HANDOUT 1: RECENT EVENTS

The WeavePahsa 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 Calimemnon Crystal shards and hire adventurers to recover them as quickly as possible. Meanwhile, Ala'Ammar, you should send trusted mercenaries to stir up trouble between Calimport and Memnon. In the meantime, Rham Sahib will put out a call to the various guilds and adventuring companies to secure the ancient city."

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

HANDOUT 2: DISABLING THE CRYSTAL MACHINE

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

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

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

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

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

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

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

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

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

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

Stage 6: Removing the crystal
Skills: Religion, Thievery

Event Summary

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

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

https://www.surveymonkey.com/s/CALI0403LFR

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

If played at a convention, what slot:

Table Number:

DM's Name:

1. What was the fate of Jamah?
  a. alive
  b. dead

2. If the players flooded the compound, did they save anyone besides the Jesnassar (circle/check all that apply)?
  a. Berach, Banite Inquisitor of Mintar
  b. Kanan Ningra of Memnon
  c. Lady Ria of Calimport
  d. Lord Rabias of Almraiven
  e. The PCs left them all to drown.

3. What was the overall difficulty level of the adventure?
  a. Too challenging, but still fun
  b. Too easy, but still fun
  c. Just right!
  d. Too easy in a way that was unenjoyable
  e. Too challenging in a way that was frustrating or unenjoyable

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

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

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

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