

“Ardynrise” (12-19-11)

PREVIOUSLY IN IOMANDRA . . .

The heroes crashed the illithid nautilus into Starlord Evendor’s observatory, and all hell broke loose. Amid the chaos, the heroes became separated. Melech fled into an extradimensional space using his *exodus knife*. Baharoosh, who lost his memory, managed to reconnect with Kettenbar and Theralyn. All three were captured and imprisoned aboard an illithid cuttleship. Alex was taken out of action trying to flee the observatory. Kithvolar was buried in a cave-in following a massive bombardment by the illithid fleet surrounding the island. Andraste and Bartho escaped the bombardment by teleporting back to Io’galaroth.

THE HEROES (in alphabetical order)

Alex (human wizard) played by Jeremy Crawford
Andraste (eladrin warlord) played by Michele Carter
Baharoosh (dragonborn rogue) played by Stan!
Bartho (human fighter) played by Matt Sernett
Kettenbar (wilden shaman) played by Shawn Blakeney
Kithvolar (elf ranger) played by Jeff Alvarez
Melech (tiefling warlock) played by Bruce Cordell
Theralyn (doppelganger) played by Nick DiPetrillo

NONPLAYER CHARACTERS

Alethia (female eladrin Knight of Ardyn and Andraste’s aunt)
Arando Corynnar (male human captain of the Knights of Ardyn)
Io’feran (male dragonborn warmage stationed aboard the starbarge *Grizimir*)
Enivash (male dragonborn captain of the starbarge *Grizimir*)
Drajnack (male dragonborn Vost Miraj assassin, sent to Ardynrise)
Brek’l’mir (female githyanki *h’r’acknir* in Io’galaroth)
Shmek (kobold wyrm Priest of the Crystal Dragon tribe)
Peepu (kobold scavenger of the Crystal Dragon tribe)
with
Ardyn (female silver dragon leader of the Knights of Ardyn)
and
Allabar (A.K.A. the Opener of the Way, elder starspawn)

FUN STUFF

Cold Journey of Delban Warlock (Star) Utility 22

In a gleam of frigid starlight, you teleport to an ally’s side, but the journey leaves you cold and physically weak.

Daily ♦ Arcane, Cold, Necrotic, Teleportation
Standard Action Personal

Effect: You teleport to a square adjacent to an ally of your choice. You don’t need line of sight to the ally, but the ally must be on the same plane as you. If you attempt to teleport adjacent to an ally on a different plane, this power fails and is expended. If the teleport is successful, you take cold and necrotic damage equal to your healing surge value and cannot regain these hit points until after you’ve taken an extended rest.

EVENTS

Event 1. Kithvolar and the Kobolds (10 min): Kithvolar digs himself out from under rubble with the help of a kobold named Peepu, who leads Kith to a secret kobold enclave deep beneath the observatory. There the kobolds worship the island's dragon overlord and live in fear of Starlord Evendor. The kobold wyrm-priest, Shmek, initiates Kithvolar into the Crystal Dragon tribe with a test consisting of a blind white scorpion tied to a fishing pole. If Kith survives the scorpion's sting, he's declared a member of the tribe. He can, of course, refuse.

Event 2. Cold Journey of Delban (10 min). As he emerges from his extradimensional space, Melech encounters an emissary of Delban in dragonborn form. She bestows upon him the *cold journey of Delban* power and is destroyed in the process. This daily power enables Melech to teleport to the location of any one of his allies, but doing so drains a fraction of his life force.

Event 3. Aunt Alethia (5 min): In the party's HQ, Andraste reunites with her Aunt Alethia, who insists on helping her niece in the battle to come.

Event 4. Captives (10 min): The heroes who were captured by the illithids are transferred to the Myrthon starbarge *Grizimir*, under orders from Warmage Io'feran. A secret ally, Io'feran gives Alex, Kettenbar, and Theralyn their stuff back and reveals that (1) he's created a teleportation circle to facilitate their escape, (2) mind flayers have captured a tiefling Knight of Ardyn and are interrogating him to learn (among other things) the location of Ardynrise, and (3) the Vost Miraj assassin (Baharoosh) is being questioned by Captain Enivash, who's using a mind flayer to probe the dragonborn's mind.

Event 5. Dragon Dreams (10 min). If Kithvolar insists on seeing the dragon overlord, the kobolds oblige, but the dragon has been placed in a state of torpor by the illithids, and the kobolds don't know what to do. Kith can awaken the dragon by destroying five psionic "dream crystals" that orbit the dragon like satellites, but the dragon is enraged once freed and cannot be reasoned with. The kobolds can, with some instruction, construct a makeshift teleportation circle using coordinates given to them by Kithvolar. However, the one-way teleportation circle has a good chance of malfunctioning, teleporting Kithvolar to the intended destination without his clothing or gear.

Event 6. Gith Magic (10 min). Brek'l'mir senses the psychic dampening effect of the psionic artifacts in Andraste's possession and confronts the warlord. With Andraste's permission, the githyanki h'r'acknir inverts the psionic power of the artifacts so that they *summon* Allabar rather than banish him, since banishing him doesn't have the added effect of killing all of the mind flayers on the planet. Brek'l'mir asserts that the githyanki are eager to be rid of the mind flayer menace.

Event 7. Baharoosh's Bad Day (10 min): Io'feran leads Alex, Kettenbarm, and Theralyn to their dragonborn friend, Baharoosh. Captain Enivash assumes the Vost Miraj orchestrated the attack on Starlord Evendor's observatory, but he doesn't believe that Baharoosh has lost his memory. He uses a mind flayer to help interrogate Baharoosh, but only as Remove Affliction ritual can cure Baharoosh's amnesia. With Io'feran's help, the heroes can bully or trick Enivash into giving up his prisoner.

Event 8. Ardynrise (10 min): Arando Corynnar contacts Andraste and learns of recent events. He fears that if any of the Knights of Ardyn were captured, they might be forced to divulge the location of Ardynrise. He advises that Andraste come to Ardynrise at once to help with the evacuation and sends her teleportation circle coordinates. Once the heroes arrive, they can meet with Ardyn. Ardyn insists on helping them defeat Allabar and places Arando in charge of evacuating Ardynrise. Arando gives Andraste his *+7 magic spear*, claiming she'll need it.

Event 9. The Vost Miraj (30 min): The Vost Miraj eavesdrops on Arando's *sending* and obtains the coordinates to Ardynrise's teleportation circle. The spy network sends a squad of four stealthy assassins (led by Drajnack) to capture Ardyn and slay any knights that stand in their way. Drajnack carries a small silver mirror in which to trap the silver dragon. Baharoosh can try to call them off or convince Drajnack that the Knights of Ardyn are working in the empire's best interests, or Andraste's aunt can pose as Ardyn and allow herself to be taken prisoner so that the real Ardyn can stay and fight.

Event 10. Allabar Attacks! (60 min): Andraste uses the psionic artifacts to summon Allabar to Ardynrise. Allabar, in turn, summons three illithid cuttleships from the Far Realm. The cuttleships exchange fire with the gigantic animated statues that protect Ardynrise. Meanwhile, Allabar takes the form of a blazing orb of light encircled by swirling chunks of black stone—the petrified remnants of ancient gith. Theralyn, who was replaced by a doppelganger in the previous session, reveals her true nature.

Event 11. Aftermath (15 min): When Allabar dies, all the mind flayers in the world are killed by a psychic death-wave issuing from the elder starspawn. The illithid cuttleships fall out of the sky. After the last enemy falls, Ardyn asks Andraste to help her restore peace throughout the empire, leaving the other heroes to deal with Starlord Evendor.