

DRAGON ABOVE, DESERT BELOW

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. He has traced one shard to an earthmote floating high above the desert. However, that same earthmote also happens to be the lair of a blue dragon. A *Living Forgotten Realms* adventure set in Calimshan for characters of the Paragon tier (levels 11-20). CALI4-1, CALI4-2, and CALI4-3 are playable in any order and collectively form the *Calimemnon Crystal* Major Quest.

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

CHARACTER DEATH

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

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

cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players

whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

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

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

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

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

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

milestones) should be recorded on the character's Adventure Log and tracked across adventures.

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

DCs BY ADVENTURE LEVEL

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

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

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

ADVENTURE BACKGROUND

The WeavePasha of Almraiven is an old and powerful wizard. It is his sworn duty to protect the city of Almraiven against the threats of war from Calimshan and Memnon. For years the WeavePasha 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. The WeavePasha's most amazing accomplishment is hiding this fact from the citizens of Almraiven, who enjoy the fragile protection with blissful ignorance.

Recently (thanks to the recovery of the *Battlecloak of Vycarna*, which the PCs may have aided in) a man by the name of Ala'Ammar has risen to the head of the prestigious House Asada - one of the most powerful houses in Almraiven. Ala'Ammar is a staunch abolitionist, being an escaped slave himself, and has dedicated his house's resources to bringing an end to the slavery of Calimshan and Memnon.

To that end, Ala'Ammar and the WeavePasha are working together. They plan to create further unrest between the two cities in hopes that they might destroy one another.

The WeavePasha's biggest concerns are the djinn, Calim, and the efreet, Memnon, whom the cities are named after. Calim and Memnon are as ancient as the

very sands of the desert. It was their war against each other that originally turned this once lush and verdant region into a war torn, sand blasted desert. Their war is known as the First Age of Skyfire. It ended when a group of wizards imprisoned the two of them in a crystal now known as the Calimemnon Crystal. The two remained imprisoned until the Spellplague, when the crystal was shattered. The Second Age of Skyfire began, and genasi all over the region chose sides and renewed their fighting. This continued until for some unknown reason Calim and Memnon disappeared. No one is sure why they left, so the threat of their return looms as an ever present possibility.

The WeavePasha fears that if Calim and Memnon were to learn of the war incited by Ala'Ammar that they might return and bring more death and destruction. To prevent that, the WeavePasha is attempting to reconstruct the Calimemnon Crystal from some of its original shards. With the crystal recreated, surely the efreet and djinn would think twice about returning to interfere. The WeavePasha enlists the aid of adventurers to help him recover the shards of the Calimemnon Crystal and ensure that the plans of Ala'Ammar and the city of Almraiven can move forward without interruption.

The WeavePasha has traced one of the shards to an earthmote high above Calim Desert. What complicates the recovery of this shard is that the earthmote is rumored to be the lair of a blue dragon. Unknown to the WeavePasha, and most in the region, the blue dragon is actually a dracolich known as Sapphiraktar the Blue. Sapphiraktar is a vain, conceited dragon who likes to hide his undead appearance with powerful illusions so he still appears as his once blue dragon form. Many centuries ago, long before the Spellplague, Sapphiraktar was responsible for the razing of Calimshan, and has long been a threat in the region.

Not knowing what to expect from the blue dragon, the WeavePasha suggests that the PCs seek the aid and wisdom of another ancient denizen of the desert, a sphinx by the name of Bes'Mahees. Bes'Mahees is possibly as ancient as Sapphiraktar. In fact, the sphinx fought to protect the city of Calimport from Sapphiraktar's destruction, and the two have long been rivals. Bes'Mahees is also one of the few who know Sapphiraktar's undead secret, a fact that fuels the dragon's hatred of the sphinx even further.

DM'S INTRODUCTION

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

- **CALI07 Tarik's Gratitude** from CALI3-3 *Agony of Almraiven*.
- **CALI10 Completed the Battlecloak Saga** from CALI3-3 *Agony of Almraiven*.
- **CALI13 Recovered Calimemnon Shard** from CALI4-1 *Plain of Stone Spiders*.
- **CALI17 Uncovered the Twisted Rune** from CALI4-3 *Twisted Rune*.
- **CALI21 Calimport Incited to War!** from SPEC4-3 *Conflict in Calimport*.
- **CALI23 Memon Incited to War!** from SPEC4-4 *Mischief in Memnon*.
- **ADCP29 Outpost at Suldolphor** from ADCP4-2 *Lost City of Suldolphor*.

The adventure begins with the WeavePasha sending a summons to the PCs. If a PC has any of the story awards listed above, then the WeavePasha is familiar with the PC's efforts to aid Ala'Ammar and he summons them directly. Otherwise the PC answers a call for adventurers while visiting the city of Almraiven in Calimshan.

The WeavePasha explains that he needs assistance in recovering a shard of the Calimemnon Crystal. The crystal is located in an earthmote high above the Calim desert, rumored to be the lair of a blue dragon. The WeavePasha recommends the PCs seek information about the blue dragon from a wise sphinx that lives in a ruined temple in the Calim Desert.

The PCs travel to the ruined temple, make their way inside, and past an elaborate puzzle to gain access to the sphinx's lair. Inside, the sphinx tests the PCs' worthiness. The sphinx's guardians attack while he poses riddles for the PCs to answer.

After besting the sphinx's guardians and answering his riddles, the sphinx tells the PCs the truth about Sapphiraktar the Blue. The sphinx can offer the PCs some aid against the dracolich, but it involves a risky trip into the Elemental Chaos to recover the dracolich's phylactery.

The sphinx opens a portal for the PCs and they travel to the Elemental Chaos. The PCs find themselves in the middle of a violent chaos storm, surrounded by frenzied slaads. They must fight off these dangers and return with the phylactery as quickly as possible. Eventually the portal to the Elemental Chaos collapses and the PCs return to the ruined temple.

Armed with the phylactery, the PCs are ready to confront Sapphiraktar. As they travel to the earthmote, PCs they encounter Tarik, a brass dragon. Tarik can sense the power of the phylactery, as it emanates a malign power toward dragons, and is curious why the PCs would have such an object. If they assure Tarik that

they mean to use it only to defeat the dracolich he may agree to assist them in their battle against Sapphiraktar.

Finally the PCs arrive at the earthmote and make their way into the lair of the dracolich. They do battle with Sapphiraktar and the guardians of his lair and upon defeating him recover the shard and return to a grateful WeavePasha.

PLAYER'S INTRODUCTION

If any of the PCs have prior adventuring experience in Calimshan, then they have been summoned to Almraiven by the WeavePasha to undertake a mission of great importance. You can assume those PCs are already at the WeavePasha's observatory in Encounter 1.

For any of the PCs who have not played the previous Calimshan adventures, read the following.

The dusty streets of the city of Almraiven swarm with merchants and travelers of all races. As the only human settlement in all of Calimshan, the city attracts a diverse crowd. The natives barely seem to notice the oppressive heat of the mid-day sun beating down on them.

Amidst the hustle and bustle of the crowd, a well-dressed man approaches you and bows deeply.

"Forgive my boldness, but might I inquire? Would you be interested in hearing a proposition my master has to offer? My name is Abdul'Hakim, and my master is the WeavePasha, ruler of Almraiven. He has sent me in search of accomplished adventurers. You stand out amongst the common rabble on these streets."

Abdul'Hakim is reluctant to speak among the prying ears and eyes on the street. Any PC trained in History or Streetwise knows the following.

- The WeavePasha is a powerful and respected wizard who has ruled Almraiven for many years.
- The WeavePasha founded an arcane college in Almraiven which attracts many promising young apprentices.
- The WeavePasha is sworn to protect Almraiven from the endless threat of war from the efreet and djinn of the desert.
- The WeavePasha has managed to maintain Almraiven as the one free human city in the region. Many slaves in the region dream of escaping to the safety of Almraiven.

If the PCs accept, Abdul'Hakim leads them directly to the WeavePasha.

ENCOUNTER 1: AN OFFER YOU CAN'T REFUSE

IMPORTANT NPCs

The WeavePasha of Almraiven
Abdul'Hakim, apprentice wizard

Abdul'Hakim leads the PCs to the top of a large tower in the center the university. A huge, brass telescope juts out of the ceiling. A musty smell hangs in the room years. Heavy crimson curtains cover the windows, blocking out the sunlight. The room is dimly lit by magically enchanted globes.

An old wizard greets you warmly. "Welcome! Welcome to my observatory. I am the WeavePasha of Almraiven, scholar and mage of the highest order. I've asked you all here today because I am in need of accomplished adventurers who can assist me with a very important task; one that I do not take lightly. Please, step forward and look through my telescope. Tell me, what do you see?"

Any PC who looks through the telescope see an earthmote floating some 200 feet above the desert sands. Once the PCs have all had an opportunity to look through the telescope, the WeavePasha shares the following information.

- The WeavePasha is working with Ala'Ammar of the House Asada on a plan to incite greater conflict between Calimport and Memnon in the hopes of weakening both sides before unleashing Ala'Ammar's army to defeat them once and for all.
- The WeavePasha is cautious, however, because he fears that the djinn, Calim, or the efreet, Memnon, may return to thwart his plans.
- Calim and Memnon were once imprisoned in the Calimemnon Crystal. During the Spellplague the crystal was shattered and Calim and Memnon were once again freed and resumed their war, until they disappeared. No one is what happened or where they are.
- The WeavePasha is hoping to recover the shards of the original crystal so that he can reconstruct it and use it to imprison Calim and Memnon if they were to return again.

The WeavePasha has learned the following regarding one shard of the Calimemnon Crystal.

- The WeavePasha has traced the shard to an earthmote located above the Calim Desert - the one that the PCs have seen through the telescope. The WeavePasha has been observing it, and on occasion he has seen a blue dragon coming and going from the earthmote. He believes the dragon is using it as his lair.
- The WeavePasha fears the dragon has the shard, but he is unsure what the best course of action would be to recover it. He suggests the PCs seek the aid of a sphinx by the name of Bes'Mahees.
- The sphinx is an ancient denizen of the desert whose years of knowledge and wisdom may prove useful in dealing with the dragon.
- At this point the WeavePasha whispers a few magic phrases and the telescope slowly spins to a new location. The WeavePasha invites the PCs to look again, and any PC who does sees an ancient ruined temple barely peeking out of the desert sands - the lair of the sphinx.
- The WeavePasha instructs the PCs on how to recognize the magical signature of the Calimemnon Crystal shard so they can locate it amongst the dragon's horde.

ENDING THE ENCOUNTER

If the PCs agree to assist the WeavePasha he gives them three magically enchanted flying carpets. These are not the level 20 rare items - they are simply carpets enchanted by the WeavePasha to assist the PCs in traveling swiftly across the desert and accessing the earthmote. The carpets have poor maneuverability and cannot be used in combat. The enchantment only holds for 48 hours (duration of this adventure). He also offers to pay the adventurers 320 / 550 / 1100 / 2200 / 3300 gp each and gives the PCs a map to the ruined temple where the sphinx, Bes'Mahees, makes his lair.

TREASURE

Any PC who has story award CALI10, CALI21, or CALI23 is provided a gift sent from Ala'Ammar, a magical ruby that allows the PC to use *second wind* as a free action once during the adventure. The magic of the ruby fades at the end of the adventure.

Any PC who has story award CALI13 or CALI17 is provided a *potion of vitality* by the WeavePasha.

Any PC who has story award ADCP29 is able to infuse one item with Suldolphor's energy prior to this adventure. They may increase the enhancement bonus of one weapon, implement, armor, or neck slot item by 1 for the duration of the adventure.

ENCOUNTER 2: HALL OF MIRRORS

SKILL CHALLENGE, COMPLEXITY 2
(1400/2000/2800/4000/5600 XP)

SCALING THE ENCOUNTER

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

Four PCs: There is only one broken mirror in Scene 4 for a total of 5 successes, instead of 6.

SETUP

The PCs have set out across the Calim Desert in search of the Sphinx's temple.

The sun beats down relentlessly on the scorched sands of the Calim Desert, baking everything it touches. The WeavePasha's map has led you through the hot arid landscape without incident. The ruins of a once great temple waver into focus. Soft dunes blanket most of the outside, while the once grandiose sculptures and fountains in the courtyard struggle silently to remain seen and not forgotten.

Upon entering the temple:

- The PCs are greeted by a gentle breeze flowing through the empty corridors, as if the temple is welcoming them. If they follow the breeze, it eventually leads them to an empty chamber.
- Large faded murals and cracked hieroglyphics adorn every wall, retelling a story of an ancient battle between a dragon and a sphinx; a city lying in ruins beneath their feet.
- As the illustrated story leads the PCs down the narrow corridor, they soon find themselves outside the only room visible besides the grand entrance.
- A long, narrow chamber stretches out through a large archway. The interior of the room is dimly lit. Several large ornamental mirrors hang along the sides and a beautifully ornate, faded tapestry drapes across the opposite wall. There appears to be no exit. A hidden door behind the tapestry is undetectable without solving the puzzles of the room.

Upon entering the chamber:

- The tapestry is ornately embroidered with an image of a sphinx, standing tall and proud.

- The figure portrayed on the tapestry is repeated over and over again in the hieroglyphics decorating the chamber.
- There is a smooth stone tablet hidden on the wall behind the tapestry at the far end of the room. When the PCs discover the tablet, markings start to appear on its surface.
- A closed oculus is located in the upper corner of the room.
- A scripture has been engraved around the entrance to the chamber. The writing has worn off in places making it difficult to understand.
- Two of the mirrors have been shattered; their pieces scattered across the floor.
- The mirrors can slide on a concealed railing system built into the walls. Hidden seamlessly in a line that runs the length of the walls, their glides look like they once moved smoothly and with little pressure. Now, they are rusty and difficult to budge.

SKILL CHALLENGE: WHERE DO WE GO FROM HERE?

Goal: The PCs attempt to solve the room's puzzles and discover the hidden door.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Athletics, Dungeoneering, History, Insight, Perception, Religion, Thievery.

Other Skills: Arcana, Nature

Victory: The PCs successfully complete one of the following:

- Make 6 successful skill checks, (5 for 4 PCs).
- Successfully solve the 6 puzzles on Player's Handouts 1a thru 1f. (5 for 4 PCs)
- A combination of puzzles and skill checks totaling 6 successes. (5 for 4 PCs)

Defeat: There is no overall failure for this encounter. However for each failure, the attempting PC loses 2 healing surges and each assisting PC loses 1 healing surge. Future attempts on the same puzzle are now at a Moderate DC instead of Hard DC, and attempting PCs continue to lose 1 healing surge for each failure. In addition, the PCs lose the sphinx's respect and don't earn CALI16.

SKILL CHALLENGES OR REAL PUZZLES?

The PCs have the option to solve real puzzles pertaining to this encounter's tasks. Each scene of the skill challenge has an associated puzzle. If they solve the puzzles, they do not have to risk failing skill checks in order to succeed with this encounter. See Appendix 1 for more detail. Player Handouts 1a-1f correlate to the skill challenges presented in each scene. See Appendix 2 for solutions to the puzzles in this encounter.

If the players solve the puzzles, the grey box in each scene tells you how to proceed.

If the PCs decide not to try to solve the puzzles in the Player Handouts, continue on with the skill challenges as they are written, starting with Scene 1.

If the PCs complete all the puzzles in this encounter, they complete the first task for story reward **CALI16 Student of the Sphinx**.

If the players attempt the puzzles, read the following.
To the uninitiated, this chamber would appear to be a dead end, but to experienced adventurers, instincts tell that not all is what it seems.

Hand out all the Player Handouts (1a-1f) so that they may split them up and start on them at the same time. The players now have 10 minutes (in real time) to complete as many puzzles as they can. Encourage teamwork while they solve the puzzles so that they may have a better chance of finishing all the puzzles within the time allotted. The time allotted is not per puzzle; instead it is the time in which they have to complete all of the puzzles at once. If they are close to completing a puzzle after 10 minutes you can provide a little extra time for them to finish. This encounter should not exceed 20 minutes. See Appendix 1 for more information.

SCENE 1: READ BETWEEN THE LINES

Religion, History [Hard DC] (1 success)

In this scene the PCs must translate the scripture around the entrance to determine the correct steps in solving the room's puzzle. On a failure, the PC mispronounces a key glyph, triggering poisonous gas in the area. The PC making the attempt loses 2 healing surges (each assisting PC loses 1 healing surge), but future checks to solve this puzzle are against a Moderate DC. Each additional failure results in a loss of 1 healing surge.

Note: If the players solve the Code Breaker Puzzle in Player's Handout 1a, they earn an automatic success for this scene and do not need to make a skill check.

If a PC has the Comprehend Languages ritual, they may use that to receive a +5 bonus to their skill check.

Calling upon their memory of ancient languages and rituals, the PCs are able to translate the engravings around the entrance and decipher the correct steps to exposing the hidden door:

1. Open the oculus using a control panel hidden behind the tapestry.
2. Find the figure on the wall that is different than the rest and matches the figure on the tapestry.
3. Fix the broken mirrors.
4. Reposition the mirrors so the light from the oculus reflects onto the correct figure on the wall.

SCENE 2: HIT THE LIGHTS

Thievery [Hard DC] (1 success)

In this scene the PCs must use the control panel hidden behind the tapestry to open the oculus. On a failure, the panel emits a powerful shock. The PC making the attempt loses 2 healing surges (each assisting PC loses 1 healing surge), but future checks to solve this puzzle are against a Moderate DC. Each additional failure results in a loss of 1 healing surge.

Note: If the players solve the Number Grid Puzzle in Player's Handout 1b, they earn an automatic success for this scene and do not need to make a skill check.

Your steady hand and quick reactions enable to you operate the control panel and open the oculus. A bright beam of light now pours into the room, hitting the wall.

SCENE 3: STAY ON TARGET

Perception, Insight [Hard DC] (1 success)

In this scene the PCs must find the one sphinx hieroglyph in the room that matches the sphinx on the tapestry. On a failure, when the light of the oculus shines on the wrong hieroglyph, a shrill scream pierces the PCs minds. The PC making the attempt loses 2 healing surges (each assisting PC loses 1 healing surge), but future checks to solve this puzzle are against a Moderate DC. Each additional failure results in a loss of 1 healing surge.

Note: If the players solve the Spot the Difference Puzzle in Player's Handout 1c, they earn an automatic success for this scene and do not need to make a skill check.

Your ability to notice even the smallest of details has allowed you to spot subtle differences in the repeated

hieroglyphics and find the one that is identical to the figure portrayed in the tapestry.

SCENE 4: MIRROR, MIRROR OFF THE WALL

Dungeoneering [Hard DC] (2 successes)

In this scene the PCs must collect the shattered fragments of the broken mirrors and reassemble them so the mirrors can be used to redirect the light from the oculus. On a failure, the mirror falls apart again, slicing the PCs as the jagged pieces fall upon them and scatter across the floor. The PC making the attempt loses 2 healing surges (each assisting PC loses 1 healing surge), but future checks to solve this puzzle are against a Moderate DC. Each additional failure results in a loss of 1 healing surge.

Note: If the players solve both of the Broken Mirror Puzzles (1 puzzle needed for 4 PCs) in Player's Handout 1d and 1e, they earn an automatic success for this scene and do not need to make a skill check. If more than 4 PCs are playing and they only solve one mirror puzzle, they must still make a successful Dungeoneering check against a Hard DC to succeed at this scene.

If a PC has the *make whole* ritual or similar spell, they may use that to receive a +5 bonus to their skill check.

You gather the shattered pieces of the mirrors and study their shapes to reassemble them. The mirrors stand whole as they once did, reflecting back the vision of a hero.

SCENE 5: PUSH IT REAL GOOD

Athletics [Hard DC] (1 success)

The PCs reposition the mirrors to reflect sunlight onto the correct hieroglyphic. On a failure, the mirror is not moved far enough and the wrong figure is illuminated. Barbed darts shoot out from the floor and walls. The PC making the attempt loses 2 healing surges (each assisting PC loses 1 healing surge), but future checks to solve this puzzle are against a Moderate DC. Each additional failure results in a loss of 1 healing surge.

Note: If the players solve the Illumination Puzzle in Player's Handout 1f, they earn an automatic success for this scene and do not need to make a skill check.

Through strength and perseverance, you have been able to break free the mirrors from their rusted positions and returned them to their rightful places.

ENDING THE ENCOUNTER

The scene ends when the PCs successfully complete one of the following:

- Make 6 successful skill checks, (5 for 4 PCs).
- Successfully solve the 6 puzzles on Player's Handouts 1a thru 1f. (5 for 4 PCs)
- A combination of puzzles and skill checks totaling 6 successes. (5 for 4 PCs)

Success: The PCs work together and solve the puzzles of the room. In doing so, they unlock a secret door to an antechamber. Read the following.

As the last piece of the puzzle falls into place, the light from the oculus reflects about the room and touches the figure's face. The soft muffled sounds of weights rising and falling begins. Clacking and whirling of gears and chains can be heard within the walls. The hidden panel sinks into the floor with a coarse groan and exposes a set of large golden doors.

Proceed to Encounter 3.

Failure: If the PCs receive 3 failures before 6 successes, a booming voice pierces their minds saying, "**Those not worthy will not pass!**" The PCs will not be eligible for the story reward **CALI16 Student of the Sphinx** and they must continue attempting skill checks until they reach 6 successes (5 for 4 PCs) to proceed to Encounter 3.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs find no treasure in this encounter.

ENCOUNTER 3: RIDDLE ME THIS

ENCOUNTER LEVEL 12/14/16/18/20
(5000/7000/10000/14000/20750 XP)

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 1 Bes'Mahees (sphinx mystery) (S)
- 2 temple guardians (G)
- 2 temple assassins (A)

SCALING THE ENCOUNTER

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

Four PCs: Remove one assassin.

Six PCs: Add one assassin.

SETUP

After solving the puzzles in the Hall of Mirrors the PCs reveal the entrance to the lair of the sphinx. As the adventurers enter the area, they notice the following.

- Through the heavy golden doors the lair of the sphinx stretches out before the PCs.
- The dust on the floor is thick and undisturbed, as if no one has set foot in this place since a time long forgotten.
- Ornate columns support an arched ceiling. Hieroglyphics and murals decorate the walls.
- Large stone statues line the edges of the room.
- The far end of the chamber is a large dome sixty feet high.
- Beneath the dome on a dais made of marble sits a magnificent beast with the body of a powerful lion and the wings of a majestic eagle.

The sphinx turns to acknowledge the PCs presence and his voice booms.

“Well done.” The sphinx praises, “You passed the test of the Hall of Mirrors. I am Bes'Mahees, appointed guardian of this temple. Tell me, what brings you to my chamber?”

Place the map for the encounter on the table and allow the PCs to place themselves in the start area. Only place the sphinx on the map.

Allow the PCs time to explain why they have come to the temple. The sphinx receives few visitors and

delights in the opportunity to match wits, so unless the party is rude or hostile towards him, he addresses them with a mix of respect and curiosity.

Bes'Mahees is familiar with the WeavePasha and holds the wizard in high esteem. If the PCs reveal that they were sent by him, and especially if they reveal that they are planning to confront the blue dragon, the sphinx is eager to assist them. In any case, before he offers his help, Bes'Mahees wishes to test the PCs again. Read the following.

“I would not waste my time or resources on adventurers unless I am convinced they are worthy of my assistance. Perhaps you are up to another test?”

The sound of stone grinding on stone echoes through the chamber as the statues break free of their pedestals and lumber forward!

Bes'Mahees does not wait for an answer to his rhetorical question. PCs who succeed at a moderate DC Insight check (passive or active) realize the sphinx expects the PCs to pass (especially at higher ALs), but considers it his duty to perform the tests regardless, as is the nature of sphinxes. Place the guardians and assassins on the map. Roll initiative for the statues and place the Bes'Mahees at the top of the initiative order.

FEATURES OF THE AREA

Illumination: The braziers and torches on the various columns and walls provide bright light.

Ceiling: The ceiling in the main chamber is 20 feet high. The domed area is past the stairs and is 60 feet high.

Braziers: The braziers beside the stairs are lit and are hindering terrain. Any creature who enters or ends their turn in the brazier squares takes 3d6 + 15 fire damage (maximum of once per turn).

Dais: The steps leading up to the dais are difficult terrain to ascend but normal movement to descend. The dais itself is 5 feet tall.

Columns: The columns around the room are blocking terrain.

Statues: The statues are 10 feet tall and made of stone. Use the statues as the starting points for the guardians and assassins (see the encounter map).

TACTICS

On his first turn, the sphinx uses three minor actions to use *riddle me this* on the three PCs with the highest initiative result. On his second turn, the sphinx uses *riddle me this* on each of the remaining PCs. He then uses

the total defense action to watch how the combat unfolds.

The PCs who are dazed by the sphinx's riddles may use a minor action to either roll a History check, or they may attempt to answer a real riddle (see the "Riddle Me This" instructions in the grey box). If they succeed, the dazed condition is removed and they may resume the rest of their turn. Another PC may use a minor action on their turn to answer a riddle for a dazed PC.

The sphinx is not angered by the adventurers' presence in his lair. Inform the PCs that Bes'Mahees is not hostile and they can tell that he is not going to attack them. He considers it cheating to attempt to remove the dazed condition in any way other than providing a correct riddle answer. If the adventurers cheat, the sphinx attacks them. Otherwise, unless he is directly attacked, Bes'Mahees does not attack the PCs and allows his guardians and assassins to deal with the characters.

The temple guardians do their best to keep the PCs away from the dais and the sphinx. They space themselves to cover the width of the room and make it difficult for the characters to move past them.

The assassins try to target PCs who are dazed by the sphinx, or use flanking to gain combat advantage and deal their extra damage.

The guardians and assassins fight until destroyed, or until the sphinx calls them off. None of them make any killing blows and they do not attack unconscious PCs.

RIDDLE ME THIS

If the players enjoy riddles, whenever Bes'Mahees uses the *riddle me this* power, allow the targeted PCs to pick a random riddle from Handout 2. The PC can spend a minor action to guess the answer to the riddle instead of attempting the History check. A correct answer counts as an automatic success for the History check.

If the PC gives an answer which is close but not exactly correct (for example, answers "zombie" instead of "undead") allow them to make a History check against an easy DC. If they succeed, count the answer as correct.

Only the dazed PC may answer their actual riddle. Allies may not answer actual riddles for a dazed PC. They may only assist with History checks.

ENDING THE ENCOUNTER

The encounter ends as soon as either of the following happens:

- The PCs have answered all of the sphinx's riddles (equal to the number of PCs).
- The PCs have defeated all of the guardians.

If the PCs successfully answer the sphinx's riddles before defeating all of the guardians, read:

The sphinx lets out a mighty roar and his guardians pause. They lower their weapons and return to their pedestals, almost as if they had never moved. Bes'Mahees addresses you.

"You show wisdom and patience not common amongst ones of your kind."

If the PCs defeated all the guardians read:

"Enough!" the sphinx roars as his last guardian falls. "I can see that you are skilled in the art of combat. But I wonder, are your minds equally as sharp?"

In either case, proceed to Encounter 4.

TROUBLESHOOTING

If this adventure is being run in a public setting with another table within hearing distance, the tables could hear each other's answers to the riddles. Have the players write their answers to the riddles instead of saying them out loud.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs find no treasure in this encounter. They receive rewards in the next encounter.

ENCOUNTER 3: RIDDLE ME THIS (ADVENTURE LEVEL 12)

| Temple Guardian | Level 14 Soldier |
|---|---------------------------|
| Large natural animate (construct) | XP 1,000 |
| HP 138; Bloodied 69 | Initiative +13 |
| AC 30, Fortitude 27, Reflex 25, Will 25 | Perception +11 |
| Speed 6 | Darkvision |
| Immune disease, poison, sleep | |
| TRAITS | |
| O Fighting Focus • Aura 1 | |
| Each enemy that starts its turn within the aura is marked until the start of its next turn | |
| STANDARD ACTIONS | |
| m Falchion (weapon) • At-Will | |
| Attack: Melee 2 (one creature); +19 vs. AC | |
| Hit: 3d6 + 12 damage. | |
| M Veil of Blood (weapon) • Recharge 5-6 | |
| Attack: Melee 2 (one creature); +17 vs. Fortitude | |
| Hit: 4d8 + 16 damage and the target takes 5 ongoing damage and is blinded (save ends both). | |
| M On Your Knees (weapon) • Encounter | |
| Attack: Melee 2 (one creature); +17 vs. Fortitude | |
| Hit: 4d8 + 16 damage and the target is knocked prone and cannot stand up (save ends). | |
| TRIGGERED ACTIONS | |
| C Last Stand (weapon) • Encounter | |
| Trigger: the temple guardian is reduced to 0 hit points. | |
| Attack (No Action): Close Burst 1 (enemies in burst); +17 vs. Reflex | |
| Hit: 3d8 + 12 damage. | |
| Skills Acrobatics +16, Athletics +18 | |
| Str 22 (+13) | Dex 18 (+11) Wis 19 (+11) |
| Con 18 (+11) | Int 12 (+8) Cha 17 (+10) |
| Alignment unaligned Languages Common | |
| Equipment falchion | |
| Note: Sand king freeblade changed to a large construct. | |

| Temple Assassin | Level 14 Skirmisher |
|--|--------------------------|
| Large natural animate (construct) | XP 1,000 |
| HP 139; Bloodied 69 | Initiative +15 |
| AC 28, Fortitude 25, Reflex 27, Will 26 | Perception +13 |
| Speed 6 | Darkvision |
| Immune disease, poison, sleep | |
| TRAITS | |
| Combat Advantage | |
| A temple assassin deals 2d8 extra damage to any creature granting combat advantage to it. | |
| Nimble Reaction | |
| A temple assassin gains a +4 bonus to AC vs. opportunity attacks. | |
| STANDARD ACTIONS | |
| m Kopesh (weapon) • At-Will | |
| Attack: +19 vs. AC | |
| Hit: 3d6 + 12 damage. | |
| M Shifting Strike (weapon) • At-Will | |
| Effect: the temple assassin uses kopesh twice. It can shift 1 square before or after each attack. | |
| M Crippling Strike (weapon) • Recharge 5-6 | |
| Effect: the temple assassin uses kopesh twice. If either attack hits the target is slowed (save ends). If both attacks hit the same target the target is instead also knocked prone and cannot stand up (save ends). | |
| Skills Acrobatics +18, Bluff +17, Stealth +18 | |
| Str 15 (+9) | Dex 22 (+13) Wis 12 (+8) |
| Con 19 (+11) | Int 14 (+9) Cha 20 (+12) |

| | |
|--|------------------|
| Alignment unaligned | Languages Common |
| Equipment kopesh | |
| Note: Sand king shrouded blade changed to a large construct. | |

| Bes'Mahees | Level 14 Brute |
|--|---------------------------|
| Large immortal magical beast | XP 1,000 |
| HP 172; Bloodied 86 | Initiative +12 |
| AC 26, Fortitude 25, Reflex 26, Will 27 | Perception +20 |
| Speed 6, fly 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Ancient Claws • At-Will | |
| Attack: Melee 2 (one creature); +19 vs. AC | |
| Hit: 3d8 + 15 damage. | |
| M Bite of Ages • At-Will | |
| Attack: Melee 2 (one creature); +19 vs. AC | |
| Hit: 3d8 + 15 damage and the target is knocked prone and immobilized (save ends). | |
| M Corrective Mauling • Recharge failed History check for riddle me this | |
| Attack: Melee 2 (one creature); +19 vs. AC | |
| Hit: 3d10 + 15 damage and the target is knocked prone. | |
| C Great Roar (thunder) • Encounter | |
| Attack: Close blast 5 (enemies in blast); +17 vs. Fortitude | |
| Hit: 3d6 + 10 thunder damage and the target is pushed 5 squares and knocked prone. | |
| MINOR ACTIONS | |
| R Riddle me this (psychic) • At-Will | |
| Effect: Ranged 20 (one creature); the sphinx compels the target to contemplate a riddle. The target is dazed until the end of the encounter or until it answers the riddle. To determine the answer a creature must spend a minor action and succeed at a DC 21 History check. A target that does not attempt to answer the riddle during its turn takes 3d8 +15 psychic damage at the end of its turn. An ally can provide the answer and end the effect. If an ally ends the effect the target takes 3d8 +15 psychic damage. | |
| Skills Insight +23 | |
| Str 23 (+13) | Dex 21 (+12) Wis 26 (+15) |
| Con 22 (+13) | Int 25 (+14) Cha 26 (+15) |
| Alignment unaligned Languages Common, Dwarven, Elven, Primordial, Supernal | |
| Note: Sphinx mystery changed range of riddle me this to 20. | |

ENCOUNTER 3: RIDDLE ME THIS (ADVENTURE LEVEL 14)

| Temple Guardian | Level 16 Soldier |
|---|---------------------------|
| Large natural animate (construct) | XP 1,400 |
| HP 155; Bloodied 77 | Initiative +14 |
| AC 32, Fortitude 29, Reflex 26, Will 27 | Perception +13 |
| Speed 6 | Darkvision |
| Immune disease, poison, sleep | |
| TRAITS | |
| O Fighting Focus • Aura 1 | |
| Each enemy that starts its turn within the aura is marked until the start of its next turn | |
| STANDARD ACTIONS | |
| m Falchion (weapon) • At-Will | |
| Attack: Melee 2 (one creature); +21 vs. AC | |
| Hit: 3d8 + 11 damage. | |
| M Veil of Blood (weapon) • Recharge 5-6 | |
| Attack: Melee 2 (one creature); +19 vs. Fortitude | |
| Hit: 4d8 + 19 damage and the target takes 5 ongoing damage and is blinded (save ends both). | |
| M On Your Knees (weapon) • Encounter | |
| Attack: Melee 2 (one creature); +19 vs. Fortitude | |
| Hit: 4d8 + 19 damage and the target is knocked prone and cannot stand up (save ends). | |
| TRIGGERED ACTIONS | |
| C Last Stand (weapon) • Encounter | |
| Trigger: the temple guardian is reduced to 0 hit points. | |
| Attack (No Action): Close Burst 1 (enemies in burst); +19 vs. Reflex | |
| Hit: 3d8 + 14 damage. | |
| Skills Acrobatics +17, Athletics +19 | |
| Str 23 (+14) | Dex 19 (+12) Wis 20 (+13) |
| Con 19 (+12) | Int 13 (+9) Cha 18 (+12) |
| Alignment unaligned Languages Common | |
| Equipment falchion | |
| Note: Sand king freeblade changed to a large construct. | |

| Temple Assassin | Level 16 Skirmisher |
|--|---------------------------|
| Large natural animate (construct) | XP 1,400 |
| HP 156; Bloodied 78 | Initiative +16 |
| AC 30, Fortitude 27, Reflex 29, Will 28 | Perception +14 |
| Speed 6 | Darkvision |
| Immune disease, poison, sleep | |
| TRAITS | |
| Combat Advantage | |
| A temple assassin deals 2d8 extra damage to any creature granting combat advantage to it. | |
| Nimble Reaction | |
| A temple assassin gains a +4 bonus to AC vs. opportunity attacks. | |
| STANDARD ACTIONS | |
| m Kopesh (weapon) • At-Will | |
| Attack: +21 vs. AC | |
| Hit: 3d8 + 11 damage. | |
| M Shifting Strike (weapon) • At-Will | |
| Effect: the temple assassin uses kopesh twice. It can shift 1 square before or after each attack. | |
| M Crippling Strike (weapon) • Recharge 5-6 | |
| Effect: the temple assassin uses kopesh twice. If either attack hits the target is slowed (save ends). If both attacks hit the same target the target is instead also knocked prone and cannot stand up (save ends). | |
| Skills Acrobatics +19, Bluff +18, Stealth +19 | |
| Str 16 (+11) | Dex 23 (+14) Wis 13 (+9) |
| Con 20 (+13) | Int 15 (+10) Cha 21 (+13) |

| | |
|--|------------------|
| Alignment unaligned | Languages Common |
| Equipment kopesh | |
| Note: Sand king Shrouded blade changed to a large construct. | |

| Bes'Mahees | Level 16 Brute |
|---|---------------------------|
| Large immortal magical beast | XP 1,400 |
| HP 193; Bloodied 96 | Initiative +14 |
| AC 28, Fortitude 27, Reflex 28, Will 28 | Perception +21 |
| Speed 6, fly 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Ancient Claws • At-Will | |
| Attack: Melee 2 (one creature); +21 vs. AC | |
| Hit: 4d6 + 17 damage. | |
| M Bite of Ages • At-Will | |
| Attack: Melee 2 (one creature); +21 vs. AC | |
| Hit: 4d6 + 17 damage and the target is knocked prone and immobilized (save ends). | |
| M Corrective Mauling • Recharge failed History check for riddle me this | |
| Attack: Melee 2 (one creature); +21 vs. AC | |
| Hit: 4d8 + 17 damage and the target is knocked prone. | |
| C Great Roar (thunder) • Encounter | |
| Attack: Close blast 5 (enemies in blast); +19 vs. Fortitude | |
| Hit: 3d6 + 12 thunder damage and the target is pushed 5 squares and knocked prone. | |
| MINOR ACTIONS | |
| R Riddle me this (psychic) • At-Will | |
| Effect: Ranged 20; the sphinx compels the target to contemplate a riddle. The target is dazed until the end of the encounter or until it answers the riddle. To determine the answer a creature must spend a minor action and succeed at a DC 22 History check. A target that does not attempt to answer the riddle during its turn takes 4d6 + 17 psychic damage at the end of its turn. An ally can provide the answer and end the effect. If an ally ends the effect the target takes 4d6 + 17 psychic damage. | |
| Skills Insight +24 | |
| Str 24 (+15) | Dex 22 (+14) Wis 27 (+16) |
| Con 23 (+14) | Int 26 (+16) Cha 27 (+16) |
| Alignment unaligned Languages Common, Dwarven, Elven, Primordial, Supernal | |
| Note: Sphinx mystery changed range of riddle me this to 20. | |

ENCOUNTER 3: RIDDLE ME THIS (ADVENTURE LEVEL 16)

| Temple Guardian | Level 18 Soldier |
|--|---------------------------|
| Large natural animate (construct) | XP 2,000 |
| HP 172; Bloodied 86 | Initiative +16 |
| AC 34, Fortitude 31, Reflex 29, Will 29 | Perception +14 |
| Speed 6 | Darkvision |
| Immune disease, poison, sleep | |
| TRAITS | |
| O Fighting Focus • Aura 1 | |
| Each enemy that starts its turn within the aura is marked until the start of its next turn | |
| STANDARD ACTIONS | |
| m Falchion (weapon) • At-Will | |
| Attack: Melee 2 (one creature); +23 vs. AC | |
| Hit: 3d8 + 13 damage. | |
| M Veil of Blood (weapon) • Recharge 5-6 | |
| Attack: Melee 2 (one creature); +21 vs. Fortitude | |
| Hit: 4d10 + 18 damage and the target takes 5 ongoing damage and is blinded (save ends both). | |
| M On Your Knees (weapon) • Encounter | |
| Attack: Melee 2 (one creature); +21 vs. Fortitude | |
| Hit: 4d10 + 18 damage and the target is knocked prone and cannot stand up (save ends). | |
| TRIGGERED ACTIONS | |
| C Last Stand (weapon) • Encounter | |
| Trigger: the temple guardian is reduced to 0 hit points. | |
| Attack (No Action): Close Burst 1 (enemies in burst); +21 vs. Reflex | |
| Hit: 4d6 + 15 damage. | |
| Skills Acrobatics +19, Athletics +21 | |
| Str 24 (+16) | Dex 20 (+14) Wis 21 (+14) |
| Con 20 (+14) | Int 14 (+11) Cha 19 (+13) |
| Alignment unaligned Languages Common | |
| Equipment falchion | |
| Note: Sand king freeblade changed to a large construct. | |

| Temple Assassin | Level 18 Skirmisher |
|--|---------------------------|
| Large natural animate (construct) | XP 2,000 |
| HP 173; Bloodied 86 | Initiative +18 |
| AC 32, Fortitude 29, Reflex 31, Will 30 | Perception +16 |
| Speed 6 | Darkvision |
| Immune disease, poison, sleep | |
| TRAITS | |
| Combat Advantage | |
| A temple assassin deals 2d8 extra damage to any creature granting combat advantage to it. | |
| Nimble Reaction | |
| A temple assassin gains a +4 bonus to AC vs. opportunity attacks. | |
| STANDARD ACTIONS | |
| m Kopesh (weapon) • At-Will | |
| Attack: +23 vs. AC | |
| Hit: 3d8 + 13 damage. | |
| M Shifting Strike (weapon) • At-Will | |
| Effect: the temple assassin uses kopesh twice. It can shift 1 square before or after each attack. | |
| M Crippling Strike (weapon) • Recharge 5-6 | |
| Effect: the temple assassin uses kopesh twice. If either attack hits the target is slowed (save ends). If both attacks hit the same target the target is instead also knocked prone and cannot stand up (save ends). | |
| Skills Acrobatics +21, Bluff +20, Stealth +21 | |
| Str 17 (+12) | Dex 24 (+16) Wis 14 (+11) |
| Con 21 (+14) | Int 16 (+12) Cha 22 (+15) |

| | |
|--|------------------|
| Alignment unaligned | Languages Common |
| Equipment kopesh | |
| Note: Sand king shrouded blade changed to a large construct. | |

| Bes'Mahees | Level 18 Brute |
|--|---------------------------|
| Large immortal magical beast | XP 2,000 |
| HP 214; Bloodied 107 | Initiative +15 |
| AC 30, Fortitude 29, Reflex 30, Will 31 | Perception +23 |
| Speed 6, fly 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Ancient Claws • At-Will | |
| Attack: Melee 2 (one creature); +23 vs. AC | |
| Hit: 4d6 + 19 damage. | |
| M Bite of Ages • At-Will | |
| Attack: Melee 2 (one creature); +23 vs. AC | |
| Hit: 4d6 + 19 damage and the target is knocked prone and immobilized (save ends). | |
| M Corrective Mauling • Recharge failed History check for riddle me this | |
| Attack: Melee 2 (one creature); +21 vs. AC | |
| Hit: 4d8 + 19 damage and the target is knocked prone. | |
| C Great Roar (thunder) • Encounter | |
| Attack: Close blast 5 (enemies in blast); +21 vs. Fortitude | |
| Hit: 3d8 + 11 thunder damage and the target is pushed 5 squares and knocked prone. | |
| MINOR ACTIONS | |
| R Riddle me this (psychic) • At-Will | |
| Effect: Ranged 20 (one creature); the sphinx compels the target to contemplate a riddle. The target is dazed until the end of the encounter or until it answers the riddle. To determine the answer a creature must spend a minor action and succeed at a DC 23 History check. A target that does not attempt to answer the riddle during its turn takes 4d6 +19 psychic damage at the end of its turn. An ally can provide the answer and end the effect. If an ally ends the effect the target takes 4d6 +19 psychic damage. | |
| Skills Insight +26 | |
| Str 25 (+16) | Dex 23 (+15) Wis 28 (+18) |
| Con 24 (+16) | Int 27 (+17) Cha 28 (+18) |
| Alignment unaligned Languages Common, Dwarven, Elven, Primordial, Supernal | |
| Note: Sphinx mystery changed range of riddle me this to 20. | |

ENCOUNTER 3: RIDDLE ME THIS (ADVENTURE LEVEL 18)

| Temple Guardian | Level 20 Soldier |
|--|------------------|
| Large natural animate (construct) | XP 2,800 |
| HP 189; Bloodied 94 | Initiative +17 |
| AC 36, Fortitude 33, Reflex 30, Will 31 | Perception +16 |
| Speed 6 | Darkvision |
| Immune disease, poison, sleep | |
| TRAITS | |
| O Fighting Focus • Aura 1 | |
| Each enemy that starts its turn within the aura is marked until the start of its next turn | |
| STANDARD ACTIONS | |
| m Falchion (weapon) • At-Will | |
| Attack: Melee 2 (one creature); +25 vs. AC | |
| Hit: 3d8 + 15 damage. | |
| M Veil of Blood (weapon) • Recharge 5-6 | |
| Attack: Melee 2 (one creature); +23 vs. Fortitude | |
| Hit: 4d12 + 17 damage and the target takes 5 ongoing damage and is blinded (save ends both). | |
| M On Your Knees (weapon) • Encounter | |
| Attack: Melee 2 (one creature); +23 vs. Fortitude | |
| Hit: 4d12 + 17 damage and the target is knocked prone and cannot stand up (save ends). | |
| TRIGGERED ACTIONS | |
| C Last Stand (weapon) • Encounter | |
| Trigger: the temple guardian is reduced to 0 hit points. | |
| Attack (No Action): Close Burst 1 (enemies in burst); +23 vs. Reflex | |
| Hit: 4d6 + 17 damage. | |
| Skills Acrobatics +20, Athletics +22 | |
| Str 25 (+17) | Dex 21 (+15) |
| Con 21 (+15) | Int 15 (+12) |
| | Cha 20 (+15) |
| Alignment unaligned | Languages Common |
| Equipment falchion | |
| Note: Sand king freeblade changed to a large construct. | |

| Temple Assassin | Level 20 Skirmisher |
|--|---------------------|
| Large natural animate (construct) | XP 2,800 |
| HP 190; Bloodied 95 | Initiative +19 |
| AC 34, Fortitude 31, Reflex 33, Will 32 | Perception +17 |
| Speed 6 | Darkvision |
| Immune disease, poison, sleep | |
| TRAITS | |
| Combat Advantage | |
| A temple assassin deals 3d8 extra damage to any creature granting combat advantage to it. | |
| Nimble Reaction | |
| A temple assassin gains a +4 bonus to AC vs. opportunity attacks. | |
| STANDARD ACTIONS | |
| m Kopesh (weapon) • At-Will | |
| Attack: +25 vs. AC | |
| Hit: 3d8 + 15 damage. | |
| M Shifting Strike (weapon) • At-Will | |
| Effect: the temple assassin uses kopesh twice. It can shift 1 square before or after each attack. | |
| M Crippling Strike (weapon) • Recharge 5-6 | |
| Effect: the temple assassin uses kopesh twice. If either attack hits the target is slowed (save ends). If both attacks hit the same target the target is instead also knocked prone and cannot stand up (save ends). | |
| Skills Acrobatics +22, Bluff +21, Stealth +22 | |
| Str 18 (+14) | Dex 25 (+17) |
| Con 22 (+16) | Int 17 (+13) |
| | Cha 23 (+16) |

| | |
|--|------------------|
| Alignment unaligned | Languages Common |
| Equipment kopesh | |
| Note: Sand king shrouded blade changed to a large construct. | |

| Bes'Mahees | Level 20 Brute |
|--|--|
| Large immortal magical beast | XP 2,800 |
| HP 235; Bloodied 117 | Initiative +17 |
| AC 32, Fortitude 31, Reflex 32, Will 32 | Perception +24 |
| Speed 6, fly 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Ancient Claws • At-Will | |
| Attack: Melee 2 (one creature); +25 vs. AC | |
| Hit: 4d8 + 17 damage. | |
| M Bite of Ages • At-Will | |
| Attack: Melee 2 (one creature); +25 vs. AC | |
| Hit: 4d8 + 17 damage and the target is knocked prone and immobilized (save ends). | |
| M Corrective Mauling • Recharge failed History check for riddle me this | |
| Attack: Melee 2 (one creature); +25 vs. AC | |
| Hit: 4d10 + 17 damage and the target is knocked prone. | |
| C Great Roar (thunder) • Encounter | |
| Attack: Close blast 5 (enemies in blast); +23 vs. Fortitude | |
| Hit: 3d8 + 13 thunder damage and the target is pushed 5 squares and knocked prone. | |
| MINOR ACTIONS | |
| R Riddle me this (psychic) • At-Will | |
| Effect: Ranged 20 (one creature); the sphinx compels the target to contemplate a riddle. The target is dazed until the end of the encounter or until it answers the riddle. To determine the answer a creature must spend a minor action and succeed at a DC 25 History check. A target that does not attempt to answer the riddle during its turn takes 4d8 +17 psychic damage at the end of its turn. An ally can provide the answer and end the effect. If an ally ends the effect the target takes 4d8 +17 psychic damage. | |
| Skills Insight +27 | |
| Str 26 (+18) | Dex 24 (+17) |
| Con 25 (+17) | Int 28 (+19) |
| | Cha 29 (+19) |
| Alignment unaligned | Languages Common, Dwarven, Elven, Primordial, Supernal |
| Note: Sphinx mystery changed range of riddle me this to 20. | |

ENCOUNTER 3: RIDDLE ME THIS (ADVENTURE LEVEL 20)

| Temple Guardian | Level 22 Soldier |
|--|------------------|
| Large natural animate (construct) | XP 4,150 |
| HP 206; Bloodied 103 | Initiative +19 |
| AC 38, Fortitude 35, Reflex 33, Will 33 | Perception +17 |
| Speed 6 | Darkvision |
| Immune disease, poison, sleep | |
| TRAITS | |
| O Fighting Focus • Aura 1 | |
| Each enemy that starts its turn within the aura is marked until the start of its next turn | |
| STANDARD ACTIONS | |
| m Falchion (weapon) • At-Will | |
| Attack: Melee 2 (one creature); +29 vs. AC | |
| Hit: 4d6 + 16 damage. | |
| M Veil of Blood (weapon) • Recharge 5-6 | |
| Attack: Melee 2 (one creature); +27 vs. Fortitude | |
| Hit: 4d12 + 19 damage and the target takes 5 ongoing damage and is blinded (save ends both). | |
| M On Your Knees (weapon) • Encounter | |
| Attack: Melee 2 (one creature); +27 vs. Fortitude | |
| Hit: 4d12 + 19 damage and the target is knocked prone and cannot stand up (save ends). | |
| TRIGGERED ACTIONS | |
| R Last Stand (weapon) • Encounter | |
| Trigger: the temple guardian is reduced to 0 hit points. | |
| Attack (No Action): Close Burst 1 (enemies in burst); +27 vs. Reflex | |
| Hit: 4d6 + 19 damage. | |
| Skills Acrobatics +22, Athletics +24 | |
| Str 26 (+19) | Dex 22 (+17) |
| Con 22 (+17) | Int 16 (+14) |
| | Cha 21 (+16) |
| Alignment unaligned | Languages Common |
| Equipment falchion | |
| Note: Sand king freeblade changed to a large construct. | |

| Temple Assassin | Level 22 Skirmisher |
|--|---------------------|
| Large natural animate (construct) | XP 4,150 |
| HP 206; Bloodied 103 | Initiative +21 |
| AC 36, Fortitude 33, Reflex 35, Will 34 | Perception +19 |
| Speed 6 | Darkvision |
| Immune disease, poison, sleep | |
| TRAITS | |
| Combat Advantage | |
| A temple assassin deals 2d8 extra damage to any creature granting combat advantage to it. | |
| Nimble Reaction | |
| A temple assassin gains a +4 bonus to AC vs. opportunity attacks. | |
| STANDARD ACTIONS | |
| m Kopesh (weapon) • At-Will | |
| Attack: +27 vs. AC | |
| Hit: 4d6 + 16 damage. | |
| M Shifting Strike (weapon) • At-Will | |
| Effect: the temple assassin uses kopesh twice. It can shift 1 square before or after each attack. | |
| M Crippling Strike (weapon) • Recharge 5-6 | |
| Effect: the temple assassin uses kopesh twice. If either attack hits the target is slowed (save ends). If both attacks hit the same target the target is instead also knocked prone and cannot stand up (save ends). | |
| Skills Acrobatics +24, Bluff +23, Stealth +24 | |
| Str 19 (+15) | Dex 26 (+19) |
| Con 23 (+17) | Int 18 (+15) |
| | Cha 24 (+18) |

| Alignment unaligned | Languages Common |
|--|--|
| Equipment kopesh | |
| Note: Sand king shrouded blade changed to a large construct. | |
| Bes'Mahees | Level 22 Brute |
| Large immortal magical beast | XP 4,150 |
| HP 256; Bloodied 128 | Initiative +15 |
| AC 34, Fortitude 33, Reflex 34, Will 35 | Perception +23 |
| Speed 6, fly 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Ancient Claws • At-Will | |
| Attack: Melee 2 (one creature); +25 vs. AC | |
| Hit: 4d8 + 20 damage. | |
| M Bite of Ages • At-Will | |
| Attack: Melee 2 (one creature); +25 vs. AC | |
| Hit: 4d8 + 20 damage and the target is knocked prone and immobilized (save ends). | |
| M Corrective Mauling • Recharge failed History check for riddle me this | |
| Attack: Melee 2 (one creature); +25 vs. AC | |
| Hit: 4d10 + 20 damage and the target is knocked prone. | |
| C Great Roar (thunder) • Encounter | |
| Attack: Close blast 5 (enemies in blast); +25 vs. Fortitude | |
| Hit: 3d8 + 15 thunder damage and the target is pushed 5 squares and knocked prone. | |
| MINOR ACTIONS | |
| R Riddle me this (psychic) • At-Will | |
| Effect: Ranged 20 (one creature); the sphinx compels the target to contemplate a riddle. The target is dazed until the end of the encounter or until it answers the riddle. To determine the answer a creature must spend a minor action and succeed at a DC 25 History check. A target that does not attempt to answer the riddle during its turn takes 4d8 + 20 psychic damage at the end of its turn. An ally can provide the answer and end the effect. If an ally ends the effect the target takes 4d8 + 20 psychic damage. | |
| Skills Insight +26 | |
| Str 25 (+16) | Dex 23 (+15) |
| Con 24 (+16) | Int 27 (+17) |
| | Cha 28 (+18) |
| Alignment unaligned | Languages Common, Dwarven, Elven, Primordial, Aupernal |
| Note: Sphinx mystery changed range of riddle me this to 20. | |

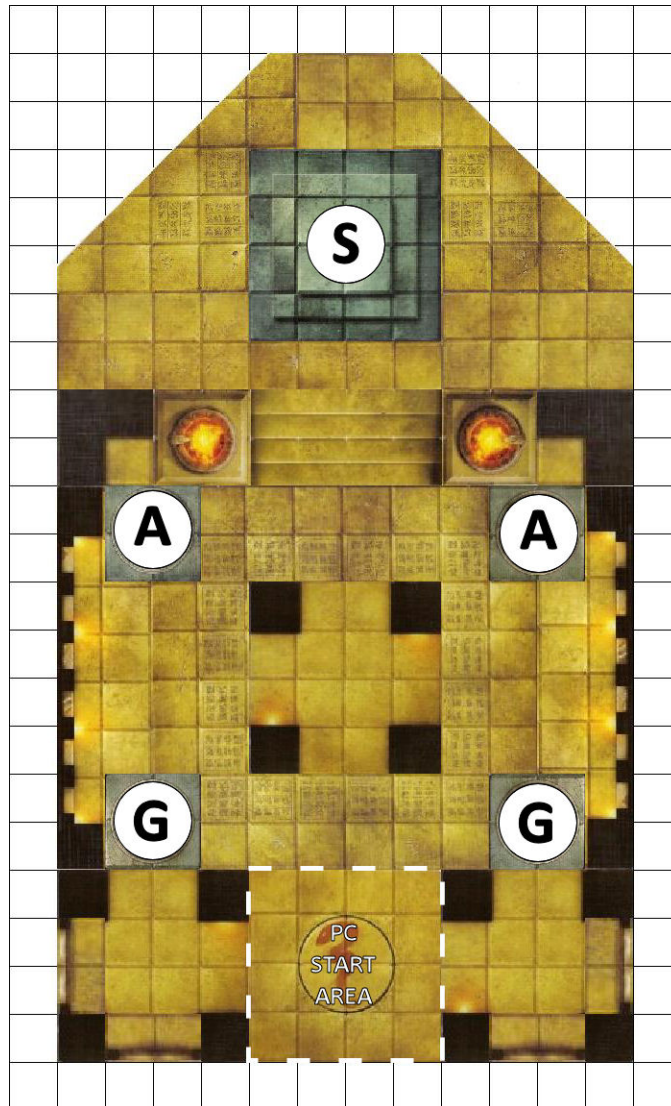
ENCOUNTER 3: RIDDLE ME THIS MAP

TILE SETS NEEDED

Dire Tombs x1

Halls of the Giant Kings x2 (statues)

Dungeon Tiles Master Set - The Dungeon x1 (dais)



Temple Guardians (G)

Temple Assassins (A)

Bes'Mahees (Sphinx Mystery) (S)

For 4 PCs remove one Assassin, For 6 PCs add one Assassin

ENCOUNTER 4: THE TRUTH

IMPORTANT NPC

Bes'Mahees, sphinx (unaligned)

Run this encounter after the PCs have defeated all the guardians in Encounter 3 or have answered a number of riddles equal to the number of PCs.

If the PCs did not answer all the riddles in Handout 2 during Encounter 3, Bes'Mahees asks the PCs the remainder of the riddles. Give the players a few moments to answer each riddle. If the players take more than 10 minutes to solve the riddles, allow them to roll a group History check against a Moderate DC for each riddle. On a success or failure give the answer to the riddle, but on a failure the PCs do not earn Story Award **CALI16 Student of the Sphinx**.

With the answers to the riddles, the PCs should now be able to figure out the secret of the blue dragon. He is actually a dracolich. Bes'Mahees shares the following with the PCs.

- Bes'Mahees knows the dracolich very well. His name is Sapphiraktar the Blue. Bes'Mahees is one of only a handful of individuals who knows the dragon's dark secret.
- Sapphiraktar is extremely vain and uses powerful illusionary magic to hide his dracolich form and to appear as an ancient blue dragon.
- Bes'Mahees and Sapphiraktar have been rivals for many centuries. A PC may make a DC 20 Insight or History check to recall that the murals they saw in the temple depicted many battles between a sphinx and a blue dragon, and that Sapphiraktar was the legendary dragon that destroyed Calimshan long ago.
- Sapphiraktar is an incredibly formidable opponent and particularly deadly because he possesses the lightning powers of a blue dragon as well as the deadly necrotic powers of a dracolich.
- Sapphiraktar was able to retain his lightning powers because the ritual to transform him into a dracolich was performed at a ley line of great power in the Elemental Chaos.
- Bes'Mahees knows that Sapphiraktar keeps his phylactery heavily guarded at this site, but his past attempts to steal the phylactery have failed.
- Because of the unusual nature of Sapphiraktar's transformation into a dracolich, his phylactery weakens him. This is why he stores it on another plane.

- If the PCs can recover the phylactery and further imbue it with even more elemental power, then it could be used as a deadly weapon against Sapphiraktar.

ENDING THE ENCOUNTER

If the PCs accept the sphinx's advice and travel to the Elemental Chaos to recover the phylactery, proceed to Encounter 5.

If the PCs decide not to go to the Elemental Chaos and fight the dragon without recovering the phylactery, the sphinx strongly urges them to reconsider. If they insist, proceed to Encounter 6.

MILESTONE

This encounter does NOT count towards a milestone.

TREASURE

If the PCs agree to recover the phylactery, Bes'Mahees offers them the following items from his personal treasure horde which might help them in the elemental chaos.

- *chaos cloak* +3 (+4 at AL 16/18/20).
- *staff of elemental prowess* +3 (+4 at AL 16/18/20).

ENCOUNTER 5: RIDERS ON THE STORM

ENCOUNTER LEVEL 12/14/16/18/20
(4000/5600/8000/11200/16000 XP)

CREATURES

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

2 blood slaads (B)

2 void slaads (V)

1 curse slaad (C)

chaos storm hazard (S)

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

2 blood slaads (B)

2 void slaads (V)

1 golden slaad (C)

chaos storm hazard (S)

SCALING THE ENCOUNTER

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

Four PCs: Remove a void slaad.

Six PCs: Add a curse/golden slaad.

SETUP

The sphinx is familiar with the location of Sapphiraktar's phylactery in the Elemental Chaos. He explains to the PCs that he will open a portal for them to travel directly to the site. Once there, the PCs must recover the phylactery and, if possible, infuse it with elemental energy to be used as a weapon against Sapphiraktar.

Because of the volatile nature of the elemental forces at the ley line, Bes'Mahees cannot guarantee the stability of the portal. The PCs should return as quickly as possible. The sphinx gives each player a small gem which he explains is a portal key. If the PCs wish to return the gem allows them to pass back through the portal. This safeguards the portal so nothing from the Elemental Chaos can gain access to this world. The PCs should be careful; each portal key can only be used once. If they return there is no going back. As the sphinx opens the portal, read:

The Sphinx recites the final words to his ritual and a portal tears open. Beyond is the ever-changing landscape of the elemental chaos. Patches of hazy

elemental energy hang in the air, while pools of fire, ice, acid and zones of thunder dot the landscape. Dark, ominous clouds hover low in the grey sky while a huge storm rages not far from the portal. Strange creatures gather around, feeding off the energy of the elemental haze. They notice the portal opening and begin lumbering toward it.

As the PCs enter the Elemental Chaos, it should be obvious to them that the chaos storm is adversely affecting the portal.

Allow the PCs to make a DC 25 Arcana check. A PC who succeeds realizes that they have 5 rounds (total) before the portal closes. When the portal collapses, everyone in possession of a portal key will be painfully sucked back through the portal. If they succeed at a DC 20 check, then at the end of Round 3 let the PCs know that the portal appears to be weakening and the energy of the chaos storm is making the portal unstable. At the end of Round 4 warn the PCs that the portal will not hold much longer. If the PCs fail to make the Arcana check, then they have no idea how long the portal can remain open or the consequences of not making it back through.

At the end of Round 5 the portal implodes. Any creature in possession of a portal key, whether conscious, unconscious or dead is immediately sucked through the portal and back into the sphinx's lair. Any PC still in the Elemental Chaos when the portal collapses loses 2 healing surges.

The PCs notice that across the landscape is an altar. This is where they must recover the phylactery. After the PCs recover the phylactery, they can transform it into a weapon against Sapphiraktar by imbuing it with elemental powers from the various pools scattered about the landscape. The phylactery absorbs all the energy from a pool, so the PCs can only use each pool once. See "Imbuing the Phylactery" for more detail.

FEATURES OF THE AREA

Illumination: The glow of the elemental pools illuminates the area. There are no visibility issues.

The Haze: All squares on the map are solid ground, but any square more than 50% filled with black are part of the Haze. Non-elemental creatures that enter or end their turn in the Haze take AL damage of all elemental types (fire, cold, lightning, thunder, and acid). PCs only take this damage once per turn, and the slaads are immune to the effects of the Haze.

Haze squares are lightly obscured to non-elemental creatures. Attacks made against a creature in the Haze,

or attacks made through the Haze, have partial concealment.

Elemental Pools: The pools around the map are filled with acid, fire, ice, and thunder. A creature that enters or ends their turn in a pool takes AL damage of that type. Creatures only take this damage once per turn per pool.

- The green pools represent acid.
- The red pools represent fire.
- The blue pools represent ice.
- The purple clouds represent thunder pools.

Sapphiraktar's Altar: The phylactery is in a large basin filled with lightning. Any PC who reaches into the basin to retrieve the phylactery takes lightning damage equal to the AL. Retrieving the phylactery requires a minor action from an adjacent square.

Sapphiraktar has magically warded the altar so all creatures except the slaad within 5 squares of the altar take a -2 penalty to all defenses.

Planar Portal: The purple squares represent the portal to the ruined temple. A PC may willingly enter these squares to leave the combat.

TACTICS

This area is a feeding ground for the slaads, so they guard the altar. They are in a frenzied, euphoric state. They attack the PCs despite any effort at diplomacy or negotiation, and do not surrender or flee.

On its first initiative, the chaos storm is drawn to the magic of the portal and moves toward it. After the PCs retrieve the phylactery, the chaos storm is drawn to it and instead moves towards the PC carrying the phylactery.

Use the blood slaads' *horrid croak* to immobilize PCs who make a dash for the altar, or who have recovered the phylactery and are attempting to rush back to the portal.

The void slaads try to remain in the haze as much as possible, making ranged attacks on them more difficult and forcing melee PCs to spend time in the haze taking damage.

The curse slaads save their *croak of chaos* and *transpose target* powers to use against PCs attempting to steal the phylactery to move them away from the altar.

The golden slaads have the most unpredictable attacks of any of the slaads, so unleash their powers early and often to create chaos and havoc.

Remember that all the slaads can teleport, so immobilization and restraining effects should not hinder their movement.

When using forced movement against the PCs, either with the slaads or the chaos storm, remember that

the PCs get a saving throw to avoid being forced or teleported into hindering terrain. Sometimes it may benefit to force them into safe spaces if it means denying them a chance to save out of the forced movement.

IMBUING THE PHYLACTERY

Once the PCs have recovered Sapphiraktar's phylactery, they may further imbue it with elemental energy from the various pools. The phylactery may gain one charge of each elemental type (acid, fire, ice, and thunder). To charge the phylactery a PC may do the following:

- A PC adjacent to an elemental pool may use a standard action to dip the phylactery into a pool.
- A PC gains an automatic charge if they end their turn in an unused pool while holding the phylactery.

Remember that once a pool has been used to charge the phylactery, that pool may not be used again to supply additional charges.

Adjacent PCs may use a minor action to hand off the phylactery, but it takes time for the phylactery to recover from the process of absorbing energy. It may only be imbued twice per round.

ENDING THE ENCOUNTER

A PC may leave the encounter by entering one of the portal squares. As soon as a PC enters a portal square they can choose to be transported back to the ruined temple and removed from the combat. PCs who leave may not return.

The encounter ends when the last PC has returned through the portal or at the end of round 5 when the portal collapses.

Record the total number of charges the PCs placed on the phylactery and proceed to Encounter 6.

TROUBLESHOOTING

Be wary of the danger of overlapping zones. For optimized groups, overlapping the damage can be used to challenge and reinforce the danger of the Elemental Chaos. For other groups, you want to avoid stacking these zones or forcing the PCs into multiple zones, as the damage can escalate quickly. In all cases, gauge your table and adjust the tactics to ensure that the players are challenged, but still enjoying the encounter.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs find no treasure in this encounter. The sphinx rewards the PCs with treasure in the next encounter.

ENCOUNTER 5: RIDERS ON THE STORM (ADVENTURE LEVEL 12)

| Blood Slaad (Red Slaad) | Level 11 Soldier |
|--|-------------------------|
| Large elemental humanoid | XP 600 |
| HP 112; Bloodied 56 | Initiative +10 |
| AC 25, Fortitude 24, Reflex 25, Will 21 | Perception +5 |
| Speed 8, teleport 4 | Low-light vision |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| Attack: Melee 2 (one creature); +16 vs. AC | |
| Hit: 3d6 + 9 damage. | |
| M Claw (healing) • Recharge 5-6 | |
| Attack: Melee 2 (one creature); +16 vs. AC | |
| Hit: 2d6 + 9 damage and the slaad makes a secondary attack. | |
| Secondary Attack: (same creature); +15 vs. Fortitude | |
| Hit: Target loses a healing surge and the slaad heals 28 hit points. | |
| M Leaping Pounce • Recharge 5-6 | |
| Effect: The blood slaad shifts 4 squares and makes two bite attacks. If either bite attack hits, the target is marked until the ends of the blood slaad's next turn. | |
| C Horrid Croak (fear) • At-Will | |
| Attack: Close blast 5 (one creature in the blast); +14 vs. Fortitude | |
| Hit: The target is immobilized until the end of the blood slaad's next turn. | |
| Skills Athletics +12, Stealth +13 | |
| Str 15 (+7) | Dex 17 (+8) Wis 10 (+5) |
| Con 16 (+8) | Int 9 (+4) Cha 13 (+6) |
| Alignment chaotic evil Languages Primordial | |
| Note: Modified chaos phage. | |

| Void Slaad (Black Slaad) | Level 12 Skirmisher |
|---|------------------------|
| Large elemental humanoid | XP 700 |
| HP 122; Bloodied 61 | Initiative +4 |
| AC 24, Fortitude 25, Reflex 22, Will 21 | Perception +8 |
| Speed 6, teleport 3 | Low-light vision |
| Immune disease | |
| TRAITS | |
| Insubstantial | |
| The void salad takes only half damage from any damage source, except force damage. | |
| STANDARD ACTIONS | |
| m Claws • At-Will | |
| Attack: Melee 2 (one creature); +17 vs. AC | |
| Hit: 3d6 + 10 damage, and ongoing 5 damage (save ends). | |
| Each failed saving throw: The target loses a healing surge. | |
| R Ray of Entropy • At-Will | |
| Attack: Ranged 20 (one creature); +15 vs. Reflex | |
| Hit: 3d6 + 10 damage, and the target is surrounded by a shroud of crackling energy (save ends). Any time the target takes damage the shroud deals 1d10 damage to the target. | |
| TRIGGERED ACTIONS | |
| C Zone of Oblivion • Encounter | |
| Trigger: When reduced to 0 hit points. | |
| Attack (No Action): Close burst 2 (creatures in burst); +10 vs. Reflex | |
| Hit: 3d6 + 12 damage. A black void fills the zone blocking line of sight and dealing 3d6 + 12 damage to any creature that ends its turn in the area. The zone lasts until the end of the encounter. | |
| Skills Stealth +13 | |
| Str 20 (+11) | Dex 14 (+8) Wis 9 (+5) |
| Con 19 (+10) | Int 7 (+4) Cha 13 (+7) |
| Alignment chaotic evil Languages Primordial | |

| Curse Slaad (Green Slaad) | Level 12 Controller |
|---|-------------------------|
| Large elemental humanoid | XP 700 |
| HP 122; Bloodied 61 | Initiative +6 |
| AC 26, Fortitude 24, Reflex 23, Will 25 | Perception +13 |
| Speed 6, teleport 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Claws (healing) • At-Will | |
| Attack: Melee 2 (one creature); +17 vs. AC | |
| Hit: 3d6 + 10 damage and the slaad makes a secondary attack. | |
| Secondary Attack: Melee 2 (same creature); +15 vs. Fortitude | |
| Hit: Target loses a healing surge and the slaad heals 30 hit points. | |
| r Chaos Bolt • At-Will | |
| Attack: Ranged 10 (one creature); +15 vs. Will | |
| Hit: 3d6 + 10 damage and the target is dazed until the end of the slaad's next turn. | |
| R Transpose Target (teleportation) • Recharge 6 | |
| Attack: Ranged 10 (one creature); +15 vs. Reflex | |
| Hit: 4d6 + 17 damage and the target teleports 10 squares to an unoccupied space of the slaad's choosing (and in its line of sight). | |
| C Croak of Chaos • Encounter | |
| Attack: Close burst 4 (enemies in burst); +15 vs. Fortitude | |
| Hit: 3d6 + 12 damage and the target slides 4 squares. | |
| Skills Athletics +13, Bluff +13, Intimidate +13, Stealth +11 | |
| Str 14 (+8) | Dex 11 (+6) Wis 14 (+8) |
| Con 18 (+10) | Int 12 (+7) Cha 15 (+8) |
| Alignment chaotic evil Languages Primordial | |
| Note: Modified chaos phage. | |

| Chaos Storm | Level 12 Blaster |
|--|----------------------|
| Hazard | XP 700 |
| Hazard: A swirling mass of multicolored energy fills a single square but has tendrils that reach into every square within its burst. | |
| Perception | |
| The effects of a chaos storm are obvious as it moves through an area. | |
| Initiative +10 | |
| Speed 1d4 + 2 squares toward the portal or the phylactery. | |
| Trigger | |
| Any creature enters the chaos storm burst area while it moves or when a creature ends its turn in the chaos storm burst area. | |
| Attack | |
| No Action | Close Burst 3 |
| Effect: The creature or object in its burst teleports 1d6 squares in a random direction (roll 1d8 to determine direction) and takes 3d6 + 12 psychic damage. Slaads are immune to this effect. | |
| Countermeasures | |
| • Arcana: A character can attempt a check to ward off the effects of the storm. A character may use a minor action to make a DC 28 check or a standard action to make a DC 20 check. On a success, the character becomes stabilized and is immune to the storm's teleportation and damage until the start of the character's next turn. | |
| Note: based upon the chaos storm. | |

ENCOUNTER 5: RIDERS ON THE STORM (ADVENTURE LEVEL 14)

| Blood Slaad (Red Slaad) | Level 13 Soldier |
|--|--------------------------|
| Large elemental humanoid | XP 800 |
| HP 129; Bloodied 64 | Initiative +12 |
| AC 27, Fortitude 26, Reflex 28, Will 23 | Perception +6 |
| Speed 8, teleport 4 | Low-light vision |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| Attack: Melee 2 (one creature); +18 vs. AC | |
| Hit: 3d6 + 11 damage. | |
| M Claw (healing) • Recharge 5-6 | |
| Attack: Melee 2 (one creature); +18 vs. AC | |
| Hit: 2d6 + 11 damage and the slaad makes a secondary attack. | |
| Secondary Attack: Melee 2 (same creature); +16 vs. Fortitude | |
| Hit: Target loses a healing surge and the slaad heals 32 hit points. | |
| M Leaping Pounce • Recharge 5-6 | |
| Effect: The blood slaad shifts 4 squares and makes two <i>bite</i> attacks. | |
| If either <i>bite</i> attack hits, the target is marked until the ends of the blood slaad's next turn. | |
| C Horrid Croak (fear) • At-Will | |
| Attack: Close blast 5 (one creature in blast); +16 vs. Fortitude | |
| Hit: The target is immobilized until the end of the blood slaad's next turn. | |
| Skills Athletics +14, Stealth +15 | |
| Str 16 (+9) | Dex 18 (+10) Wis 11 (+6) |
| Con 17 (+9) | Int 10 (+6) Cha 14 (+8) |
| Alignment chaotic evil Languages primordial | |
| Note: Modified chaos phage. | |

| Void Slaad (Black Slaad) | Level 14 Skirmisher |
|---|-------------------------|
| Large elemental humanoid | XP 1,000 |
| HP 140; Bloodied 70 | Initiative +9 |
| AC 26, Fortitude 27, Reflex 24, Will 23 | Perception +10 |
| Speed 6, teleport 3 | Low-light vision |
| Immune disease | |
| TRAITS | |
| Insubstantial | |
| The void salad takes only half damage from any damage source, except force damage. | |
| STANDARD ACTIONS | |
| m Claws • At-Will | |
| Attack: Melee 2 (one creature); +19 vs. AC | |
| Hit: 3d6 + 12 damage, and ongoing 5 damage (save ends). | |
| Each failed saving throw: The target loses a healing surge | |
| R Ray of Entropy • At-Will | |
| Attack: Ranged 20 (one creature); +17 vs. Reflex | |
| Hit: 3d6 + 12 damage, and the target is surrounded by a shroud of crackling energy (save ends). Any time the target takes damage the shroud deals 1d10 damage to the target. | |
| TRIGGERED ACTIONS | |
| C Zone of Oblivion • Encounter | |
| Trigger: when reduced to 0 hit points | |
| Attack (No Action): Close burst 2 (creatures in burst); +12 vs. Reflex | |
| Hit: 3d8 + 12 damage. A black void fills the zone blocking line of sight and dealing 3d8 + 12 damage to any creature that ends its turn in the area. The zone lasts until the end of the encounter. | |
| Skills Stealth +14 | |
| Str 21 (+12) | Dex 15 (+9) Wis 10 (+7) |
| Con 20 (+12) | Int 8 (+6) Cha 14 (+9) |
| Alignment chaotic evil Languages Primordial | |

| Curse Slaad (Green Slaad) | Level 14 Controller |
|---|--------------------------|
| Large elemental humanoid | XP 1,000 |
| HP 139; Bloodied 69 | Initiative +8 |
| AC 28, Fortitude 26, Reflex 25, Will 27 | Perception +14 |
| Speed 6, teleport 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Claws (healing) • At-Will | |
| Attack: Melee 2 (one creature); +19 vs. AC | |
| Hit: 3d6 + 12 damage and the slaad makes a secondary attack. | |
| Secondary Attack: Melee 2 (same creature) +17 vs. Fortitude | |
| Hit: Target loses a healing surge and the slaad heals 34 hit points. | |
| r Chaos Bolt • At-Will | |
| Attack: Ranged 10 (one creature); +17 vs. Will | |
| Hit: 3d6 + 12 damage and the target is dazed until the end of the slaad's next turn. | |
| R Transpose Target (teleportation) • Recharge 6 | |
| Attack: Ranged 10 (one creature); +17 vs. Reflex | |
| Hit: 4d8 + 16 damage and the target teleports 10 squares to an unoccupied space of the slaad's choosing (and in its line of sight). | |
| C Croak of Chaos • Encounter | |
| Attack: Close burst 4 (enemies in burst); +17 vs. Fortitude | |
| Hit: 3d8 + 12 damage and the target slides 4 squares. | |
| Skills Athletics +14, Bluff +15, Intimidate +15, Stealth +13 | |
| Str 15 (+9) | Dex 12 (+8) Wis 15 (+9) |
| Con 19 (+11) | Int 13 (+8) Cha 16 (+10) |
| Alignment chaotic evil Languages Primordial | |
| Note: Modified chaos phage. | |

| Chaos Storm | Level 14 Blaster |
|--|----------------------|
| Hazard | XP 1000 |
| Hazard: A swirling mass of multicolored energy fills a single square but has tendrils that reach into every square within its burst. | |
| Perception | |
| The effects of a chaos storm are obvious as it moves through an area. | |
| Initiative +12 | |
| Speed 1d4 + 2 squares toward the portal or the phylactery. | |
| Trigger | |
| Any creature enters the chaos storm burst area while it moves or when a creature ends its turn in the chaos storm burst area. | |
| Attack | |
| No Action | Close Burst 3 |
| Effect: The creature or object in its burst teleports 1d6 squares in a random direction (roll 1d8 to determine direction) and takes 3d8 + 12 psychic damage. Slaads are immune to this effect. | |
| Countermeasures | |
| • Arcana: A character can attempt a check to ward off the effects of the storm. A character may use a minor action to make a DC 29 check or a standard action to make a DC 21 check. On a success, the character becomes stabilized and is immune to the storm's teleportation and damage until the start of the character's next turn. | |
| Note: based upon the chaos storm. | |

ENCOUNTER 5: RIDERS ON THE STORM (ADVENTURE LEVEL 16)

| Blood Slaad (Red Slaad) | Level 15 Soldier |
|---|--------------------------|
| Large elemental humanoid | XP 1,200 |
| HP 146; Bloodied 73 | Initiative +13 |
| AC 29, Fortitude 28, Reflex 29, Will 25 | Perception +8 |
| Speed 8, teleport 4 | Low-light vision |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| Attack: Melee 2 (one creature); +20 vs. AC | |
| Hit: 3d6 + 13 damage. | |
| M Claw (healing) • Recharge 5-6 | |
| Attack: Melee 2 (one creature); +20 vs. AC | |
| Hit: 2d6 + 13 damage and the slaad makes a secondary attack. | |
| Secondary Attack: Melee 2 (same creature); +18 vs. Fortitude | |
| Hit: Target loses a healing surge and the slaad heals 36 hit points. | |
| M Leaping Pounce • Recharge 5-6 | |
| Effect: The blood slaad shifts 4 squares and makes two bite attacks. | |
| If either bite attack hits, the target is marked until the ends of the blood slaad's next turn. | |
| C Horrid Croak (fear) • At-Will | |
| Attack: Close blast 5 (one creature in the blast); +18 vs. Fortitude | |
| Hit: The target is immobilized until the end of the blood slaad's next turn. | |
| Skills Athletics +15, Stealth +16 | |
| Str 17 (+10) | Dex 19 (+11) Wis 12 (+8) |
| Con 18 (+11) | Int 11 (+7) Cha 15 (+9) |
| Alignment chaotic evil Languages Primordial | |
| Note: Modified chaos phage. | |

| Void Slaad (Black Slaad) | Level 16 Skirmisher |
|---|--------------------------|
| Large elemental humanoid | XP 1,400 |
| HP 157; Bloodied 78 | Initiative +7 |
| AC 28, Fortitude 29, Reflex 26, Will 25 | Perception +11 |
| Speed 6, teleport 3 | Low-light vision |
| Immune disease | |
| TRAITS | |
| Insubstantial | |
| The void salad takes only half damage from any damage source, except force damage. | |
| STANDARD ACTIONS | |
| m Claws • At-Will | |
| Attack: Melee 2 (one creature); +21 vs. AC | |
| Hit: 3d8 + 11 damage, and ongoing 5 damage (save ends). | |
| Each failed saving throw: The target loses a healing surge | |
| R Ray of Entropy • At-Will | |
| Attack: Ranged 20 (one creature); +19 vs. Reflex | |
| Hit: 3d8 + 11 damage, and the target is surrounded by a shroud of crackling energy (save ends). Any time the target takes damage the shroud deals 1d10 damage to the target. | |
| TRIGGERED ACTIONS | |
| C Zone of Oblivion • Encounter | |
| Trigger: when reduced to 0 hit points | |
| Attack (No Action): Close burst 2 (creatures in burst); +12 vs. Reflex | |
| Hit: 3d8 + 12 damage. A black void fills the zone blocking line of sight and dealing 3d8 + 12 damage to any creature that ends its turn in the turn in the area. The zone lasts until the end of the encounter. | |
| Skills Stealth +16 | |
| Str 22 (+14) | Dex 16 (+11) Wis 11 (+8) |
| Con 21 (+13) | Int 9 (+7) Cha 15 (+10) |
| Alignment chaotic evil Languages Primordial | |

| Curse Slaad (Green Slaad) | Level 16 Controller |
|---|---------------------------|
| Large elemental humanoid | XP 1,400 |
| HP 156; Bloodied 78 | Initiative +9 |
| AC 30, Fortitude 28, Reflex 27, Will 29 | Perception +16 |
| Speed 6, teleport 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Claws (healing) • At-Will | |
| Attack: Melee 2 (one creature); +21 vs. AC | |
| Hit: 3d8 + 11 damage and the slaad makes a secondary attack. | |
| Secondary Attack: Melee 2 (same creature); +19 vs. Fortitude | |
| Hit: Target loses a healing surge and the slaad heals 39 hit points. | |
| r Chaos Bolt • At-Will | |
| Attack: Ranged 10 (one creature); +19 vs. Will | |
| Hit: 3d8 + 11 damage and the target is dazed until the end of the slaad's next turn. | |
| R Transpose Target (teleportation) • Recharge 6 | |
| Attack: Ranged 10 (one creature); +19 vs. Reflex | |
| Hit: 4d8 + 19 damage and the target teleports 10 squares to an unoccupied space of the slaad's choosing (and in its line of sight). | |
| C Croak of Chaos • Encounter | |
| Attack: Close burst 4 (enemies in burst); +19 vs. Fortitude | |
| Hit: 3d8 + 14 damage and the target slides 4 squares. | |
| Skills Athletics +16, Bluff +16, Intimidate +16, Stealth +14 | |
| Str 16 (+11) | Dex 13 (+9) Wis 16 (+11) |
| Con 20 (+13) | Int 14 (+10) Cha 17 (+11) |
| Alignment chaotic evil Languages Primordial | |
| Note: Modified chaos phage. | |

| Chaos Storm | Level 16 Blaster |
|--|----------------------|
| Hazard | XP 1400 |
| Hazard: A swirling mass of multicolored energy fills a single square but has tendrils that reach into every square within its burst. | |
| Perception | |
| The effects of a chaos storm are obvious as it moves through an area. | |
| Initiative +14 | |
| Speed 1d4 + 2 squares toward the portal or the phylactery. | |
| Trigger | |
| Any creature enters the chaos storm burst area while it moves or when a creature ends its turn in the chaos storm burst area. | |
| Attack | |
| No Action | Close Burst 3 |
| Effect: The creature or object in its burst teleports 1d6 squares in a random direction (roll 1d8 to determine direction) and takes 3d8 + 14 psychic damage. Slaads are immune to this effect. | |
| Countermeasures | |
| • Arcana: A character can attempt a check to ward off the effects of the storm. A character may use a minor action to make a DC 31 check or a standard action to make a DC 22 check. On a success, the character becomes stabilized and is immune to the storm's teleportation and damage until the start of the character's next turn. | |
| Note: based upon the chaos storm. | |

ENCOUNTER 5: RIDERS ON THE STORM (ADVENTURE LEVEL 18)

| Blood Slaad (Red Slaad) | | Level 17 Soldier |
|---|--------------|------------------|
| Large elemental humanoid | | XP 1,600 |
| HP 163; Bloodied 81 | | Initiative +15 |
| AC 31, Fortitude 30, Reflex 31, Will 27 | | Perception +9 |
| Speed 8, teleport 4 | | Low-light vision |
| STANDARD ACTIONS | | |
| m Bite • At-Will | | |
| Attack: Melee 2 (one creature); +22 vs. AC | | |
| Hit: 3d8 + 12 damage. | | |
| M Claw (healing) • Recharge 5-6 | | |
| Attack: Melee 2 (one creature); +22 vs. AC | | |
| Hit: 2d8 + 12 damage and the slaad makes a secondary attack. | | |
| Secondary Attack: Melee 2 (same creature); +20 vs. Fortitude | | |
| Hit: Target loses a healing surge and the slaad heals 40 hit points. | | |
| M Leaping Pounce • Recharge 5-6 | | |
| Effect: The blood slaad shifts 4 squares and makes two bite attacks. | | |
| If either bite attack hits, the target is marked until the ends of the blood slaad's next turn. | | |
| C Horrid Croak (fear) • At-Will | | |
| Attack: Close blast 5 (one creature in the blast); +20 vs. Fortitude | | |
| Hit: The target is immobilized until the end of the blood slaad's next turn. | | |
| Skills Athletics +17, Stealth +18 | | |
| Str 18 (+12) | Dex 20 (+13) | Wis 13 (+9) |
| Con 19 (+12) | Int 12 (+9) | Cha 16 (+11) |
| Alignment chaotic evil Languages Primordial | | |
| Note: Modified chaos phage. | | |

| Void Slaad (Black Slaad) | | Level 18 Skirmisher |
|---|--------------|---------------------|
| Large elemental humanoid | | XP 2,000 |
| HP 174; Bloodied 87 | | Initiative +8 |
| AC 30, Fortitude 31, Reflex 28, Will 27 | | Perception +13 |
| Speed 6, teleport 3 | | Low-light vision |
| Immune disease | | |
| TRAITS | | |
| Insubstantial | | |
| The void salad takes only half damage from any damage source, except force damage. | | |
| STANDARD ACTIONS | | |
| m Claws • At-Will | | |
| Attack: Melee 2 (one creature); +23 vs. AC | | |
| Hit: 3d8 + 13 damage, and ongoing 10 damage (save ends). | | |
| Each failed saving throw: The target loses a healing surge. | | |
| R Ray of Entropy • At-Will | | |
| Attack: Ranged 20 (one creature); +21 vs. Reflex | | |
| Hit: 3d8 + 13 damage, and the target is surrounded by a shroud of crackling energy (save ends). Any time the target takes damage the shroud deals 2d10 damage to the target. | | |
| TRIGGERED ACTIONS | | |
| C Zone of Oblivion • Encounter | | |
| Trigger: when reduced to 0 hit points. | | |
| Attack (No Action): Close burst 2 (creatures in burst); +16 vs. Reflex | | |
| Hit: 4d6 + 15 damage. A black void fills the zone blocking line of sight and dealing 4d6 + 15 damage to any creature that ends its turn in the turn in the area. The zone lasts until the end of the encounter. | | |
| Skills Stealth +17 | | |
| Str 23 (+15) | Dex 17 (+12) | Wis 12 (+10) |
| Con 22 (+15) | Int 10 (+9) | Cha 16 (+12) |
| Alignment chaotic evil Languages Primordial | | |

| Golden Slaad | | Level 18 Controller |
|--|--------------|---------------------|
| Huge elemental humanoid | | XP 2,000 |
| HP 176; Bloodied 88 | | Initiative +13 |
| AC 30, Fortitude 31, Reflex 28, Will 27 | | Perception +11 |
| Speed 8, teleport 6 | | Low-light vision |
| STANDARD ACTIONS | | |
| m Bite • At-Will | | |
| Attack: Melee 3 (one creature); +23 vs. AC | | |
| Hit: 2d10 + 11 damage. If the attack roll is odd the slaad slides the Target 3 squares. If the attack is even the target is dazed until the end of the slaad's next turn. | | |
| C Chaos Croak (disease, psychic) • Recharge 5-6 | | |
| Attack: Close Burst 5 (enemies in burst); +21 vs. Will | | |
| Hit: 2d6 + 7 damage. If the target is dazed by the slaad's bite, it becomes dazed (save ends). For each target roll a d6 to determine an additional effect: | | |
| 1. The target teleports 1d6 squares in a random direction (roll a d8 to determine the direction). | | |
| 2. The target makes a melee basic attack as a free action against a random creature adjacent to it. | | |
| 3. The target is stunned until the end of its next turn. | | |
| 4. The target is slowed (save ends) | | |
| 5. The target takes 10 damage of a random type. Roll a d10: (1) acid, (2) cold, (3) fire, (4) force, (5) lightning, (6) necrotic, (7) poison, (8) psychic, (9) radiant, (10) thunder | | |
| 6. The target loses a healing surge and the slaad heals for 44 hit points. | | |
| TRIGGERED ACTIONS | | |
| Amniotic Transformation (polymorph) • At-Will | | |
| Trigger: the slaad is first bloodied | | |
| Effect (No Action): the slaad collapses into a viscous heap until the end of the encounter. While in this form the slaad cannot teleport and its speed drops to 4. | | |
| M Corrosive Pseudopodia (acid, healing) • At-Will | | |
| Requirement: the slaad must be affected by amniotic transformation. | | |
| Trigger: an enemy adjacent to the slaad moves or makes a melee attack. | | |
| Attack (Opportunity Action): Melee 1 (the triggering enemy); +23 vs. AC | | |
| Hit: 1d6 + 6 acid damage and the slaad grabs the target (Escape DC 23). | | |
| Sustain Minor: the slaad sustains all grabs and each creature grabbed by The slaad takes 2d6 + 6 acid damage. The slaad regains 5 hit points for each creature grabbed by it. | | |
| Skills Athletics +21, Intimidate +17 | | |
| Str 25 (+16) | Dex 19 (+13) | Wis 14 (+11) |
| Con 24 (+16) | Int 12 (+10) | Cha 17 (+12) |
| Alignment chaotic evil Languages Primordial | | |

ENCOUNTER 5: RIDERS ON THE STORM (ADVENTURE LEVEL 18)

| Chaos Storm | Level 18 Blaster |
|--|----------------------|
| Hazard | XP 2000 |
| Hazard: A swirling mass of multicolored energy fills a single square but has tendrils that reach into every square within its burst. | |
| Perception | |
| The effects of a chaos storm are obvious as it moves through an area. | |
| Initiative +16 | |
| Speed 1d4 + 2 squares toward the portal or the phylactery. | |
| Trigger | |
| Any creature enters the chaos storm burst area while it moves or when a creature ends its turn in the chaos storm burst area. | |
| Attack | |
| No Action | Close Burst 3 |
| Effect: The creature or object in its burst teleports 1d6 squares in a random direction (roll 1d8 to determine direction) and takes 4d6 + 15 psychic damage. Slaads are immune to this effect. | |
| Countermeasures | |
| <ul style="list-style-type: none"> • Arcana: A character can attempt a check to ward off the effects of the storm. A character may use a minor action to make a DC 32 check or a standard action to make a DC 23 check. On a success, the character becomes stabilized and is immune to the storm's teleportation and damage until the start of the character's next turn. | |

Note: based upon the chaos storm.

ENCOUNTER 5: RIDERS ON THE STORM (ADVENTURE LEVEL 20)

| Blood Slaad (Red Slaad) | | Level 19 Soldier |
|---|--------------|------------------|
| Large elemental humanoid | | XP 2,400 |
| HP 180; Bloodied 90 | | Initiative +16 |
| AC 33, Fortitude 32, Reflex 33, Will 29 | | Perception +11 |
| Speed 8, teleport 4 | | Low-light vision |
| STANDARD ACTIONS | | |
| m Bite • At-Will | | |
| Attack: Melee 2 (one creature); +24 vs. AC | | |
| Hit: 3d8 + 14 damage. | | |
| M Claw (healing) • Recharge 5-6 | | |
| Attack: Melee 2 (one creature); +24 vs. AC | | |
| Hit: 2d8 + 14 damage and the slaad makes a secondary attack. | | |
| Secondary Attack: Melee 2 (same creature); +22 vs. Fortitude | | |
| Hit: Target loses a healing surge and the slaad heals 45 hit points. | | |
| M Leaping Pounce • Recharge 5-6 | | |
| Effect: The blood slaad shifts 4 squares and makes two bite attacks. | | |
| If either bite attack hits, the target is marked until the ends of the blood slaad's next turn. | | |
| C Horrid Croak (fear) • At-Will | | |
| Attack: Close blast 5 (one creature in the blast); +22 vs. Fortitude | | |
| Hit: The target is immobilized until the end of the blood slaad's next turn. | | |
| Skills Athletics +18, Stealth +19 | | |
| Str 19 (+13) | Dex 21 (+14) | Wis 14 (+11) |
| Con 20 (+14) | Int 13 (+10) | Cha 17 (+12) |
| Alignment chaotic evil Languages Primordial | | |
| Note: Modified chaos phage. | | |

| Void Slaad (Black Slaad) | | Level 20 Skirmisher |
|---|--------------|---------------------|
| Large elemental humanoid | | XP 2,800 |
| HP 191; Bloodied 95 | | Initiative +10 |
| AC 32, Fortitude 33, Reflex 30, Will 29 | | Perception +14 |
| Speed 6, teleport 3 | | Low-light vision |
| Immune: disease | | |
| TRAITS | | |
| Insubstantial | | |
| The void salad takes only half damage from any damage source, except force damage. | | |
| STANDARD ACTIONS | | |
| m Claws • At-Will | | |
| Attack: Melee 2 (one creature); +25 vs. AC | | |
| Hit: 3d8 + 15 damage, and ongoing 10 damage (save ends). | | |
| Each failed saving throw: The target loses a healing surge. | | |
| R Ray of Entropy • At-Will | | |
| Attack: Ranged 20 (one creature); +23 vs. Reflex | | |
| Hit: 3d8 + 15 damage, and the target is surrounded by a shroud of crackling energy (save ends). Any time the target takes damage the shroud deals 2d10 damage to the target. | | |
| TRIGGERED ACTIONS | | |
| C Zone of Oblivion • Encounter | | |
| Trigger: when reduced to 0 hit points | | |
| Attack (No Action): Close burst 2 (creatures in burst); +18 vs. Reflex | | |
| Hit: 4d6 + 17 damage. A black void fills the zone blocking line of sight and dealing 4d6 + 17 damage to any creature that ends its turn in the turn in the area. The zone lasts until the end of the encounter. | | |
| Skills Stealth +19 | | |
| Str 24 (+17) | Dex 18 (+14) | Wis 13 (+11) |
| Con 23 (+16) | Int 11 (+10) | Cha 17 (+13) |
| Alignment chaotic evil Languages Primordial | | |

| Golden Slaad | | Level 20 Controller |
|--|--------------|---------------------|
| Huge elemental humanoid | | XP 2,800 |
| HP 193; Bloodied 96 | | Initiative +15 |
| AC 32, Fortitude 33, Reflex 30, Will 29 | | Perception +12 |
| Speed 8, teleport 6 | | Low-light vision |
| STANDARD ACTIONS | | |
| m Bite • At-Will | | |
| Attack: Melee 3 (one creature); +25 vs. AC | | |
| Hit: 2d10 + 13 damage. If the attack roll is odd the slaad slides the target 3 squares. If the attack is even the target is dazed until the end of the slaad's next turn. | | |
| C Chaos Croak (disease, psychic) • Recharge 5-6 | | |
| Attack: Close Burst 5 (enemies in burst); +23 vs. Will | | |
| Hit: 2d6 + 8 damage. If the target is dazed by the slaad's bite, it becomes dazed (save ends). For each target roll a d6 to determine an additional effect: | | |
| 1. The target teleports 1d6 squares in a random direction (roll a d8 to determine the direction). | | |
| 2. The target makes a melee basic attack as a free action against a random creature adjacent to it. | | |
| 3. The target is stunned until the end of its next turn. | | |
| 4. The target is slowed (save ends) | | |
| 5. The target takes 10 damage of a random type. Roll a d10: (1) acid, (2) cold, (3) fire, (4) force, (5) lightning, (6) necrotic, (7) poison, (8) psychic, (9) radiant, (10) thunder | | |
| 6. The target loses a healing surge and the slaad heals for 48 hit points. | | |
| TRIGGERED ACTIONS | | |
| Amniotic Transformation (polymorph) • At-Will | | |
| Trigger: The slaad is first bloodied. | | |
| Effect (No Action): the slaad collapses into a viscous heap until the end of the encounter. While in this form the slaad cannot teleport and its speed drops to 4. | | |
| M Corrosive Pseudopodia (acid, healing) • At-Will | | |
| Requirement: The slaad must be affected by amniotic transformation. | | |
| Trigger: An enemy adjacent to the slaad moves or makes a melee attack. | | |
| Attack (Opportunity Action): Melee 1 (the triggering enemy); +25 vs. AC | | |
| Hit: 1d6 + 8 acid damage and the slaad grabs the target (Escape DC 25). | | |
| Sustain Minor: the slaad sustains all grabs and each creature grabbed by. The slaad takes 2d6 + 8 acid damage. The slaad regains 5 hit points foreach creature grabbed by it. | | |
| Skills Athletics +23, Intimidate +19 | | |
| Str 26 (+18) | Dex 20 (+15) | Wis 15 (+12) |
| Con 25 (+17) | Int 13 (+11) | Cha 18 (+14) |
| Alignment chaotic evil Languages Primordial | | |

ENCOUNTER 5: RIDERS ON THE STORM (ADVENTURE LEVEL 20)

| Chaos Storm | Level 20 Blaster |
|--|----------------------|
| Hazard | XP 2800 |
| Hazard: A swirling mass of multicolored energy fills a single square but has tendrils that reach into every square within its burst. | |
| Perception | |
| The effects of a chaos storm are obvious as it moves through an area. | |
| Initiative +18 | |
| Speed 1d4 + 2 squares toward the portal or the phylactery. | |
| Trigger | |
| Any creature enters the chaos storm burst area while it moves or when a creature ends its turn in the chaos storm burst area. | |
| Attack | |
| No Action | Close Burst 3 |
| Effect: The creature or object in its burst teleports 1d6 squares in a random direction (roll 1d8 to determine direction) and takes 4d6 + 17 psychic damage. Slaads are immune to this effect. | |
| Countermeasures | |
| <ul style="list-style-type: none"> • Arcana: A character can attempt a check to ward off the effects of the storm. A character may use a minor action to make a DC 34 check or a standard action to make a DC 25 check. On a success, the character becomes stabilized and is immune to the storm's teleportation and damage until the start of the character's next turn. | |

Note: based upon the chaos storm.

ENCOUNTER 5: RIDERS ON THE STORM

TILE SETS NEEDED

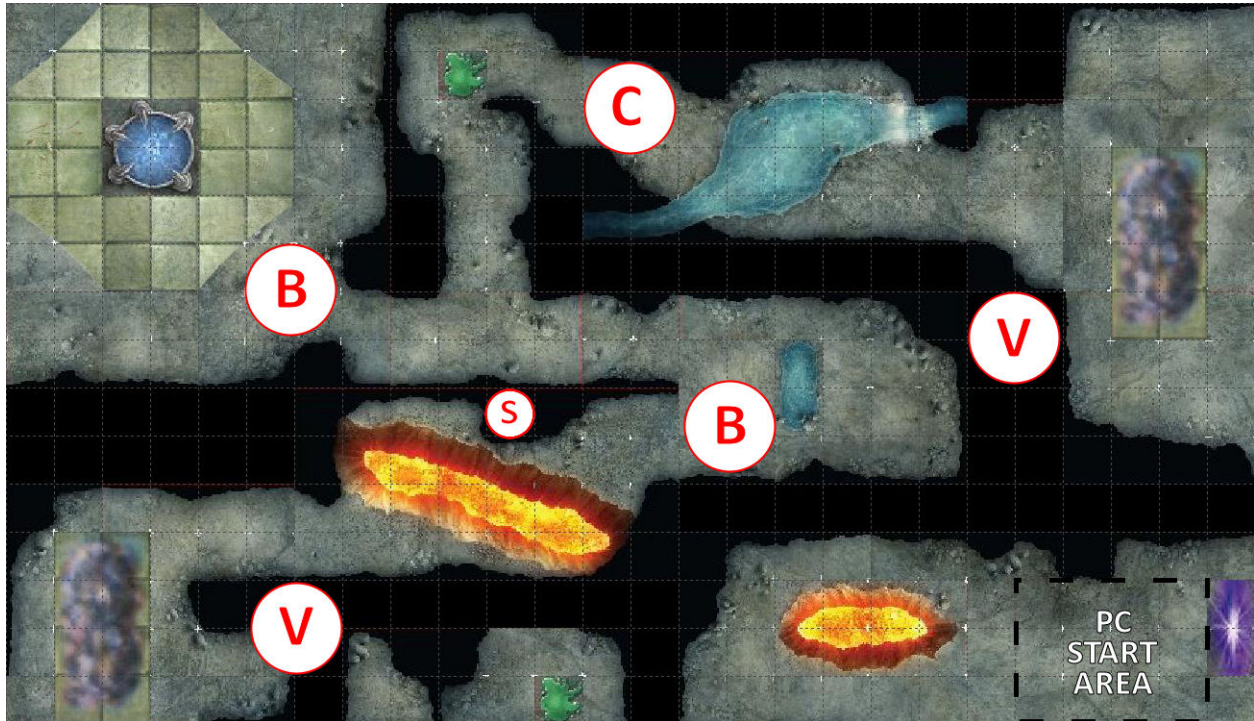
DT2 - Arcane Corridors x1 (portal)

DT3 - Hidden Crypts x1 (dragon claw basin)

DT5 - Lost Caverns of the Underdark x2

DT7 - Fane of the Forgotten Gods x1 (thunder clouds)

DU4 - Arcane Towers x1 (altar pieces)



Blood Slaad (B)

Void Slaad (V)

Chaos Storm (S)

Curse Slaad (AL12/14/16) or Golden Slaad (AL18/20) (C)

For 4 PCs remove one Void Slaad, For 6 PCs add one Curse/Golden Slaad

ENCOUNTER 6: ON THE ROAD AGAIN

SETUP

Bes'Mahees, mystery sphinx

Tarik, large brass dragon

SCENE 1: BACK FROM CHAOS

Run this encounter after the PCs return from the Elemental Chaos. If they chose not to travel to the Elemental Chaos, go directly to Scene 3. Read the following:

As the portal collapses a look of relief crosses the sphinx's face. "For your sake I hope your journey into the chaos was successful. Hurry now, as the phylactery will not hold its charges for long. Make haste to the lair of Sapphiraktar, and end his foul existence. Perhaps you can succeed where I have failed. Before you go, feel free to take these items from my personal collection. I suspect they will aid you in your quest."

The sphinx offers the PCs the following items (also available as treasure bundles at the end of this adventure).

- dragonslayer weapon +3 (+4 at AL 16/18/20)
- dragondaunt shield

Before the PCs leave, Bes'Mahees explains the use of the phylactery. Handout 3 details the various abilities of the phylactery and which abilities require a charge.

The sphinx also explains that the phylactery only holds its charge for a short time. From this point forward, the phylactery loses a charge for each additional 5 minutes the PCs spend taking additional short rests, casting rituals, or engaging in activities other than rushing to the earthmote.

SCENE 2: A LITTLE HELP FROM MY FRIENDS

While the PCs race across the desert toward the earthmote citadel of Sapphiraktar read the following.

The outline of a slender dragon crosses the sky overhead and seems to follow your group from a cautious distance. The dragon's brass scales shimmer in the sunlight.

- Tarik, a brass dragon native to the desert, sensed a great power, one very malign to dragonkind. His curious nature prodded him to follow the PCs to investigate.

- PCs with story reward CALI07 recognize the dragon. If the PCs fly toward him or call out to him, he cautiously approaches.
- If none of the PCs have CALI07, then they must make a Hard DC Diplomacy check or Tarik flies away.
- If the PCs explain their mission, Tarik can tell them a little about the obelisks in the earth mote (see Encounter 7). The PCs gain a +2 bonus to disable the obelisks.
- If at least one PC has CALI07, Tarik offers to assist them in their battle against Sapphiraktar. Tarik will not follow the PCs into the beginning of the battle, but when the time is right he promises to help.

If the PCs attack Tarik or are hostile toward him in any way, he breathes fire on the party, costing each PC a healing surge. Tarik then flees.

SCENE 3: THE ARRIVAL

Once the PCs arrive at the earthmote, read the following:

A jagged chunk of rock floating hundreds of feet above the desert looms ahead, casting its dark shadow across the dunes below. The shade it provides brings little comfort. A large mountain rises up from the top of the earthmote, adding to its enormity.

The PCs can use their carpets or any other method of flying to circle around the earthmote and search for entrances to the dracolich's lair. Sapphiraktar uses a large shaft opening to access his lair, but he keeps it well hidden by very powerful illusion spells. The PCs are powerful enough to automatically find the tunnel.

ENDING THE ENCOUNTER

Once the PCs find the access tunnel proceed to Encounter 7.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

The PCs receive a dragonslayer weapon +3 (+4 at AL 16/18/20) and a dragondaunt shield. If the PCs did not travel into the Elemental Chaos then the PCs find these items in Sapphiraktar's treasure horde at the end of the adventure.

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE

ENCOUNTER LEVEL 12/14/16/18/20
(5600/6000/11200/16000/22400 XP)

CREATURES

This encounter includes the following creatures and traps at all Adventure Levels:

- 1 Sapphiraktar the Blue
- 2 earthmote rune guardians (E)
- 5 obelisks (O)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 earthmote guardian. Obelisks 3, 5, and 6 do not activate automatically at the start of combat. Treat each as having one success.

Five PCs: Obelisks 5 and 6 do not activate automatically at the start of combat. Treat each as having one success. Sapphiraktar removes the success on obelisk 5 on his first turn.

Six PCs: Add 1 earthmote rune guardian. All obelisks are fully active.

SETUP

The PCs must now face the dracolich, Sapphiraktar, in hopes of retrieving the Calimemnon Crystal shard for the WeavePasha.

USING THE PHYLACTERY

The effect of the phylactery does not reduce Sapphiraktar's attacks and defenses provided. Sapphiraktar is already adjusted with the assumption that the PCs are it. If the PCs attempt to fight Sapphiraktar without the phylactery, add 10 to all of Sapphiraktar's attacks and defenses.

Upon entering the dracolich's lair, the PCs notice the following features of the cavern.

- The cavern is empty, but dimly lit by glowing moss and lichen.
- Sapphiraktar's horde can be seen in the upper northwest corner of the lair, stuffed into the holes that pock the rocky surface.

- The PCs are allowed one move. When all of the PCs have moved, the obelisks begin glowing and emit a strong tonal pulse, as if sounding a beacon.
- Sapphiraktar flies into the lair slamming to the ground. As he passes through the entrance, he tears at the walls with his mighty claws causing a thunderous cave in and sealing the exit.
- His presence causes the obelisks to start pulsating with power. Read the following.

With a booming voice that makes the walls rumble and the air crackle Sapphiraktar scathingly addresses you. "How dare you intrude upon my sanctuary? You are unwelcome here."

Allow a brief conversation with Sapphiraktar, if the PCs wish. If any of them move, he attacks immediately.

- The dragon can smell the odor of the sphinx on the PCs. He mocks them for picking poor company.
- Sapphiraktar can sense his phylactery and its power. He feels it weakening him, and considers the PCs hostile. He does not, however, know of the additional power the phylactery has due to the PCs imbuing it.
- Despite the phylactery, Sapphiraktar does not view the PCs as a threat and uses every opportunity to hurl insults in their direction. He is vain, arrogant and over confident.
- As the first round begins, Sapphiraktar calls forth his rune guardians. The runes on the obelisks glow brightly and a swirling vortex of power corkscrews around them, drilling down into the ground. The guardians form out of the ground.

FEATURES OF THE AREA

The Dragon's Lair: The cavern is 60 feet high. A 40 foot access tunnel is located on the south side of the lair. The west side of the cavern is elevated 10 feet and requires a moderate DC Athletics check to climb.

Illumination: The lair is dimly lit. Sapphiraktar's treasure horde is brightly lit by torches.

Obelisks: Sapphiraktar's lair is protected by a system of obelisks etched with magical runes (equals the number of PCs). Each obelisk has a specific power which they grant Sapphiraktar (See Appendix 4).

At the start of Sapphiraktar's turn, he can remove one success from one of the obelisks in his lair. When the PCs gain one success on an obelisk, it loses its power. When the PCs gain a second success, Sapphiraktar gains a cumulative Vulnerability 5 All.

Stream and Water: The stream is difficult terrain and has been enhanced by Sapphiraktar. Any PC occupying a square of water takes vulnerable 10 lightning. Any PC who enters the stream must make a Moderate DC Athletics check or be slid 3 squares to the east and knocked prone. If a PC goes over the waterfall, falling damage also applies.

TACTICS

Sapphiraktar uses his *breath weapon* and *black lightning burst* power to take advantage of grouped up PCs. He uses *mesmerizing glance* and *claw attacks* to slide the PCs into the water, and then uses attacks with the lightning keyword to benefit from the lightning vulnerability. He preferentially attacks PCs aiming to destroy his obelisks. At AL 18/20, he keeps bloodied PCs inside his auras to prevent them from healing and to take additional lightning and necrotic damage.

The obelisks provide Sapphiraktar with beneficial enhancements. Whenever a PC fails a skill check to disable an obelisk, the obelisk makes a *shock wave* attack against the attempting PC as a free action.

The earthmote rune guardians' prime objective is to guard the obelisks. The rune guardians should stay near the obelisks to protect them from the PCs that are attempting to disable them.

HELP FROM TARIK

If there are PCs with the CALI07 Story Award who spoke with Tarik in Encounter 6, at the end of the round when Sapphiraktar becomes bloodied, Tarik joins the fight. He bursts through the caved-in entrance, breathing fire before landing safely away from Sapphiraktar.

Tarik's breath does damage equal to the AL to Sapphiraktar (ignoring all the dracolich's resistances). Depending on the strength of the party and how quickly they are killing the dracolich, feel free to have Tarik repeat his attack or just remain on the fringes of the fight as an observer. Do not allow Tarik to become the "hero" of the fight, but if the combat is dragging out feel free to use him to soften up the dracolich.

ENDING THE ENCOUNTER

The encounter ends as soon as the PCs defeat Sapphiraktar. Read the following.

The form of the gargantuan blue dragon that stood before you evaporates. For a brief second you see withered, faded flesh stretched over ivory bone. As quickly as it appeared, the dragon dissipates into vapor and vanishes.

At this point the PCs can destroy Sapphiraktar's phylactery, ending his unnatural existence forever. As the PCs dig around the dragon's horde looking for the crystal shard, they discover a *gem of auditory recollection* hidden amongst a pile of jewels. If they take time to collect it and examine it, read the following.

A disembodied voice emanates from the gem, speaking in Common.

"Master Sapphiraktar the Exalted One, Ever Present, I send you tidings and good news from our most recent operation. We have finally finished pushing back the Shining Sea, providing us with a natural stronghold in the region with almost no mining required. Better yet, the perfect dupe for being our guide and eyes on the surface has practically fallen into our lap. One of the lordlings of Almraiven has come begging our help in an unrelated matter. Normally I couldn't be bothered to grant audience to one of those fools, but the timing is just too convenient. He will make an excellent first subject and emissary."

This message foreshadows the events of CALI4-3 for those PCs who have not yet played that adventure. PCs that have played CALI4-3 should recognize the reference to those events.

The PCs find the Calimemnon Crystal shard amongst the dragon's horde. They also locate an exit, or they can leave through the opening created when Tarik joined the fight. Proceed to Encounter 8.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs find a Calimemnon Crystal shard, 1280 / 2200 / 4400 / 8800 / 13200 gp worth of gold and jewels each, a +3 *prismatic orb* (+4 at AL 16/18/20), a *ring of shadow travel*, *voidcrystal armor* +3 (+4 at AL 16/18/20), and a *gem of auditory recollection*.

TROUBLESHOOTING

If you are running this adventure for new or inexperienced players, or many of the players are 11th level, Sapphiraktar is far too arrogant to take the PCs seriously, so he does not attack during the first round of combat, trusting in his guardians to kill the PCs. Instead, he spends his first turn moving up to the ledge to protect his treasure horde and uses a total defense action to survey the battle. He also saves one of his action points until he is bloodied.

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE (ADVENTURE LEVEL 12)

| Sapphiraktar the Blue | Level 12 Solo Artillery |
|---|-------------------------|
| Gargantuan natural magical beast (dragon, undead) | XP 3,500 |
| HP 484; Bloodied 242 | Initiative +7 |
| AC 26, Fortitude 25, Reflex 22, Will 22 | Perception +12 |
| Speed 10, fly 12 | Darkvision |
| Immune disease, poison; Resist 10 lightning, 10 necrotic | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| O Uncontained Wrath (lightning, necrotic) • Aura 3 | |
| While Sapphiraktar is bloodied, any enemy that ends its turn in the aura takes 10 lightning and necrotic damage. | |
| Action Recovery | |
| At the end of Sapphiraktar's turn, any dazing, stunning, or dominating effect on him ends. | |
| Instinctive Lightning | |
| On an initiative of 10+ his initiative check, Sapphiraktar can use a free action to use <i>black lightning burst</i> . This attack does not provoke opportunity attacks. Alternately, Sapphiraktar can choose to use a free action to automatically remove one effect on him. | |
| STANDARD ACTIONS | |
| m Gore (lightning, necrotic) • At-Will | |
| Attack: Melee 3 (one creature); +17 vs. AC | |
| Hit: 3d6 + 10 lightning and necrotic damage. | |
| M Claws • At-Will | |
| Effect: If Sapphiraktar targets only one creature, he can make this attack twice against that creature. | |
| Attack: Melee 2 (one or two creatures); +17 vs. AC | |
| Hit: 3d8 + 9 damage and Sapphiraktar can slide the target 2 squares. | |
| A Black Lightning Burst (lightning, necrotic) • At-Will | |
| Attack: Area burst 2 within 20 (all creatures); +15 vs. Reflex | |
| Hit: 2d8 + 6 lightning and necrotic damage. | |
| Miss: Half damage. | |
| C Black Lightning Breath Weapon (lightning, necrotic) • Recharge 5-6 | |
| Attack: Close blast 20 (three enemies in the blast); +15 vs. Reflex | |
| Hit: 3d6 + 12 lightning and necrotic damage and the target is dazed (save ends). | |
| Miss: Half damage and target is dazed until the end of Sapphiraktar's next turn. | |
| MINOR ACTIONS | |
| R Mesmerizing Glance (charm, psychic) • Recharge 6 | |
| Attack: Ranged 10 (one creature); +15 vs. Will | |
| Hit: The target is dominated (save ends) | |
| Miss: If the target willingly moves to a square nearer to or adjacent to Sapphiraktar before the end of its next turn, it takes 10 psychic damage. | |
| Effect: Sapphiraktar slides the target up to 2 squares. | |
| TRIGGERED ACTIONS | |
| C Bloodied Breath • Encounter | |
| Trigger: Sapphiraktar is first bloodied. | |
| Effect (Free Action): Black lightning breath weapon recharges and Sapphiraktar immediately uses it. | |
| Skills Arcana +11, Athletics +16, Insight +12 | |
| Str 21 (+11) | Dex 12 (+7) |
| Con 17 (+9) | Int 11 (+6) |
| | Wis 13 (+7) |
| | Cha 12 (+7) |
| Alignment chaotic evil Languages Common, Draconic, Deep Speech | |
| Note: combination of elder blue dragon and deathbringer dracolich. | |

| Earthmote Rune Guardian | Level 11 Soldier |
|--|------------------|
| Large elemental magical beast (earth) | XP 600 |
| HP 119; Bloodied 59 | Initiative +5 |
| AC 26, Fortitude 24, Reflex 21, Will 22 | Perception +5 |
| Speed 7, burrow 7 | Tremorsense 5 |
| Vulnerable thunder (see brittle skin) | |
| TRAITS | |
| Earth Glide | |
| The earthmote rune guardian can pass through earth and rock as if it were phasing. | |
| Brittle Skin | |
| Whenever the earthmote rune guardian takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| Attack: Melee 1 (one creature); +16 vs. AC | |
| Hit: 3d6 + 10 damage, and the target cannot shift until the end of the earthmote rune guardian's next turn. | |
| C Quake Stomp • Recharge when first bloodied | |
| Attack: Close burst 1 (enemies in burst); +14 vs. Fortitude | |
| Hit: 3d6 + 12 damage and the earthmote rune guardian slides the target 2 squares and knocks it prone. | |
| Str 22 (+11) | Dex 6 (+3) |
| Con 23 (+11) | Int 5 (+2) |
| | Wis 11 (+5) |
| | Cha 6 (+3) |
| Alignment unaligned Languages Primordial | |
| Note: based on earth elemental. | |

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE (ADVENTURE LEVEL 12)

| Rune Obelisk | Level 12 Blaster |
|---|------------------|
| Trap | XP 700 |
| <i>Large rune covered stone obelisks notify their master of trespassers, then lay waiting to do his bidding.</i> | |
| PERCEPTION | |
| DC 20: Additional Skills: Arcana, Insight | |
| <ul style="list-style-type: none"> The obelisks provide varying defensive powers to Sapphiraktar. Each obelisk is vulnerable to an Arcana, Thievery, and Dungeoneering check. | |
| TRAITS | |
| Obelisk Powers | |
| <ul style="list-style-type: none"> Obelisk 1: Sapphiraktar's actions do not trigger immediate or opportunity actions. Obelisk 2: On Sapphiraktar's initiative, all zones and conjurations in the lair are dispelled. Obelisk 3: Sapphiraktar may roll a saving throw at the beginning of his turn to end an effect, even an effect that cannot normally be removed with a save. Obelisk 4: Once per round as an immediate interrupt, Sapphiraktar can cancel either all damage or all effects from one attack against him. Obelisk 5: Sapphiraktar scores a critical hit on a roll of 18-20. Obelisk 6: Each time Sapphiraktar is hit with an attack, the attacker takes AL damage that cannot be reduced in any way. | |
| TRIGGERED ACTIONS | |
| C Shock Wave • At-Will | |
| <i>Trigger:</i> PC fails a skill check while attempting to deactivate or turn an obelisk against Sapphiraktar. | |
| <i>Attack:</i> Close burst 2 (enemies in burst); +15 vs. Fortitude | |
| <i>Hit:</i> 2d8 + 6 damage and the targets are pushed 3 squares and knocked prone. | |
| COUNTERMEASURES | |
| <ul style="list-style-type: none"> Adjacent PCs may make an Arcana, Thievery or Dungeoneering check against a Hard DC with a minor action; or against a Moderate DC with a standard action to disable an obelisk. | |
| After the obelisk is disabled: | |
| <ul style="list-style-type: none"> Any adjacent PC may make an additional Arcana, Thievery or Dungeoneering check, against a Hard DC with a minor action; or against a Moderate DC with a standard action to turn the obelisk's powers against Sapphiraktar. For each turned obelisk, Sapphiraktar becomes vulnerable 5 all damage. | |

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE (ADVENTURE LEVEL 14)

| Sapphiraktar the Blue | Level 14 Solo Artillery |
|---|---------------------------------------|
| Gargantuan natural magical beast (dragon, undead) | XP 5,000 |
| HP 552; Bloodied 276 | Initiative +8 |
| AC 28, Fortitude 27, Reflex 23, Will 23 | Perception +14 |
| Speed 10, fly 12 | Darkvision |
| Immune disease, poison; Resist 10 lightning, 10 necrotic | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| O Uncontained Wrath (lightning, necrotic) • Aura 3 | |
| While Sapphiraktar is bloodied, any enemy that ends its turn in the Aura takes 10 lightning and necrotic damage. | |
| Action Recovery | |
| At the end of Sapphiraktar's turn, any dazing, stunning, or dominating effect on him ends. | |
| Instinctive Lightning | |
| On an initiative of 10+ his initiative check, Sapphiraktar can use a free action to use black lightning burst. This attack does not provoke opportunity attacks. Alternately, Sapphiraktar can choose to use a free action to automatically remove one effect on him. | |
| STANDARD ACTIONS | |
| m Gore (lightning, necrotic) • At-Will | |
| Attack: Melee 3 (one creature); +19 vs. AC | |
| Hit: 3d6 + 12 lightning and necrotic damage. | |
| M Claws • At-Will | |
| Effect: If Sapphiraktar targets only one creature, he can make this attack twice against that creature | |
| Attack: Melee 2 (one or two creatures); +19 vs. AC | |
| Hit: 3d6 + 12 damage and Sapphiraktar can slide the target 2 squares. | |
| A Black Lightning Burst (lightning, necrotic) • At-Will | |
| Attack: Area 2 within 20 (creatures in the blast); +17 vs. Reflex | |
| Hit: 2d8 + 7 lightning and necrotic damage. | |
| Miss: Half damage. | |
| C Black Lightning Breath Weapon (lightning, necrotic) • Recharge 5-6 | |
| Attack: Close blast 20 (three enemies in the blast); +17 vs. Reflex | |
| Hit: 3d8 + 12 lightning and necrotic damage and the target is dazed (save ends). | |
| Miss: Half damage and target is dazed until the end of Sapphiraktar's next turn. | |
| MINOR ACTIONS | |
| R Mesmerizing Glance (charm, psychic) • Recharge 5-6 | |
| Attack: Ranged 10 (one creature); +17 vs. Will | |
| Hit: The target is dominated (save ends). | |
| Miss: If the target willingly moves to a square nearer to or adjacent to Sapphiraktar before the end of its next turn, it takes 10 psychic damage. | |
| Effect: Sapphiraktar slides the target up to 2 squares. | |
| TRIGGERED ACTIONS | |
| C Bloodied Breath • Encounter | |
| Trigger: Sapphiraktar is first bloodied. | |
| Effect (Free Action): Black lightning breath weapon recharges and Sapphiraktar immediately uses it. | |
| Skills Arcana +13, Athletics +18 Insight +14 | |
| Str 22 (+13) | Dex 13 (+8) Wis 14 (+9) |
| Con 18 (+11) | Int 12 (+8) Cha 13 (+8) |
| Alignment chaotic evil Languages Common, Draconic, Deep Speech | |
| Note: combination of elder blue dragon and deathbringer dracolich. | |

| Earthmote Rune Guardian | Level 13 Soldier |
|--|--------------------------------------|
| Large elemental magical beast (earth) | XP 800 |
| HP 136; Bloodied 68 | Initiative +6 |
| AC 28, Fortitude 26, Reflex 23, Will 24 | Perception +7 |
| Speed 7, burrow 7 | Tremorsense 5 |
| Vulnerable thunder (see brittle skin) | |
| TRAITS | |
| Earth Glide | |
| The earthmote rune guardian can pass through earth and rock as if it were phasing. | |
| Brittle Skin | |
| Whenever the earthmote rune guardian takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| Attack: Melee 1 (one creature); +18 vs. AC | |
| Hit: 3d6 + 12 damage, and the target cannot shift until the end of the earthmote rune guardian's next turn. | |
| C Quake Stomp • Recharge when first bloodied | |
| Attack: Close burst 1 (enemies in burst); +16 vs. Fortitude | |
| Hit: 3d8 + 12 damage and the earthmote rune guardian slides the target 2 squares and knocks it prone. | |
| Str 23 (+12) | Dex 7 (+4) Wis 12 (+7) |
| Con 24 (+13) | Int 6 (+4) Cha 7 (+4) |
| Alignment unaligned Languages Primordial | |
| Note: based on the earth elemental. | |

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE (ADVENTURE LEVEL 14)

| Rune Obelisk | Level 14 Blaster |
|---|------------------|
| Trap | XP 1,000 |
| <i>Large rune covered stone obelisks notify their master of trespassers, then lay waiting to do his bidding.</i> | |
| PERCEPTION | |
| DC 21: Additional Skills: Arcana, Insight | |
| <ul style="list-style-type: none"> The obelisks provide varying defensive powers to Sapphiraktar. Each obelisk is vulnerable to an Arcana, Thievery, and Dungeoneering check. | |
| TRAITS | |
| Obelisk Powers | |
| <ul style="list-style-type: none"> Obelisk 1: Sapphiraktar's actions do not trigger immediate or opportunity actions. Obelisk 2: On Sapphiraktar's initiative, all zones and conjurations in the lair are dispelled. Obelisk 3: Sapphiraktar may roll a saving throw at the beginning of his turn to end an effect, even an effect that cannot normally be removed with a save. Obelisk 4: Once per round as an immediate interrupt, Sapphiraktar can cancel either all damage or all effects from one attack against him. Obelisk 5: Sapphiraktar scores a critical hit on a roll of 18-20. Obelisk 6: Each time Sapphiraktar is hit with an attack, the attacker takes AL damage that cannot be reduced in any way. | |
| TRIGGERED ACTIONS | |
| C Shock Wave • At-Will | |
| <p><i>Trigger:</i> PC fails a skill check while attempting to deactivate or turn an obelisk against Sapphiraktar.</p> <p><i>Attack:</i> Close burst 2 (enemies in the burst); +17 vs. Fortitude</p> <p><i>Hit:</i> 2d8 + 7 damage and the targets are pushed 3 squares and knocked prone.</p> | |
| COUNTERMEASURES | |
| <ul style="list-style-type: none"> Adjacent PCs may make an Arcana, Thievery or Dungeoneering check against a Hard DC with a minor action; or against a Moderate DC with a standard action to disable an obelisk. <p>After the obelisk is disabled:</p> <ul style="list-style-type: none"> Any adjacent PC may make an additional Arcana, Thievery or Dungeoneering check, against a Hard DC with a minor action; or against a Moderate DC with a standard action to turn the obelisk's powers against Sapphiraktar. For each turned obelisk, Sapphiraktar becomes vulnerable 5 all damage. | |

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE (ADVENTURE LEVEL 16)

| Sapphiraktar the Blue | Level 16 Solo Artillery |
|---|---------------------------|
| Gargantuan natural magical beast (dragon, undead) | XP 7,000 |
| HP 620; Bloodied 310 | Initiative +10 |
| AC 30, Fortitude 29, Reflex 26, Will 26 | Perception +15 |
| Speed 10, fly 12 | Darkvision |
| Immune disease, poison; Resist 10 lightning, 10 necrotic | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| O Uncontained Wrath (lightning, necrotic) • Aura 3 | |
| While Sapphiraktar is bloodied, any enemy that ends its turn in the aura takes 10 lightning and necrotic damage. | |
| Action Recovery | |
| At the end of Sapphiraktar's turn, any dazing, stunning, or dominating effect on him ends. | |
| Instinctive Lightning | |
| On an initiative of 10+ his initiative check, Sapphiraktar can use a free action to use black lightning burst. This attack does not provoke opportunity attacks. Alternately, Sapphiraktar can choose to use a free action to automatically remove one effect on him. | |
| STANDARD ACTIONS | |
| m Gore (lightning, necrotic) • At-Will | |
| Attack: Melee 3 (one creature); +21 vs. AC | |
| Hit: 3d8 + 11 lightning and necrotic damage. | |
| M Claws • At-Will | |
| Effect: If Sapphiraktar targets only one creature, he can make this attack twice against that creature. | |
| Attack: Melee 2 (one or two creatures); +21 vs. AC | |
| Hit: 3d8 + 11 damage and Sapphiraktar can slide the target 2 squares. | |
| A Black Lightning Burst (lightning, necrotic) • At-Will | |
| Attack: Area 2 within 20 (creatures in the blast); +19 vs. Reflex | |
| Hit: 3d6 + 8 lightning and necrotic damage. | |
| Miss: Half damage. | |
| C Black Lightning Breath Weapon (lightning, necrotic) • Recharge 5-6 | |
| Attack: close blast 20 (three enemies in the blast); +19 vs. Reflex | |
| Hit: 3d8 + 14 lightning and necrotic damage and the target is dazed (save ends). | |
| Miss: Half damage and target is dazed until the end of Sapphiraktar's next turn. | |
| MINOR ACTIONS | |
| R Mesmerizing Glance (charm, psychic) • At-Will (1/round) | |
| Attack: Ranged 10 (one creature); +19 vs. Will | |
| Hit: The target is dominated (save ends) | |
| Miss: If the target willingly moves to a square nearer to or adjacent to Sapphiraktar before the end of its next turn, it takes 10 psychic damage. | |
| Effect: Sapphiraktar slides the target up to 2 squares. | |
| TRIGGERED ACTIONS | |
| C Bloodied Breath • Encounter | |
| Trigger: Sapphiraktar is first bloodied. | |
| Effect (Free Action): Black lightning breath weapon recharges and Sapphiraktar immediately uses it. | |
| Skills Arcana +14, Athletics +19, Insight +15 | |
| Str 23 (+14) | Dex 14 (+10) Wis 15 (+10) |
| Con 19 (+12) | Int 13 (+9) Cha 14 (+10) |
| Alignment chaotic evil Languages Common, Draconic, Deep Speech | |
| Note: combination of elder blue dragon and deathbringer dracolich. | |

| Earthmote Rune Guardian | Level 15 Soldier |
|--|------------------------|
| Large elemental magical beast (earth) | XP 1,200 |
| HP 153; Bloodied 76 | Initiative +8 |
| AC 30, Fortitude 28, Reflex 25, Will 26 | Perception +8 |
| Speed 7, burrow 7 | Tremorsense 5 |
| Vulnerable thunder (see brittle skin) | |
| TRAITS | |
| Earth Glide | |
| The earthmote rune guardian can pass through earth and rock as if it were phasing. | |
| Brittle Skin | |
| Whenever the earthmote rune guardian takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| Attack: Melee 1 (one creature); +20 vs. AC | |
| Hit: 3d8 + 11 damage, and the target cannot shift until the end of the earthmote rune guardian's next turn. | |
| C Quake Stomp • Recharge when first bloodied | |
| Attack: Close burst 1 (enemies in burst); +18 vs. Fortitude | |
| Hit: 3d8 + 14 damage and the earthmote rune guardian slides the target 2 squares and knocks it prone. | |
| Str 24 (+14) | Dex 8 (+6) Wis 13 (+8) |
| Con 25 (+14) | Int 7 (+5) Cha 8 (+6) |
| Alignment unaligned Languages Primordial | |
| Note: based on the earth elemental. | |

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE (ADVENTURE LEVEL 16)

| Rune Obelisk | Level 16 Blaster |
|---|------------------|
| Trap | XP 1,400 |
| <i>Large rune covered stone obelisks notify their master of trespassers, then lay waiting to do his bidding.</i> | |
| PERCEPTION | |
| DC 22: Additional Skills: Arcana, Insight | |
| <ul style="list-style-type: none"> The obelisks provide varying defensive powers to Sapphiraktar. Each obelisk is vulnerable to an Arcana, Thievery, and Dungeoneering check. | |
| TRAITS | |
| Obelisk Powers | |
| <ul style="list-style-type: none"> Obelisk 1: Sapphiraktar's actions do not trigger immediate or opportunity actions. Obelisk 2: On Sapphiraktar's initiative, all zones and conjurations in the lair are dispelled. Obelisk 3: Sapphiraktar may roll a saving throw at the beginning of his turn to end an effect, even an effect that cannot normally be removed with a save. Obelisk 4: Once per round as an immediate interrupt, Sapphiraktar can cancel either all damage or all effects from one attack against him. Obelisk 5: Sapphiraktar scores a critical hit on a roll of 18-20. Obelisk 6: Each time Sapphiraktar is hit with an attack, the attacker takes AL damage that cannot be reduced in any way. | |
| TRIGGERED ACTIONS | |
| C Shock Wave • At-Will | |
| <i>Trigger:</i> PC fails a skill check while attempting to deactivate or turn an obelisk against Sapphiraktar. <i>Attack:</i> Close burst 2 (enemies in the burst); +19 vs. Fortitude <i>Hit:</i> 3d6 + 8 damage and the targets are pushed 3 squares and knocked prone. | |
| COUNTERMEASURES | |
| <ul style="list-style-type: none"> Adjacent PCs may make an Arcana, Thievery or Dungeoneering check against a Hard DC with a minor action; or against a Moderate DC with a standard action to disable an obelisk. | |
| After the obelisk is disabled: | |
| <ul style="list-style-type: none"> Any adjacent PC may make an additional Arcana, Thievery or Dungeoneering check, against a Hard DC with a minor action; or against a Moderate DC with a standard action to turn the obelisk's powers against Sapphiraktar. For each turned obelisk, Sapphiraktar becomes vulnerable 5 all damage. | |

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE (ADVENTURE LEVEL 18)

| Sapphiraktar the Blue | Level 18 Solo Artillery |
|---|---------------------------|
| Gargantuan natural magical beast (dragon, undead) | XP 10,000 |
| HP 688; Bloodied 344 | Initiative +11 |
| AC 32, Fortitude 31, Reflex 28, Will 28 | Perception +17 |
| Speed 10, fly 12 | Darkvision |
| Immune disease, poison; Resist 15 lightning, 15 necrotic | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| O Uncontained Wrath (lightning, necrotic) • Aura 3 | |
| While Sapphiraktar is bloodied, any enemy that ends its turn in the aura takes 15 lightning and necrotic damage. | |
| Action Recovery | |
| At the end of Sapphiraktar's turn, any dazing, stunning, or dominating effect on him ends. | |
| Instinctive Lightning | |
| On an initiative of 10+ his initiative check, Sapphiraktar can use a free action to use <i>black lightning burst</i> . This attack does not provoke opportunity attacks. Alternately, Sapphiraktar can choose to use a free action to automatically remove one effect on him. | |
| STANDARD ACTIONS | |
| m Gore (lightning, necrotic) • At-Will | |
| Attack: Melee 3 (one creature); +23 vs. AC | |
| Hit: 3d8 + 13 lightning and necrotic damage. | |
| M Claws • At-Will | |
| Effect: If Sapphiraktar targets only one creature, he can make this attack twice against that creature. | |
| Attack: Melee 2 (one or two creatures); +23 vs. AC | |
| Hit: 3d8 + 13 damage and Sapphiraktar can slide the target 2 squares. | |
| A Black Lightning Burst (lightning, necrotic) • At-Will | |
| Attack: Area 2 within 20 (creatures in the blast); +21 vs. Reflex | |
| Hit: 3d6 + 9 lightning and necrotic damage. | |
| Miss: Half damage. | |
| C Black Lightning Breath Weapon (lightning, necrotic) • Recharge 5-6 | |
| Attack: close blast 20 (three enemies in the blast); +21 vs. Reflex | |
| Hit: 4d6 + 15 lightning and necrotic damage and the target is stunned (save ends). | |
| Miss: Half damage and target is dazed until the end of Sapphiraktar's next turn. | |
| MINOR ACTIONS | |
| R Mesmerizing Glance (charm, psychic) • At-Will (1/round) | |
| Attack: Ranged 10 (one creature); +21 vs. Will | |
| Hit: The target is dominated (save ends). | |
| Miss: If the target willingly moves to a square nearer to or adjacent to Sapphiraktar before the end of its next turn, it takes 10 psychic damage. | |
| Effect: Sapphiraktar slides the target up to 2 squares. | |
| TRIGGERED ACTIONS | |
| C Bloodied Breath • Encounter | |
| Trigger: Sapphiraktar is first bloodied. | |
| Effect (Free Action): Black lightning breath weapon recharges and Sapphiraktar immediately uses it. | |
| Skills Arcana +16, Athletics +21, Insight +17 | |
| Str 24 (+16) | Dex 15 (+11) Wis 16 (+12) |
| Con 20 (+14) | Int 14 (+11) Cha 15 (+11) |
| Alignment chaotic evil Languages Common, Draconic, Deep Speech | |
| Note: combination of elder blue dragon and deathbringer dracolich. | |

| Earthmote Rune Guardian | Level 18 Soldier |
|--|-----------------------|
| Large elemental magical beast (earth) | XP 2,000 |
| HP 178; Bloodied 89 | Initiative +8 |
| AC 33, Fortitude 31, Reflex 28, Will 29 | Perception +8 |
| Speed 9, burrow 9 | Tremorsense 5 |
| Vulnerable thunder (see brittle skin) | |
| TRAITS | |
| Earth Glide | |
| The earthmote rune guardian can pass through earth and rock as if it were phasing. | |
| Brittle Skin | |
| Whenever the earthmote rune guardian takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| Attack: Melee 2 (one creature); +23 vs. AC | |
| Hit: 3d8 + 13 damage and the target cannot shift until the end of the earthmote rune guardian's next turn. | |
| C Flattening Stomp • Recharge when first bloodied | |
| Attack: Melee 2 (one creature); +21 vs. Reflex | |
| Hit: 3d8 + 13 damage. | |
| Effect: The target and each enemy within 2 squares of it fall prone. | |
| Str 25 (+16) | Dex 4 (+6) Wis 9 (+8) |
| Con 26 (+17) | Int 3 (+5) Cha 4 (+6) |
| Alignment unaligned Languages Primordial | |
| Note: Based on greater earth elemental. | |

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE (ADVENTURE LEVEL 18)

| Rune Obelisk | Level 18 Blaster |
|---|------------------|
| Trap | XP 2,000 |
| <i>Large rune covered stone obelisks notify their master of trespassers, then lay waiting to do his bidding.</i> | |
| PERCEPTION | |
| DC 23: Additional Skills: Arcana, Insight | |
| <ul style="list-style-type: none"> The obelisks provide varying defensive powers to Sapphiraktar. Each obelisk is vulnerable to an Arcana, Thievery, and Dungeoneering check. | |
| TRAITS | |
| Obelisk Powers | |
| <ul style="list-style-type: none"> Obelisk 1: Sapphiraktar's actions do not trigger immediate or opportunity actions. Obelisk 2: On Sapphiraktar's initiative, all zones and conjurations in the lair are dispelled. Obelisk 3: Sapphiraktar may roll a saving throw at the beginning of his turn to end an effect, even an effect that cannot normally be removed with a save. Obelisk 4: Once per round as an immediate interrupt, Sapphiraktar can cancel either all damage or all effects from one attack against him. Obelisk 5: Sapphiraktar scores a critical hit on a roll of 18-20. Obelisk 6: Each time Sapphiraktar is hit with an attack, the attacker takes AL damage that cannot be reduced in any way. | |
| TRIGGERED ACTIONS | |
| C Shock Wave • At-Will | |
| <i>Trigger:</i> PC fails a skill check while attempting to deactivate or turn an obelisk against Sapphiraktar. | |
| <i>Attack:</i> Close blast 2 (enemies in the blast); +21 vs. Fortitude | |
| <i>Hit:</i> 3d6 + 9 damage and the targets are pushed 3 squares and knocked prone. | |
| COUNTERMEASURES | |
| <ul style="list-style-type: none"> Adjacent PCs may make an Arcana, Thievery or Dungeoneering check against a Hard DC with a minor action; or against a Moderate DC with a standard action to disable an obelisk. | |
| After the obelisk is disabled: | |
| <ul style="list-style-type: none"> Any adjacent PC may make an additional Arcana, Thievery or Dungeoneering check, against a Hard DC with a minor action; or against a Moderate DC with a standard action to turn the obelisk's powers against Sapphiraktar. For each turned obelisk, Sapphiraktar becomes vulnerable 10 all damage. | |

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE (ADVENTURE LEVEL 20)

| Sapphiraktar the Blue | Level 20 Solo Artillery |
|---|-------------------------|
| Gargantuan natural magical beast (dragon, undead) | XP 14,000 |
| HP 756; Bloodied 378 | Initiative +13 |
| AC 34, Fortitude 33, Reflex 30, Will 30 | Perception +18 |
| Speed 10, fly 12 | Darkvision |
| Immune disease, poison; Resist 15 lightning, 15 necrotic | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| O Uncontained Wrath (lightning, necrotic) • Aura 3 | |
| While Sapphiraktar is bloodied, any enemy that ends its turn in the aura takes 15 lightning and necrotic damage. | |
| Action Recovery | |
| At the end of Sapphiraktar's turn, any dazing, stunning, or dominating effect on him ends. | |
| Instinctive Lightning | |
| On an initiative of 10+ his initiative check, Sapphiraktar can use a free action to use <i>black lightning burst</i> . This attack does not provoke opportunity attacks. Alternately, Sapphiraktar can choose to use a free action to automatically remove one effect on him. | |
| STANDARD ACTIONS | |
| m Gore (lightning, necrotic) • At-Will | |
| Attack: Melee 3 (one creature); +25 vs. AC | |
| Hit: 3d8 + 15 lightning and necrotic damage. | |
| M Claws • At-Will | |
| Effect: If Sapphiraktar targets only one creature, he can make this attack twice against that creature. | |
| Attack: Melee 2 (one or two creatures); +25 vs. AC | |
| Hit: 3d8 + 15 damage and Sapphiraktar can slide the target 2 squares. | |
| A Black Lightning Burst (lightning, necrotic) • At-Will | |
| Attack: Area 2 within 20 (creatures in the blast); +23 vs. Reflex | |
| Hit: 3d6 + 11 lightning and necrotic damage. | |
| Miss: Half damage. | |
| C Black Lightning Breath Weapon (lightning, necrotic) • Recharge 5-6 | |
| Attack: close blast 20 (three enemies in the blast); +23 vs. Reflex | |
| Hit: 4d6 + 17 lightning and necrotic damage and the target is stunned (save ends). | |
| Miss: Half damage and target is dazed until the end of Sapphiraktar's next turn. | |
| MINOR ACTIONS | |
| R Mesmerizing Glance (charm, psychic) • At-Will (1/round) | |
| Attack: Ranged 10 (one creature); +23 vs. Will | |
| Hit: The target is dominated (save ends). | |
| Miss: If the target willingly moves to a square nearer to or adjacent to Sapphiraktar before the end of its next turn, it takes 10 psychic damage. | |
| Effect: Sapphiraktar slides the target up to 2 squares. | |
| TRIGGERED ACTIONS | |
| C Bloodied Breath • Encounter | |
| Trigger: Sapphiraktar is first bloodied. | |
| Effect (Free Action): Black lightning breath weapon recharges and Sapphiraktar immediately uses it. | |
| Skills Arcana +17, Athletics +22, Insight +18 | |
| Str 25 (+17) | Dex 16 (+13) |
| Con 21 (+15) | Int 15 (+12) |
| | Cha 16 (+13) |
| Alignment chaotic evil Languages Common, Draconic, Deep Speech | |
| Note: combination of elder blue dragon and deathbringer dracolich. | |

| Earthmote Rune Guardian | Level 20 Soldier |
|--|------------------|
| Large elemental magical beast (earth) | XP 2,800 |
| HP 195; Bloodied 97 | Initiative +9 |
| AC 35, Fortitude 33, Reflex 30, Will 31 | Perception +10 |
| Speed 9, burrow 9 | Tremorsense 5 |
| Vulnerable thunder (see brittle skin) | |
| TRAITS | |
| Earth Glide | |
| The earthmote rune guardian can pass through earth and rock as if it were phasing. | |
| Brittle Skin | |
| Whenever the earthmote rune guardian takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| Attack: Melee 2 (one creature); +25 vs. AC | |
| Hit: 3d8 + 15 damage and the target cannot shift until the end of the earthmote rune guardian's next turn. | |
| C Flattening Stomp • Recharge when first bloodied | |
| Attack: Melee 2 (one creature); +23 vs. Reflex | |
| Hit: 3d8 + 15 damage. | |
| Effect: The target and each enemy within 2 squares of it fall prone. | |
| Str 26 (+18) | Dex 5 (+7) |
| Con 27 (+18) | Int 4 (+7) |
| | Cha 5 (+7) |
| Alignment unaligned Languages Primordial | |
| Note: Based on greater earth elemental. | |

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE (ADVENTURE LEVEL 20)

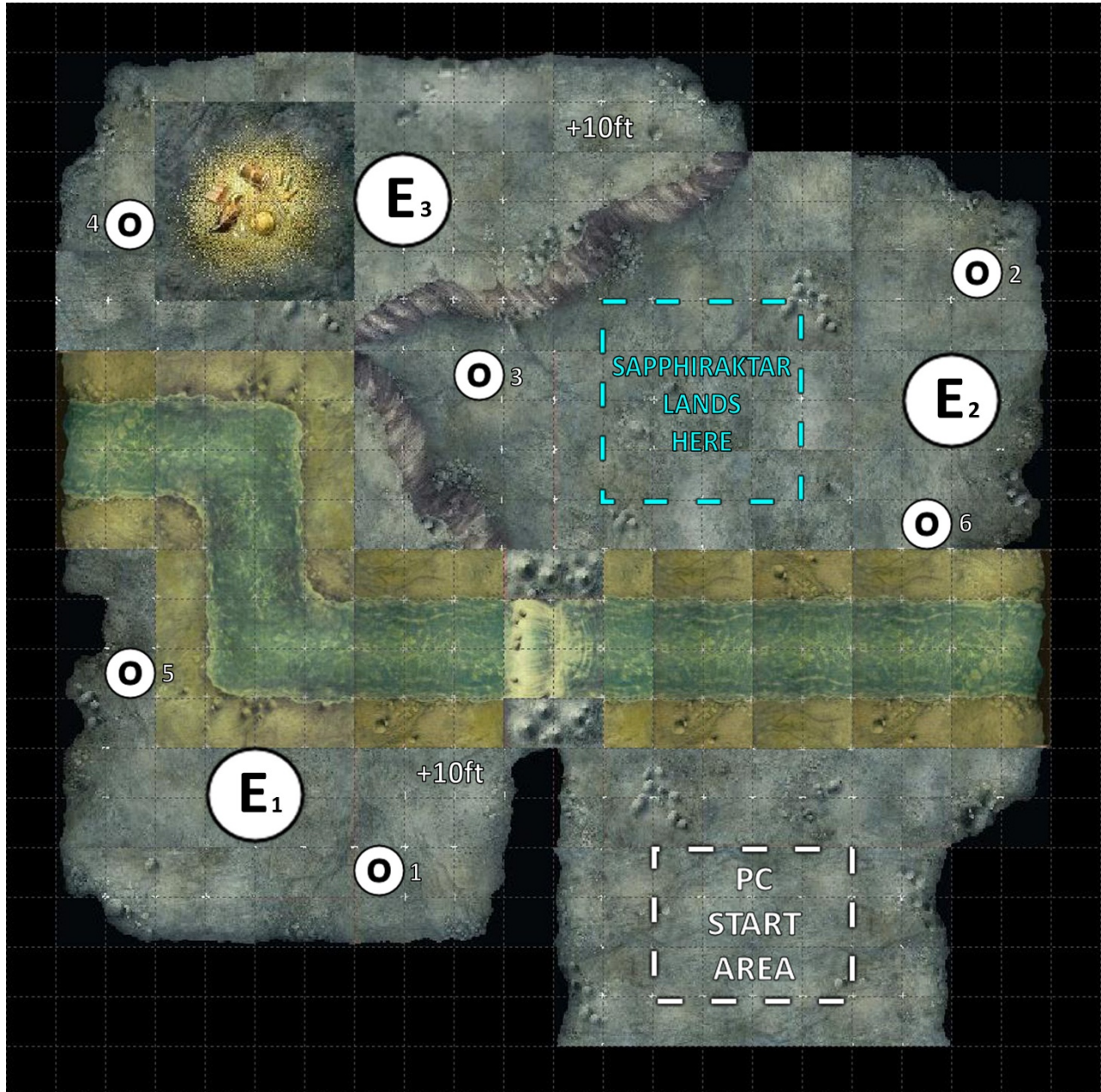
| Rune Obelisk | Level 20 Blaster |
|---|------------------|
| Trap | XP 2,800 |
| <i>Large rune covered stone obelisks notify their master of trespassers, then lay waiting to do his bidding.</i> | |
| PERCEPTION | |
| DC 25: Additional Skills: Arcana, Insight | |
| <ul style="list-style-type: none"> The obelisks provide varying defensive powers to Sapphiraktar. Each obelisk is vulnerable to an Arcana, Thievery, and Dungeoneering check. | |
| TRAITS | |
| Obelisk Powers | |
| <ul style="list-style-type: none"> Obelisk 1: Sapphiraktar's actions do not trigger immediate or opportunity actions. Obelisk 2: On Sapphiraktar's initiative, all zones and conjurations in the lair are dispelled. Obelisk 3: Sapphiraktar may roll a saving throw at the beginning of his turn to end an effect, even an effect that cannot normally be removed with a save. Obelisk 4: Once per round as an immediate interrupt, Sapphiraktar can cancel either all damage or all effects from one attack against him. Obelisk 5: Sapphiraktar scores a critical hit on a roll of 18-20. Obelisk 6: Each time Sapphiraktar is hit with an attack, the attacker takes AL damage that cannot be reduced in any way. | |
| TRIGGERED ACTIONS | |
| C Shock Wave • At-Will | |
| <i>Trigger:</i> PC fails a skill check while attempting to deactivate or turn an obelisk against Sapphiraktar. <i>Attack:</i> Close blast 2 (enemies in the blast); +23 vs. Fortitude <i>Hit:</i> 3d6 + 11 damage and the targets are pushed 3 squares and knocked prone. | |
| COUNTERMEASURES | |
| <ul style="list-style-type: none"> Adjacent PCs may make an Arcana, Thievery or Dungeoneering check against a Hard DC with a minor action; or against a Moderate DC with a standard action to disable an obelisk. | |
| After the obelisk is disabled: | |
| <ul style="list-style-type: none"> Any adjacent PC may make an additional Arcana, Thievery or Dungeoneering check, against a Hard DC with a minor action; or against a Moderate DC with a standard action to turn the obelisk's powers against Sapphiraktar. For each turned obelisk, Sapphiraktar becomes vulnerable 10 all damage. | |

ENCOUNTER 7: SAPPHIRAKTAR THE BLUE MAP

TILE SETS NEEDED

Caves of Carnage x2

Lost Caverns of the Underdark x2



Obelisk (O)

Earthmote Rune Guardian (E)

For 4 PCs remove Obelisks 5 & 6 and Earthmote Rune Guardian 3

For 5 PCs remove Obelisk 6 and Earthmote Rune Guardian 3

For 6 PCs setup the map as displayed above

ENCOUNTER 8: SHARD IN HAND

IMPORTANT NPC

The WeavePasha of Almraiven

Sapphiraktar the Blue has been destroyed and the Calimemnon Crystal shard has been recovered from his horde. Upon returning to Almraiven, the PCs are met by the WeavePasha.

“Mighty heroes, welcome back! Are you in possession of the shard? If so, present it and be rewarded!”

If the PCs are in possession of the shard, and turn it over to the WeavePasha, read the following.

As the crystal touches the WeavePasha’s hand, it comes alive. What was an ordinary, dull piece of quartz is now an opalescent shard of swirling colors.

“Well done, well done,” the WeavePasha says in a whisper. “You have brought us one step closer to accomplishing a great deed of justice for humanity.” He slips the shard into a pocket hidden deep inside his robes. “If you’ll excuse me for a moment.”

SCENE: UNDER NEW OWNERSHIP

If any of the PCs had Story Award CALI07 Tarik’s Gratitude and/or had dealt with Tarik in Encounter 6, then read the following:

As the WeavePasha passes through the door, he motions to his telescope and says, “By the way, it looks like a friend of yours has found himself a new home.”

If the PCs choose to look into the telescope, they see the earthmote hovering in the sky, but this time they see a brass dragon flying around it. As they watch him glide about, he finally disappears into the lair. Tarik has claimed a new home.

CONCLUSION

Upon his return, the WeavePasha asks the PCs to tell him all about their adventure. If the PCs mention anything about the *gem of auditory recollection* he asks to listen to the recording, which worries him.

The PCs are awarded gold as payment for their services as Abdul’Hakim leads them from the tower. That night, an exquisite feast is held in their honor.

TREASURE

The PCs are awarded 320 / 550 / 1100 / 2200 / 3300 gp and their choice of a Common magic item of their level + 2 or less, or an Uncommon item of their level or less.

TROUBLESHOOTING

If the PCs fail to recover the shard, the WeavePasha is disappointed but appreciates the information the PCs are able to give in regards to the dracolich. The PCs earn Story Award CALI19 instead of CALI15.

If the PCs choose to keep the shard or do not return it to the WeavePasha, they find that no one recognizes the true value of the crystal and attempts to sell it yield no interested buyers. In the end, the PCs are left with a shiny worthless trinket (and Story Award CALI19).

COMPLETED THE MAJOR QUEST

If any of the PCs completed the major quest, the WeavePasha gives them a *magic lamp* (these PCs receive Story Award LAMP01 if they do not already have one) and invites them to return the next evening.

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

The WeavePasha pays the PCs the extra gold for completing the major quest and channels some of the energy of the Calimemnon Crystal into their lamps. See Story Awards CALI20 and WISH03 for details.

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

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

REWARDS SUMMARY

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

EXPERIENCE POINTS AND BASE GOLD

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

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

Characters that have played both CALI4-1 and CALI4-3 before playing this adventure receive a Story Arc Bonus. It does not matter which Story Awards the character received in the previous adventures or this adventure. The bonus is earned for completing the story arc. The bonus includes both XP and gold, and is in addition to the other listed rewards for this adventure.

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP

Pass Bes'Mahees' tests: +350 XP
Recover the phylactery: +350 XP
Recover the crystal shard: +420 XP

Maximum Possible XP: 2400 XP

Base Gold per PC: 1600 gp

AL 12 Major Quest Bonus: +700 XP, +500 gp

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP

Pass Bes'Mahees' tests: +500 XP
Recover the phylactery: +500 XP
Recover the crystal shard: +600 XP

Maximum Possible XP: 3400 XP

Base Gold per PC: 2750 gp

AL 14 Major Quest Bonus: +1000 XP, +850 gp

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP

Pass Bes'Mahees' tests: +710 XP
Recover the phylactery: +710 XP
Recover the crystal shard: +820 XP

Maximum Possible XP: 4750 XP

Base Gold per PC: 5500 gp

AL 16 Major Quest Bonus: +1400 XP, +1650 gp

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP

Pass Bes'Mahees' tests: +1000 XP
Recover the phylactery: +1000 XP
Recover the crystal shard: +1200 XP

Maximum Possible XP: 6800 XP

Base Gold per PC: 11,000 gp

AL 18 Major Quest Bonus: +2000 XP, +3300 gp

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP

Pass Bes'Mahees' tests: +1440 XP
Recover the phylactery: +1440 XP
Recover the crystal shard: +1600 XP

Maximum Possible XP: 9500 XP

Base Gold per PC: 16,500 gp

AL 20 Major Quest Bonus: +2800 XP, +5000 gp

TREASURE

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

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple

players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

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

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

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

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

EACH PC SELECTS ONE OF THE FOLLOWING:

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

Treasure A: *chaos cloak*

(+3/level 14 at AL 12-14, +4/level 19 at AL 16-20; *Adventurer's Vault 2*)

Found in Encounter 4

Treasure B: *staff of elemental prowess*

(+3/level 14 at AL 12-14, +4/level 19 at AL 16-20; *Adventurer's Vault*)

Found in Encounter 4

Treasure C: *dragonslayer weapon*

(+3/level 14 at AL 12-14, +4/level 19 at AL 16-20; *Player's Handbook*)

Found in Encounter 6

Treasure D: *dragondaunt shield*

(level 16; *Player's Handbook*)

Found in Encounter 6

Treasure E: *prismatic orb*

(+3/level 15 at AL 12-14, +4/level 20 at AL 16-20; *Mordenkainen's Magnificent Emporium*)

Found in Encounter 7

Treasure F: *ring of shadow travel*

(level 15; *Adventurer's Vault*)

Found in Encounter 7

Treasure G: *voidcrystal armor*

(+3/level 14 at AL 12-14, +4/level 19 at AL 16-20; *Adventurer's Vault*)

Found in Encounter 7

Treasure H: *gem of auditory recollection*

(level 16; *Mordenkainen's Magnificent Emporium*)

Found in Encounter 7

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

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

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

AL 12: *potion of vitality* (level 15) plus 200 gp

AL 14: *potion of vitality* (level 15) plus 950 gp

AL 16: *potion of vitality* (level 15) plus 1700 gp

AL 18: *potion of vitality* (level 15) plus 2800 gp

AL 20: *potion of vitality* (level 15) plus 6800 gp

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

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

STORY AWARDS

The PCs earn CALI15 for defeating Sapphiraktar the Blue and recovering the Calimemnon Crystal shard. Note that CALI15 and CALI19 are mutually exclusive.

CALI15 Bane of Sapphiraktar

You defeated Sapphiraktar the Blue and recovered one of the three shards needed by the WeavePasha to recreate the Calimemnon Crystal. This is one of three Story Awards needed to complete the Major Quest.

At the beginning or end of any adventure, you may draw upon your contacts in Almraiven to gain purchase access to a single Uncommon permanent magic item from a player resource with an item level no greater than your character level. You pay full market price. Strike through this paragraph once you have made the purchase.

Award CALI16 to the PCs if they succeeded at the skill challenge in the Hall of Mirrors, Encounter 2 and if they successfully answered all the riddles from Handout 2 in Encounter 3 or 4, either by providing an answer or by succeeding at the History check.

CALI16 Student of the Sphinx

The great sphinx Bes'Mahees has offered to train you in the art of problem-solving. You may acquire *student of the sphinx* now or at the end of a future adventure. This reward does not count as your Treasure selection, but it costs a found-item slot, counts toward your limit of Uncommon magic items, and is considered a divine boon. It does not expire. You have the level 13 version until you reach character level 15, whereupon it automatically upgrades to the level 18 version.

| | |
|---|----------------------|
| Student of the Sphinx | Level 13/18 Uncommon |
| <i>Bes'Mahees rewards a sharp mind and the relentless pursuit of knowledge. Those who earn his favor gain the ability to master any task, no matter how daunting.</i> | |
| Alternative Reward (Grandmaster Training) | |
| Property | |
| You gain a +2 item bonus to all skill checks. | |
| Utility Power ♦ Daily (Minor Action) | |
| <i>Effect:</i> Until the end of the encounter, you and your allies gain a +3 bonus to skill checks with a single skill of your choice. | |
| Level 18: +4 bonus | |
| Reference: Customized version of Ioun's revelation from <i>Dungeon Master's Guide 2</i> , page 140 | |

CALI19 only applies to the PCs if they did not recover the crystal shard (and therefore did not earn CALI15).

CALI19 A Shard Lost

You failed to recover one of the shards of the Calimemnon Crystal. However, many shards are

scattered throughout Calimshan. You may find a suitable substitute shard during an LFR My Realms adventure. When you do, have the DM of the My Realms adventure sign and date the back of this certificate, then replace this Story Award with CALI15.

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

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

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

CALI20 Calimemnon Crystal

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

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

WISH03 Have the Wish I Wish Tonight

This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

NEW RULES

Chaos Cloak

Level 14+ Uncommon

This cloak is brightly colored and covered in nodules, like the skin of a slaad, and its effects are just as chaotic.

Lvl 14 +3 21,000 gp Lvl 19 +4 105,000 gp

Item Slot: Neck

Enhancement Bonus: Fortitude, Reflex, and Will

Property: You gain resist 10 to all damage from elemental creatures.

Power (Teleportation, Daily): Immediate Reaction. Use this power when an enemy hits you with an attack that targets Fortitude, Reflex or Will. Roll a d6 and apply the appropriate result. 1-2: You take half damage from the triggering enemy's attack. 3-4: You teleport 1d8 squares. 5-6: The triggering enemy takes damage equal to the damage it dealt you.

Reference: *Adventurer's Vault* 2, page 65.

Staff of Elemental Prowess

Level 9+ Uncommon

This staff grants mastery over - and protection from - the harsh elements.

Lvl 14 +3 21,000 gp Lvl 19 +4 105,000 gp

Implement: Staff

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d6 damage per plus of the same type as the attack

Property: Gain a +2 item bonus to damage rolls when you deal acid, cold, fire or lightning damage with this implement.

Power (Daily): Immediate Interrupt. Use this power when you are attacked by a power with the fire, cold, acid or lightning keyword. Choose one of those damage types. You and all allies within 2 (5 at level 19) squares of you gain resist 10 (15 at level 19) against that damage type until the end of your next turn.

Reference: *Adventurer's Vault*, page 105.

Dragonslayer Weapon

Level 9+ Uncommon

The bane of dragonkind.

Lvl 14 +3 21,000 gp Lvl 19 +4 105,000 gp

IWeapon: Any

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d12 damage per plus against dragons.

Property: This weapon provides resist 20 against a dragon's breath weapon power.

Power (Daily): Minor Action. Your next attack with this weapon against a dragon, if made before the end of your next turn, gains a +5 power bonus to the attack roll and automatically ignores any resistance the dragon has.

Reference: *Player's Handbook*, page 233.

Dragondaunt Shield

Level 16+ Uncommon

This ornate shield provides extra protection against dragon attacks and can be activated to reduce the damage of an area attack.

Lvl 16 45,000 gp

Item Slot: Any shield

Property: Gain resist 5 to all attacks of dragons.

Power (Daily): Immediate Interrupt. You can use this power when you are hit by an area or a close attack. Reduce the damage dealt by 10 to you and each adjacent ally.

Reference: *Player's Handbook*, page 245.

Prismatic Orb

Level 15+ Rare

Each of the spectral colors flickering on the surface of this orb is a shell of energy that can engulf a foe.

Lvl 15 +3 25,000 gp

Lvl 20 +4 125,000 gp

Implement: Orb

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d8 damage per plus

Attack Power (Teleportation, Daily): No Action. Use this power when you hit a target with an attack using this orb. You teleport the target up to a number of squares equal to the orb's enhancement bonus.

Attack Power (Daily): No Action. Use this power when you hit a target with an at-will or encounter attack power using this orb. The target is dazed or immobilized (save ends). You choose the effect.

Utility Power (Encounter): No Action. Use this power when you hit a target with an attack using this orb. Choose acid, fire, lightning, or poison. Until the target saves against this effect, attacks that deal damage of the chosen type to the target gain an item bonus to their damage rolls against the target. The bonus equals the orb's enhancement bonus.

Reference: *Mordenkainen's Magnificent Emporium*, page 105.

Ring of Shadow Travel

Level 15 Uncommon

This dark iron ring lets you disappear into the shadows.

Lvl 15 25,000 gp

Item Slot: Ring

Property: Gain a +2 item bonus to Stealth checks.

Power (Teleportation, Daily): Move Action. Teleport 4 squares. If the space you teleport from is not brightly lit, you can teleport 8 squares. You cannot teleport to a brightly lit space. If you've reached at least one milestone today, double all teleport distances of this power.

Reference: *Adventurer's Vault*, page 159.

Voidcrystal Armor Level 14+ Uncommon

Black as a starless night, this armor destabilizes weapons it deflects.

Lvl 14 +3 21,000 gp

Lvl 19 +4 105,000 gp

Armor: Any

Enhancement: AC

Power (Daily): Immediate Reaction. Use this power when a melee attack misses your AC. The weapon used to attack you deals only half damage (save ends). If the attacker was unarmed (using a fist or claws, for example) the attacker instead takes ongoing 10 damage (save ends).

Reference: *Adventurer's Vault*, page 55.

Gem of Auditory Recollection Level 16 Common

This smooth gem records the sounds around it, allowing you to listen to the voices of the past when you wish.

Wondrous Item 45,000 gp

Utility Power (At-Will): Standard Action. The gem records all words spoken by one creature within 20 squares of you. You can end the recording as a free action. The gem can record 12 hours of speech before becoming full.

Utility Power (At-Will): Standard Action. The gem repeats a section of recorded text aloud in the exact voice and language of the original speaker. The gem continues its recitation until the speech is finished or until you use a free action to stop it.

Utility Power (At-Will): Standard Action. You erase all words recorded by the gem.

Reference: *Adventurer's Vault*, page 172.

Student of the Sphinx Level 13 Uncommon

Bes'Mahees rewards a sharp mind and the relentless pursuit of knowledge. Those who earn his favor gain the ability to master any task, no matter how daunting.

Lvl 13 17,000 gp Lvl 18 85,000 gp

Divine Boon

Property: Gain a +2 item bonus to all skill checks.

Power (Daily): Minor Action. Until the end of the encounter, you and your allies gain a +3 bonus (+4 at level 18) to skill checks with a single skill of your choice.

Reference: customized version of Ioun's Revelation from *Dungeon Master's Guide 2*, page 140.

APPENDIX 1: PUZZLE INSTRUCTIONS

(Use with Encounter 2)

Encounter 2 contains six real puzzles the PCs can opt to play in place of the skill challenges. Each puzzle corresponds to the skill challenge presented in each scene.

Scene 1: Reading between the Lines

- Skill Checks: 1 Religion or History checks
- Puzzle: Handout 1a - Code Breaker Puzzle

Scene 2: Hit the Lights

- Skill Check: 1 Thievery check
- Puzzle: Handout 1b - Number Grid Puzzle

Scene 3: Stay On Target

- Skill Check: 1 Perception or Insight checks
- Puzzle: Handout 1c - Spot the Difference

Scene 4: Mirror, Mirror off the Wall

- Skill Check: 2 Dungeoneering checks
- Puzzle: Handout 1d & 1e - Broken Mirror Puzzle

Scene 5: Push It Real Good

- Skill Check: 1 Athletics check
- Puzzle: Handout 1f - Illumination Puzzle

The benefit of playing and solving all the puzzles is that the PCs do not have to worry about failing a skill checks. PCs lose healing surges when they fail a skill check. The PCs also may earn story reward CALI16, if they solve all the puzzles. See Encounter 1 for details.

If played within a time sensitive setting such as a convention, the players have up to 10 minutes to solve as many puzzles as they can. Pass out all the puzzles at the same time so that they may decide if they want to play the puzzles and have a better chance at finishing them in the time allotted. Note, the time allotted is not per puzzle! They must finish all the puzzles within the 10 minute time frame. At any time, a player may choose to stop playing the puzzles and roll the corresponding skill check instead. If they do not solve all the puzzles in the time allotted or if they chose not to complete the puzzle, they need to successfully roll the skill checks for those scenes they did not complete. The PCs lose healing surges, as the scenes dictate, if they fail these skill checks.

Teamwork: Encourage teamwork while the players are working on the puzzles.

Hints: Hints may be given out at your discretion. The hint you give can be as much or as little as you see fit.

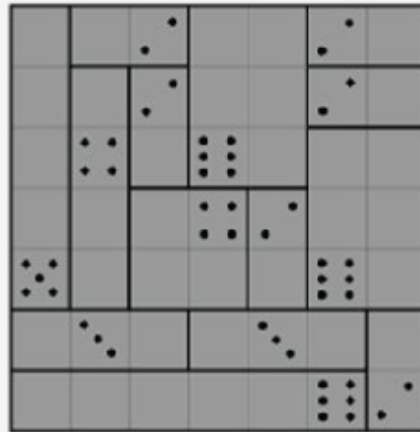
Puzzle Preparation: You should cut out the puzzle pieces for Handouts 1d & 1e. If possible, use a thick card stock to print these games on. The pieces are more durable this way and easier to handle. Give the PCs the templates (pages with the solid black shapes) so that they may place the cut pieces onto them as a guide.

APPENDIX 2: PUZZLE ANSWERS

PLAYER HANDOUT 1a KEY: CODE BREAKER PUZZLE



PLAYER HANDOUT 1b KEY: CONTROL PANEL PUZZLE

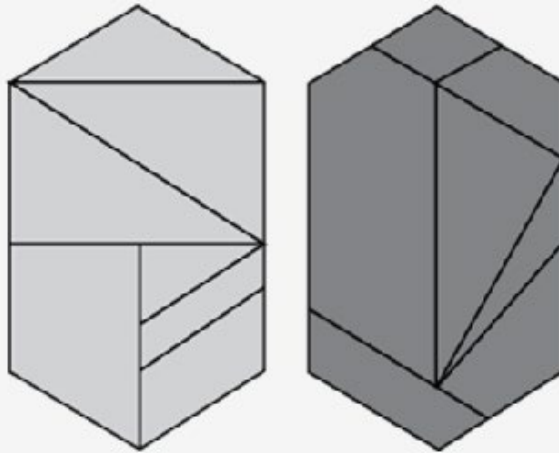


PLAYER HANDOUT 1c KEY: SPOT THE DIFFERENCES

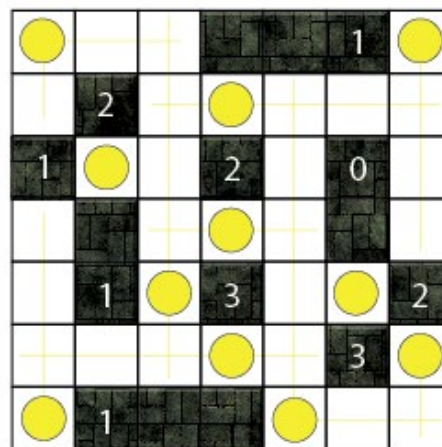


11 differences

PLAYER HANDOUT 1d & 1e KEY: MIRROR PUZZLES



PLAYER HANDOUT 1f KEY: ILLUMINATION PUZZLE



APPENDIX 3: THE SPHINX'S RIDDLES (WITH ANSWERS)

RIDDLE #1

The beginning of both, the second of all and the last of you and me. Order them correctly and you will have the key. As high as the sky or as deep as the sea.

The first letter of both ... B

The second letter of all ... L

The last letter of you ... U

The last letter of me ... E

Put them in order: BLUE

RIDDLE #2

I'm positive, but not optimistic, negative but not pessimistic. A bolt without a nut, and a fork without a knife or spoon. I cross the sky without wings.

I am LIGHTNING

RIDDLE #3

I have scales but I cannot weigh, I have breath that does not give life. I am the colors of the rainbow, or the value of a coin.

I am a DRAGON

RIDDLE #4

I shine light in the darkness but I'm not always easy to see. Sometimes I can bind you, or I can set you free. I bring joy as well as sorrow, healing as well as pain. I can be large as a whole or as small as a grain.

I am the TRUTH

RIDDLE #5

My days are over but I've not forgotten. I've already withered and long since gone rotten. Not of this world, a part of the night. I search for the end that isn't in sight.

I am UNDEAD

RIDDLE #6

On a night without end, where no good can come, your soul I will hold and two become one. As long as I live then you will live too. Guard me with care or your days will be through.

I am a PHYLACTERY

APPENDIX 4: OBELISKS

Each of the obelisks provides a specific advantage and defensive power to Sapphiraktar. These powers are:

- Obelisk 1: Sapphiraktar's actions do not trigger immediate or opportunity actions.
- Obelisk 2: All zones and conjurations in the lair are dispelled.
- Obelisk 3: Sapphiraktar may roll a saving throw at the beginning of his turn to end an effect, even an effect that cannot normally be removed with a save.
- Obelisk 4: Once per round as an immediate interrupt, Sapphiraktar can cancel either all damage or all effects from one attack against him.
- Obelisk 5: Sapphiraktar scores a critical hit on a roll of 18-20.
- Obelisk 6: Each time Sapphiraktar is hit with an attack, the attacker takes AL damage that cannot be reduced in any way.

When an obelisk's power is called upon by Sapphiraktar, their runes flare brightly, giving the PCs a visual clue as to what each obelisk does. Any PC can make an Arcana, Perception or Insight check against a Moderate DC to know the following.

- The obelisks provide varying defensive powers to Sapphiraktar.
- Each obelisk is vulnerable to an Arcana, Dungeoneering, or Thievery check.

The PCs must deactivate an obelisk in order to stop Sapphiraktar from benefitting from their specific defensive power.

- A PC must be adjacent to the obelisk.
- The PCs may make an Arcana, Thievery, or Dungeoneering check against a Hard DC with a minor action; or against a Moderate DC with a standard action to disable an obelisk .

As the first obelisk is deactivated, the PC realizes that the obelisk can be reversed to work against Sapphiraktar.

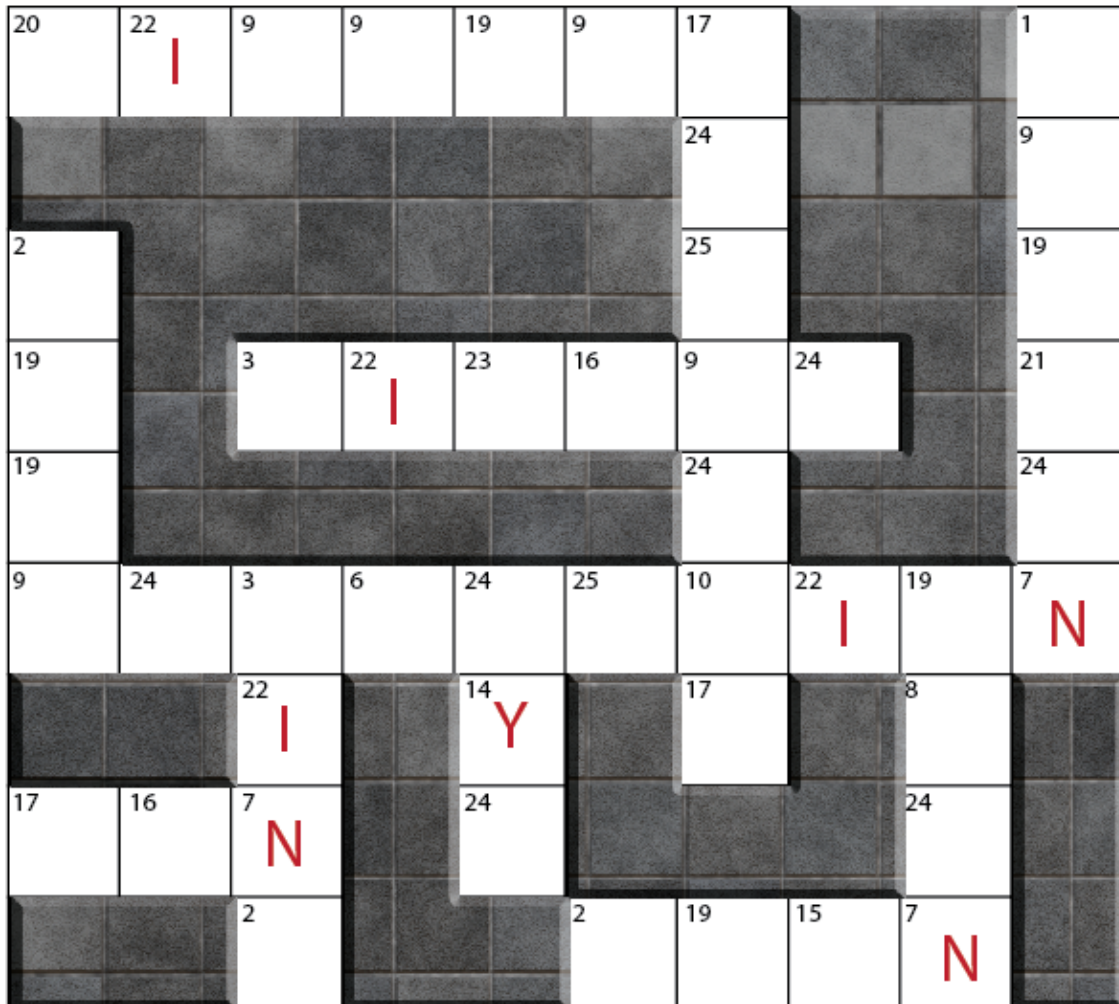
To turn an obelisk against Sapphiraktar, the PCs may make a secondary skill check, as outlined above, against a Hard DC with a minor action; or against a Moderate DC with a standard action. For each "turned" obelisk, Sapphiraktar becomes vulnerable 5 all damage.

If a PC fails a skill check against an obelisk, that obelisk makes its *shock wave* attack as a free action.

Sapphiraktar may remove a success from one obelisk at the beginning of each of his turns. This either removes 5 vulnerability from an obelisk that had 2 successes, or reactivates an obelisk that had 1 success. The PCs can replace the success on their turns.

HANDOUT 1A: CODE BREAKER PUZZLE

(Encounter 2, Scene 1: Reading between the Lines)



Letters Used in this Puzzle:



How to Play:

1. Letters have been replaced by numbers.
2. Each number represents the same letter throughout the grid.
3. To start you off, the letters I, N and Y have been placed on the grid. I = 22, N = 7, Y = 14
4. Spell out the words by deciphering what number stands for which letter.

Word Clues: Use these word clues to help solve the puzzle

A Body
Shattered
All Seeing

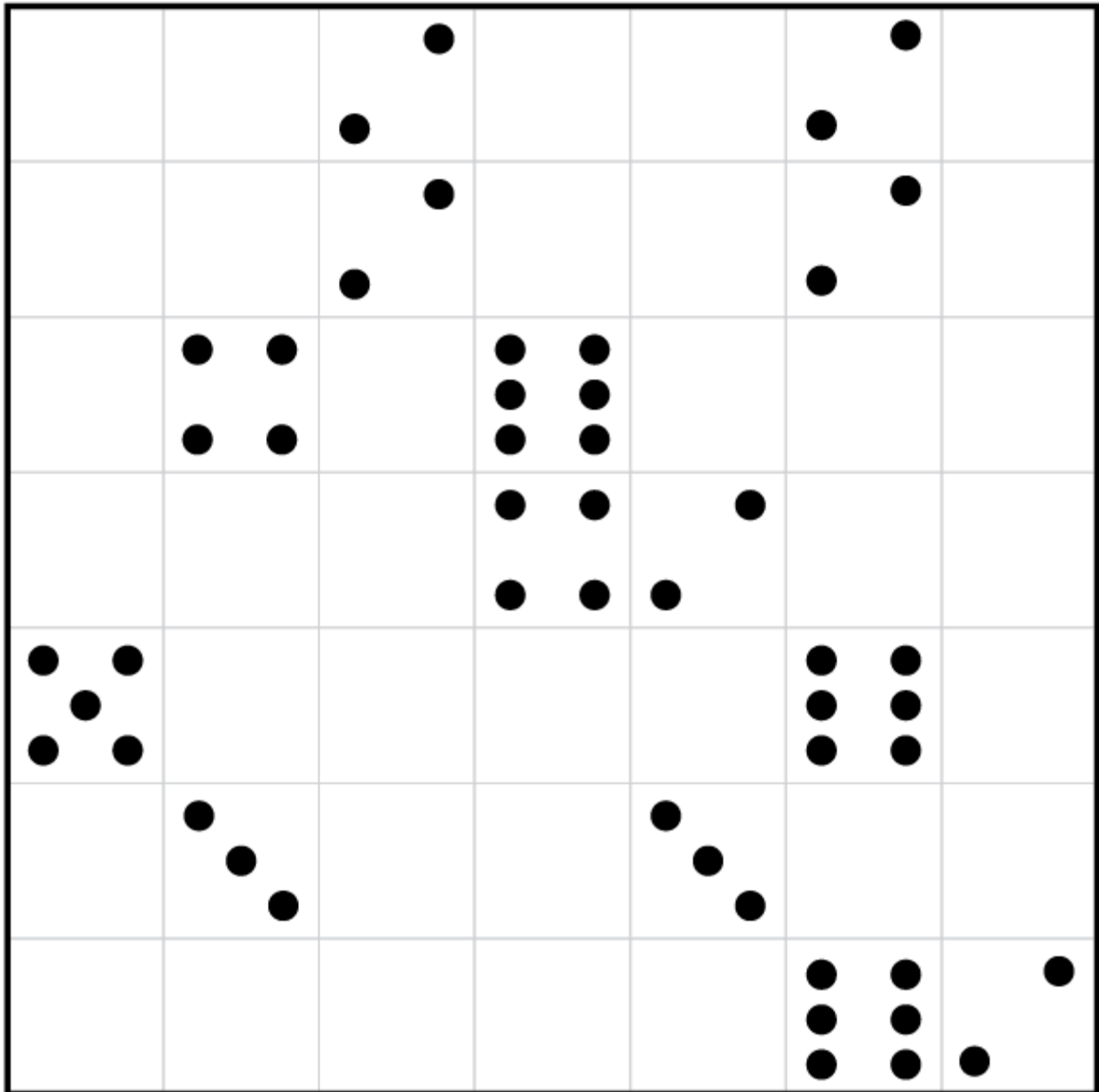
Solar
Right Back At You
Not Closed

A Reflective Surface
Search
Portal

Not Up
Hidden

HANDOUT 1B: NUMBER GRID PUZZLE

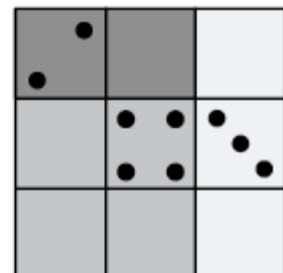
(Encounter 2, Scene 2: Hit the Lights)



To solve the puzzle:

1. You have to complete the grid such that the grid is broken down into non-overlapping rectangles only.
2. Each rectangle that you create will contain a single number that indicates how many squares make up that rectangle. See example.
3. The puzzle is complete when all spaces on the grid have been used.

EXAMPLE:



HANDOUT 1C: SPOT THE DIFFERENCES GAME

(Encounter 2, Scene 3: Stay on Target)

To play this game, find and circle the 11 differences between the two figures of the sphinx, Bes'Mahees. (Differences are in the Sphinx only - not the rock he is standing on)

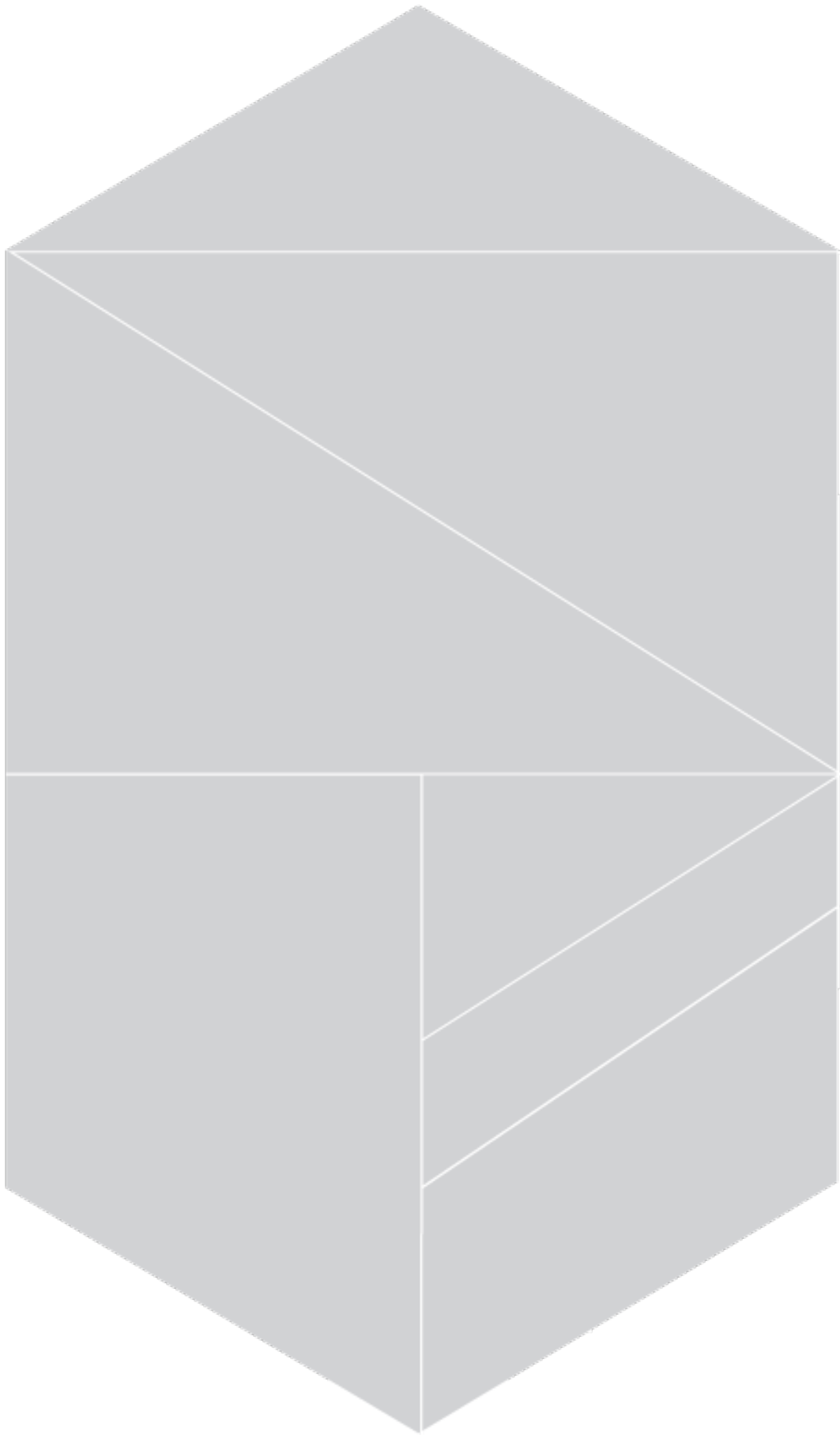
HANDOUT 1D & 1E: BROKEN MIRRORS TANGRAMS

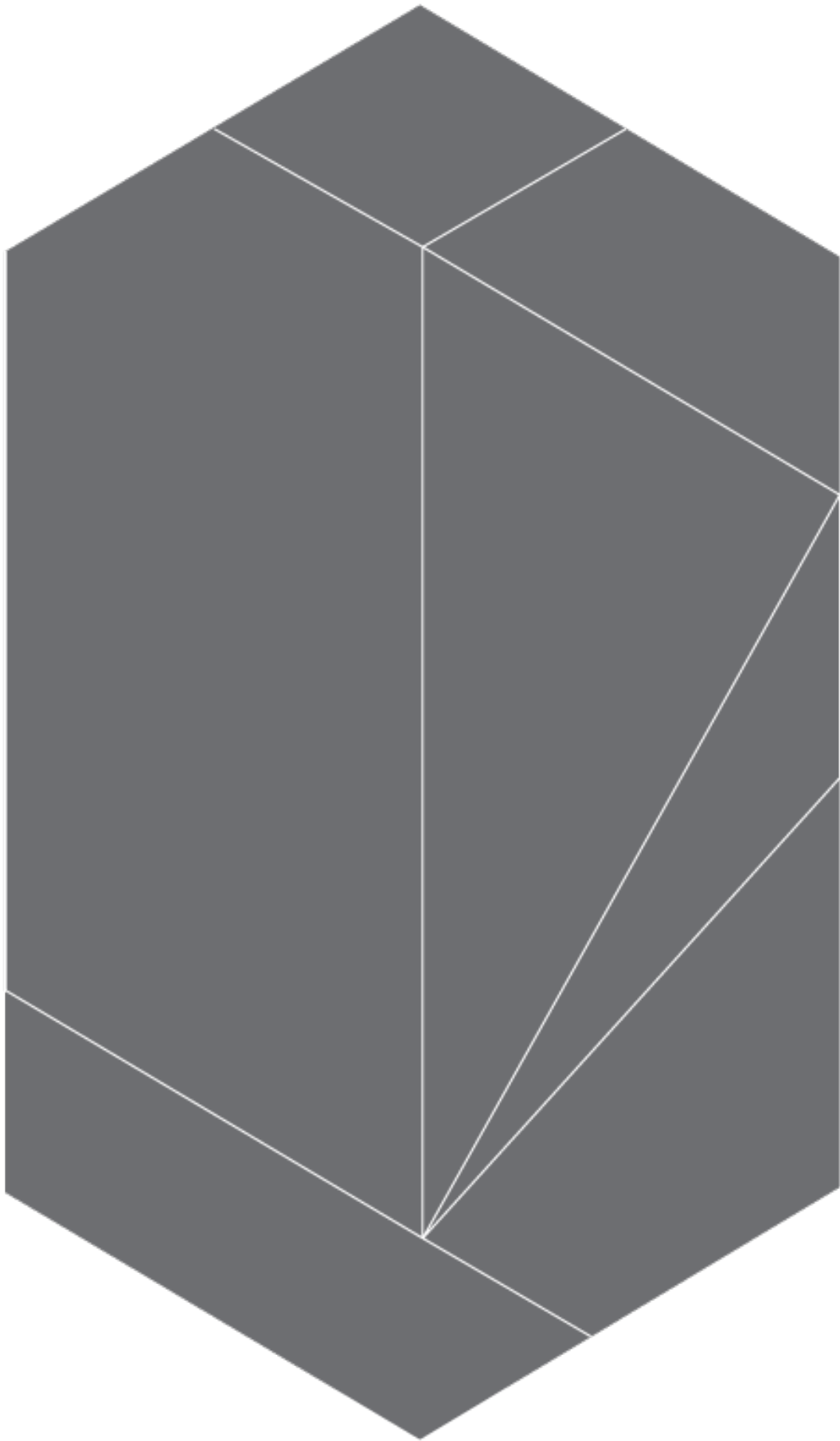
(Encounter 2, Scene 4: Mirror, Mirror Off the Wall)

Recreate the shape found on the template using the 7 game pieces. Each game is color coded so you do not mix them up.









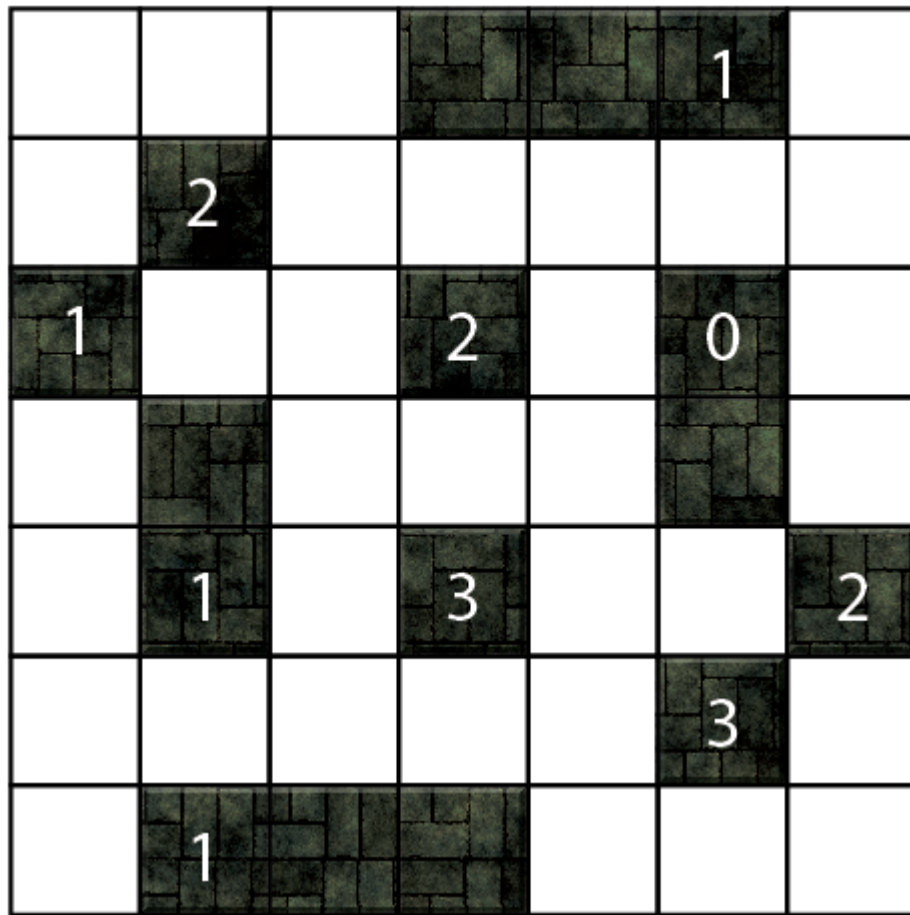


TEMPLATE



TEMPLATE

HANDOUT 1F: ILLUMINATION PUZZLE



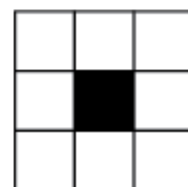
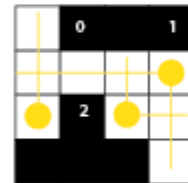
How to Play:

Place torches (draw a circle) on the white cells according to the following rules: (hint: there are 11 torches)

1. Every white cell must be illuminated by at least one torch. A torch illuminates its own cell plus all other cells in an uninterrupted horizontal or vertical line up to the perimeter of the puzzle or a stone cell (whichever is closer).

2. No two torches may illuminate each other. (In this example, notice how the two diagonal torches do not illuminate each other because their light only travels horizontally and vertically)

3. A number on a stone cell represents how many torches are adjacent to that cell. (This includes diagonal cells. In this example, all the white cells are considered adjacent to the black cell).



HANDOUT 2: THE SPHINX'S RIDDLES

Cut out each riddle and turn them face down. Allow the PCs to randomly pick which riddle they are asked by the sphinx.

RIDDLE #1

The beginning of both, the second of all and the last of you and me. Order them correctly and you will have the key. As high as the sky or as deep as the sea. What am I?

RIDDLE #2

I'm positive, but not optimistic, negative but not pessimistic. A bolt without a nut, and a fork without a knife or spoon. I cross the sky without wings. What am I?

RIDDLE #3

I have scales but I cannot weigh, I have breath that does not give life. I am the colors of the rainbow, or the value of a coin. What am I?

RIDDLE #4

I shine light in the darkness but I'm not always easy to see. Sometimes I can bind you, or I can set you free. I bring joy as well as sorrow, healing as well as pain. I can be large as a whole or as small as a grain. What am I?

RIDDLE #5

My days are over but I've not forgotten. I've already withered and long since gone rotten. Not of this world, a part of the night. I search for the end that isn't in sight. What am I?

RIDDLE #6

On a night without end, where no good can come, your soul I will hold and two become one. As long as I live then you will live too. Guard me with care or your days will be through. What am I?

HANDOUT 3: THE PHYLACTERY

Once charged in the Elemental Chaos, the phylactery gains the following abilities. The phylactery is a quest object for this adventure only and cannot be kept or duplicated by any PC.

| Sapphiriktar's Phylactery | Quest Object |
|---|--------------|
| <i>This is the phylactery of an ancient blue dragon dracolich, charged with energy from the Elemental Chaos.</i> | |
| Wondrous Item | |
| Property | |
| If Sapphiriktar is within 20 squares of his phylactery, his defenses and attack bonuses are reduced by 10. This is a constant effect and does not require the expenditure of charges from the phylactery. | |
| Energized Healing (Healing) ♦ At-Will (Minor Action) | |
| <i>Requirement:</i> You must expend one charge from the phylactery. | |
| <i>Effect:</i> You and all allies within a close burst 10 may each spend a healing surge. | |
| Elemental Fury ♦ At-Will (Minor Action) | |
| <i>Requirement:</i> You must expend one charge from the phylactery. | |
| <i>Effect:</i> If Sapphiriktar is within 20 squares of the phylactery and Sapphiriktar is bloodied, he takes damage equal to your character level, ignoring all his resistances and immunities. | |
| Reversal of Fate ♦ At-Will (Immediate Interrupt) | |
| <i>Trigger:</i> Sapphiriktar rolls a critical hit against you or an ally within 20 squares of the phylactery. | |
| <i>Requirement:</i> You must expend one charge from the phylactery. | |
| <i>Effect:</i> Sapphiriktar must reroll the attack and use the new result. | |
| Reference: <i>Custom item created for LFR</i> | |

Only the creature currently in possession of the phylactery may use the minor action abilities. The triggered action ability can be used by a creature currently in possession of the phylactery, or by an adjacent creature.

HANDOUT 4: RECENT EVENTS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

EVENT SUMMARY

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

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

<https://www.surveymonkey.com/s/CALI0402LFR>

The survey period closes on **01 September 2012**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

1. What was the fate of Tarik?

- a. Made a new home in the earthmote.
- b. Other outcome.

2. What was the fate of Bes'Mahees?

- a. Alive.
- b. Dead.

3. What was the fate of Sapphiraktar?

- a. Defeated, and phylactery destroyed.
- b. Defeated, but the PCs did not get/destroy the phylactery.
- c. Alive.

4. What was the overall difficulty level of the adventure?

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

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

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

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

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

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

CALI4~2 DRAGON ABOVE, DESERT BELOW

CALI15 Bane of Sapphiraktar

You defeated Sapphiraktar the Blue and recovered one of the three shards needed by the WeavePasha to recreate the Calimemnon Crystal. This is one of three Story Awards needed to complete the Major Quest.

At the beginning or end of any adventure, you may draw upon your contacts in Almraiven to gain purchase access to a single Uncommon permanent magic item from a player resource with an item level no greater than your character level. You pay full market price. Strike through this paragraph once you have made the purchase.

CALI16 Student of the Sphinx

The great sphinx Bes'Mahees has offered to train you in the art of problem-solving. You may acquire *student of the sphinx* now or at the end of a future adventure. This reward does not count as your Treasure selection, but it costs a found-item slot, counts toward your limit of Uncommon magic items, and is considered a divine boon. It does not expire. You have the level 13 version until you reach character level 15, whereupon it automatically upgrades to the level 18 version.

Student of the Sphinx

Level 13/18 Uncommon

Bes'Mahees rewards a sharp mind and the relentless pursuit of knowledge. Those who earn his favor gain the ability to master any task, no matter how daunting.

Grandmaster Training

Property

You gain a +2 item bonus to all skill checks.

Utility Power ♦ Daily (Minor Action)

Effect: Until the end of the encounter, you and your allies gain a +3 bonus to skill checks with a single skill of your choice.

Level 18: +4 bonus

Reference: Customized version of Ioun's revelation from *Dungeon Master's Guide 2*, page 140

CALI19 A Shard Lost

You failed to recover one of the shards of the Calimemnon Crystal. However, many shards are scattered throughout Calimshan. You may find a suitable substitute shard during an LFR My Realms adventure. When you do, have the DM of the My Realms adventure sign and date the back of this certificate, then replace this Story Award with CALI15.

CALI20 Calimemnon Crystal

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

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

WISH03 Have the Wish I Wish Tonight

This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

CALI4~2 DRAGON ABOVE, DESERT BELOW

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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

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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.

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

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