODUCTION

During the Player's Introduction, the PCs receive a summons from Ala'Ammar. If the PCs accept the summons they meet with him in Almraiven to discuss why they should agree to start a war between Memnon and Calimport. If the PCs agree to the task, Ala'Ammar lays out three missions that his spies believe may

escalate a war between the two cities. The PCs can assassinate a well loved, yet ruthless genasi noble named Mansoor Khalid-Kader, steal a book containing Calimport's defense plans, and/or release an imprisoned efreet. Ala'Ammar stresses that the PCs only have time to accomplish two of the missions since they need to get in and out of the city in one day to avoid unwanted attention.

Ala'Ammar provides the PCs with the evidence they can leave behind to frame Memnon for the missions they complete in Calimport as well as a *potion of illusion* that disguises the PCs as fire genasi for two hours. He also provides them with the disguise of a caravan escort in order to get through the Calim Desert and into Calimport without raising suspicion. The caravan holds various goods as well as beasts for the Calimport Arena.

Encounter 1 begins on the last day of the PCs journey through the Calim Desert. A sand storm hits and while seeking shelter, the caravan is attacked by an undead mage. The mage releases a battle worg, which was meant for the Calimport Arena, when his summoned undead rise up from the desert sand and knock over the worg's cage. The worg is starved and attacks the PCs in hopes of fresh meat.

Encounter 2 occurs when the PCs enter Calimport with the caravan. The caravan master parts ways with the PCs after relaying some information on the various locations in Calimport. The PCs can start gathering information on the imprisoned efreet, Lord Mansoor Khalid-Kader, and the book containing Calimport's defense plans, as well as discover various ways to travel to Upper Calimport. They have the opportunity to learn that the well known noble Lord Mansoor Khalid-Kader is holding a party the next evening and is currently residing in the western palace of Upper Calimport with his band of fierce allies. The imprisoned efreet is located in the western tower of the eastern palace of Upper Calimport and is guarded by a large beast made of storm clouds and lightning. The defense plans are located in the exact center of Upper Calimport and are guarded by flying creatures. The PCs can also discover various ways to travel to Upper Calimport (bribing the Game Master to sneak them in with servants and slaves, sneaking in cargo delivered from the Spinning Threads Silk Shop, renting a magic carpet from the outdoor marketplace, convince guards to let them have access to a portal that would teleport them to Upper Calimport, use a *potion of flying* provided by Ala'Ammar in the Introduction, or use the *ebony fly* handed to them by the caravan master after Encounter 1).

Once the PCs enter Upper Calimport they can choose to do Encounter 4, 5, or 6. In Encounter 4 they find Lord Mansoor Khalid-Kader dining with his friends

and suddenly a dinner party turns into a fight to the death. In Encounter 5 the PCs fight a large scarab made of storm clouds and lightning as well as small wind stalkers, while disabling magical wind pockets to weaken the scarab. In Encounter 6 the PCs fight a genasi sky general and his air elementals as the floor slowly falls down around them.

Once the PCs are able to complete two of the tasks from Encounters 4, 5, or 6 the city erupts into chaos, the fire genasi disguises fade, and the PCs can easily escape in the confusion as the city prepares for war.

RELEVANT STORY AWARDS

Before beginning the adventure check to see if any players have the following Story Awards: **ADCP29 Outpost at Suldolphor** from *ADCP4-2 The Lost City of Suldolphor*, **CALI09 Delivered the Battlecloak** (and they chose Ala'Ammar), or **CALI10 Completed the Battlecloak Saga**. Players with these awards have the option to use certain items during the adventure as outlined in the Player's Introduction.

PLAYER'S INTRODUCTION

At the start of the adventure the PCs receive a summons to meet the servant of Ala'Ammar, patriarch of House Asada, in the city of Amn. The servant, Ran Shahib (*CALI3-1 Agony of Malice of Mintar*), after meeting with each PC, informs them that Ala'Ammar requests their presence in Almraiven to discuss a very delicate mission that can only be conveyed in person. PCs who have played *CALI3-1 Malice of Mintar*, *CALI3-2 Menace of Memnon*, *CALI3-3 Agony of Almraiven*, or *ADCP4-2* already know Ala'Ammar. Ran Shahib is a quiet man with straight posture who takes his job very seriously.

Describe the following to the PCs while traveling to Almraiven.

- If asked about the mission they are summoned for, Ran Sahib only says that his Master requests their presence and it is very important that they come as quickly as possible. He does not know any of the details for what Ala'Ammar is planning.
- Ran Sahib provides the PCs with as much comfort as possible during their journey.
- Each PC is offered a dromedary camel to carry them through the Calim Desert to Almraiven as well as desert garb to protect them from the harsh environment.

When the PCs arrive in Almraiven read the following.

When the blistering heat of the day turns into the frigid cold of night, the city of Almraiven spreads out across the horizon. The high sea walls of the city hug the coastline and the city itself is filled to the brim with pink and sand colored dwellings with metallic domes and tear shaped roofs glistening in the fading sunlight.

The city is built into tiers with the larger, more luxurious dwellings at the upper tiers and smaller, hut-like buildings dominating the lower tiers. The lower tiers are populated with refugees, brigands, and nomads. The middle area is dominated by a large open market place with stalls selling fine silks, grilled rattlesnake, and other delicacies, all within an array of street performers and snake charmers. The upper tiers are home to the nobility and rich citizens of Almraiven, where numerous servants in lavish litters carry finely dressed men in silk robes and elegant turbans. Among these fine homes and nobility is House Asada, Ala'Ammar's home.

When the PCs arrive at House Asada they are offered various comforts.

- Ran Shahib escorts the PCs through the main gate of House Asada to an area already prepared for their arrival.
- As they walk, Ran Shahib orders other servants to see to the PCs needs. The servants are more than happy to provide the PCs with a refreshing bath or food and drink.
- Each PC is offered their own tent to relax in before they are summoned to meet with Ala'Ammar.
- Each tent is carpeted with a finely hand crafted rug and covered with an array of large, colorful pillows. There is also a set of clean silk clothing in the PC's size that has been laid out in the room. A note on the garment reads, "Please change before dinner and make yourself comfortable."

After an hour, Ran Sahib asks the PCs to follow him to meet with his Master. Once the PCs agree to follow him or make their own way through Ala'Ammar's home read or paraphrase the following.

The dining room of House Asada is vast and finely decorated and dominated by a decadent feast laid out on the main table.

An imposing man with a handle bar moustache stands when Ran Shahib announces your presence. He nods to his left and right, dismissing various servants and gestures for you to sit down.

“Welcome,” he says with a heavy accent, “I do hope you find my hospitality suitable, for I cannot thank you enough for agreeing to talk with me.”

“First, the matters we are to discuss today are very delicate and I ask that you use as much discretion as possible. Now, where shall we begin?”

A DC 10 History check reveals that:

- Ala’Ammar is a well-known and well-liked noble in Almraiven. He and his family have a reputation for being honorable.
- Ala’Ammar has committed many of his personal resources to sheltering escaped slaves and is rumored to have ties to organizations opposed to slavery in the region.
- Although his pride never allows him to admit it, Ala’Ammar was once a slave himself in the city of Memnon, captured trying to help other slaves escape. When he gained his freedom, he vowed to devote his life to overthrow Memnon and free all the slaves of the area.

Once the PCs agree to hear what Ala’Ammar wishes to hire them for, he starts talking about why the nations of Memnon and Calimport need to be defeated and the slaves freed.

- Ala’Ammar has been gathering supporters to help him free the people of Calimshan from slavery for about a year.
- Ala’Ammar stresses the poor treatment of the slaves of Calimport and Memnon. They are worked until they die, given only enough sustenance to barely survive, and are forced to fight in the arenas of Calimport. Most receive daily beatings from their masters.
- The city states of Calimport and Memnon are evil. They care nothing for sentient life and never stop destroying those around them.

Once the PCs agree to help incite war between Calimport and Memnon, Ala’Ammar lays out his plan.

- Ala’Ammar’s agents have discovered that Calimport has an imprisoned efreet. This efreet is a source of pride for the air genasi of Calimport and represents their domination over Memnon. If agents of Memnon were thought to have released the efreet in Upper Calimport, then the air genasi would be forced to strike to reestablish their superiority over Memnon.
- The genasi noble, Lord Mansoor Khalid-Kader, is a ruthless and cunning individual, and for that the

citizens of Calimport have deep respect for him and hero worship him. His assassination by Memnon would surely cause a war between the two cities. Lord Mansoor is especially cruel to his slaves, such as having them fight to the death for his entertainment.

- There are rumors of a book that contains information on the defenses of Calimport. If this book was stolen by Memnon, it would escalate a great conflict between the two cities.

Ala’Ammar asks the PCs to go to Calimport, gain more details on their intended targets and perform the tasks at hand. His informants tell him that they are all located in the palaces floating over Calimport known as Upper Calimport, but he does not have the exact locations.

After the missions are discussed, Ala’Ammar gives some general advice to the PCs.

- Ala’Ammar stresses that time and discretion are essential, and it is likely the group would only be able to accomplish two of these tasks, for they must get in and out of the city in one day.
- Even though they only have time for two of the tasks, Ala’Ammar wishes for them to find out as much as they can about all three of the tasks.
- He advises the party to split up during the investigation to avoid drawing too much attention to themselves.
- Getting to Upper Calimport is not an easy task and it is more than likely that the PCs may have to split up. Ala’Ammar gives them the location of a safe area they can regroup within Upper Calimport, should they need it.

In order to wrap up the discussion, Ala’Ammar does the following.

- Ala’Ammar provides the PCs with the evidence they need to plant in order to frame Memnon for their work. This includes a few insignias of Memnon’s army, gold coins from Memnon, and a saber with the crest of Memnon on its hilt. He also provides each PC with a *potion of illusion* that make the PCs appear as fire genasi for about 2 hours. Any changeling PCs are offered a *potion of healing* instead since they can disguise themselves. Fire genasi PCs are offered a different version of the *potion of illusion*, which disguises them as earth genasi. He advises any fire genasi to use their potion to sneak out of the city once their mission is completed.
- Appropriate disguises are given to fire genasi and tieflings for use while they are in Lower Calimport.
- If the PCs agree to the task, Ala’Ammar sets them up as caravan escorts to get into the city of Calimport.

The caravan is delivering various goods as well as monsters for the city's arena.

- The caravan master, Admon, is a private and untrusting individual. Even though he is rather unapproachable, Ala'Ammar assures the PCs that Admon is trustworthy.
- Ala'Ammar gives the PC group 120 gold pieces for any expenses they may accrue during their mission in Calimport.

The PCs are promised a reward of 50 / 85 / 150 / 300 / 450 gp each for completing this task.

ENDING THE ENCOUNTER

The encounter ends when the PCs agree to Ala'Ammar's request and depart for Calimport.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

Each PC who has Story Award **CALI09 Delivered the Battlecloak** (and chose Ala'Ammar), **CALI10 Completed the Battlecloak Saga**, or **ADCP29 Outpost at Suldolphor** may choose one of the following items provided by Ala'Ammar for their use during the adventure: *potion of thunder resistance*, *potion of lightning resistance*, *potion of cold resistance*, or *elixir of flying*.

Any PC (regardless of Story Awards) is offered the use of an *inescapable weapon* (level 3 for AL 2 & AL4, level 8 for all other ALs) for use during the adventure. See the New Rules section for details.

ENCOUNTER 1: AMBUSHED!

ENCOUNTER LEVEL 3 / 5 / 7 / 9 / 11
(750 / 1028 / 1550 / 2028 / 3050 XP)

CREATURES

This encounter includes the following creatures at all adventure levels:

1 twisted apprentice (S)

1 hulking zombie (H)

6 decrepit skeletons (D)

1 battle worg (A)

SCALING THE ENCOUNTER

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

Four PCs: Remove the battle worg.

Six PCs: Add another hulking zombie.

SETUP

The characters are escorting a caravan of staple goods, exotic domestic pets, and a battle worg for Calimport's arena. Four merchants accompany the caravan.

- The caravan master, a male earth genasi named Admon, seldom talks. When he does, it's more likely than not an order.
- A human male named Kaler is a jovial and accommodating individual who spends his journey flirting with any female NPC and PCs.
- Jade is a mysterious and wise eladrin woman who mostly ignores Kaler's flirtation. She has a fondness for discussions regarding history, and is secretly a member of the Jenassar, a group opposed to slavery.
- Javer, a young male halfling, seems rather bored with the journey and takes to playing cards with the PCs or Kaler when time permits.
- If running the adventure at a convention do not let this part of the encounter run on too long. Ask the players if there is anything in particular that they wish their PCs to while on the journey and move on.

On their last day of their journey through the desert, the caravan party is suddenly forced to seek cover from one of the many frequent sandstorms that have plagued their long journey. Put out the map, and have the PCs decide where they are starting the encounter.

As the PCs brace themselves against the storm read or paraphrase the following:

Wind and sand buffets the caravan as its crew hunkers down to wait out yet another storm. A silhouette suddenly breaks the stinging golden haze ahead and a sinister whisper drifts on the winds, "Flies in my web? Excellent, I will add your biological and magical distinctiveness to my experiments."

Describe the hulking zombie tearing up from under the sand, toppling the caravan on its side. A black zone of undeath appears on the desert floor, converting an area into black sand. If things couldn't get worse, a cage holding a monster bound for the arena is destroyed. (The cage is not destroyed if only 4 PCs are playing.)

FEATURES OF THE AREA

Sandstorm: The sandstorm covers the entire map and obscures the area. Creatures more than 5 squares away have partial concealment.

Overtaken Caravan: Caravan squares are difficult terrain. Creatures standing in or behind a Caravan square have partial cover against non-adjacent opponents.

Dark Sand: A zone of negative energy acts as black sand. Creatures in the zone who regain hit points regain only half the number of hit points. Moderate DC Arcana or Religion check allows the PC to recognize the effects of the dark sand.

Sinking sand: Any creature entertaining the terrain is impeded by the slowly sinking sand. A creature that ends its turn is restrained until they escape (Moderate DC). The areas marked as difficult terrain are sinking sand.

Rocks: The rocks are simply treated as difficult terrain, they do not provide cover unless prone.

TACTICS

As the combat starts, the horses break free and run in the opposite direction of the undead. Admon directs his people to chase after the horses and calm them down. This ensures that the NPCs are not directly in the field of combat.

The undead try to subdue the PCs, as their master does not wish to destroy valuable test subjects. If they reduce a PC to 0 or fewer hit points, the PC falls unconscious and does not need to make death saving throws.

The hulking zombie mindlessly attacks anyone who last dealt it damage or the closest living humanoid.

The twisted apprentice and his skeletal minions prefer to attack PCs who are displaying holy symbols or using radiant attacks.

If the battle worg is released, it indiscriminately focuses on living creatures, since it has been starved while in captivity and is craving fresh meat. When the worg rolls for initiative it uses *slavering lunge* to move half its speed towards the closest living creature.

Note that if a PC had previously stated that they attempted to befriend the worg (including feeding it or using some other method to befriend it) during the journey, then that PC can attempt a moderate DC Nature check to get it to not attack that PC. The DM may choose to have the worg run away or simply stay out of the fight based on the actions of the PCs.

ENDING THE ENCOUNTER

The Encounter ends when the PCs have defeated the twisted apprentice, his undead minions, and the battle worg.

It takes the PCs a short rest and a bit of time to upright the caravan and fix the broken animal's cages with the help of Admon and the merchants. The PCs can then continue on to Calimport.

If the PCs save the caravan they earn story award **CALI22 Gratitude of Calimshan Caravan Company**. Admon, the male earth genasi caravan master, is very grateful for the PCs saving him. After the combat ends Admon approaches the PCs.

Admon, the earth genasi that was leading the caravan through the desert looks at the destroyed cargo and shakes his head, a slight smile forming on his lips, "The loss would have been much greater if you were not here. I cannot thank you enough. Calimport is dangerous, take this."

Admon offers the PCs an *ebony fly*. He is more than willing to tell the PCs what he knows of Upper Calimport.

- Admon is an active spy for the Weave Pasha of Almraiven and is very knowledgeable in the affairs of Calimshan.
- Ilmater's priests in Calimport use their healing powers on the captive slaves. These priests charge the genasi for their healing.
- The slave master Ghalid Haidar is a water genasi who is known to take bribes for information and for trips to Upper Calimport.
- A human named Darren Waters was caught trying to steal something of extreme value from the air genasi of Upper Calimport. The man was executed. Admon does not know what Darren was trying to steal but has heard that his brother, Henry Waters may have more information.

- Henry Waters is easy to identify because his pale skin and light hair sets him apart from the local's dark hair and skin.
- The Stormy Gale Inn is typically full of ruffians and the favorite gathering place of some local minotaur. The minotaur love to tell stories of Calimport and appreciate someone with a strong arm and who knows how to hold their drink.
- The Games Master of the Calimport Arenas is a cruel man named Esmail Azhar Bahji and his slaves show great appreciation to any who show them kindness.
- Esmail is always looking for extra hands to help set up his elaborate set designs for the games.
- The Calimport Marketplace is a good area to pick up general gossip.
- The slave who runs the Spinning Threads Silk Shop is rumored to be involved in a theft attempt in Upper Calimport.
- Sometimes the water genasi guards may take bribes or can be convinced to allow outsiders to use the portal that leads to Upper Calimport.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs are given an *ebony fly* from caravan master Admon. Note that this is a 9th level item and some groups can gain no benefit from having the item. The PCs find a *skull mask* on the twisted apprentice. PCs earn Story Award CALI22 Gratitude of Calimshan Caravan Company. Admon informs them that he is going to supply special mounts for their departure (war camels) that they can keep if they so desire.

ENCOUNTER 1: AMBUSHED! (ADVENTURE LEVEL 2)

1 Twisted Apprentice	Level 3 Elite Controller
Medium natural humanoid (undead)	XP 300
HP 94; Bloodied 47	Initiative +1
AC 17, Fortitude 14, Reflex 16, Will 15	Perception +4
Speed 6	
Resist 10 necrotic, Immune disease, poison;	
Vulnerable 5 radiant	
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
m Lightning Grasp (lightning) • At-Will	
Attack: Melee 2 (one creature); +6 vs. Reflex	
Hit: 1d6 + 5 lightning damage and the target is dazed until the end of the apprentice's next turn.	
R Icy Dart (cold) • At-Will	
Attack: Range 10 (one creature); +6 vs. Fortitude	
Hit: 1d8 + 6 cold damage and the apprentice pushes the target 1 square, and the target is slowed (save ends)	
Miss: The target is slowed until the end of the apprentice's next turn.	
C Lightning Talons (lightning) • Recharge 5-6	
Attack: Close blast 5 (creatures in blast); +6 vs. Reflex	
Hit: 2d6 + 4 lightning damage and the target is dazed until the end of the apprentice's next turn.	
Effect: The apprentice slides the target 3 squares to another square in the blast.	
TRIGGERED ACTIONS	
B Necrotic Burst (necrotic) • At-Will	
Trigger: The apprentice takes damage from an attack	
Attack (Immediate Reactions): Close burst 1 (enemies in burst); +6 vs. Fortitude.	
Hit: 2d6 + 3 necrotic damage and the apprentice pushes the target 2 squares. If the target is dazed, it is now stunned (save ends).	
Skills Arcana +10, Dungeoneering +10, History +10	
Str 12 (+2)	Dex 11 (+1) Wis 16 (+4)
Con 15 (+3)	Int 18 (+5) Cha 11 (+1)
Alignment Evil Languages Common, Draconic, Elven, Giant	
Note: Was Yisarn, skeletal mage. Added Giant language.	

1 Battle Worg	Level 3 Brute
Large natural magical beast	XP 150
HP 58; Bloodied 29	Initiative +2
AC 15, Fortitude 16, Reflex 15, Will 15	Perception +5
Speed 8	
TRAITS	
Frightful Growl (fear) • Aura 1	
Enemies take a -1 penalty to attack rolls while in the aura.	
Slavering Lunge	
When the worg rolls initiative, the worg can move up to half its speed as a free action.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC.	
Hit: 1d10 + 3 damage, and ongoing 5 damage (save ends).	
Str 15 (+3)	Dex 12 (+2) Wis 9 (+0)
Con 18 (+5)	Int 2 (-3) Cha 13 (+2)
Alignment Evil Languages --	

6 decrepit Skeleton	Level 1 Minion Skirmisher
Medium natural humanoid	XP 25
HP 1; a missed attack never damages a minion	Initiative +5
AC 16, Fortitude 13, Reflex 14, Will 13	Perception +2
Speed 6	Darkvision
Resist 10 necrotic, Immune disease, poison;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage	
Effect: The skeleton can shift 1 square before the attack.	
r Shortbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +6 vs. AC	
Hit: 3 damage	
Effect: The skeleton can shift 1 square before the attack.	
Str 15 (+2)	Dex 17 (+3) Wis 14 (+2)
Con 13 (+1)	Int 3 (-4) Cha 3 (-4)
Alignment chaotic evil Languages Giant	
Equipment Arrows x 20, longsword, shortbow	

1 Hulking Zombie	Level 3 Brute
Large natural humanoid (undead)	XP 150
HP 60; Bloodied 30	Initiative +0
AC 15, Fortitude 17, Reflex 13, Will 13	Perception +0
Speed 4	Darkvision
Immune disease, poison	
TRAITS	
Zombie Weakness	
A critical hit automatically reduces the zombie to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d12 +1 damage, or 2d12 +6 against a prone target or one that is grabbed by another creature.	
M Zombie Rush • At-Will	
Effect: The zombie charges and makes the following attack in place of a basic melee attack	
Attack: Melee 2 (one creature); +6 vs. Fortitude	
Hit: 2d12 + 1 damage, and the zombie pushes the target 1 square and knocks it prone.	
Str 20 (+6)	Dex 8 (+0) Wis 8 (+0)
Con 20 (+6)	Int 1 (-4) Cha 3 (-3)
Alignment unaligned Languages --	

ENCOUNTER 1: AMBUSHED! (ADVENTURE LEVEL 4)

1 Twisted Apprentice	Level 5 Elite Controller
Medium natural humanoid (undead)	XP 400
HP 126; Bloodied 63	Initiative +2
AC 19, Fortitude 16, Reflex 18, Will 17	Perception +5
Speed 6	
Resist 10 necrotic, Immune disease, poison;	
Vulnerable 5 radiant	
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
m Lightning Grasp (lightning) • At-Will	
Attack: Melee 2 (one creature); +8 vs. Reflex	
Hit: 1d6 + 7 lightning damage and the target is dazed until the end of the apprentice's next turn.	
R Icy Dart (cold) • At-Will	
Attack: Range 10 (one creature); +8 vs. Fortitude	
Hit: 1d8 + 8 cold damage and the apprentice pushes the target 1 square, and the target is slowed (save ends)	
Miss: The target is slowed until the end of the apprentice's next turn.	
C Lightning Talons (lightning) • Recharge 5-6	
Attack: Close blast 5 (creatures in blast); +8 vs. Reflex	
Hit: 2d6 + 6 lightning damage and the target is dazed until the end of the apprentice's next turn.	
Effect: The apprentice slides the target 3 squares to another square in the blast.	
TRIGGERED ACTIONS	
B Necrotic Burst (necrotic) • At-Will	
Trigger: The apprentice takes damage from an attack	
Attack(Immediate Reaction): Close burst 1 (enemies in burst); +8 vs. Fortitude.	
Hit: 2d6 + 5 necrotic damage and the apprentice pushes the target 2 squares. If the target is dazed, it is now stunned (save ends).	
Skills Arcana +11, Dungeoneering +11, History +11	
Str 12 (+3)	Dex 11 (+2) Wis 16 (+5)
Con 15 (+4)	Int 18 (+6) Cha 11 (+2)
Alignment Evil	Languages Common, Draconic, Elven, Giant
Note: Was Yisarn, skeletal mage. Added Giant language.	

1 Battle Worg	Level 5 Brute
Large natural magical beast	XP 200
HP 78; Bloodied 39	Initiative +3
AC 17, Fortitude 18, Reflex 17, Will 17	Perception +6
Speed 8	
TRAITS	
Frightful Growl (fear) • Aura 1	
Enemies take a -1 penalty to attack rolls while in the aura.	
Slavering Lunge	
When the worg rolls initiative, the worg can move up to half its speed as a free action.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC.	
Hit: 1d10 + 5 damage, and ongoing 5 damage (save ends).	
Str 15 (+4)	Dex 12 (+3) Wis 9 (+1)
Con 18 (+6)	Int 2 (-2) Cha 13 (+3)
Alignment Evil	Languages --

6 decrepit Skeleton	Level 3 Minion Skirmisher
Medium natural humanoid	XP 38
HP 1; a missed attack never damages a minion	Initiative +4
AC 18, Fortitude 15, Reflex 16, Will 15	Perception +3
Speed 6	Darkvision
Resist 10 necrotic, Immune disease, poison;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 6 damage	
Effect: The skeleton can shift 1 square before the attack.	
r Shortbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +8 vs. AC	
Hit: 5 damage	
Effect: The skeleton can shift 1 square before the attack.	
Str 15 (+3)	Dex 17 (+4) Wis 14 (+3)
Con 13 (+2)	Int 3 (-3) Cha 3 (-3)
Alignment chaotic evil	Languages Giant
Equipment Arrows x 20, longsword, shortbow	

1 Hulking Zombie	Level 5 Brute
Large natural humanoid (undead)	XP 200
HP 80; Bloodied 40	Initiative +1
AC 17, Fortitude 19, Reflex 15, Will 15	Perception +1
Speed 4	Darkvision
Immune disease, poison	
TRAITS	
Zombie Weakness	
A critical hit automatically reduces the zombie to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 2d12 + 3 damage, or 2d12 + 8 against a prone target or one that is grabbed by another creature.	
M Zombie Rush • At-Will	
Effect: The zombie charges and makes the following attack in place of a basic melee attack	
Attack: Melee 2 (one creature); +8 vs. Fortitude	
Hit: 2d12 + 3 damage, and the zombie pushes the target 1 square and knocks it prone.	
TRIGGERED ACTION	
Deadless Hunger • Encounter	
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.	
Effect (No Action): Roll a d20. On 15 or higher, the zombie is instead reduced to 1 hit point.	
Str 20 (+7)	Dex 8 (-1) Wis 8 (+1)
Con 20 (+7)	Int 1 (-3) Cha 3 (-2)
Alignment unaligned	Languages --

ENCOUNTER 1: AMBUSHED! (ADVENTURE LEVEL 6)

1 Twisted Apprentice	Level 7 Elite Controller
Medium natural humanoid (undead)	XP 600
HP 158; Bloodied 79	Initiative +3
AC 21, Fortitude 18, Reflex 20, Will 19	Perception +6
Speed 6	
Resist 10 necrotic, Immune disease, poison;	
Vulnerable 5 radiant	
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
m Lightning Grasp (lightning) • At-Will	
Attack: Melee 2 (one creature); +10 vs. Reflex	
Hit: 1d6 + 9 lightning damage and the target is dazed until the end of the apprentice's next turn.	
r Icy Dart (cold) • At-Will	
Attack: Range 10 (one creature); +10 vs. Fortitude	
Hit: 1d8 + 10 cold damage and the apprentice pushes the target 1 square, and the target is slowed (save ends)	
Miss: The target is slowed until the end of the apprentice's next turn.	
C Lightning Talons (lightning) • Recharge 5-6	
Attack: Close blast 5 (creatures in blast); +10 vs. Reflex	
Hit: 2d6 + 8 lightning damage and the target is dazed until the end of the apprentice's next turn.	
Effect: The apprentice slides the target 3 squares to another square in the blast.	
TRIGGERED ACTIONS	
B Necrotic Burst (necrotic) • At-Will	
Trigger: The apprentice takes damage from an attack	
Attack(Immediate Reaction): Close burst 1 (enemies in burst); +10 vs. Fortitude.	
Hit: 2d6 + 8 necrotic damage and the apprentice pushes the target 2 squares. If the target is dazed, it is now stunned (save ends).	
Skills Arcana +12, Dungeoneering +12, History +12	
Str 12 (+4)	Dex 11 (+3) Wis 16 (+6)
Con 15 (+5)	Int 18 (+7) Cha 11 (+3)
Alignment Evil	Languages Common, Draconic, Elven, Giant
Note: Was Yisarn, skeletal mage. Added Giant language.	

1 Battle Worg	Level 6 Brute
Large natural magical beast	XP 250
HP 88; Bloodied 44	Initiative +4
AC 18, Fortitude 19, Reflex 18, Will 18	Perception +7
Speed 8	
TRAITS	
Frightful Growl (fear) • Aura 1	
Enemies take a -1 penalty to attack rolls while in the aura.	
Slavering Lunge	
When the worg rolls initiative, the worg can move up to half its speed as a free action.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC.	
Hit: 1d10 + 6 damage, and ongoing 5 damage (save ends).	
Str 15 (+5)	Dex 12 (+4) Wis 9 (+2)
Con 18 (+7)	Int 2 (-1) Cha 13 (+4)
Alignment Evil	Languages --

6 decrepit Skeleton	Level 7 Minion Skirmisher
Medium natural humanoid	XP 75
HP 1; a missed attack never damages a minion	Initiative +8
AC 22, Fortitude 19, Reflex 20, Will 19	Perception +5
Speed 6	Darkvision
Resist 10 necrotic, Immune disease, poison;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage	
Effect: The skeleton can shift 1 square before the attack.	
r Shortbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +12 vs. AC	
Hit: 6 damage	
Effect: The skeleton can shift 1 square before the attack.	
Str 15 (+5)	Dex 17 (+6) Wis 14 (+5)
Con 13 (+4)	Int 3 (-1) Cha 3 (-1)
Alignment chaotic evil	Languages Giant
Equipment Arrows x 20, longsword, shortbow	

1 Hulking Zombie	Level 6 Brute
Large natural humanoid (undead)	XP 250
HP 90; Bloodied 45	Initiative +2
AC 18, Fortitude 20, Reflex 16, Will 16	Perception +2
Speed 4	Darkvision
Immune disease, poison	
TRAITS	
Zombie Weakness	
A critical hit automatically reduces the zombie to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d12 + 4 damage, or 2d12 +9 against a prone target or one that is grabbed by another creature.	
M Zombie Rush • At-Will	
Effect: The zombie charges and makes the following attack in place of a basic melee attack	
Attack: Melee 2 (one creature); +9 vs. Fortitude	
Hit: 2d12 + 4 damage, and the zombie pushes the target 1 square and knocks it prone.	
Str 20 (+8)	Dex 8 (+2) Wis 8 (+2)
Con 20 (+8)	Int 1 (-2) Cha 3 (-1)
Alignment unaligned	Languages --

ENCOUNTER 1: AMBUSHED! (ADVENTURE LEVEL 8)

1 Twisted Apprentice	Level 9 Elite Controller
Medium natural humanoid (undead)	XP 800
HP 190; Bloodied 95	Initiative +3
AC 23, Fortitude 20, Reflex 22, Will 21	Perception +6
Speed 6	
Resist 10 necrotic, Immune disease, poison;	
Vulnerable 5 radiant	
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
m Lightning Grasp (lightning) • At-Will	
Attack: Melee 2 (one creature); +12 vs. Reflex	
Hit: 1d6 + 11 lightning damage and the target is dazed until the end of the apprentice's next turn.	
R Icy Dart (cold) • At-Will	
Attack: Range 10 (one creature); +12 vs. Fortitude	
Hit: 1d8 + 12 cold damage and the apprentice pushes the target 1 square, and the target is slowed (save ends)	
Miss: The target is slowed until the end of the apprentice's next turn.	
C Lightning Talons (lightning) • Recharge 5-6	
Attack: Close blast 5 (creatures in blast); +12 vs. Reflex	
Hit: 2d6 + 9 lightning damage and the target is dazed until the end of the apprentice's next turn.	
Effect: The apprentice slides the target 3 squares to another square in the blast.	
TRIGGERED ACTIONS	
b Necrotic Burst (necrotic) • At-Will	
Trigger: The apprentice takes damage from an attack	
Attack(Immediate Reaction): Close burst 1 (enemies in burst); +12 vs. Fortitude.	
Hit: 2d6 + 9 necrotic damage and the apprentice pushes the target 2 squares. If the target is dazed, it is now stunned (save ends).	
Skills Arcana +13, Dungeoneering +13, History +13	
Str 12 (+5) Dex 11 (+4) Wis 16 (+7)	
Con 15 (+6) Int 18 (+8) Cha 11 (+4)	
Alignment Evil Languages Common, Draconic, Elven, Giant	
Note: Was Yisarn, skeletal mage. Added Giant language.	

1 Battle Worg	Level 8 Brute
Large natural magical beast	XP 350
HP 108; Bloodied 54	Initiative +5
AC 20, Fortitude 21, Reflex 20, Will 20	Perception +8
Speed 8	
TRAITS	
Frightful Growl (fear) • Aura 1	
Enemies take a -1 penalty to attack rolls while in the aura.	
Slavering Lunge	
When the worg rolls initiative, the worg can move up to half its speed as a free action.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC.	
Hit: 1d10 + 8 damage, and ongoing 5 damage (save ends).	
Str 15 (+6) Dex 12 (+5) Wis 9 (+3)	
Con 18 (+8) Int 2 (+0) Cha 13 (+5)	
Alignment Evil Languages --	

6 decrepit Skeleton	Level 8 Minion Skirmisher
Medium natural humanoid	XP 88
HP 1; a missed attack never damages a minion	Initiative +9
AC 23, Fortitude 20, Reflex 21, Will 20	Perception +6
Speed 6	Darkvision
Resist 10 necrotic, Immune disease, poison;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 8 damage	
Effect: The skeleton can shift 1 square before the attack.	
r Shortbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +13 vs. AC	
Hit: 7 damage	
Effect: The skeleton can shift 1 square before the attack.	
Str 15 (+6) Dex 17 (+7) Wis 14 (+6)	
Con 13 (+5) Int 3 (+0) Cha 3 (+0)	
Alignment chaotic evil Languages Giant	
Equipment Arrows x 20, longsword, shortbow	

1 Hulking Zombie	Level 8 Brute
Large natural humanoid (undead)	XP 350
HP 110; Bloodied 55	Initiative +3
AC 20, Fortitude 22, Reflex 18, Will 18	Perception +3
Speed 4	Darkvision
TRAITS	
Zombie Weakness	
A critical hit automatically reduces the zombie to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d12 + 6 damage, or 2d12 +11 against a prone target or one that is grabbed by another creature.	
M Zombie Rush • At-Will	
Effect: The zombie charges and makes the following attack in place of a basic melee attack	
Attack: Melee 2 (one creature); +11 vs. Fortitude	
Hit: 2d12 + 6 damage, and the zombie pushes the target 1 square and knocks it prone.	
Str 20 (+9) Dex 8 (+3) Wis 8 (+3)	
Con 20 (+9) Int 1 (-1) Cha 3 (+0)	
Alignment unaligned Languages --	

ENCOUNTER 1: AMBUSHED! (ADVENTURE LEVEL 10)

1 Twisted Apprentice	Level 11 Elite Controller
Medium natural humanoid (undead)	XP 1200
HP 222; Bloodied 111	Initiative +5
AC 25, Fortitude 22, Reflex 24, Will 23	Perception +8
Speed 6	
Resist 10 necrotic, Immune disease, poison;	
Vulnerable 5 radiant	
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
m Lightning Grasp (lightning) • At-Will	
Attack: Melee 2 (one creature); +14 vs. Reflex	
Hit: 2d6 + 7 lightning damage and the target is dazed until the end of the apprentice's next turn.	
R Icy Dart (cold) • At-Will	
Attack: Range 10 (one creature); +14 vs. Fortitude	
Hit: 2d8 + 7 cold damage and the apprentice pushes the target 1 square, and the target is slowed (save ends)	
Miss: The target is slowed until the end of the apprentice's next turn.	
C Lightning Talons (lightning) • Recharge 5-6	
Attack: Close blast 5 (creatures in blast); +14 vs. Reflex	
Hit: 3d6 + 11 lightning damage and the target is dazed until the end of the apprentice's next turn.	
Effect: The apprentice slides the target 3 squares to another square in the blast.	
TRIGGERED ACTIONS	
B Necrotic Burst (necrotic) • At-Will	
Trigger: The apprentice takes damage from an attack	
Attack (Immediate Reaction): Close burst 1 (enemies in burst); +14 vs. Fortitude.	
Hit: 3d6 + 6 necrotic damage and the apprentice pushes the target 2 squares. If the target is dazed, it is now stunned (save ends).	
Skills Arcana +14, Dungeoneering +14, History +14	
Str 12 (+7)	Dex 11 (+6) Wis 16 (+9)
Con 15 (+8)	Int 18 (+10) Cha 11 (+6)
Alignment Evil	Languages Common, Draconic, Elven, Giant
Note: Was Yisarn, skeletal mage. Added Giant language.	

1 Battle Worg	Level 10 Brute
Large natural magical beast	XP 500
HP 128; Bloodied 64	Initiative +6
AC 22, Fortitude 23, Reflex 22, Will 22	Perception +9
Speed 8	
TRAITS	
Frightful Growl (fear) • Aura 1	
Enemies take a -1 penalty to attack rolls while in the aura.	
Slavering Lunge	
When the worg rolls initiative, the worg can move up to half its speed as a free action.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC.	
Hit: 1d10 + 10 damage, and ongoing 5 damage (save ends).	
Str 15 (+7)	Dex 12 (+6) Wis 9 (+4)
Con 18 (+9)	Int 2 (+0) Cha 13 (+6)
Alignment Evil	Languages --

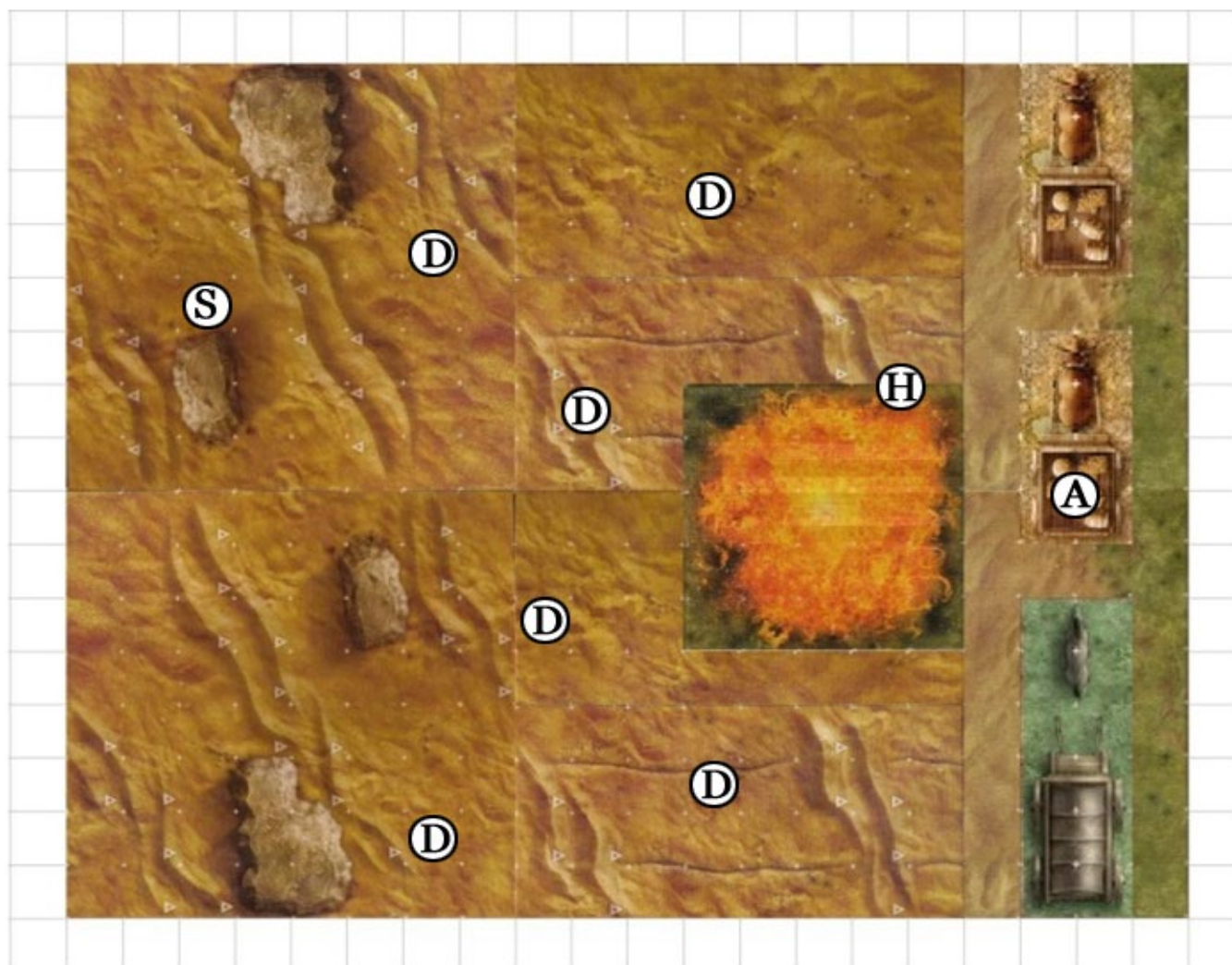
6 decrepit Skeleton	Level 10 Minion Skirmisher
Medium natural humanoid	XP 125
HP 1; a missed attack never damages a minion	Initiative +10
AC 25, Fortitude 22, Reflex 23, Will 22	Perception +7
Speed 6	
Resist 10 necrotic, Immune disease, poison;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 9 damage	
Effect: The skeleton can shift 1 square before the attack.	
r Shortbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +15 vs. AC	
Hit: 8 damage	
Effect: The skeleton can shift 1 square before the attack.	
Str 15 (+7)	Dex 17 (+8) Wis 14 (+7)
Con 13 (+6)	Int 3 (+1) Cha 3 (+1)
Alignment chaotic evil	Languages Giant
Equipment Arrows x 20, longsword, shortbow	

1 Hulking Zombie	Level 11 Brute
Large natural humanoid (undead)	XP 600
HP 140; Bloodied 70	Initiative +4
AC 23, Fortitude 25, Reflex 21, Will 21	Perception +4
Speed 4	
Immune disease, poison	
TRAITS	
Zombie Weakness	
A critical hit automatically reduces the zombie to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 2d12 + 9 damage, or 2d12 + 9 against a prone target or one that is grabbed by another creature.	
M Zombie Rush • At-Will	
Effect: The zombie charges and makes the following attack in place of a basic melee attack	
Attack: Melee 2 (one creature); +14 vs. Fortitude	
Hit: 2d12 + 9 damage, and the zombie pushes the target 1 square and knocks it prone.	
Str 20 (+10)	Dex 8 (+4) Wis 8 (+4)
Con 20 (+10)	Int 1 (+0) Cha 3 (+1)
Alignment unaligned	Languages --

ENCOUNTER 1: AMBUSHED! MAP

TILE SETS NEEDED

Desert of Athas DU7 x2,
Dungeon Tiles Master Set: Wilderness 1x,
Dungeon Tiles Master Set: The City 1x



PCs start in the area surrounding the caravan.
The twisted apprentice (S) in the middle left hand side of the map on the dune.
The zombie hulk (H) starts in the desecration.
The decrepit skeletons (D) start sprinkled across the map.
The battle worg (W) starts in the ruins of the middle wagon.
The firey area represents black sand
The difficult terrain markers represent the sinking sand areas.

ENCOUNTER 2: PALACES IN THE SKY

The PCs enter Calimport and must be discreet while gathering information, as well as discovering how they can travel to Upper Calimport. Upper Calimport is a city of beautiful palaces that hovers 500 feet above Lower Calimport.

Admon, the caravan master, is heading to the Calimport Arena and then the marketplace to sell his goods, but he is more than happy to point the PCs in any direction they ask. The other merchants are heading straight for the marketplace.

Lower Calimport was once a great city of free men, and now it lies in decay. All around are buildings in disrepair and streets filled with garbage and refuse. On the streets are slaves of every race, their skeletons prominent under tight flesh and covered in filth, blood, and bruises.

Looking above the city, one cannot miss the contrast. Magnificent palaces hover above the ruined city of Calimport, flaunting their wealth and beauty.

This encounter is an extended, freeform roleplaying scene. You may want to remind the players that Ala'Ammar advised they split up in order to not draw attention to themselves, and they need to find separate, discreet ways to travel to Upper Calimport. Feel free to allow the players to use skill checks and be as creative as they want to be.

As the PCs gather information, they can learn the following information from various locations (Slave Market, Stormy Gale Tavern, Calimport Arena, Spinning Threads Silk Shop, Calimport Marketplace, and Guard Station) throughout the city.

- The imprisoned efreet is located in the eastern palace of Upper Calimport.
- The efreet is guarded by a large elemental made of storm clouds.
- Lord Mansoor Khalid-Kader has just arrived back in Calimport with his band of genasi and is having a celebration at his palace in the western section of Upper Calimport.
- Lord Mansoor Khalid-Kader's party has an array of skill sets, such as healing, sword expertise, and bow expertise.
- The Calimport defense book is located on the top of the tallest tower of the palace directly in the middle of Upper Calimport.

- The Calimport defense book is guarded by flying creatures.

There are numerous ways to get to Upper Calimport.

- The slave master, Ghalib, can be bribed into sneaking PCs to Upper Calimport with servants and slaves.
- PCs can rent a magic carpet from the Calimport marketplace.
- PCs can sneak up in cargo delivered from the Spinning Threads Silk Shop.
- PCs can convince genasi water-soul guards to allow them access to a portal that would teleport them there.
- PCs may have chosen a *potion of flying* from Ala'Ammar in the Introduction.
- Admon offered the PCs an *ebony fly* after they completed Encounter 1.(see New Item section for stats).

SLAVE MARKET

The largest slave market is located in the center of Lower Calimport. The slaves are kept in tight pens and cages, cramped together and stirring in their own filth. A muscular, gruff looking water genasi with a deep, booming voice is bellowing out orders to various genasi as a number of genasi servants and humanoid slaves are piled into a small metal chamber. Once the chamber is filled to its capacity it levitates into the air, making its way to Upper Calimport.

The following information can be learned at the Slave Market.

- The water genasi in charge of the market is Ghalid Haidar, and he is willing to smuggle the PCs to Upper Calimport in the levitating elevator for 50 gp each. He is not willing to risk taking more than two of the PCs for fear of being caught by his air genasi masters.
- Ghalid's trust can only be gained with bribes. PCs may be able to lower his request with a Hard DC Bluff, Diplomacy, or Intimidate check.
- One of the slaves, Darren Waters, was executed for trying to steal the Calimport defense book. His brother and fellow slave, Henry Waters, informs any PC who hints at their reasons for being in Calimport that the book is located in the central palace of Upper Calimport and is guarded by flying elementals.
- Henry advises the PCs to seek the halfling slave, Deree, who runs the Spinning Threads Silk Shop.

STORMY GALE TAVERN

The Stormy Gale Tavern is made entirely out of stone, carved from the wind itself. The door and windows of the place are exposed to the elements, making one wonder how it is protected from sandstorms. Inside, the tables, bar, and stools are carved up out of the floor, making it impossible to move them around.

The barkeep looks like a cross between a yak and a man with a long, silver goatee. In the corner of the room is a group of minotaur, loudly challenging each other to arm wrestling matches as they drink and laugh.

The following information can be learned at the Stormy Gale Tavern.

- The minotaurs are impressed by anyone who can beat them at an arm wrestling match (Moderate DC Athletics) or drink a very powerful whiskey called the Minotaur's Horn (Moderate DC Endurance). If a PC impresses the minotaur they tell the tale of the imprisoned efreet.
- The tavern is full of lively and drunk patrons who gladly boast of tales of Calimport to worthy travelers. One such tale is how the noble air genasi of Upper Calimport managed to capture an efreet and place the beast in a small bottle. The bottle, it is said, it guarded day and night by a large air elemental in the eastern palace of Upper Calimport.
- Bontaro, the yikaria (yak-man) barkeep, has just heard that Lord Mansoor Khalid-Kader has returned to the western palace of Upper Calimport with his group. The barkeep has served his group many times and knows one to be a healer and a few others are very good with bows.

GLADIATOR ARENA

The large arena of Calimport towers over the deteriorating city. Above, suspended in the air by magical means, are the seating areas. The entire area is lit by hundreds of orange, yellow, and red floating lanterns. Currently, no show is being preformed and the seats are empty.

A muscular, foul-tempered earth genasi is directing orders at his slaves who are dragging columns into the arena, to set up for the next fight.

The following information can be learned at the Gladiator Arena.

- The earth genasi is Esmail Azhar Bahij, the game master of the Calimport Arena. He's in charge of importing rare beasts for the slaves to fight in the

arena. Esmail is an angry, unintelligent individual and enjoys watching others suffer.

- Esmail's slaves talk to anyone who helps them set up the arena, since kindness is such a rare thing in Calimport.
- Esmail and his slaves know that Lord Mansoor Khalid-Kader has recently returned to the city and is holding a large celebration tomorrow evening at his palace on the western side of Upper Calimport.
- If a PC shows interest in Esmail's games or monsters he uses, he admits that he wants the efreet for his arena. He believes it's a waste to keep it imprisoned in the eastern palace.

SPINNING THREADS SILK SHOP

The Spinning Threads Silk Shop is one of the nicer buildings in Calimport, which isn't saying much given the decrepit state of the city. Inside are various robes, turbans, and veils as well as fine silk sandals. Behind the counter is a young female halfling with a large windblown sand tattoo on her left cheek. She smiles pleasantly and says in a warm, sweet voice, "How may I help you?"

The following information can be learned at the Spinning Thread Silk Shop. PCs with the Story Award **CALI04 Branded by the Brotherhood** have no trouble convincing her to talk (no check necessary). She is so distraught by Darren Waters death that PCs without the story award need only a moderate DC Bluff/Diplomacy/Intimidate to throw caution to the winds and tell all.

- The halfling, Deree Surefoot, has been a slave of Lord Mansoor Khalid-Kadar since she was 10 years old. She has been ill treated her entire life and beaten every day she can remember for the most mild offenses. She is never struck in her face because Mansoor wants her to always smile and look pleasant while running the silk shop.
- Lord Mansoor has his slaves tortured and killed for entertainment purposes. Deree hates the man and wants nothing more but to see him dead.
- The windblown sand tattoo on her left cheek indicates that she is a slave of Calimport. All slaves are branded this way once they are sold.
- Due to her ill treatment, Deree had been working with Darren Waters in an attempt to steal a book containing the defenses of Calimport. Their mission failed while trying to sneak into the central palace of Upper Calimport; Darren was caught and killed, but she was able to escape.

- She thinks the book is being guarded by air elementals.
- She knows that Lord Mansoor Khalid-Kader returned to the western palace of Upper Calimport and is staying there with his adventuring party. They consist of bow fighters and healers.
- Deree makes nightly shipments of silk to Upper Calimport and tells the PCs she can fit at least 2 of them in her crates to smuggle into the city.

CALIMPORT MARKETPLACE

The large outdoor marketplace of Calimport is located in the eastern side of the city. Servant water genasi and slaves of all races run small booths and tents trading various goods of seemingly little value.

PCs can learn the following from general gossip or a Moderate DC Streetwise check.

- Lord Mansoor Khalid-Kader is throwing a feast tomorrow evening in the western palace of Upper Calimport with his adventuring company.
- Those invited to the party or who want to watch the celebration have already rented flying carpets at one of the booths in the marketplace. Carpets can be rented for 10 gp, but they are running out fast. If the PCs wish to rent a magic carpet, there are only two left.
- The “flying carpets” are not actual flying carpets, they are normal carpets powered by flying air elementals that have been trained to lift them.

CALIMPORT GUARD STATION

The guard station is a large, dome shaped building and is one of the few building that has not been left to decay over the years. Around the perimeter are a number of water and earth genasi guards. A blue light shimmers from somewhere within the building.

The following information can be learned at the Calimport Guard Station.

- The shimmering blue light is a heavily guarded portal in the middle of the guard station that leads to Upper Calimport.
- The guards can only be convinced or bribed to allow two PCs to use the portal to Upper Calimport.
- The guards should be hard to convince, and the PCs need to come up with a decent story as to why they are needed in Upper Calimport. (Hard DC Bluff/Diplomacy)

ENDING THE ENCOUNTER

The scene ends when the PCs have determined which methods they are going to use to get to Upper Calimport and which targets they are going to attack

If the PCs decide to assassinate the noble, go to Encounter 3. If they decide to free the imprisoned efreet, go to Encounter 4. If they decide to steal the Calimport defense plans, go to Encounter 5.

At this point you may want to remind the players that Ala’Ammar gave them a safe location to reconvene in Upper Calimport as well as a *potion of illusion* to disguise themselves as fire genasi.

MILESTONE

The encounter does not count toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: PARTY CRASHERS

ENCOUNTER LEVEL 3 / 5 / 7 / 9 / 11
(800 / 1100 / 1500 / 2100 / 3000 XP)

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 1 skystorm noble (Mansoor Khalid-Kader) (N)
- 1 skystorm advisor (A)
- 2 skystorm slayers (S)

SCALING THE ENCOUNTER

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

Four PCs: Remove a skystorm slayer.

Six PCs: Add another skystorm advisor.

SETUP

The PCs navigate to Upper Calimport and make their way to Lord Mansoor's palace in the western section of Calimport. Remind the players about the *potion of illusion* they were given to disguise themselves as fire genasi.

TRAVELING IN UPPER CALIMPORT

Describe how the PCs stealthily avoid groups of guards and quickly dispatch others as they make their way through Upper Calimport and then Lord Mansoor's palace. Many of the streets and bridges are made of a cloud-like substance allowing the PCs to see Lower Calimport below them. In the skies they may see flying dijins and other air elementals.

As the PCs enter the lavishly appointed barracks read or paraphrase the following.

An immense genasi sits at an impossibly long table that overflows with exotic delicacies including eels, steamed baby fire beetles, piping hot eyeball soup, and chilled su-monster brains as his guests mill about the room. He licks grease off of his pudgy fingers and draws his falchion. He guffaws, "Agents of Memnon, here?!" the monologue cut short by a large belch, "Perhaps I can make more room for dessert - by killing you."

The goal of this encounter is for the PCs to defeat Lord Mansoor and plant evidence framing Memnon.

FEATURES OF THE AREA

Room: The ceilings of the room are 30 feet high.

Illumination: The room is brightly lit by numerous floating lanterns.

Table: The table is treated as difficult terrain. Engaging in combat while on the table requires an Easy DC Acrobatics as the PC tries to balance on the table while fighting. On a failure, the PC falls prone. It takes a hard DC Athletics check to turn the table on its side if there is only one creature attempting it. If 2 try then the DC becomes moderate and if 3 or more try it becomes an easy DC.

Chairs: The chairs are treated as difficult terrain and can provide partial cover.

Firepits: The firepits are treated as difficult terrain. A creature entering or ending their turn in a firepit takes 5 fire damage (damage is only taken once per turn).

Statues: The statues are 20 feet tall and act as blocking terrain. The statues can be climbed with a Moderate DC Athletics check. Creatures that engage in combat while on top of a statue must make a Moderate DC Acrobatics check to avoid falling.

TACTICS

Lord Mansoor and his guests have no regard for sentient life; view the PCs as agents from Memnon, and attack to kill.

The skylord advisor and his allies gain a +3 to initiative from the advisor's *improved combat leader* ability.

The noble wades into melee to engage as many PCS as he can and defend his guests. The advisor uses *emergency healing* each round on the ally in most need and uses *direct the strike* on the slayers to twin strike enemies not engaged with the noble.

ENDING THE ENCOUNTER

The encounter ends when the PCs defeat Lord Mansoor Khalid-Kader (the skystorm noble) and leave behind evidence framing Memnon for the deed.

If this is the second encounter the PCs have successfully completed in Upper Calimport, go to "Concluding the Adventure". Otherwise, the PCs can continue to complete their second mission in Upper Calimport. If the PCs decide to free the efreet go to Encounter 4, and if they decide to steal the Calimport defense book go to Encounter 5.

MILESTONE

This encounter counts toward a milestone.

EXPERIENCE

With the successful completion of this encounter the PCs achieve one of the major objectives of the adventure.

TREASURE

The PCs find *piecemeal armor* (+1/level 5 at AL 2-4, +2/level 10 at AL 6-10) and a *ranging defender shield* (level 4) in the possession of Lord Mansoor.

ENCOUNTER 3: PARTY CRASHERS (ADVENTURE LEVEL 2)

Skystorm Noble (Mansoor)	Level 4 Elite Brute
Medium elemental humanoid	XP 350
HP 138; Bloodied 69	Initiative 4
AC 16, Fortitude 18, Reflex 16, Will 15	Perception +3
Speed 5	
Resist 5 cold	
Saving Throws +2; Action Points 1,	
STANDARD ACTIONS	
m Falchion (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d8 + 6 damage	
Effect: The target is marked.	
M Cleave (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d8 + 6 damage and another enemy adjacent to the skystorm noble takes 6 damage.	
Effect: The target is marked.	
M Powerful Slice (weapon, thunder) • Recharge 6	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d8 + 9 damage, and the target is pushed 1 square and knocked prone.	
Effect: The target is marked.	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The noble can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTION	
C Icy Blast (cold) • Encounter	
Attack: Close blast 3 (enemies in blast); +5 vs. Reflex	
Hit: 2d6 + 5 cold damage	
Effect: The target is marked.	
Skills Endurance +11 Intimidate +6	
Str 17 (+5)	Dex 15 (+4) Wis 13 (+3)
Con 19 (+6)	Int 12(+3) Cha 89(+1)
Alignment evil Languages Common, Primordial	
Equipment Scale armor, falchion	
Note: Reffavored hesskin, dragonborn hunter.	

1-2 Skylord Advisor	Level 3 Artillery (Leader)
Medium elemental humanoid	XP 150
HP 38; Bloodied 19	Initiative +1
AC 16, Fortitude 15, Reflex 15, Will 17	Perception +5
Speed 6	
Resist 5 cold	
TRAITS	
Improved Combat Leader	
The Advisor and his allies gain a +3 bonus to initiative.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 6 damage	
R Direct the Strike • At-Will	
Effect: Ranged 10 (one ally); the targeted ally can make an attack.	
r Hand Crossbow (weapon) • At-Will	
Attack: Range 10/20 (1 creature); +10 vs. AC	
Hit: 1d8 + 6 damage	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The advisor can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTION	
R Emergency Healing (healing) • At-Will	
Attack (1/round): Ranged 10 (one ally)	
Effect: The target regains 5 hit points and can make a saving throw.	
Skills Heal +10	
Str 14 (+3)	Dex 10 (+1) Wis 19 (+5)
Con 15 (+3)	Int 15 (+3) Cha 14 (+3)
Alignment evil Languages Common, Primordial	
Equipment spear, hand crossbow, 20 crossbow bolts, uniform	
Note: Reffavored jorasco field medic.	

1-2 Skylord Slayer	Level 3 Skirmisher
Medium elemental humanoid	XP 150
HP 44; Bloodied 22	Initiative +7
AC 19, Fortitude 15, Reflex 17, Will 15	Perception +10
Speed 6	
Resist 5 cold	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage	
r Longbow (weapon) • At-Will	
Attack: Range 20/40 (one creature); +9 vs. AC	
Hit: 1d8 + 6 damage	
R Twin Strike (weapon) • At-Will	
Attack: Range 20/40 (one or two creatures); +9 vs. AC	
Hit: 1d8 + 1 damage	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The slayer can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTIONS	
Hunters Quarry • At-Will	
Effect: The closest enemy becomes the slayer's quarry. 1/round the slayer can deal an extra 1d6 damage on a successful attack against his quarry. Slayer can only have one quarry at a time.	
Skills Acrobatics +10; Stealth +10	
Str 14 (+3)	Dex 18 (+5)
Con 12 (+2)	Int 11 (+1)
	Wis 15 (+3)
	Cha 10 (+1)
Alignment evil	
Languages Common, Primordial	
Equipment leather armor, 2 scimitars, longbow, 30 arrows.	
Note: Re flavored sylen leafrunner.	

ENCOUNTER 3: PARTY CRASHERS (ADVENTURE LEVEL 4)

Skystorm Noble (Mansoor)	Level 6 Elite Brute
Medium elemental humanoid	XP 500
HP 178; Bloodied 89	Initiative +5
AC 18, Fortitude 20, Reflex 18, Will 17	Perception +4
Speed 5	
Resist 5 cold	
Saving Throws +2; Action Points 1,	
STANDARD ACTIONS	
m Falchion (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d8 + 9 damage	
Effect: The target is marked.	
M Cleave (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d8 + 9 damage and another enemy adjacent to the skystorm noble takes 8 damage.	
Effect: The target is marked.	
M Powerful Slice (weapon) • Recharge 6	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 3d6 + 10 damage, and the target is pushed 1 square and knocked prone.	
Effect: The target is marked.	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The noble can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTION	
B Icy Wind (cold) • Encounter	
Attack: Close blast 3 (enemies in blast); +7 vs. Reflex	
Hit: 2d6 + 7 cold damage	
Effect: The target is marked.	
Skills Endurance +12; Intimidate +7	
Str 17 (+6)	Dex 15 (+5) Wis 13 (+4)
Con 19 (+7)	Int 12 (+4) Cha 9 (+2)
Alignment evil	Languages Common, Primordial
Equipment Scale armor, falchion	
Note: Reffavored hesskin, dragonborn hunter	

1-2 Skylord Advisor	Level 5 Artillery (Leader)
Medium elemental humanoid	XP 200
HP 50; Bloodied 25	Initiative +2
AC 18, Fortitude 17, Reflex 17, Will 19	Perception +6
Speed 6	
Resist 5 cold	
STANDARD ACTIONS	
Improved Combat Leader	
The Advisor and his allies gain a +3 bonus to initiative.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 6 damage	
R Direct the Strike • At-Will	
Effect: Ranged 10 (one ally); the targeted ally can make an attack.	
r Hand Crossbow (weapon) • At-Will	
Attack: Range 10/20 (one creature); +12 vs. AC	
Hit: 2d6 + 6 damage	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The advisor can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTION	
R Emergency Healing (healing) • At-Will	
Attack (1/round): Ranged 10 (one ally)	
Effect: The target regains 5 hit points and can make a saving throw.	
Skills Heal +11	
Str 14 (+4)	Dex 10 (+2) Wis 19 (+6)
Con 15 (+4)	Int 15 (+4) Cha 14 (+4)
Alignment evil	Languages Common, Primordial
Equipment spear, hand crossbow, 20 crossbow bolts, uniform	
Note: Reffavored jorasco field medic.	

1-2 Skylord Slayer	Level 5 Skirmisher
Medium elemental humanoid	XP 200
HP 60; Bloodied 30	Initiative +8
AC 21, Fortitude 17, Reflex 19, Will 17	Perception +11
Speed 6	
Resist 5 cold	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage	
r Longbow (weapon) • At-Will	
Attack: Range 20/40 (one creature); +11 vs. AC	
Hit: 2d6 + 6 damage	
R Twin Strike (weapon) • At-Will	
Attack: Range 20/40 (one or two creatures); +11 vs. AC	
Hit: 2d6 + 1 damage per attack	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The slayer can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTIONS	
Hunters Quarry • At-Will	
Effect: The closest enemy becomes the slayer's quarry. 1/round the slayer can deal an extra 1d6 damage on a successful attack against his quarry. Slayer can only have one quarry at a time.	
Skills Acrobatics +11; Stealth +11	
Str 14 (+4)	Dex 18 (+6)
Con 12 (+3)	Int 11 (+2)
	Wis 15 (+4)
	Cha 10 (+2)
Alignment evil	
Languages Common, Primordial	
Equipment leather armor, 2 scimitars, longbow, 30 arrows.	
Note: Re flavored sylen leafrunner.	

ENCOUNTER 3: PARTY CRASHERS (ADVENTURE LEVEL 6)

Skystorm Noble (Mansoor)	Level 7 Elite Brute
Medium elemental humanoid	XP 600
HP 198; Bloodied 99	Initiative +5
AC 19, Fortitude 21, Reflex 19, Will 18	Perception +4
Speed 5	
Resist 5 cold	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Falchion (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 3d6 + 9 damage	
Effect: The target is marked.	
M Cleave (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 3d6 + 9 damage and another enemy adjacent to the skystorm noble takes 9 damage.	
Effect: The target is marked.	
M Powerful Slice (weapon) • Recharge 6	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 3d6 + 12 damage, and the target is pushed 1 square and knocked prone.	
Effect: The target is marked.	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The noble can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTION	
B Icy Wind (cold) • Encounter	
Attack: Close blast 3 (enemies in blast); +8 vs. Reflex	
Hit: 2d8 + 6 cold damage	
Effect: The target is marked.	
Skills Endurance +10; Intimidate +5	
Str 17 (+6)	Dex 15 (+5) Wis 13 (+4)
Con 19 (+7)	Int 12 (+4) Cha 9 (+2)
Alignment evil Languages Common, Primordial	
Equipment Scale armor, falchion	
Note: Reffavored hesskin, dragonborn hunter.	

1-2 Skylord Advisor	Level 7 Artillery (Leader)
Medium elemental humanoid	XP 300
HP 62; Bloodied 31	Initiative +3
AC 20, Fortitude 19, Reflex 19, Will 21	Perception +7
Speed 6	
Resist 5 cold	
STANDARD ACTIONS	
Improved Combat Leader	
The Advisor and his allies gain a +3 bonus to initiative.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 6 damage	
R Direct the Strike • At-Will	
Effect: Ranged 10 (one ally); the targeted ally can make an attack.	
r Hand Crossbow (weapon) • At-Will	
Attack: Range 10/20 (one creature); +14 vs. AC	
Hit: 2d8 + 6 damage	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The advisor can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTION	
R Emergency Healing (healing) • At-Will	
Attack (1/round): Ranged 10 (one ally)	
Effect: The target regains 5 hit points and can make a saving throw.	
Skills Heal +10	
Str 14 (+5)	Dex 10 (+3) Wis 19 (+7)
Con 15 (+5)	Int 15 (+5) Cha 14 (+5)
Alignment evil Languages Common, Primordial	
Equipment spear, hand crossbow, 20 crossbow bolts, uniform	
Note: Reffavored jorasco field medic.	

1-2 Skylord Slayer	Level 7 Skirmisher
Medium elemental humanoid	XP 300
HP 76; Bloodied 38	Initiative +9
AC 23, Fortitude 19, Reflex 21, Will 19	Perception +12
Speed 6	
Resist 5 cold	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage	
r Longbow (weapon) • At-Will	
Attack: Range 20/40 (one creature); +13 vs. AC	
Hit: 2d8 + 6 damage	
R Twin Strike (weapon) • At-Will	
Attack: Range 20/40 (one or two creatures); +13 vs. AC	
Hit: 2d8 + 1 damage per attack	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The slayer can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTIONS	
Hunters Quarry • At-Will	
Effect: The closest enemy becomes the slayer's quarry. 1/round the slayer can deal an extra 1d6 damage on a successful attack against his quarry. Slayer can only have one quarry at a time.	
Skills Acrobatics +10; Stealth +10	
Str 14 (+5)	Dex 18 (+7)
Con 12 (+4)	Int 11 (+3)
	Wis 15 (+5)
	Cha 10 (+3)
Alignment evil	
Languages Common, Primordial	
Equipment leather armor, 2 scimitars, longbow, 30 arrows.	
Note: Re flavored sylen leafrunner.	

ENCOUNTER 3: PARTY CRASHERS (AL 8)

Skystorm Noble (Mansoor)	Level 9 Elite Brute
Medium elemental humanoid	XP 800
HP 236; Bloodied 118	Initiative +6
AC 21, Fortitude 23, Reflex 21, Will 20	Perception +5
Speed 5	
Saving Throws +2; Action Points 1, Resist 5 cold	
STANDARD ACTIONS	
m Falchion (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d6 + 11 damage	
Effect: The target is marked.	
M Cleave (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d6 + 11 damage and another enemy adjacent to the skystorm noble takes 9 damage.	
Effect: The target is marked.	
M Powerful Slice (weapon) • Recharge 6	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d8 + 13 damage, and the target is pushed 1 square and knocked prone.	
Effect: The target is marked.	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The noble can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTION	
B Icy Wind (cold) • Encounter	
Attack: Close blast 3 (enemies in blast); +10 vs. Reflex	
Hit: 2d8 + 7 cold damage	
Effect: The target is marked.	
Skills Endurance +13; Intimidate +8	
Str 17 (+7)	Dex 15 (+6)
Con 19 (+8)	Int 12 (+5)
	Wis 13 (+5)
	Cha 9 (+3)
Alignment evil	
Languages Common, Primordial	
Equipment Scale armor, falchion	

Note: Re-flavored hesskin, dragonborn hunter.

1-2 Skylord Advisor	Level 10 Artillery (Leader)
Medium elemental humanoid	XP 500
HP 80; Bloodied 40	Initiative +5
AC 23, Fortitude 22, Reflex 22, Will 24	Perception +9
Speed 6	
Resist 5 cold	
STANDARD ACTIONS	
Improved Combat Leader	
The Advisor and his allies gain a +3 bonus to initiative.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage	
R Direct the Strike • At-Will	
Effect: Ranged 10 (one ally); the targeted ally can make an attack.	
r Hand Crossbow (weapon) • At-Will	
Attack: Range 10/20 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The advisor can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTION	
R Emergency Healing (healing) • At-Will	
Attack (1/round): Ranged 10 (one ally)	
Effect: The target regains 5 hit points and can make a saving throw.	
Skills Heal +13	
Str 14 (+7)	Dex 10 (+5)
Con 15 (+7)	Int 15 (+7)
	Wis 19 (+9)
	Cha 14 (+7)
Alignment evil	
Languages Common, Primordial	
Equipment spear, hand crossbow, 20 crossbow bolts, uniform	

Note: Re-flavored jorasco field medic.

2 Skylord Slayer	Level 9 Skirmisher
Medium elemental humanoid	XP 400
HP 92; Bloodied 46	Initiative +10
AC 25, Fortitude 21, Reflex 23, Will 21	Perception +13
Speed 6	
Resist 5 cold	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage	
r Longbow (weapon) • At-Will	
Attack: Range 20/40 (one creature); +15 vs. AC	
Hit: 2d8 + 8 damage	
R Twin Strike (weapon) • At-Will	
Attack: Range 20/40 (one or two creatures); +15 vs. AC	
Hit: 2d8 + 3 damage per attack	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The slayer can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTIONS	
Hunters Quarry • At-Will	
Effect: The closest enemy becomes the slayer's quarry. 1/round the slayer can deal an extra 1d6 damage on a successful attack against his quarry. Slayer can only have one quarry at a time.	
Skills Acrobatics +13; Stealth +13	
Str 14 (+6)	Dex 18 (+8)
Con 12 (+5)	Int 11 (+4)
	Wis 15 (+6)
	Cha 10 (+4)
Alignment evil	
Languages Common, Primordial	
Equipment leather armor, 2 scimitars, longbow, 30 arrows.	
Note: Re flavored sylen leafrunner.	

ENCOUNTER 3: PARTY CRASHERS (AL 10)

Skystorm Noble (Mansoor)	Level 11 Elite Brute
Medium elemental humanoid	XP 1200
HP 276; Bloodied 138	Initiative +7
AC 23, Fortitude 25, Reflex 23, Will 22	Perception +6
Speed 5	
Resist 5 cold	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Falchion (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d8 + 11 damage	
Effect: The target is marked.	
M Cleave (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d8 + 11 damage and another enemy adjacent to the skystorm noble takes 9 damage.	
Effect: The target is marked.	
M Powerful Slice (weapon) • Recharge 6	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 4d6 + 15 damage, and the target is pushed 1 square and knocked prone.	
Effect: The target is marked.	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The noble can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTION	
B Icy Wind (cold) • Encounter	
Attack: Close blast 3; +12 vs. Reflex	
Hit: 2d8 + 9 cold damage	
Effect: The target is marked.	
Skills Endurance +14; Intimidate +9	
Str 17 (+8)	Dex 15 (+7) Wis 13 (+6)
Con 19 (+9)	Int 12 (+6) Cha 9 (+4)
Alignment evil Languages Common, Primordial	
Equipment Scale armor, falchion	
Note: Reffavored hesskin, dragonborn hunter.	

1-2 Skylord Advisor	Level 11 Artillery (Leader)
Medium elemental humanoid	XP 600
HP 86; Bloodied 43	Initiative +5
AC 24, Fortitude 23, Reflex 23, Will 25	Perception +9
Speed 6	
Resist 5 cold	
STANDARD ACTIONS	
Improved Combat Leader	
The Advisor and his allies gain a +3 bonus to initiative.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 9 damage	
R Direct the Strike • At-Will	
Effect: Ranged 10 (one ally); the targeted ally can make an attack.	
r Hand Crossbow (weapon) • At-Will	
Attack: Range 10/20 (one creature); +18 vs. AC	
Hit: 3d6 + 9 damage	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The advisor can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTION	
R Emergency Healing (healing) • At-Will	
Attack (1/round): Ranged 10 (one ally)	
Effect: The target regains 5 hit points and can make a saving throw.	
Skills Heal +14	
Str 14 (+7)	Dex 10 (+5) Wis 19 (+9)
Con 15 (+7)	Int 15 (+7) Cha 14 (+7)
Alignment evil Languages Common, Primordial	
Equipment spear, hand crossbow, 20 crossbow bolts, uniform	
Note: Reffavored jorasco field medic.	

1-2 Skylord Slayer	Level 11 Skirmisher
Medium elemental humanoid	XP 600
HP 108; Bloodied 54	Initiative +11
AC 27, Fortitude 23, Reflex 25, Will 23	Perception +14
Speed 6	
Resist 5 cold	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage	
r Longbow (weapon) • At-Will	
Attack: Range 20/40 (one creature); +17 vs. AC	
Hit: 3d6 + 9 damage	
R Twin Strike (weapon) • At-Will	
Attack: Range 20/40 (one or two creatures); +17 vs. AC	
Hit: 3d6 + 4 damage per attack	
MOVE ACTIONS	
Windwalker • Encounter	
Effect: The slayer can fly 8 squares. If the slayer does not end its move on solid ground, it floats to the ground without taking falling damage.	
MINOR ACTIONS	
Hunters Quarry • At-Will	
Effect: The closest enemy becomes the slayer's quarry. 1/round the slayer can deal an extra 2d6 damage on a successful attack against his quarry. Slayer can only have one quarry at a time.	
Skills Acrobatics +14; Stealth +14	
Str 14 (+7)	Dex 18 (+9)
Con 12 (+6)	Int 11 (+5)
	Wis 15 (+7)
	Cha 10 (+5)
Alignment evil	
Languages Common, Primordial	
Equipment leather armor, 2 scimitars, longbow, 30 arrows.	
Note: Re flavored sylen leafrunner.	

ENCOUNTER 3: PARTY CRASHERS MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: Dungeon 3x (additional copies needed for statues),

Fane of the Forgotten Gods (large chairs) 1x

Hidden Crypts DT2 x2 (fire bowls)



PCs start in the area at the bottom of the map between the 2 braziers.

The noble (N) starts in the upper left corner of the first throne.

The advisor (A) starts above the middle left statue.

The slayer (S) starts adjacent to the dinner table on the right side..

The wizard (W) starts adjacent to the upper right statue.

ENCOUNTER 4: OF WIND AND FIRE

ENCOUNTER LEVEL 4 / 6 / 8 / 10 / 12
(875 / 1250 / 1750 / 2500 / 3500 XP)

CREATURES

This encounter includes the following creatures at all Adventure Levels:

1 thundering wind scarab

5 wind stalkers (at the start of each combat round)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the wind pockets; The thundering wind scarab starts with Resist 5 All.

Six PCs: Add a wind pocket; The thundering wind scarab starts with Resist 15 All.

SETUP

Remind the players about the *potion of illusion* they were given to disguise themselves as fire genasi.

TRAVELING IN UPPER CALIMPORT

Describe how the PCs stealthily avoid groups of guards and quickly dispatch others as they make their way through Upper Calimport and then to the western tower of the eastern palace. Many of the streets and bridges are made of a cloud-like substance allowing the PCs to see Lower Calimport below them. In the skies they may see flying dijins and other air elementals.

As the adventurers enter the area, read or paraphrase the following.

The top of the western palace is a vast chamber, except for a single pedestal in the middle of the room, which holds a small bottle filled with dancing flames. The ceiling is domed with numerous floating lanterns filling the chamber with a faint blue light.

The PCs must approach the pedestal to conduct any Thievery, Arcana, or other skill checks. As they approach, read or paraphrase the following.

The pedestal suddenly lowers into the floor and a large whirlwind forms in the center of the chamber.

Gusts of wind create an eerie effect as the blue lights flicker and the wind fills the emptiness with the sound of banshees. A hole opens from the ceiling and sand quickly pours down into the room. The whirlwind congregates forming a scarab made of lightening and storm clouds. Through the clicking of its large mandibles comes a deep hissing voice, "Who dares disturb my slumber? You shall pay for your insolence!"

The thundering wind scarab ignores any responses from the PCs and moves to attack them.

FEATURES OF THE AREA

Illumination: The entire room is lit by the floating lanterns. The lanterns cast a blue light and the entire room is considered to be filled with dim light.

Stairs: The enclosed staircase spirals around the outside of the tower. The black line on the map indicates a solid wall. This is a hard corner. Stairs are difficult terrain going up.

Falling Sand: The sand starts the encounter as a 2x2 area in the center of the room and increases its size by 1 in all directions at the start of every combat round after the first (i.e. 4x4 at the start of round 2, 6x6 at the start of round 3, etc.). Any sand square is treated as difficult terrain. Any PCs in the sand at the end of the round become slowed (save ends). PCs in the sand at the end of the round who are slowed become immobilized (escape Moderate DC ends), and if they were immobilized, they become restrained (escape Hard DC ends). Restrained PCs who end their turn in the sand become petrified until the end of the encounter. The sand stops falling and all effects from the sand end when the scarab is defeated.

Ceiling: The ceiling is 50 feet high.

WIND POCKETS

The wind pockets generate 1 minion per PC at the start of each combat round. Once per turn, a PC adjacent to an unoccupied wind pocket can use one of the following skills to deactivate the wind pocket. Successful checks also lowers the damage resistance of the scarab.

Perception/Thievery [Minor action Hard DC; Standard action Moderate DC]

The PC notices a small indent in the floor below the wind pocket. When pressed in the wind pocket is deactivated

Athletics [Minor action Hard DC; Standard action Moderate DC]

The PC uses their strength to smash the floor below the wind pocket, disrupting it.

Arcana [Minor action Hard DC; Standard action Moderate DC]

The PC uses their knowledge of magic to quiet the wind's force.

For each success, reduce the number of minions at the start of each round by one. Also reduce the scarab's resistance by 5. If the scarab already has lost all of its resistance, it gains vulnerable 5, or increase its vulnerability by 5 if it already has vulnerability.

TACTICS

The thundering wind scarab is the guardian of the efreet and views the PCs as thieves for entering the chamber. It uses *thunder burst* whenever it is surrounded. The scarab uses *aftershock* to target as many enemies as possible. This creature focuses on one PC with its *crushing mandibles* and *gore* abilities until they are down and moves on to another target. The first ranged attack that misses is reflected back at the attacker by the wind scarab's *reflective storms* ability. Note that if this is an area effect that is reflected back, then the PC originating the Attack is the area's center. The thundering wind ruin scarab stands near the falling sand as it can shift and move freely through the difficult terrain, which gives it an advantage over the PCs.

The wind stalkers are mindless creatures and attack the nearest PC and slide them into the sand.

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated the thundering wind scarab and the spirit wind minions. When this occurs the wind pockets dissipate and the pedestal containing the efreet bottle rises out of the floor, free for the PCs to take.

The PCs may now free the efreet. If they do so, the efreet thanks them and assumes they are servants of Memnon. Use the following information when the PCs free the efreet.

- The efreet's name is Emepetheus.
- The efreet assumes the PCs are agents of Memnon and talks to them as if they are his servants. He shows very little interest in the PCs capabilities and believes that they finally did the job they should of done years ago.

- Emepetheus was locked up before the Spellplague, so he is unaware of current events.
- He asks the PCs where he should go in Calimport to obtain the best possible revenge. Upon hearing their advice, he leaves and wreaks havoc through the city.
- If the PCs take the bottle in hopes of releasing it to help them fight another battle, then have them attacked by a very large group of soldiers on their way to the next encounter in Upper Calimport. Make it clear that they cannot handle these soldiers on their own and should probably make use of the bottle efreet.

If this is the second encounter the PCs have successfully completed in Upper Calimport, go to "Concluding the Adventure". Otherwise, the PCs can continue to complete their second mission in Upper Calimport. If the PCs decide to assassinate the genasi noble go to Encounter 3, and if they decide to steal the Calimport defense book go to Encounter 5.

MILESTONE

This encounter counts toward a milestone.

EXPERIENCE

With the successful completion of this encounter the PCs achieve one of the major objectives of the adventure.

TREASURE

The pedestal contains a compartment with a *body of fire ki focus* (+1/level 4 at AL 2-4, +2/level 9 at AL 6-10) and a *staff of wind* (+1/level 5 at AL 2-4, +2/level 10 at AL 6-10).

ENCOUNTER 4: OF WIND AND FIRE (ADVENTURE LEVEL 2)

Thundering Wind Scarab	Level 2 Solo Artillery
Huge elemental magical beast	XP 625
HP 176; Bloodied 88	Initiative +3
AC 16, Fortitude 16, Reflex 13, Will 14	Perception +9
Speed 8	Darkvision
Resist 10 All (also see wind pockets)	
Saving Throws +5; Action Points 2	
TRAITS	
Thundering Winds (thunder) • Aura 5	
While the scarab is bloodied, any enemy that ends its turn in the aura takes 5 thunder damage	
Unstoppable Winds	
The thundering wind scarab ignores difficult terrain.	
Action Recovery	
Whenever the scarab ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Thunder	
On an initiative of 10+ its initiative check, the scarab can use a free action to fly up to its speed and use thunder burst. This movement does not provoke opportunity attacks. If the scarab cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the scarab making the attack.	
STANDARD ACTIONS	
m Gore • At-Will	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 3d6 + 4 thunder damage	
M Crushing Mandibles • At-Will	
Attack: Melee 2 (one or two creatures); +7 vs. AC. If the scarab targets only one creature, it can make this attack twice against that creature.	
Hit: 1d6 + 4 damage	
A Thunder Burst (thunder) • At-Will	
Attack: Area burst 2 within 20 (creatures in the burst); +7 vs. Reflex.	
Hit: 1d10 + 6 thunder damage	
Miss: Half damage	
C Thunder Blast (thunder) • Recharge (5-6)	
Attack: Close blast 10 (up to three creatures in the blast); +7 vs. Reflex	
Hit: 2d8 + 8 thunder damage	
Miss: Half damage	
TRIGGERED ACTIONS	
Reflective Storms • At-Will	
Trigger: An enemy within 10 squares of the scarab misses it with an area or ranged attack	
Effect (Immediate Reaction): The triggering enemy must repeat the attack against itself.	
Bloodied Rumble • Encounter	
Trigger: The scarab is first bloodied.	
Effect (Free Action): Thunder blast recharges and the scarab uses it.	
Skills Athletics +11; Insight +9	
Str 21 (+6)	Dex 15 (+3)
Con 18 (+5)	Int 12 (+2)
	Cha 13 (+2)
Alignment unaligned	
Languages Common, Primordial	

Note: Custom creature based on young blue dragon.

4-6 Wind Stalker	Level 1 Minion Controller
Small elemental (magical beast)	XP 25
HP 1; a missed attack never damages a minion	Initiative +4
AC 15, Fortitude 11, Reflex 15, Will 13	Perception +2
Speed 7, Fly 7	
Resist 5 All	
TRAITS	
A Whipping Winds Aura 1	
Whenever a creature begins its turn in the aura, the stalker slides it 1 square.	
STANDARD ACTIONS	
m Wind Slam • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage and the stalker slides the target 1 square.	
Str 7 (-2)	Dex 19 (+4)
Con 10 (+0)	Int 3 (-4)
	Cha 10 (+0)
Alignment unaligned	Languages Primordial

Note: updated damage, lowered Resist 8 All, see Terrain Features for when additional minions are added.

ENCOUNTER 4: OF WIND AND FIRE (ADVENTURE LEVEL 4)

Thundering Wind Scarab	Level 5 Solo Artillery
Huge elemental (magical beast)	XP 1000
HP 266; Bloodied 133	Initiative +4
AC 19, Fortitude 19, Reflex 16, Will 17	Perception +10
Speed 8	Darkvision
Resist 10 All (also see wind pockets)	
Saving Throws +5; Action Points 2	
TRAITS	
A Thundering Winds (thunder) • Aura 5	
While the scarab is bloodied, any enemy that ends its turn in the aura takes 5 thunder damage	
Unstoppable Winds	
The thundering wind scarab ignores difficult terrain.	
Action Recovery	
Whenever the scarab ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Thunder	
On an initiative of 10+ its initiative check, the scarab can use a free action to fly up to its speed and use thunder burst. This movement does not provoke opportunity attacks. If the scarab cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the scarab making the attack.	
STANDARD ACTIONS	
m Gore • At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 4d6 + 4 thunder damage	
M Crushing Mandibles • At-Will	
Attack: Melee 2 (one or two creatures); +10 vs. AC. If the scarab targets only one creature, it can make this attack twice against that creature.	
Hit: 2d6 + 4 damage	
A Thunder Burst (thunder) • At-Will	
Attack: Area burst 2 within 20 (creatures in the burst); +10 vs. Reflex.	
Hit: 2d10 + 4 thunder damage	
Miss: Half damage	
C Thunder Blast (thunder) • Recharge (5-6)	
Attack: Close blast 10 (up to three creatures in the blast); +10 vs. Reflex	
Hit: 3d8 + 7 thunder damage	
Miss: Half damage	
TRIGGERED ACTIONS	
Reflective Storms • At-Will	
Trigger: An enemy within 10 squares of the scarab misses it with an area or ranged attack	
Effect (Immediate Reaction): The triggering enemy must repeat the attack against itself.	
Bloodied Rumble • Encounter	
Trigger: The scarab is first bloodied.	
Effect (Free Action): Thunder blast recharges and the scarab uses it.	
Skills Athletics +12; Insight +10	
Str 21 (+7)	Dex 15 (+4)
Con 18 (+6)	Int 12 (+3)
	Wis 17 (+5)
	Cha 13 (+3)
Alignment unaligned	Languages Common, Primordial
Note: Custom creature based on young blue dragon.	

5 Wind Stalker	Level 1 Minion Controller
Small elemental (magical beast)	XP 25
HP 1; a missed attack never damages a minion	Initiative +4
AC 15, Fortitude 11, Reflex 15, Will 13	Perception +2
Speed 7, Fly 7	
Resist 5 to all damage	
TRAITS	
A Whipping Winds Aura 1	
Whenever a creature begins its turn in the aura, the spirit slides it 1 square.	
STANDARD ACTIONS	
m Wind Slam • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage and the spirit slides the target 1 square.	
Str 7 (-2)	Dex 19 (+4)
Con 10 (+0)	Int 3 (-4)
	Wis 14 (+2)
	Cha 10 (+0)
Alignment unaligned	Languages Primordial
Note: updated damage, lowered Resist 8 All, see Terrain Features for when additional minions are added.	

ENCOUNTER 4: OF WIND AND FIRE (ADVENTURE LEVEL 6)

1 Thundering Wind Scarab	Level 6 Solo Artillery
Huge elemental (magical beast)	XP 1250
HP 296; Bloodied 148	Initiative +5
AC 20, Fortitude 20, Reflex 17, Will 18	Perception +11
Speed 8	Darkvision
Resist 10 All (also see wind pockets)	
Saving Throws +5; Action Points 2	
TRAITS	
A Thundering Winds (thunder) • Aura 5	
While the scarab is bloodied, any enemy that ends its turn in the aura takes 5 thunder damage	
Unstoppable Winds	
The thundering wind scarab ignores difficult terrain.	
Action Recovery	
Whenever the scarab ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Thunder	
On an initiative of 10+ its initiative check, the scarab can use a free action to fly up to its speed and use thunder burst. This movement does not provoke opportunity attacks. If the scarab cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the scarab making the attack.	
STANDARD ACTIONS	
m Gore • At-Will	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 4d6 + 5 thunder damage	
M Crushing Mandibles • At-Will	
Attack: Melee 2 (one or two creatures); +11 vs. AC. If the scarab targets only one creature, it can make this attack twice against that creature.	
Hit: 2d6 + 5 damage	
A Thunder Burst (thunder) • At-Will	
Attack: Area burst 2 within 20 (creatures in the burst); +11 vs. Reflex.	
Hit: 2d10 + 5 thunder damage	
Miss: Half damage	
C Thunder Blast (thunder) • Recharge (5-6)	
Attack: Close blast 10 (up to three creatures in the blast); +11 vs. Reflex	
Hit: 3d8 + 8 thunder damage	
Miss: Half damage	
TRIGGERED ACTIONS	
Reflective Storms • At-Will	
Trigger: An enemy within 10 squares of the scarab misses it with an area or ranged attack	
Effect (Immediate Reaction): The triggering enemy must repeat the attack against itself.	
Bloodied Rumble • Encounter	
Trigger: The scarab is first bloodied.	
Effect (Free Action): Thunder blast recharges and the scarab uses it.	
Skills Athletics +13; Insight +11	
Str 21 (+8)	Dex 15 (+5) Wis 17 (+6)
Con 18 (+7)	Int 12 (+4) Cha 13 (+4)
Alignment unaligned Languages Common, Primordial	

Note: Custom creature based on young blue dragon.

4-6 Wind Stalker	Level 5 Minion Controller
Small elemental (magical beast)	XP 50
HP 1; a missed attack never damages a minion	Initiative +6
AC 19, Fortitude 15, Reflex 19, Will 17	Perception +4
Speed 7, Fly 7	
Resist 5 to all damage	
TRAITS	
A Whipping Winds Aura 1	
Whenever a creature begins its turn in the aura, the stalker slides it 1 square.	
STANDARD ACTIONS	
m Wind Slam • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage and the stalker slides the target 1 square.	
Str 7 (+0)	Dex 19 (+6) Wis 14 (+4)
Con 10 (+2)	Int 3 (-2) Cha 10 (+2)
Alignment unaligned Languages Primordial	

Note: updated damage, lowered Resist 8 All, see Terrain Features for when additional minions are added.

ENCOUNTER 4: OF WIND AND FIRE (ADVENTURE LEVEL 8)

1 Thundering Wind Scarab	Level 9 Solo Artillery
Huge elemental (magical beast)	XP 2000
HP 386; Bloodied 193	Initiative +6
AC 23, Fortitude 23, Reflex 20, Will 21	Perception +12
Speed 8	Darkvision
Resist 10 All (also see wind pockets)	
Saving Throws +5; Action Points 2	
TRAITS	
A Thundering Winds (thunder) • Aura 5	
While the scarab is bloodied, any enemy that ends its turn in the aura takes 5 thunder damage	
Unstoppable Winds	
The thundering wind scarab ignores difficult terrain.	
Action Recovery	
Whenever the scarab ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Thunder	
On an initiative of 10+ its initiative check, the scarab can use a free action to fly up to its speed and use thunder burst. This movement does not provoke opportunity attacks. If the scarab cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the scarab making the attack.	
STANDARD ACTIONS	
m Gore • At-Will	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 4d6 + 8 thunder damage	
M Crushing Mandibles • At-Will	
Attack: Melee 2 (one or two creatures); +14 vs. AC. If the scarab targets only one creature, it can make this attack twice against that creature.	
Hit: 2d6 + 8 damage	
A Thunder Burst (thunder) • At-Will	
Attack: Area burst 2 within 20 (creatures in the burst); +14 vs. Reflex.	
Hit: 2d10 + 8 thunder damage	
Miss: Half damage	
C Thunder Blast (thunder) • Recharge (5-6)	
Attack: Close blast 10 (up to three creatures in the blast); +14 vs. Reflex	
Hit: 3d8 + 11 thunder damage	
Miss: Half damage	
TRIGGERED ACTIONS	
Reflective Storms • At-Will	
Trigger: An enemy within 10 squares of the scarab misses it with an area or ranged attack	
Effect (Immediate Reaction): The triggering enemy must repeat the attack against itself.	
Bloodied Rumble • Encounter	
Trigger: The scarab is first bloodied.	
Effect (Free Action): Thunder blast recharges and the scarab uses it.	
Skills Athletics +14; Insight +12	
Str 21 (+9)	Dex 15 (+6)
Con 18 (+8)	Int 12 (+5)
	Wis 17 (+7)
	Cha 13 (+5)
Alignment unaligned	Languages Common, Primordial
Note: Custom creature based on young blue dragon.	

5 Wind Stalker	Level 5 Minion Controller
Small elemental (magical beast)	XP 50
HP 1; a missed attack never damages a minion	Initiative +6
AC 19, Fortitude 15, 19, Will 17	Perception +4
Speed 7, Fly 7	
Resist 5 to all damage	
TRAITS	
A Whipping Winds Aura 1	
Whenever a creature begins its turn in the aura, the stalker slides it 1 square.	
STANDARD ACTIONS	
m Wind Slam • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage and the stalker slides the target 1 square.	
Str 7 (+0)	Dex 19 (+6)
Con 10 (+2)	Int 3 (-2)
	Wis 14 (+4)
	Cha 10 (+2)
Alignment unaligned	Languages Primordial
Note: updated damage, lowered Resist 8 All, see Terrain Features for when additional minions are added.	

ENCOUNTER 4: OF WIND AND FIRE (ADVENTURE LEVEL 10)

Thundering Wind Scarab	Level 11 Solo Artillery
Huge elemental (magical beast)	XP 3000
HP 446; Bloodied 223	Initiative +7
AC 25, Fortitude 25, Reflex 22, Will 23	Perception +13
Speed 8	Darkvision
Resist 10 All (also see wind pockets)	
Saving Throws +5; Action Points 2	
TRAITS	
A Thundering Winds (thunder) • Aura 5	
While the scarab is bloodied, any enemy that ends its turn in the aura takes 10 thunder damage	
Unstoppable Winds	
The thundering wind scarab ignores difficult terrain.	
Action Recovery	
Whenever the scarab ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Thunder	
On an initiative of 10+ its initiative check, the scarab can use a free action to fly up to its speed and use thunder burst. This movement does not provoke opportunity attacks. If the scarab cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the scarab making the attack.	
STANDARD ACTIONS	
m Gore • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 4d6 + 10 thunder damage	
M Crushing Mandibles • At-Will	
Attack: Melee 2 (one or two creatures); +16 vs. AC. If the scarab targets only one creature, it can make this attack twice against that creature.	
Hit: 2d6 + 10 damage	
A Thunder Burst (thunder) • At-Will	
Attack: Area burst 2 within 20 (creatures in the burst); +16 vs. .	
Hit: 3d10 + 5 thunder damage	
Miss: Half damage	
C Thunder Blast (thunder) • Recharge (5-6)	
Attack: Close blast 10 (up to three creatures in the blast); +16 vs.	
Hit: 4d8 + 10 thunder damage	
Miss: Half damage	
TRIGGERED ACTIONS	
Reflective Storms • At-Will	
Trigger: An enemy within 10 squares of the scarab misses it with an area or ranged attack.	
Effect (Immediate Reaction): The triggering enemy must repeat the attack against itself.	
Bloodied Rumble • Encounter	
Trigger: The scarab is first bloodied.	
Effect (Free Action): Thunder blast recharges and the scarab uses it.	
Skills Athletics +15; Insight +13	
Str 21 (+10)	Dex 15 (+7)
Con 18 (+9)	Int 12 (+5)
	Cha 13 (+6)
Alignment unaligned	Languages Common, Primordial
Note: Custom creature based on young blue dragon.	

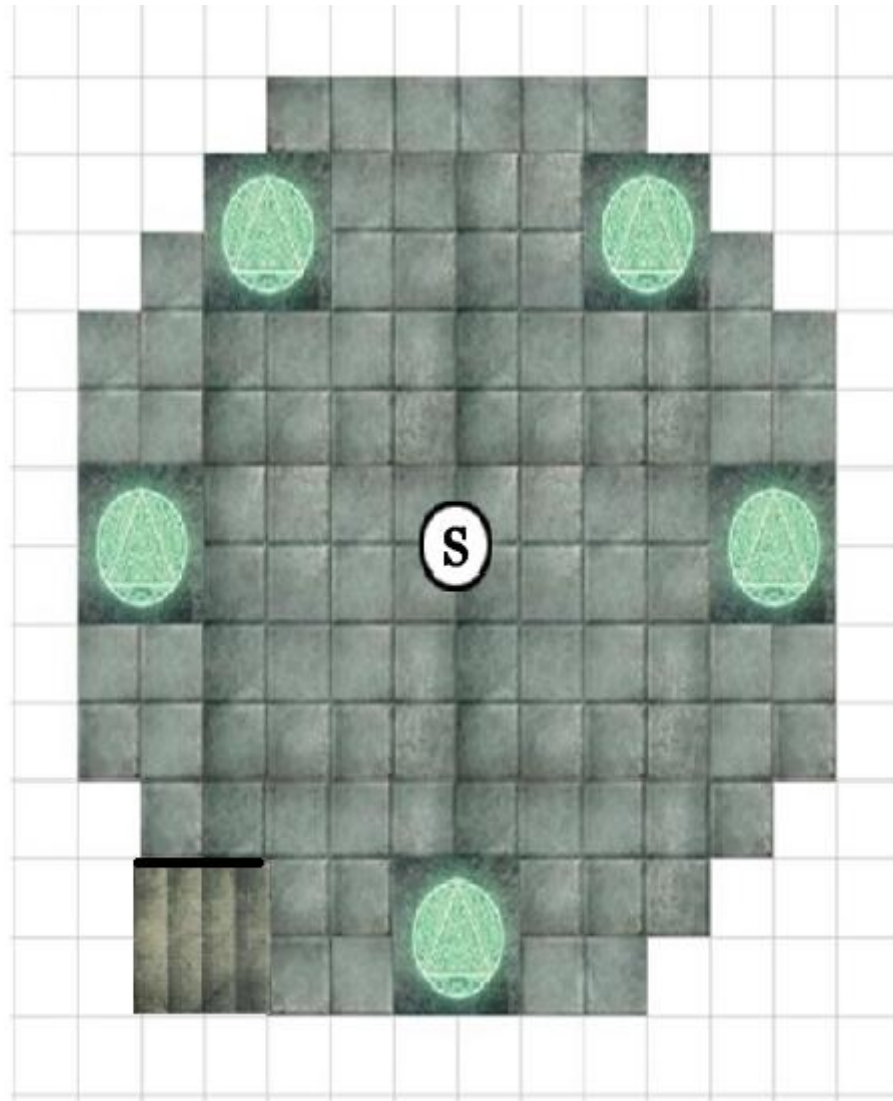
4-6 Wind Stalker	Level 5 Minion Controller
Small elemental (magical beast)	XP 50
HP 1; a missed attack never damages a minion	Initiative +6
AC 19, Fortitude 15, Reflex 19, Will 17	Perception +4
Speed 7, Fly 7	
Resist 5 to all damage	
TRAITS	
A Whipping Winds Aura 1	
Whenever a creature begins its turn in the aura, the spirit slides it 1 square.	
STANDARD ACTIONS	
m Wind Slam • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage and the spirit slides the target 1 square.	
Str 7 (+0)	Dex 19 (+6)
Con 10 (+2)	Int 3 (-2)
	Cha 10 (+2)
Alignment unaligned	Languages Primordial
Note: updated damage, lowered Resist 8 All, see Terrain Features for when additional minions are added.	

ENCOUNTER 4: OF WIND AND FIRE

TILE SETS NEEDED

Dungeon Tiles DT1 x5 (rune squares only),

Dungeon Tiles Master Set: The Dungeon 1x (or 3 x if using rune squares from that set)



PCs start at the bottom of the map. The stairs open up into the room. The black line denotes a stairwell wall.

The thunder wind scarab starts in the middle of the area.

The falling sand starts in the 2x2 area in the center of the room (S).

The wind stalkers spawn at the start of each combat round in each of the active wind pockets (runes on map represent wind pockets). Remove one of the wind pockets if there are 4 PCs and add a wind pocket if there are 6 PCs. Arrange the wind pockets evenly around the border of the room.

ENCOUNTER 5: DON'T LOOK DOWN

ENCOUNTER LEVEL 3 / 5 / 7 / 9 / 11
(775 / 1155 / 1565 / 2325 / 3225 XP)

CREATURES

This encounter includes the following creatures at all adventure levels:

- 1 **genasi skycaptain** (A)
- 2 **storm bolters** (S)
- 5 **wind stalkers** (W)
- 1 **fading platform hazard**

SCALING THE ENCOUNTER

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

Four PCs: Remove one storm bolter.

Six PCs: Add one storm bolter.

SETUP

Remind the players about the *potion of illusion* they were given to disguise themselves as fire genasi.

TRAVELING IN UPPER CALIMPORT

Describe how the PCs make their way through Upper Calimport, stealthily passing by genasi guards, soldiers, and nobles until they make their way to the center palace where the city's defense plans are located. They make their way through the palace, defeating and sneaking by various enemies until they reach the top of the tallest tower.

As soon as the PCs enter the top room of the tower, read or paraphrase the following.

In the center of the room floats a book protected by a column of magical wind.

Once the PCs decide to investigate, read or paraphrase the following.

The structure of the floor begins to quake and pieces begin to fade away. Suddenly, creatures of air materialize around the room, led by a man with azure skin and white smoke where his legs should be. The man yanks the book from the wind column and draws a large scimitar and lets out a bellow, "Enemies of Calimport, feel the wraith and power of air!"

The goal of this encounter is for the PCs to defeat the skycaptain and his henchmen and escape with the book, which contains the defense plans of Calimport.

FEATURES OF THE AREA

Floor: The floor is solid but is slowly fading away. At the end of each round remove the outer row of squares off the map. To indicate this use tokens on the four corners of the map area that has collapsed. If a non-flying creature occupies one of those squares, they must make a Hard DC Athletics, Acrobatic, Insight, or Dungeoneering check as a free action or fall to the area 12 squares below taking 10/15/20/25/30 damage (magical air currents present in the area slow the fall for AL 2 through 6). On a success, the creature catches itself and falls prone in an adjacent square. Once the guards are defeated, the platform returns.

Note that if the PC has an item that normally negates a specific amount of damage such as a *safewing amulet*, then deduct 5 damage per plus of the item. So a +2 item would reduce the damage by 10.

Ceilings: The ceiling is 15 feet high.

Illumination: The room is brightly lit with floating orange and yellow glowing lanterns.

Wind Columns: There is a wind column located in each corner of the room, originating from the floor below, and a fifth in the center of the upper room.

Once per round a creature within a wind column may spend a minor action to fly 8 squares or a move action to fly 12 squares. If the creature does not end their turn on a solid surface they float to the ground.

TACTICS

The guardians attack to kill the PCs, since they view the PCs as agents of Memnon.

The skycaptain and the storm bolters hover near the edges of the platform hoping to lure melee PCs to stand on fading floor spaces.

The skycaptain waits for the wind stalkers to move into melee range then uses inspiration to cause them to attack as often as he can. The wind stalkers take no damage from this power due to their damage reduction.

The wind stalkers engage and try to slide enemies to the edges of the platform. They stay in melee range of opponents so they can be commanded to attack them by their captain.

ENDING THE ENCOUNTER

The encounter is successful if the PCs defeat the skycaptain and his minions, obtain the defense plans, and leave behind clues to blame Memnon.

If this is the second encounter the PCs have successfully completed in Upper Calimport go to “Concluding the Adventure”. Otherwise, the PCs should complete their second mission in Upper Calimport. If the PCs decide to assassinate the genasi noble go to Encounter 3, and if they decide to free the imprisoned efreet go to Encounter 4.

MILESTONE

This encounter counts towards a milestone.

EXPERIENCE

With the successful completion of this encounter the PCs achieve one of the major objectives of the adventure.

TREASURE

The skycaptain has *eyes of charming* (level 6) and a *guardian’s whistle* (level 4).

ENCOUNTER 5: DON'T LOOK DOWN (ADVENTURE LEVEL 2)

Genasi Skycaptain	Level 3 Elite Artillery (Leader)
Medium elemental humanoid (genasi)	XP 300
HP 76; Bloodied 38	Initiative +2
AC 17, Fortitude 14, Reflex 15, Will 18	Perception +7
Speed 6 Fly 8	
Resist 5 lightning	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 6 damage	
R Withering Blast (lightning, weapon) • At-Will	
Attack: Ranged 10 (one or two creatures); +8 vs. Fortitude	
Hit: 1d8 + 6 lightning and necrotic damage and the target is weakened until the end of the skycaptain's next turn.	
B Inspiration • Recharge (5-6)	
Attack: Close burst 10	
Effect: Each ally in burst can make a basic melee attack as a free action, and then takes 5 necrotic damage.	
MINOR ACTIONS	
Promise of Storm (lightning, thunder) • Encounter	
Effect: Until the end of the skycaptain's next turn, he deals 1d8 extra damage when the skycaptain hits with a thunder or lightning attack.	
Skills Arcana +8, Bluff +9	
Str 12 (+2)	Dex 13 (+2)
Con 14 (+3)	Int 15 (+3)
	Wis 12 (+2)
	Cha 17 (+4)
Alignment evil	Languages Common, Primordial
Equipment leather armor, scimitar	
Note: Aric Blacktree, removed soarsled.	

5 Wind Stalker	Level 1 Minion Controller
Small elemental (magical beast)	XP 25
HP 1; a missed attack never damages a minion	Initiative +4
AC 15, Fortitude 11, Reflex 15, Will 13	Perception +2
Speed 7 Fly 7	
Resist 5 to all damage	
TRAITS	
A Whipping Winds Aura 1	
Whenever a creature begins its turn in the aura, the stalker can slide it 1 square.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage and the stalker slides the target 1 square	
Str 7 (-2)	Dex 19 (+4)
Con 10 (+0)	Int 3 (-4)
	Wis 14 (+2)
	Cha 10 (+0)
Alignment unaligned	Languages Primordial
Note: updated damage, lowered Resist 8 All	

1-3 Storm Bolter	Level 2 Artillery
Medium elemental (magical beast)	XP 125
HP 32; Bloodied 16	Initiative +5
AC 14, Fortitude 13, Reflex 14, Will 13	Perception +8
Speed 3, Fly 3	
Immune disease, poison; Resist 5 lightning; 5 necrotic	
TRAITS	
Combat Advantage (cold)	
Whenever the storm bolter hits a creature granting combat advantage to it, the bolter deals 5 extra cold damage, and each of that creature's adjacent allies takes 5 cold damage.	
Deadly Precision	
The storm bolter's ranged attacks have combat advantage against any enemy that the bolter's allies are flanking.	
STANDARD ACTIONS	
m Thunder Strike • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d4 + 2 thunder damage	
r Shock Bolt (lightning) • At-Will	
Attack: Ranged 15/30 (one creature); +7 vs. Fortitude	
Hit: 1d8 + 2 lightning damage, and the target takes 5 damage each time it provokes an opportunity attack (save ends).	
MOVE ACTIONS	
Lightning Step • At-Will	
Effect: The bolter moves 4 squares, gains +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the bolter's next turn.	
TRIGGERED ACTIONS	
Storm Shatter	
Trigger: The storm bolter is reduced to 0 hit points.	
Attack: Close burst 3 (creatures in burst)(lightning, thunder); +7 vs. Fortitude	
Hit: 1d8 + 7 lightning and thunder damage, and the target is pushed 3 squares and blinded (save ends).	
Str 11 (+1)	Dex 18 (+5)
Con 14 (+3)	Int 11 (+1)
	Wis 15 (+3)
	Cha 11 (+1)
Alignment chaotic evil	Languages Abyssal
Note: Re-flavored shadow bolter, exchanged killing dark for storm shatter.	

Fading Platform	Level 1 Trap 100 XP
FADE	
Trigger	
At the end of each round reduce the map by 1 square circumference.	
Effect: non-flying creatures on a square that fades fall 8 squares to the platform below taking 10 damage	
COUNTERMEASURES	
• Creature makes a hard DC Athletics, Acrobatics, Insight or Dungeoneering check as a free action when floor fades	
Effect: Creature catches itself and falls prone in an adjacent square.	
• Floor returns when all guardians defeated	
Note: Based on Flase-Floor Pit trap	

ENCOUNTER 5: DON'T LOOK DOWN (ADVENTURE LEVEL 4)

Genasi Skycaptain	Level 6 Elite Artillery (Leader)
Medium natural humanoid (human)	XP 500
HP 112; Bloodied 56	Initiative +4
AC 20, Fortitude 17, Reflex 18, Will 21	Perception +9
Speed 6 Fly 8	
Resist 5 lightning	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 7 damage	
R Withering Blast (lightning, weapon) • At-Will	
Attack: Ranged 10 (one or two creatures); +11 vs. Fortitude	
Hit: 2d6 + 7 lightning and necrotic damage and the target is weakened until the end of the skycaptain's next turn.	
B Inspiration • Recharge (5-6)	
Attack: Close burst 10	
Effect: Each ally in burst can make a basic melee attack as a free action, and then takes 5 necrotic damage.	
MINOR ACTIONS	
Promise of Storm (lightning, thunder) • Encounter	
Effect: Until the end of the skycaptain's next turn, he deals 1d8 extra damage when the skycaptain hits with a thunder or lightning attack.	
Skills Arcana +8, Bluff +9	
Str 12 (+4)	Dex 13 (+4)
Con 14 (+5)	Int 15 (+5)
	Wis 12 (+5)
	Cha 17 (+6)
Alignment evil	Languages Common, Primordial
Equipment leather armor, scimitar	
Note: Was Aric Blacktree, removed soarsled.	

5 Wind Stalker	Level 2 Minion Controller
Small elemental (magical beast)	XP 31
HP 1; a missed attack never damages a minion	Initiative +5
AC 16, Fortitude 12, Reflex 16, Will 14	Perception +3
Speed 7 Fly 7	
Resist 5 to all damage	
TRAITS	
A Whipping Winds Aura 1	
Whenever a creature begins its turn in the aura, the stalker can slide it 1 square.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 5 damage and the stalker slides the target 1 square	
Str 7 (+0)	Dex 19 (+5)
Con 10 (+2)	Int 3 (-3)
	Wis 14 (+3)
	Cha 10 (+1)
Alignment unaligned	Languages Primordial
Note: updated damage, lowered Resist 8 All	

1-3 Storm Bolter	Level 5 Artillery
Medium elemental (magical beast)	XP 200
HP 50; Bloodied 25	Initiative +6
AC 17, Fortitude 16, Reflex 17, Will 16	Perception +9
Speed 3, Fly 3	
Immune disease, poison; Resist 5 lightning; 5 necrotic	
TRAITS	
Combat Advantage (cold)	
Whenever the storm bolter hits a creature granting combat advantage to it, the bolter deals 5 extra cold damage, and each of that creature's adjacent allies takes 5 cold damage.	
Deadly Precision	
The storm bolter's ranged attacks have combat advantage against any enemy that the bolter's allies are flanking.	
STANDARD ACTIONS	
r Thunder Strike • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d4 + 5 thunder damage	
R Cold Bolt (cold) • At-Will	
Attack: Ranged 15/30 (one creature); +10 vs. Fortitude	
Hit: 1d8 + 5 cold damage, and the target takes 5 damage each time it provokes an opportunity attack (save ends).	
MOVE ACTIONS	
Lightning Step • At-Will	
Effect: The bolter moves 4 squares, gains +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the bolter's next turn.	
TRIGGERED ACTIONS	
Storm Shatter	
Trigger: The storm bolter is reduced to 0 hit points.	
Attack: Close burst 3 (creatures in burst)(lightning, thunder); +10 vs. Fortitude	
Hit: 1d8 + 10 lightning and thunder damage, and the target is pushed 3 squares and blinded (save ends).	
Str 11 (+2)	Dex 18 (+6)
Con 14 (+4)	Int 11 (+2)
	Wis 15 (+4)
	Cha 11 (+2)
Alignment chaotic evil	Languages Abyssal
Note: Re flavored shadow bolter, exchanged killing dark for storm shatter.	

Fading Platform	Level 1 Trap 100 XP
FADE	
Trigger	
At the end of each round reduce the map by 1 square circumference.	
Effect: non-flying creatures on a square that fades fall 8 squares to the platform below taking 15 damage	
COUNTERMEASURES	
• Creature makes a hard DC Athletics, Acrobatics, Insight or Dungeoneering check as a free action when floor fades	
Effect: Creature catches itself and falls prone in an adjacent square.	
• Floor returns when all guardians defeated	
Note: Based on Flase-Floor Pit trap	

ENCOUNTER 5: DON'T LOOK DOWN (ADVENTURE LEVEL 6)

1 Genasi Skycaptain	Level 7 Elite Artillery (Leader)
Medium natural humanoid (human)	XP 600
HP 124; Bloodied 62	Initiative +4
AC 21, Fortitude 18, Reflex 19, Will 22	Perception +9
Speed 6 Fly 8	
Resist 5 lightning	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 6 damage	
R Withering Blast (lightning, weapon) • At-Will	
Attack: Ranged 10 (one or two creatures); +12 vs. Fortitude	
Hit: 2d8 + 6 lightning and necrotic damage and the target is weakened until the end of the skycaptain's next turn.	
B Inspiration • Recharge (5-6)	
Attack: Close burst 10 (each ally in burst)	
Effect: Each ally in burst can make a basic melee attack as a free action, and then takes 5 necrotic damage.	
MINOR ACTIONS	
Promise of Storm (lightning, thunder) • Encounter	
Effect: Until the end of the skycaptain's next turn, he deals 1d8 extra damage when the skycaptain hits with a thunder or lightning attack.	
Skills Arcana +10, Bluff +11	
Str 12 (+4) Dex 13 (+4) Wis 12 (+4)	
Con 14 (+5) Int 15 (+5) Cha 17 (+6)	
Alignment evil	Languages Common, Primordial
Equipment leather armor, mace	

Note: Aric Blacktree, removed soarsled.

5 Wind Stalker	Level 6 Minion Controller
Small elemental (magical beast)	XP 63
HP 1; a missed attack never damages a minion	Initiative +7
AC 20, Fortitude 16, Reflex 20, Will 18	Perception +5
Speed 7 Fly 7	
Resist 5 to all damage	
TRAITS	
A Whipping Winds Aura 1	
Whenever a creature begins its turn in the aura, the stalker can slide it 1 square.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 7 damage and the stalker slides the target 1 square	
Str 7 (+1) Dex 19 (+7) Wis 14 (+5)	
Con 10 (+3) Int 3 (-1) Cha 10 (+3)	
Alignment unaligned	Languages Primordial

Note: updated damage, lowered Resist 8 All

2 Storm Bolter	Level 6 Artillery
Medium elemental (magical beast)	XP 250
HP 56; Bloodied 28	Initiative +6
AC 18, Fortitude 17, Reflex 18, Will 17	Perception +9
Speed 3, Fly 3	
Immune disease, poison; Resist 5 lightning; 5 necrotic	
TRAITS	
Combat Advantage (cold)	
Whenever the storm bolter hits a creature granting combat advantage to it, the bolter deals 5 extra cold damage, and each of that creature's adjacent allies takes 5 cold damage.	
Deadly Precision	
The storm bolter's ranged attacks have combat advantage against any enemy that the bolter's allies are flanking.	
STANDARD ACTIONS	
r Thunder Strike • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d4 + 6 thunder damage	
R Cold Bolt (cold) • At-Will	
Attack: Ranged 15/30 (one creature); +11 vs. Fortitude	
Hit: 1d8 + 6 cold damage, and the target takes 5 damage each time it provokes an opportunity attack (save ends).	
MOVE ACTIONS	
Lightning Step • At-Will	
Effect: The bolter moves 4 squares, gains +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the bolter's next turn.	
TRIGGERED ACTIONS	
Storm Shatter	
Trigger: The storm bolter is reduced to 0 hit points.	
Attack: Close burst 3 (creatures in burst)(lightning, thunder); +11 vs. Fortitude	
Hit: 1d8 + 11 lightning and thunder damage, and the target is pushed 3 squares and blinded (save ends).	
Str 11 (+2) Dex 18 (+6) Wis 15 (+4)	
Con 14 (+4) Int 11 (+2) Cha 11 (+2)	
Alignment chaotic evil	Languages Abyssal

Note: Re-flavored shadow bolter, exchanged killing dark for storm shatter.

Fading Platform	Level 1 Trap 100 XP
FADE	
Trigger	
At the end of each round reduce the map by 1 square circumference.	
Effect: non-flying creatures on a square that fades fall 8 squares to the platform below taking 20 damage	
COUNTERMEASURES	
• Creature makes a hard DC Athletics, Acrobatics, Insight or Dungeoneering check as a free action when floor fades	
Effect: Creature catches itself and falls prone in an adjacent square.	
• Floor returns when all guardians defeated	

Note: Based on Flase-Floor Pit trap

ENCOUNTER 5: DON'T LOOK DOWN (ADVENTURE LEVEL 8)

Genasi Skycaptain	Level 10 Elite Artillery (Leader)
Medium natural humanoid (human)	XP 1000
HP 160; Bloodied 80	Initiative +6
AC 24, Fortitude 21, Reflex 22, Will 25	Perception +11
Speed 6 Fly 8	
Resist 5 lightning	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 9 damage	
R Withering Blast (lightning, weapon) • At-Will	
Attack: Ranged 10 (one or two creatures); +15 vs. Fortitude	
Hit: 2d8 + 9 lightning and necrotic damage and the target is weakened until the end of the skycaptain's next turn.	
B Inspiration • Recharge (5-6)	
Attack: Close burst 10	
Effect: Each ally in burst can make a basic melee attack as a free action, and then takes 5 necrotic damage.	
MINOR ACTIONS	
Promise of Storm (lightning, thunder) • Encounter	
Effect: Until the end of the skycaptain's next turn, he deals 1d8 extra damage when the skycaptain hits with a thunder or lightning attack.	
Skills Arcana +11, Bluff +9	
Str 12 (+6)	Dex 13 (+6)
Con 14 (+7)	Int 15 (+7)
	Wis 12 (+6)
	Cha 17 (+8)
Alignment evil	Languages Common, Primordial
Equipment leather armor, mace	

Note: Aric Blacktree, removed soarsled.

5 Wind Stalker	Level 7 Minion Controller
Small elemental (magical beast)	XP 75
HP 1; a missed attack never damages a minion	Initiative +7
AC 21, Fortitude 17, Reflex 21, Will 19	Perception +5
Speed 7 Fly 7	
Resist 5 to all damage	
TRAITS	
A Whipping Winds Aura 1	
Whenever a creature begins its turn in the aura, the stalker can slide it 1 square.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 7 damage and the stalker slides the target 1 square	
Str 7 (+1)	Dex 19 (+7)
Con 10 (+3)	Int 3 (-1)
	Wis 14 (+5)
	Cha 10 (+3)
Alignment unaligned	Languages Primordial

Note: updated damage, lowered Resist 8 All

1-3 Storm Bolter	Level 9 Artillery
Medium elemental (magical beast)	XP 400
HP 74; Bloodied 37	Initiative +8
AC 21, Fortitude 20, Reflex 21, Will 20	Perception +11
Speed 3, Fly 3	
Immune disease, poison; Resist 5 lightning; 5 necrotic	
TRAITS	
Combat Advantage (cold)	
Whenever the storm bolter hits a creature granting combat advantage to it, the bolter deals 5 extra cold damage, and each of that creature's adjacent allies takes 5 cold damage.	
Deadly Precision	
The storm bolter's ranged attacks have combat advantage against any enemy that the bolter's allies are flanking.	
STANDARD ACTIONS	
r Thunder Strike • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d4 + 9 thunder damage	
R Cold Bolt (cold) • At-Will	
Attack: Ranged 15/30 (one creature); +14 vs. Fortitude	
Hit: 1d8 + 9 cold damage, and the target takes 5 damage each time it provokes an opportunity attack (save ends).	
MOVE ACTIONS	
Lightning Step • At-Will	
Effect: The bolter moves 4 squares, gains +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the bolter's next turn.	
TRIGGERED ACTIONS	
Storm Shatter	
Trigger: The storm bolter is reduced to 0 hit points.	
Attack: Close burst 3 (creatures in burst)(lightning, thunder); +14 vs. Fortitude	
Hit: 1d8 + 14 lightning and thunder damage, and the target is pushed 3 squares and blinded (save ends).	
Str 11 (+4)	Dex 18 (+8)
Con 14 (+6)	Int 11 (+4)
	Wis 15 (+6)
	Cha 11 (+4)
Alignment chaotic evil	Languages Abyssal

Note: Re-flavored shadow bolter, exchanged killing dark for storm shatter.

Fading Platform	Level 1 Trap 150 XP
FADE	
Trigger	
At the end of each round reduce the map by 1 square circumference.	
Effect: non-flying creatures on a square that fades fall 8 squares to the platform below taking 25 damage	
COUNTERMEASURES	
• Creature makes a hard DC Athletics, Acrobatics, Insight or Dungeoneering check as a free action when floor fades	
Effect: Creature catches itself and falls prone in an adjacent square.	
• Floor returns when all guardians defeated	

Note: Based on Flase-Floor Pit trap

ENCOUNTER 5: DON'T LOOK DOWN (ADVENTURE LEVEL 10)

Genasi Skycaptain	Level 11 Elite Artillery (Leader)
Medium natural humanoid (human)	XP 1000
HP 172; Bloodied 86	Initiative +6
AC 25, Fortitude 22, Reflex 23, Will 26	Perception +11
Speed 6 Fly 8	
Resist 5 lightning	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 9 damage	
R Withering Blast (lightning, weapon) • At-Will	
Attack: Ranged 10 (one or two creatures); +16 vs. Fortitude	
Hit: 3d6 + 9 damage lightning and necrotic damage and the target is weakened until the end of the skycaptain's next turn.	
B Inspiration • Recharge (5-6)	
Attack: Close burst 10	
Effect: Each ally in burst can make a basic melee attack as a free action, and then takes 5 necrotic damage.	
MINOR ACTIONS	
Promise of Storm (lightning, thunder) • Encounter	
Effect: Until the end of the skycaptain's next turn, he deals 1d8 extra damage when the skycaptain hits with a thunder or lightning attack.	
Skills Arcana +12, Bluff +13	
Str 12 (+6)	Dex 13 (+6)
Con 14 (+7)	Int 15 (+7)
	Wis 12 (+6)
	Cha 17 (+8)
Alignment evil	Languages Common, Goblin
Equipment leather armor, mace	

Note: Aric Blacktree, removed soarsled.

5 Wind Stalker	Level 10 Minion Controller
Small elemental (magical beast)	XP 125
HP 1; a missed attack never damages a minion	Initiative +9
AC 24, Fortitude 20, Reflex 24, Will 22	Perception +7
Speed 7 Fly 7	
Resist 5 to all damage	
TRAITS	
A Whipping Winds Aura 1	
Whenever a creature begins its turn in the aura, the stalker can slide it 1 square.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 9 damage and the stalker slides the target 1 square	
Str 7 (+3)	Dex 19 (+9)
Con 10 (+5)	Int 3 (+1)
	Wis 14 (+7)
	Cha 10 (+5)
Alignment unaligned	Languages Primordial

Note: updated damage, lowered Resist 8 All

2 Storm Bolter	Level 11 Artillery
Medium elemental (magical beast)	XP 500
HP 86; Bloodied 43	Initiative +9
AC 23, Fortitude 22, Reflex 23, Will 22	Perception +12
Speed 3, Fly 3	
Immune disease, poison; Resist 5 lightning; 5 necrotic	
TRAITS	
Combat Advantage (cold)	
Whenever the storm bolter hits a creature granting combat advantage to it, the bolter deals 5 extra cold damage, and each of that creature's adjacent allies takes 5 cold damage.	
Deadly Precision	
The storm bolter's ranged attacks have combat advantage against any enemy that the bolter's allies are flanking.	
STANDARD ACTIONS	
r Thunder Strike • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d4 + 11 thunder damage	
R Cold Bolt (cold) • At-Will	
Attack: Ranged 15/30 (one creature); +16 vs. Fortitude	
Hit: 1d8 + 11 cold damage, and the target takes 5 damage each time it provokes an opportunity attack (save ends).	
MOVE ACTIONS	
Lightning Step • At-Will	
Effect: The bolter moves 4 squares, gains +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of the bolter's next turn.	
TRIGGERED ACTIONS	
Storm Shatter	
Trigger: The storm bolter is reduced to 0 hit points.	
Attack: Close burst 3 (creatures in burst)(lightning, thunder); +16 vs. Fortitude	
Hit: 1d8 + 16 lightning and thunder damage, and the target is pushed 3 squares and blinded (save ends).	
Str 11 (+5)	Dex 18 (+9)
Con 14 (+7)	Int 11 (+5)
	Wis 15 (+7)
	Cha 11 (+5)
Alignment chaotic evil	Languages Abyssal

Note: Re-flavored shadow bolter, exchanged killing dark for storm shatter.

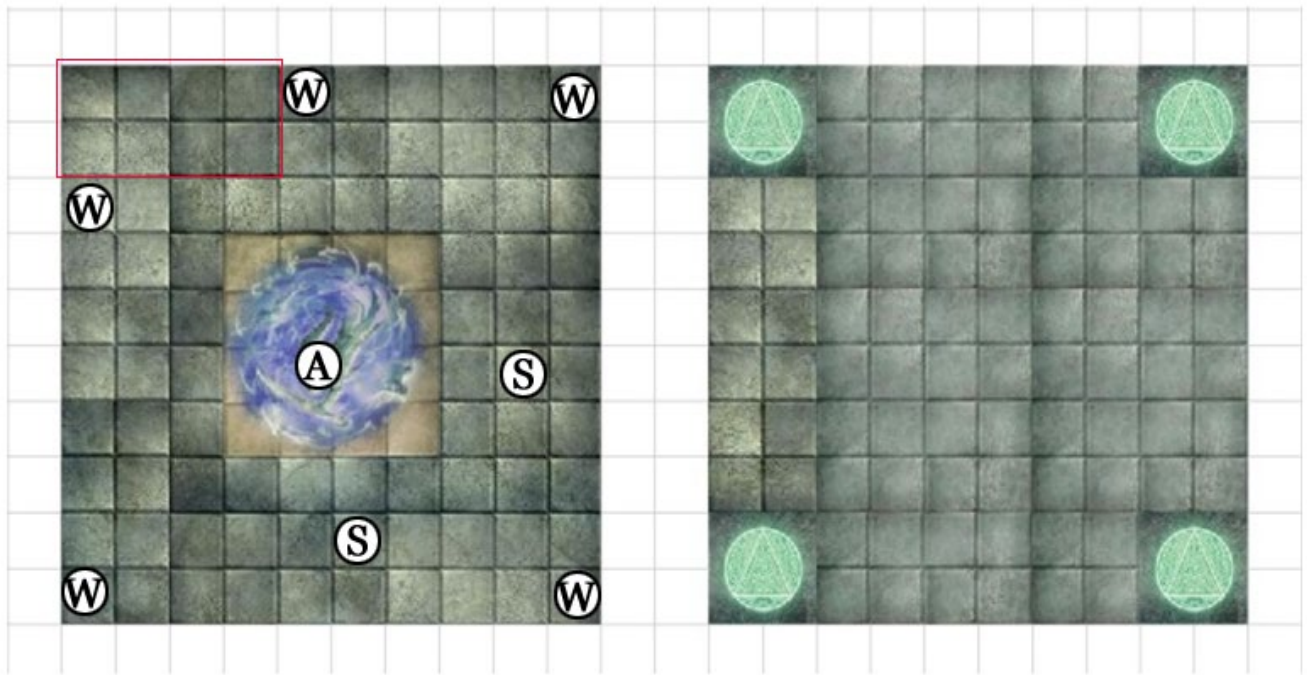
Fading Platform	Level 1 Trap 150 XP
FADE	
Trigger	
At the end of each round reduce the map by 1 square circumference.	
Effect: non-flying creatures on a square that fades fall 8 squares to the platform below taking 30 damage	
COUNTERMEASURES	
• Creature makes a hard DC Athletics, Acrobatics, Insight or Dungeoneering check as a free action when floor fades	
Effect: Creature catches itself and falls prone in an adjacent square.	
• Floor returns when all guardians defeated	

Note: Based on Flase-Floor Pit trap

ENCOUNTER 5: DON'T LOOK DOWN MAP

TILE SETS NEEDED

Dungeon Tiles DT1 x4 (rune squares only),
Dungeon Tiles Master Set: The Dungeon 1x,
Fane of the Forgotten Gods 1x (4X4 square center)



PCs start in the red box (there is a spiral staircase that leads up to this entry).

The air genasi skycaptain (A) starts in the center of the map.

The wind stalkers (W) start in four corners of the room.

The storm shards (S) start on the far side of the room.

CONCLUDING THE ADVENTURE

The PCs can hastily leave Calimport as the city demands war. Read or paraphrase the following as the PCs leave Calimport.

The city of Upper Calimport quickly spindles into chaos. Shouts and alarms echo through the city as air genasi fly through the sky in search of agents from Memnon. Slaves harken to their master's call, bringing them weapons and armor as the forces of air prepare for war against their long time enemy, fire.

As the PCs leave the city, Ran Shahib meets them with a group of camels (supplied by Admon) and quickly escorts them back to Almraiven. Upon returning to Almraiven, Ala'Ammar greets the PCs.

- Ala'Ammar is anxious to know if the PCs were successful.
- Once hearing that the PCs completed their mission and that Calimport is preparing for war, Ala'Ammar pays the PCs and offers them any item they choose from his personal collection.
- Ala'Ammar is extremely grateful and says House Asada will not forget their work. He also indicates that he must leave quickly and gather his forces so they can take advantage of the current situation between the two evil nations.

For causing the war, the PCs receive Story Award **CALI21 Favor of House Asada**. Ala'Ammar also grants them a *magic lamp* if they do not already have one (Story Award LAMP01). Every PC with a lamp (whether they already had one or just got one) is granted one wish (Story Award WISH01) to add to their lamp.

TREASURE

In Ala'Ammar's personal collection the PCs find the treasure bundle from the encounter (3, 4, or 5) that they did not choose to do in Upper Calimport. He can also provide any Common or Uncommon item of the PC's level + 2 or less (since this is a Special, Treasure X is more generous than usual in terms of Uncommon item levels allowed).

The PCs can also choose an *inescapable weapon* (level 3 or level 8) from his armory.

The PCs receive their promised reward of 75 / 125 / 225 / 450 / 675 gp at the conclusion of the adventure. Note that even if the PCs did not use all the "expenses and bribe money" given them at the start of the adventure the PCs cannot gain more gold more than the maximum amount of base gold listed for their AL.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective. No character can earn more than the listed maximum XP.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 2

Minimum Possible XP: 255 XP per PC

Saved the caravan: +85 XP

Assassinated the noble: +85 XP

Freed the efreet: +85 XP

Stole the defense plans: +85 XP

Maximum Possible XP: 510 XP per PC

Base Gold per PC: 90 gp

ADVENTURE LEVEL 4

Minimum Possible XP: 360 XP per PC

Saved the caravan: +120 XP

Assassinated the noble: +120 XP

Freed the efreet: +120 XP

Stole the defense plans: +120 XP

Maximum Possible XP: 720 XP per PC

Base Gold per PC: 150 gp

ADVENTURE LEVEL 6

Minimum Possible XP: 510 XP per PC

Saved the caravan: +170 XP

Assassinated the noble: +170 XP

Freed the efreet: +170 XP

Stole the defense plans: +170 XP

Maximum Possible XP: 1020 XP per PC

Base Gold per PC: 270 gp

ADVENTURE LEVEL 8

Minimum Possible XP: 720 XP per PC

Saved the caravan: +240 XP

Assassinated the noble: +240 XP

Freed the efreet: +240 XP

Stole the defense plans: +240 XP

Maximum Possible XP: 1440 XP per PC

Base Gold per PC: 540 gp

ADVENTURE LEVEL 10

Minimum Possible XP: 1020 XP per PC

Saved the caravan: +340 XP

Assassinated the noble: +340 XP

Freed the efreet: +340 XP

Stole the defense plans: +340 XP

Maximum Possible XP: 2040 XP per PC

Base Gold per PC: 810 gp

TREASURE

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

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

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

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

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

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Note: Treasures B, C, and E come at different item levels based on the Adventure Level played (not the PC's level).

AL 6, 8, and 10 ONLY:

Treasure A: *ebony fly* (level 9; *Adventurer's Vault*)
Found in Encounter 1.

ALL Adventure Levels:

Treasure B: *skull mask* (level 5; *Adventurer's Vault*).
Found in Encounter 1

Treasure C: *piecemeal armor* (+1/level 5 at AL 2-6, level 10 at AL 8-10; *Dragon Magazine*).
Found in Encounter 3 or Concluding the Adventure

Treasure D: *ranging defender shield* (level 4; *Mordenkainen's Magnificent Emporium*).
Found in Encounter 3 or Concluding the Adventure

Treasure E: *staff of wind* (+1/level 5 at AL 2-4, +2/level 10 at AL 6-10; *Adventurer's Vault*).
Found in Encounter 4 or Concluding the Adventure

Treasure F: *body of fire ki focus* (+1/level 4 at AL 2 and AL4, +2/ level 9 at AL 6-10; *Mordenkainen's Magnificent Emporium*).
Found in Encounter 4 or Concluding the Adventure

Treasure G: *eyes of charming* (level 6; *Mordenkainen's Magnificent Emporium*).
Found in Encounter 5 or Concluding the Adventure

Treasure H: *guardian's whistle* (level 4; *Mordenkainen's Magnificent Emporium*).
Found in Encounter 5 or Concluding the Adventure

Treasure I: *inescapable weapon* (level 3 at AL2 & AL 4/level 8 at AL 6 and up); *Adventurer's Vault*).
Found in Introduction or Concluding the Adventure

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

The player may choose a Common or 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 or elixir plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of resistance (fire)* (level 4) plus 10 gp
AL 4: *potion of resistance (fire)* (level 4) plus 40 gp
AL 6: *potion of resistance (fire)* (level 4) plus 130 gp
AL 8: *elixir of flying* (level 11) plus 10 gp
AL 10: *elixir of flying* (level 11) plus 190 gp

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

AL 2: 60 gp
 AL 4: 90 gp
 AL 6: 180 gp
 AL 8: 360 gp
 AL 10: 540 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. To be clear, if the PCs earn CALI21 for successfully completing their mission, they also earn LAMP01 (for those characters who do not already have a *magic lamp*) and WISH01 (for all characters).

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.

WISH01 I Wish I May

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.

CALI21 Calimport Incited to War

Your efforts in Calimport have tumbled the city into chaos as they prepare for war against Memnon. Thanks to you, Ala'Ammar and his supporters are in a better position to free the slaves of Memnon and Calimport.

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

CALI22 Admon's War Camel

You saved Admon, the leader of the Calimshan Caravan Company. He is eternally grateful to you and offers you a free war camel (this mount does not count as one of your Treasure selections, does not require upkeep, and does not cost you a found-item slot).

War Camel			Level 5 Brute
Large natural beast (mount)			
HP 78; Bloodied 39			Initiative +4
AC 17, Fortitude 18, Reflex 17, Will 16			Perception +9
Speed 8 (earth walk)			low-light vision
TRAITS			
Charger (while mounted by a friendly rider of 5 th level or higher)			
The war camel grants its rider a +5 bonus to damage rolls on charge attacks.			
STANDARD ACTIONS			
m Kick ♦ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 2d6 + 7 damage.			
M Trample ♦ At-Will			
Requirement: The war camel can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the war camel must end its movement in an unoccupied space. When it enters an enemy's space, the war camel makes a trample attack.			
Attack: Melee 1 (one creature); +6 vs. Reflex			
Hit: 2d6 + 8 damage, and the target is knocked prone			
Skills Endurance +11			
Str 21 (+7)	Dex 14 (+4)	Wis 14 (+4)	
Con 18 (+6)	Int 2 (-2)	Cha 10 (+2)	
Alignment unaligned		Languages --	
Reference: <i>Dragon</i> 169 (Najid's War Camel) with damage upgraded to MM3 standard.			

NEW RULES

Body of Fire Ki Focus

Level 4+ Uncommon

This oil fuels a fire within you that might smolder or might blaze forth, but will never be extinguished.

Lvl 4 +1 840 gp Lvl 9 +2 4,200 gp

Implement: Ki focus

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Property: All damage dealt by attacks using this implement is fire, unless the damage already has a type.

Utility Power (fire) Daily (Minor Action): Effect: Until the end of the encounter, you gain resist 5 fire and vulnerable 5 cold. If a creature is grabbing you or being grabbed by you at the start of its turn, it takes 5 fire damage.

Reference: *Mordenkainen's Magnificent Emporium* pg 44.

Ebony Fly

Level 9 Uncommon

The dark wood sculpture of a fly can be used to conjure an enormous fly that you can ride.

Lvl 9 4200 gp

Power (Conjuration): Daily (Standard Action). Use this figurine to conjure a giant black fly (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

The fly can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.

Reference: *Adventurer's Vault* pg181

Ebony Fly		
Large natural animate (mount)		
Initiative as conjurer Senses Perception +5		
HP: 14; Bloodied 7		
AC 18, Fortitude 16, Reflex 16, 14		
Speed 4 Fly 10, overland flight 15		
STANDARD ACTIONS		
m Bite • Standard • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d6 + 4 damage.		
m Aerial Agility • Mount (friendly rider)		
An ebony fly's rider gains a +1 bonus to all defenses while the ebony fly is flying.		
Str 14 (+7)	Dex 17 (+8)	Wis 12 (+6)
Con 16 (+8)	Int 2 (+1)	Cha 6 (+3)

Elixir of Flying

Level 11 Uncommon

A moment after imbibing this effervescent draught, your body lifts off the ground and you feel light as a bird.

Lvl 11 350 gp

Other: Consumable

Power (Consumable): Minor Action. Effect: You drink the elixir and gain a fly speed of 4 until the end of the encounter. When the effect ends, you float 100 feet toward the ground. If you are not on a horizontal surface sufficient to bear your weight at the end of this distance, then you fall to the nearest such surface, taking damage accordingly.

Reference: *Adventurer's Vault* pg 186.

Eyes of Charming

Level 6+ Rare

These silver spectacles let you either assert subtle influence on others, or force them to do your bidding.

Lvl 6 1,800 gp

Head Slot

Property: You gain a +2 item bonus to Bluff checks and Diplomacy checks.

Level 16: +4 item bonus.

Level 26: +6 item bonus.

Attack Power (Charm) Daily (Standard Action):

Attack: Ranged 5 (one creature); the eyes' level +5 vs.

Hit: The target is dominated (save ends). The target is not aware that you used this power against it.

Reference: *Mordenkainen's Magnificent Emporium* pg 67.

Guardian's Whistle

Level 4 Uncommon

This tin whistle is covered with runes that look like they have been crudely scratched into its surface.

Lvl 4 840 gp

Wondrous Item

Utility Power (Teleportation) Daily (Move Action): Effect: Close burst 10 (one ally in the burst). The target teleports to an unoccupied square adjacent to you.

Reference: *Mordenkainen's Magnificent Emporium* pg 85.

Piecemeal Armor

Level 5+ Uncommon

This armor, assembled from pieces of chain or scale, falsely seems to emphasize style over protection.

Lvl 5 +1 1,000 gp

Lvl 10 +2 5,000 gp

Armor: Chain, Scale

Enhancement: +1 AC (level 5); +2 AC (level 10)

Power (Encounter): Immediate Interrupt. You can use this power when an enemy hits you. You gain a +2 power bonus to AC against the triggering attack.

Reference: *Dragon Magazine* 368 pg64.

Potion of Resistance Level 4 Common

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

Lvl 4 40 gp

Other: Consumable

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type under the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one potion of resistance can be in effect on you at once.

Reference: *Adventurer's Vault* pg 188

Ranging Defender Shield Level 4+ Uncommon

You protect a comrade in danger by extending this shield's magical defenses to that ally.

Lvl 4 840 gp

Arm Slot: Any Shield

Utility Power (fire) Daily (Minor Action): Effect: Close burst 5 (one bloodied ally in the burst). The target gains resist 5 to all damage until he or she is no longer bloodied or until the end of the encounter.

Reference: *Mordenkainen's Magnificent Emporium* pg 61.

Skull Mask Level 5 Uncommon

This armor, assembled from pieces of chain or scale, falsely seems to emphasize style over protection.

Lvl 5 1,000 gp

Item Slot: Head

Property: Enemies who can see you take a -2 penalty to saving throws against fear effects.

Gain resist 5 necrotic, and a +1 item bonus to Intimidate checks.

Reference: *Adventurer's Vault* pg144.

Staff of Wind Level 5+ Uncommon

This feather-light staff of cloudy crystal allows you to command the air.

Lvl 5 +1 1,000 gp

Lvl 10 +2 5,000 gp

Item Slot: Off-Hand

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. Make an attack: Close blast 5; targets each creature in blast; Intelligence or Charisma vs. Fortitude; on a hit, the target is pushed a number of squares equal to the enhancement bonus of the staff and knocked prone.

Reference: *Adventurer's Vault 2* pg 40.

Inescapable Weapon Level 3 / 8 Uncommon

This weapon grows increasingly eager to strike those you have trouble hitting.

Lvl 3 +1 680 gp

Lvl 8 +2 3400 gp

Lvl 13 +3 17,000 gp

Weapon: Any

Enhancement: attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Each time you miss a target with this weapon, you gain a cumulative +1 bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target. The bonus ends if you attack another target or you hit.

Published in *Adventure's Vault* page 70

APPENDIX I

ALA'AMMAR

Male Human, Patriarch of House Asada

Ala'Ammar is an imposing gentleman, and he twirls a large handlebar moustache as he speaks with a thick accent and an earnest smile.

Personality: Driven, honorable, proud

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

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

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

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

THE WEAVEPASHA

Male Human, Ruler of Almraiven

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

Personality: Cautious, pragmatic, sincere

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

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

Almraiven, who enjoy the fragile protection with blissful ignorance.

CALIMSHAN BACKGROUND

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

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

Prior to the genasi uprising, Almraiven was the premier center for magical study within Calimshan. Because the Spellplague left the spellcasters of the city relatively unharmed, they were able to defend it from the genasi rebellion that overthrew human rule in greater Calimshan. Some humans who escaped the clash of Calim and Memnon fled to Almraiven, the last large pocket of humanity in Calimshan. Almraiven's arcane tradition bolsters its defenses, and an arcane college recently founded by the Weave Pasha assures the city's continued attraction for young apprentices. (Source: FRPG p. 84; FRCG p. 98).

CALIMPORT

City of Calim Loyalists; Population 60,000

Its population greatly diminished in the Second Era of Skyfire, Calimport is controlled by genasi who have enslaved the remaining human population and wage constant war against Memnon.

The city contains large palaces taken over by genasi and their retinues, extensive slave markets, and two great arenas where human slaves are pitted against threats from the Elemental Chaos.

The human slave stock has dwindled over the years. As a result the genasi have taken the risky move of employing the services of slavers from other lands to collect fresh merchandise.

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/SPEC0403LFR>

The survey period closes on **31 August 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. Did the PCs assassinate the noble?

- a. yes
- b. no
- c. did not attempt this

2. Did the PCs free the efreet?

- a. yes
- b. no
- c. did not attempt this

3. Did the PCs steal the defense plans?

- a. yes
- b. no
- c. did not attempt this

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

5 4 3 2 1

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

5 4 3 2 1

HANDOUT 1: BACKGROUND

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

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

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

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

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

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

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

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

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

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

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

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

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

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

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

RECEIVED STORY AWARDS DURING THE ADVENTURE

SPEC4~3 CONFLICT IN CALIMPORT

WISH01 I Wish I May

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.

CALI21 Calimport Incited to War

Your efforts in Calimport have tumbled the city into chaos as they prepare for war against Memnon. Thanks to you, Ala'Ammar and his supporters are in a better position to free the slaves of Memnon and Calimport.

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.

CALI22 Admon's War Camel

You saved Admon, the leader of the Calimshan Caravan Company. He is eternally grateful to you and offers you a free war camel (this mount does not count as one of your Treasure selections, does not require upkeep, and does not cost you a found-item slot).

War Camel	Level 5 Brute
Large natural beast (mount)	
HP 78; Bloodied 39	Initiative +4
AC 17, Fortitude 18, Reflex 17, Will 16	Perception +9
Speed 8 (earth walk)	low-light vision
TRAITS	
Charger (while mounted by a friendly rider of 5 th level or higher)	
The war camel grants its rider a +5 bonus to damage rolls on charge attacks.	
STANDARD ACTIONS	
m Kick ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 7 damage.	
M Trample ♦ At-Will	
Requirement: The war camel can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the war camel must end its movement in an unoccupied space.	
When it enters an enemy's space, the war camel makes a trample attack.	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 2d6 + 8 damage, and the target is knocked prone	
Skills Endurance +11	
Str 21 (+7)	Dex 14 (+4)
Con 18 (+6)	Int 2 (-2)
	Wis 14 (+4)
	Cha 10 (+2)
Alignment unaligned Languages --	
Reference: <i>Dragon</i> 169 (Najid's War Camel) with damage upgraded to MM3 standard.	

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED A MAGIC LAMP IN CALMISHAN!

LAMP01 Magic Lamp

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

Magic Lamp Uncommon (limit 1 per PC)

You rub the lamp, and your wish is fulfilled!

Wondrous Item

Property

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

Wish for Luck ♦ At-Will (No Action)

Requirement: You must have at least one unspent wish.

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

Wish for Power ♦ At-Will (Standard Action)

Requirement: You must have at least one unspent wish.

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

Wish for Life ♦ At-Will (Standard Action)

Requirement: You must have at least two unspent wishes.

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

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

Wish for Wealth ♦ At-Will (Standard Action)

Requirement: You must have at least three unspent wishes.

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

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

Reference: Custom item created for LFR

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	WIN/DCI Number
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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

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DUNGEONS & DRAGONS

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