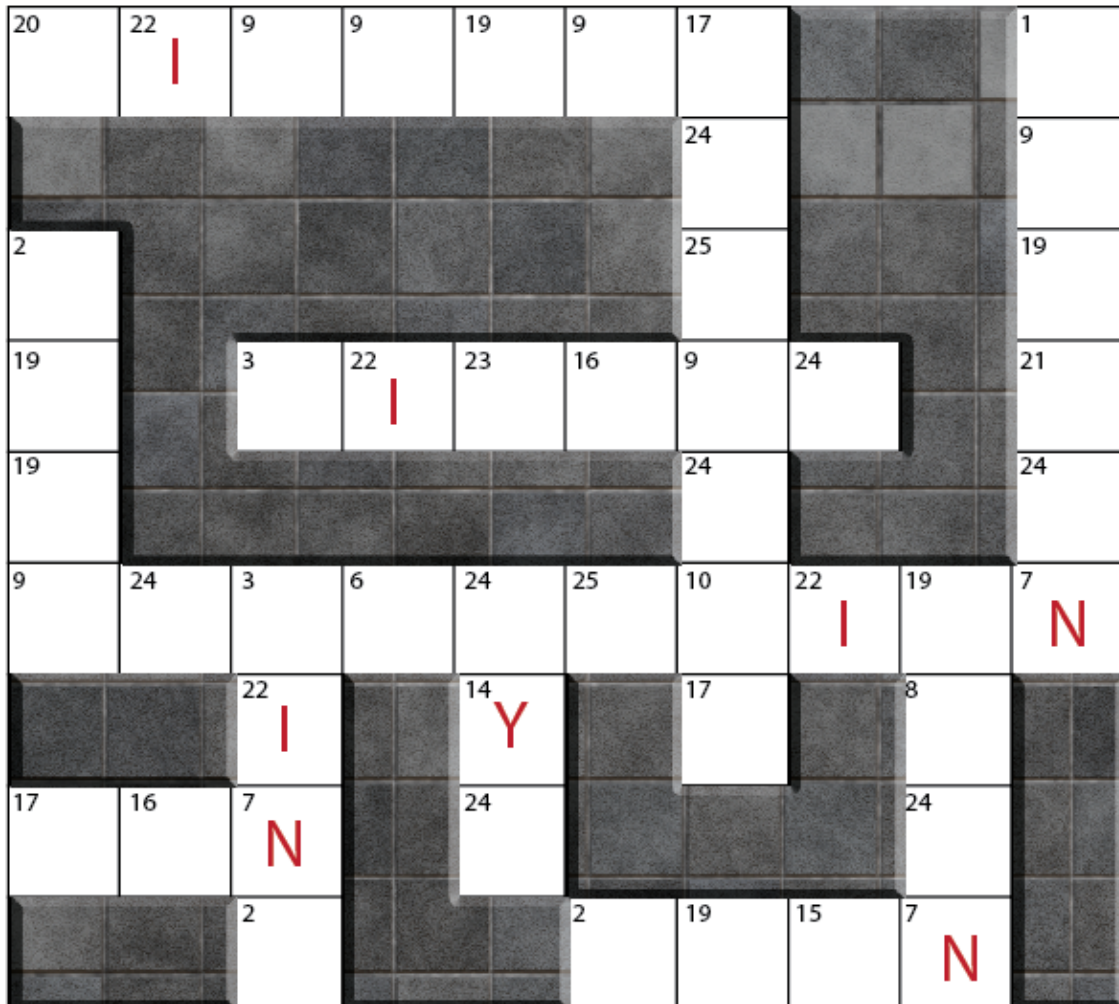


HANDOUT 1A: CODE BREAKER PUZZLE

(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 Letters have been replaced by numbers.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

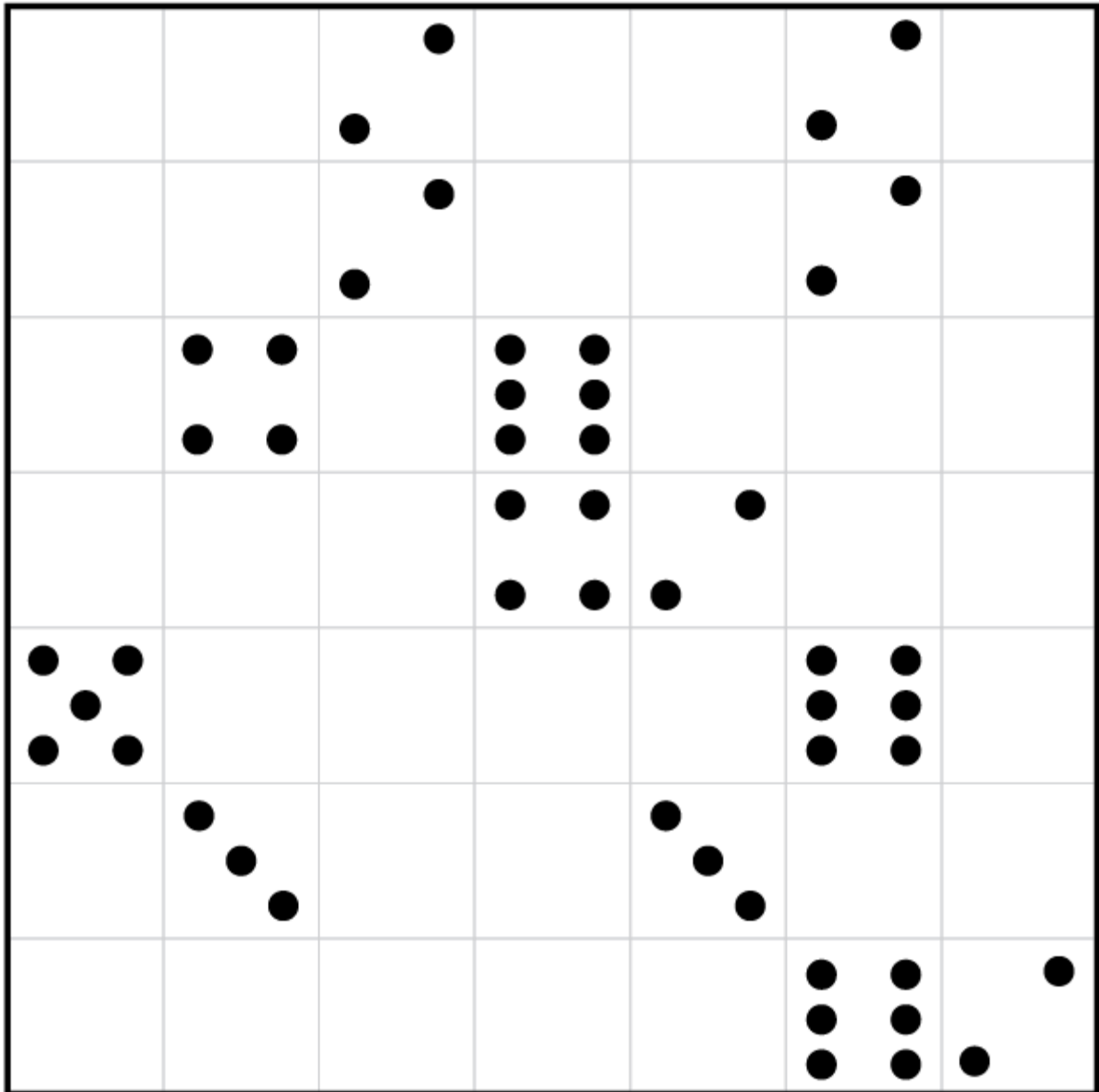
Solar
Right Back At You
Not Closed

A Reflective Surface
Search
Portal

Not Up
Hidden

HANDOUT 1B: NUMBER GRID PUZZLE

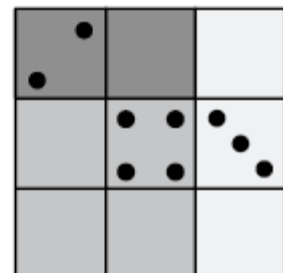
(Encounter 2, Scene 2: Hit the Lights)



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)

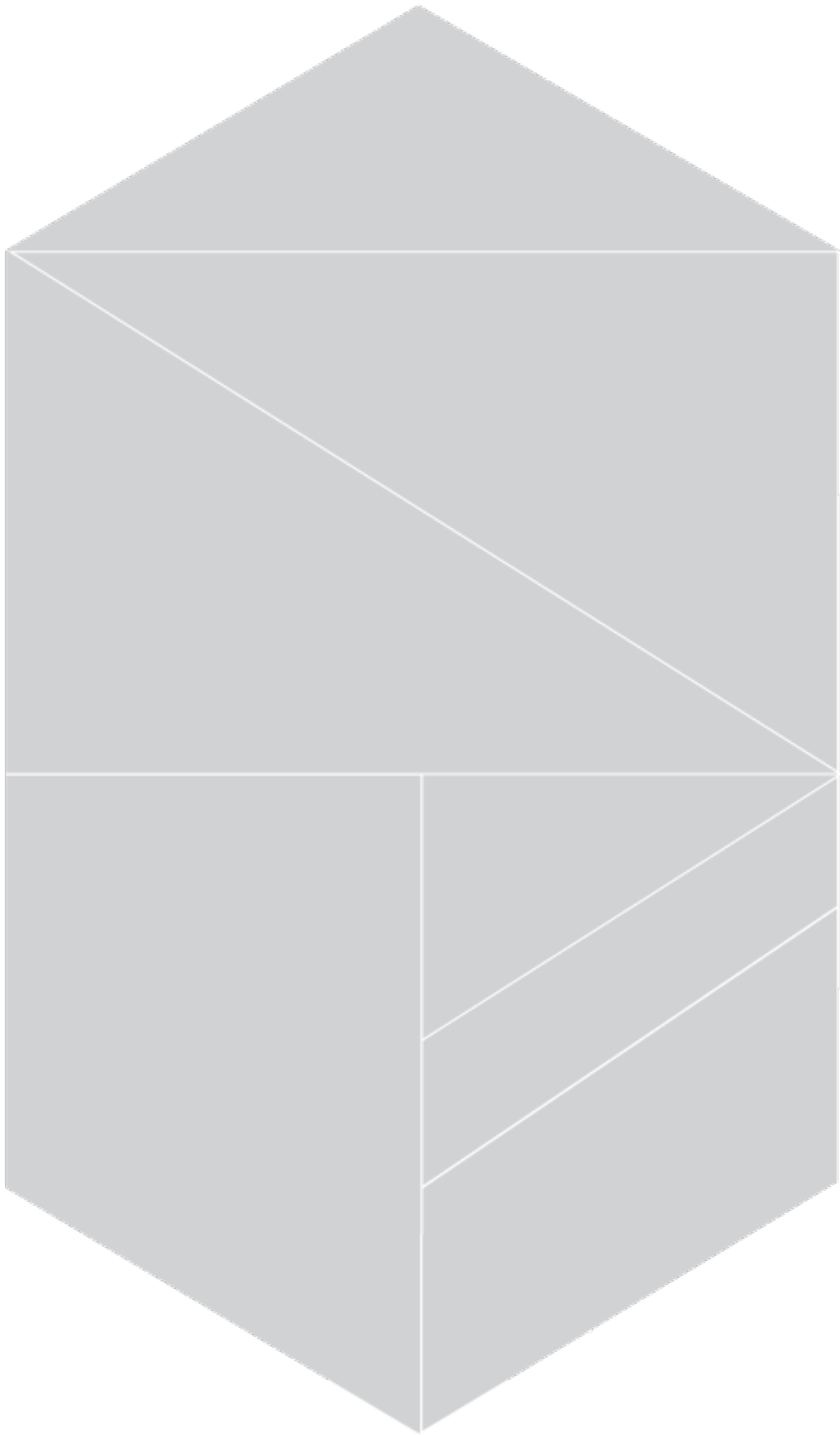
HANDOUT 1D & 1E: BROKEN MIRRORS TANGRAMS

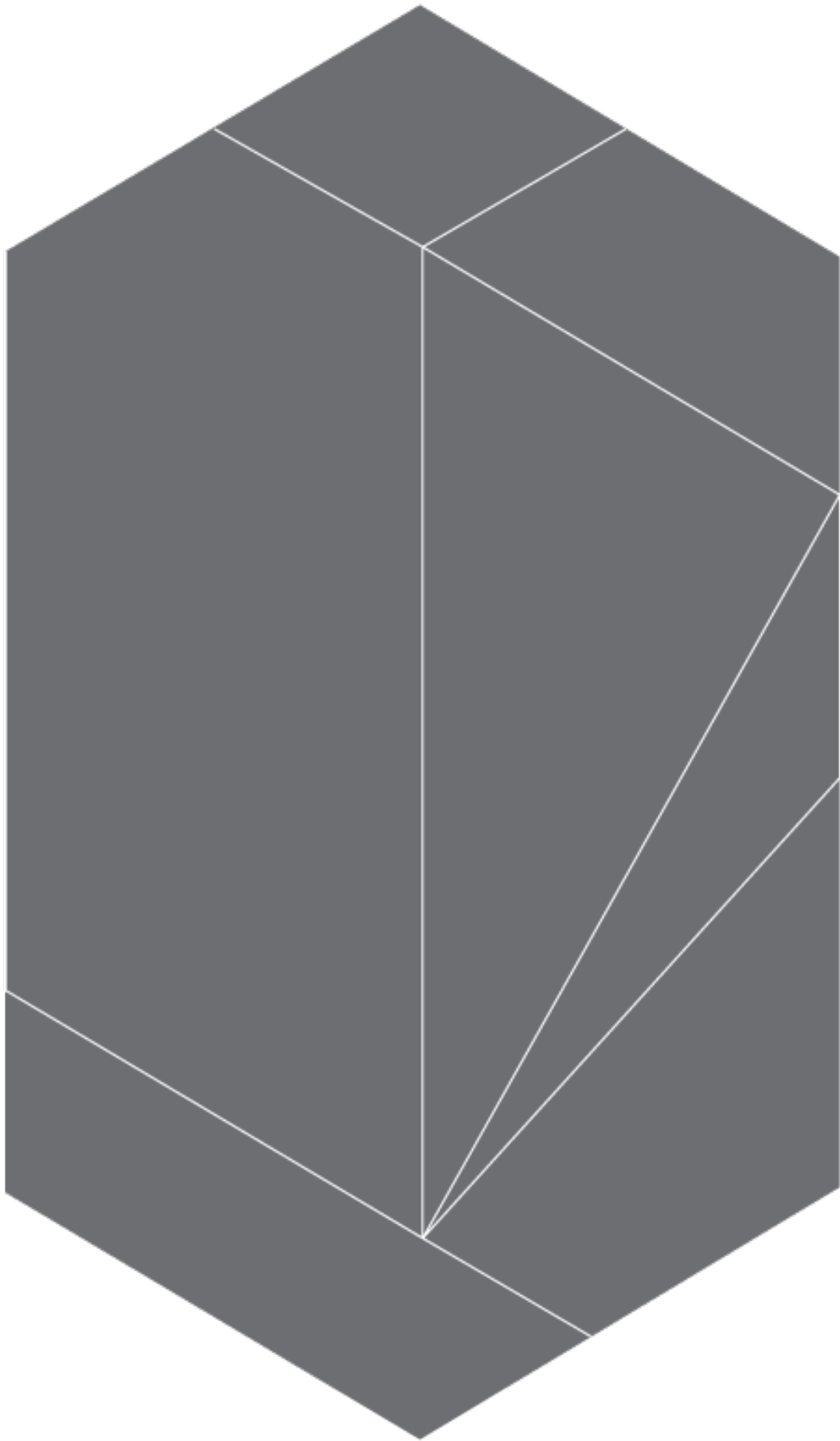
(Encounter 2, Scene 4: Mirror, Mirror Off the Wall)

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









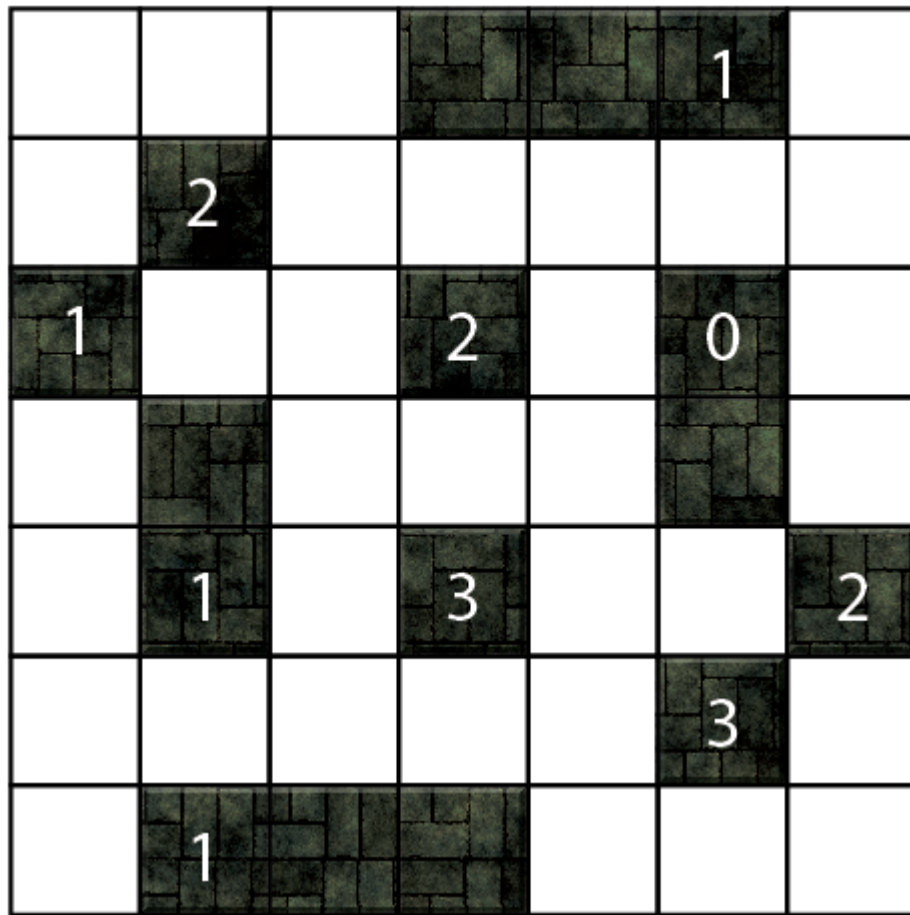


TEMPLATE



TEMPLATE

HANDOUT 1F: ILLUMINATION PUZZLE



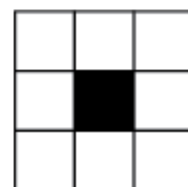
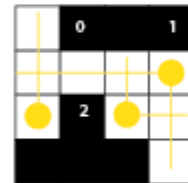
How to Play:

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 Memnon 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)