

SHE3-04

Sterich Burning

A One-Round D&D LIVING GREYHAWK[®] Sheldomar Valley Meta-Regional Adventure

Version 1.3

by Kevin P. Hogan

An adventurer's tale of woe, a plume of smoke, and whispers of the Invoked Devastation. Could an organization of evil be at work in the heart of the Sheldomar Valley? A group of adventurers must brave more than just some hot air to know for sure. A Sheldomar Valley meta-regional adventure for APLs 6-12 and part one of the Union of the Suel series.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them.

If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING

GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Meta-Regional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley (Meta-Region One) pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary and Background

A group of agents from the Scarlet Brotherhood have traveled to Sterich in search of an ancient Suloise tome of Pyremius in hopes of finding some of the secrets from the Invoked Devastation to use against their enemies. Their research pointed to a hidden shrine in the foothills of the Stark Mounds. In uncovering the lost shrine to Pyremius, the Brothers were wiped out by the guardians within. When the agents were not heard from, a second team was sent to investigate. They have arrived in Istivin and are on their way to the site when an unexpected side effect of the shrine begins to appear. The small town of Groenick to the north of Istivin is attacked by a creature from the Plane of Fire. It seems the when the seal to the shrine was broken, a portal the fire plane was opened and some creatures have been coming through.

The PCs learn of the trouble and go to Groenick to investigate. There, they run into the agents of the brotherhood and discover the search for the tome. After dealing with the Scarlet Brotherhood, they will travel into the Stark Mounds in search of the shrine. Once it is found, they must deal with the creatures inside and close the portal. A powerful Efreeti from the plane of fire will offer to close the portal from the other side if it is allowed to take the book with it. If the PCs refuse, the creature will fight but will return to his own plane if badly injured and take the book anyhow. In either case it will seal the portal behind it. The PCs will also find clues that the scarlet brotherhood has plans to establish operations in the Sheldomar Valley and try to recruit Suloise to their cause and play upon the bigotries of the region.

Introduction

Ah, another warm day near the town of Istivin. If it weren't for the constant findings of long dead bodies and old, rusted weapons and armor, you'd probably quickly forget this area was a hotbed of chaos and destruction not too long ago. The threat of the giants still looms large but it is difficult to focus on such things in the midst of such lush green vegetation and a crisp afternoon breeze. Just ahead the town waits, as does the prospect of the first meal you've had indoors in several days on the road.

The town guard challenges your arrival and lets you pass without delay. The tantalizing scent of fresh Sterich Sweet Bread baking grabs your senses as you pass by one of several fine inns in the town. A slate board has chalk markings on it outside the inn. It reads "Innkeeper Jasper's birthday. Free sweet bread

and half price ales all day." It doesn't get any better than that. Looking up at the sign you read not surprisingly, 'Jasper's Inn and Tap.'

The inn is rather crowded with a wide variety of patrons. Some appear to be travelers and adventurers while others are common folk, farmer and merchants. A long planked table is covered with loaves of Sterich Sweet Bread and cheeses. A rather long oak bar runs the length of the back wall and a line about 10 deep waits patiently for the barkeep to attend to their ale needs. To the right two musicians stand on a table, one playing a lyre while the other pipes away on a pan flute. A small crowd has gathered around and some have even taken to dancing a jig on the next table over. One of the dancers is the innkeeper Jasper as is evident by the many patrons who call him by name and tease him about his dancing.

The PCs may indulge in the sweet bread and enjoy the festive atmosphere of the inn. The locals have little to tell of troubles and are in a generally celebratory mood. The travelers and adventurers in the inn have some stories of the area. In general however, there is little of note, save for one lonely traveler who appears to be sitting in a corner booth keeping to himself. He stares vacantly into his tankard and only looks up every now and again to see what's going on. The person appears to be an adventurer of some sort, judging by the medium shield resting against the side of his chair. It bears no standard but has a large amount of soot or blackening on one side of it. The adventurer is Hadley, a half-elven fighter that has just returned from an ill-fated excursion with his former adventuring group of which he is the sole survivor. He bears burned flesh on much of the left side of his face and his left hand is wrapped in bandaging. Despite his mood, Hadley is a very friendly sort and would welcome any company that chose to join him.

Encounter One: Hadley Burned

Originally from Bissel, Hadley was a member of the Company of the Brightpath and a guide in the Dim Forest. After Bissel began sending troops to Geoff to help with the giant problem, Hadley was granted leave to head south to help out as well. He joined an adventuring company and was on his way from the Barrier Peaks to Istivin when they ran into trouble.

Just west of the village of Groenick in the Stark Mounds of Sterich, the group saw a fire burning brightly in the woods nearby and went to investigate. Hadley says the fire seemed to come to life and exploded all around them.

Before he knew it two of his companions were killed. He looked over to the other fighter and the group and watched in horror as a wall of flame came right up and

engulfed him. Hadley panicked and ran but the fire caught up with him. The flames seemed to lash out and hit him with force that he could not understand. He managed to use a *wand of ice burst* he possessed and the creature withdrew. Hadley fled, accidentally dropping the wand.

The PCs may seek to investigate themselves and Hadley would agree that it is a dangerous situation. Unfortunately, he left in such a panic that he cannot give accurate directions to his location but he recalls he followed the sun almost directly due east to return to Groenick so his best guess would be to reverse the course and follow the afternoon sun out of Groenick. The area was pretty badly burned and may still be smoldering so it shouldn't be too difficult to find it if they can get back to the general location, he reasons.

Hadley will gladly accept any healing that the PCs can offer but only a *regeneration* or like spell will help as his tissues have been so badly burned. Hadley intends to return to Dimhaven to seek council with the Company of the Brightpath leadership about returning to duty. He has had enough of the adventuring life he reckons. Hadley will travel with the PCs to Groenick if they offer and then make his way north from there.

Development: The PCs must investigate the situation in Groenick to participate in this adventure. Possible reasons for them to do so are:

- One of the PCs is a Lord Errant of Sterich and has a duty to investigate the matter.
- One of the PCs desires to recover the wand for their own use.
- One of the PCs is concerned that the unnatural fire will harm other individuals or burn down all the forests and/or villages in its path.

Encounter Two: Groenick Ablaze

The town of Groenick is more of a marketplace than a habitation. The town is built around a central traders and farmers market. Goods and foodstuffs from the local area are for sale and trade along with more exotic wares from across the Sheldomar Valley. Approaching the town you are alarmed by the plume of smoke on the horizon. A dark column of grey smoke towers up before being carried westward upon the wind. Approaching closer you can see a flurry of activity as scores of townsfolk scurry back and forth from the river with buckets of water to put out several lingering fires. Seeing your arrival an older man who appears to be leading the effort calls out "If you would

be friends of Groenick grab a bucket and lend a hand, else be on your way!"

If the PCs refuse to help out they will be remembered and not welcomed in any of the establishments of Groenick and merchants will refuse to sell them any wares for less than 150% of the actual value of the item. Also any gems or jewels the PCs wish to cash in will only fetch 75% of the true value. PCs who grab a bucket and lend a hand will be hard pressed to keep up with the fires.

Have the PCs make Constitution checks, Endurance feat applies, (DC 18 + the APL). A PC will be selected as the primary and the other PCs may 'assist' for a +2 bonus per PC in accordance with the rules for assisting. For every appropriate spell cast in conjunction with this check, add the level of the spell to the check roll. Appropriate spells are determined by the judge, but would include spells that create ice/cold, water, or other effects that would help quench a fire.

Success indicates that the PCs have made significant progress in dousing the fires and no further checks are necessary. Each failed check means that another structure has burned down and 3 hours of firefighting has taken place. If the PCs miss 8 consecutive checks or give up before succeeding, it takes a full day for the fires to be brought under control and the town is devastated. It will take several months to repair the damage and prices in the region will jump to 200% of market value for the remainder of the event (including items purchased after the event).

After the fire, PCs may wish to ask around about the circumstances. People recall seeing a mass of flame over 10' high approaching the town and slamming into the buildings setting them ablaze. The flames seemed to lash out at any who approached and several dozen townsfolk were killed in the blazes including most of the town guard and the mayor. There is a general chaos about the town and the person considered in charge at this point is Romeh, the captain of the guard. If Hadley traveled with the PCs he will acknowledge that the attack is similar to the creature that killed his companions.

The rest of the townsfolk have general knowledge of the region and can attest that nothing of this nature has ever happened before. However, some of them have heard word of fires elsewhere in the area. A few people believe that some Giant-kin sorcerer summoned the creature to wreak havoc upon them. The DM is free to fill in some of the townsfolk's stories of their boring, everyday lives and how the tragedy will affect their meager lifestyle in the near future should the PCs wish to carry on such investigations. None of the townsfolk will be overly helpful in getting the PCs on track except that the attack

hit the western section of town and that several folks saw the creature come in from the west.

Encounter Three: Strange Fellows at the Stranger's Comfort

After the blazes, the PCs will likely seek lodgings and since the Shankle, the inn on the west side was burned to the ground, the only place left in town is the Stranger's Comfort. The inn has an interesting name but is a spit-and-sawdust brand establishment that caters to the lowest common denominator.

The east side of town is the farthest from the marketplace and the shops here appear to be much less savory than their counterparts in the center of town. Goods of questionable value and origin are hawked by vendors that seem to be looking out the corners of their eyes constantly. One such merchant has a sign that reads 'fine imported pipe tobacco' but the herb he is selling is much more reminiscent of some garden infestation than any exotic smoke. The Stranger's Comfort sits right in the middle of this sprawl of makeshift stands and appears no more genuine than its neighbors.

Inside the inn, a large taproom with several poorly maintained plank tables is lit only by very dim oil sconces on two sides. The hearth is empty and looks to have been that way for years and the bar looks like it has a 10 degree slant to the right from the building settling over the years. Despite the poor appearances, you receive a warm greeting from the older, portly woman behind the bar. "Greetings friends. You hear for food, lodgings or both?" she calls out in a raspy voice.

The innkeeper/ barkeeper is Holga, a heavy-set Flan in her mid forties. She is the widow of a veteran of the giant war and took over the inn after her husband died a decade ago. Despite the shoddy upkeep, Holga does her best at serving her customers but just doesn't bring in enough money to do what is needed. She will gladly set the PCs up with a hot meal and rooms. Holga doesn't know much about the fires but she knows that another group staying at the inn showed great interest. She recalls that they didn't talk much to anyone except among themselves but that when the attack happened they didn't do anything to help but were very interested in the creature and even got pushy when people didn't want to talk about it. She describes them as 4 young men who all looked to be in good shape. They all had blue eyes and 3 of the 4 had shaved heads. The other had his head shaved except for a long braided blond ponytail in the back. If asked about their descent, she admits that

she is not good at telling most times but she's pretty certain that they were Suloise and had a bit of an accent that she is not familiar with. They also spoke in a language she is not familiar with when they talked among themselves. (If a PC gives her a sampling of Ancient Suloise she can recognize it as what they were speaking.) Holga says that they left shortly after they got what info they wanted from the villagers and she believes they headed off after the creature. If the PCs are overly curious she won't tell them what room they were staying in but if offered a nice bribe (50 gp) she will give them the room number, 6. For 100gp, she'll give the PCs the extra room key.

Room 6 is at the top of the steps to the right. The PCs will find that the door is locked and red scarf has been placed over the knob, tied in an ornate fashion. A PC with a successful Use Rope check (DC 18+APL) will be able to recreate the knot and determine that it is tied in a fashion not easily repeatable in order to provide and indication that the room has been entered. The lock is a simple one so PCs without the key can pick it with a successful Open Lock check (DC 18, all APLs). Once inside the PCs will be greeted by some strange findings.

The room is much the same as the other rooms in the inn except for a few oddities. The two beds have been turned on their side and pushed flush against the wall. Four plain woolen blankets lie on the floor in what appear to be makeshift beddings although they would appear to offer no comfort whatsoever. A small locked iron chest rests in the corner of the room, carved with strange runes.

PCs who speak Ancient Suloise will recognize the runes as related writings. The runes represent Suel domination and power as well as a ward against the Baklunish gods. The chest is locked and trapped (Open Lock DC 20 + the APL). The trap is a poisonous gas cloud that bursts in a 10' radius engulfing anyone in the room:

APL 6 (EL 7)

☞ **Poisonous Gas Trap:** CR 7; mechanical; touch trigger; no reset; never-miss; onset delay (1 round); poison (poison gas, Fort save [DC 21] resists, 1d6 Con/1d6 Con); multiple targets (all within a 10-foot radius of the chest); Search (DC 24); Disable Device (DC 24).

APL 8 (EL 9)

☞ **Poisonous Gas Trap:** CR 9; mechanical; touch trigger; no reset; never-miss; onset delay (1 round); poison (poison gas, Fort save [DC 23] resists, 1d6 Con/1d6 Con); multiple targets (all within a 10-foot radius of the chest); Search (DC 26); Disable Device (DC 26).

APL 10 (EL 12)

☛ **Poisonous Gas Trap:** CR 12; mechanical; touch trigger; no reset; never-miss; onset delay (1 round); poison (poison gas, Fort save [DC 25] resists, 2d6 Con/2d6 Con); multiple targets (all within a 10-foot radius of the chest); Search (DC 26); Disable Device (DC 26).

APL 12 (EL 14)

☛ **Poisonous Gas Trap:** CR 14; mechanical; touch trigger; no reset; never-miss; onset delay (1 round); poison (poison gas, Fort save [DC 27] resists, 2d6 Con/2d6 Con); multiple targets (all within a 10-foot radius of the chest); Search (DC 26); Disable Device (DC 26).

Inside the chest are two tomes written in Ancient Suloise and a quill and ink jar. One book appears to be fairly new and is a journal of sorts penned by someone named Quidar describing his search for clues in finding the source of the power of the ancient Suel. The last entry describes his trip to Istivin in search of the power of the Invoked Devastation and the 'gift of Pyremius.' The journal makes clear references to 'the order' and the divine right of the Suel to take back what was stolen from them. It also makes several references to 'sowing the seeds of discord in the Sheldomar Valley so that our Suel brethren might see the flaws of the lesser peoples and take their righteous place alongside those who toil for the glory of the people.'

The other tome is a much more ancient book written by an unknown author and it talks about the Shrine of the Secret of Flame being buried by the Rain of Colorless Fire and the eventual retreat of the Suel from the foothills of the Great Peaks. The book ends with a passage talking about how the author has come to realize that throughout his lifelong quest he has been seeking this source of great power but that he has refused to pursue it any longer for fear that he would bring another age of destruction to the world.

The books, coupled with the movements of the brothers should give the PCs cause enough to pursue a westward path. For those who can't read Ancient Suloise, they text can be decipher with a successful Decipher Script check (DC 25 for the first tome, DC 30 for the second tome).

Encounter Four: Scarlet Findings

Heading west from the town you find a trail of scorched earth and destruction that is quite easy to follow. Several miles from the town, the hills begin to be more defined and the topography of the Stark

Mounds, the foothills of the Barrier Peaks becomes readily apparent. After several hours you find a large section of scorched and dried trees and vegetation along with several corpses burned beyond recognition. The stench is rather intolerable, surpassed only by that of a half-orc's loincloth.

A search of the area will turn up little of value and that the creature passed through the area on several occasions, most recently heading west. PCs with the Track feat can determine that the brothers have also come through although their tracks are fresher than would be expected. PCs making a successful Spot check (DC 20 + the APL only 1 attempt for actively looking PCs) may find Hadley's missing *wand of ice burst* hidden among some burned out shrubberies (the wand is at a 10th level caster and has 1 charge remaining in it).

Just as the PCs are finishing up searching the area, the brothers come back through doubling back on their trail to discourage followers. They are paranoid and not actively aware of the PCs initially. If the PCs are not making any attempts to be silent in their searches (i.e. they make it a point to state they are trying to keep quiet) then the brothers will hear them and approach accordingly. The brothers will attempt to take out any spellcasters first and engage them in melee as is practical.

APL 6 (EL 9)

☛ **Heilan, Male Human (Suloise) Rgr3/Ftr2:** hp 41; see Appendix I.

☛ **Kain, Male Human (Suloise) Clr5/Mnk1:** hp 45; see Appendix I.

☛ **Yohisio, Male Human (Suloise) Mnk5:** hp 34; see Appendix I.

☛ **Newvis, Male Human (Suloise) Rog5:** hp 23; see Appendix I.

APL 8 (EL 11)

☛ **Heilan, Male Human (Suloise) Rgr3/Ftr3:** hp 50; see Appendix I.

☛ **Kain, Male Human (Suloise) Clr7/Mnk1:** hp 60; see Appendix I.

☛ **Yohisio, Male Human (Suloise) Mnk6:** hp 41; see Appendix I.

☛ **Newvis, Male Human (Suloise) Rog7:** hp 32; see Appendix I.

APL 10 (EL 13)

➤ **Heilan, Male Human (Suloise) Rgr3/Ftr5:** hp 68; see Appendix I.

➤ **Kain, Male Human (Suloise) Clr9/Mnk1:** hp 75; see Appendix I.

➤ **Yohisio, Male Human (Suloise) Mnk8:** hp 54; see Appendix I.

➤ **Newvis, Male Human (Suloise) Rog9:** hp 41; see Appendix I.

APL 12 (EL 15)

➤ **Heilan, Male Human (Suloise) Rgr3/Ftr7:** hp 86; see Appendix I.

➤ **Kain, Male Human (Suloise) Clr11/Mnk1:** hp 90; see Appendix I.

➤ **Artemis, Cohort of Kain, Male Human (Suloise) Ex-Pal5/Rgr1/BkG2:** hp 71; see Appendix I.

➤ **Yohisio, Male Human (Suloise) Mnk10** hp 68; see Appendix I.

➤ **Newvis, Male Human (Suloise) Rog9/Asn2:** hp 50; see Appendix I.

Treasure:

APL 6- Loot (70 gp), Coin (22 gp), *Chain Shirt +1* (Medium) (104 gp), *Shortspear +1* (192 gp), *Bracers of Armor +2*(333 gp), *10 Bolts +1* (4 gp ea.), *Ring of Protection +1*(167 gp), *Potion of Bull's Strength*(25 gp), *Bracers of Armor +1* (83 gp), *Leather +1* (Medium)(97 gp), *Potion of Invisibility*(25 gp), *Rapier +1*(193 gp), *Wand of Icy Burst*(10th level caster, 1 charge remaining) (38 gp).

APL 8- Loot (70 gp), Coin (96 gp), *Chain Shirt +1* (Medium) (104 gp), *Shortspear +2* (692 gp), *Boots of Striding and Springing* (500 gp), *Bracers of Armor +2*(333 gp), *10 Bolts +1* (4 gp ea.), *Ring of Protection +1*(167 gp), *Potion of Bull's Strength*(25 gp), *Potion of Invisibility* (25 gp), *Bracers of Armor +2* (333 gp), *Leather +2* (Medium)(347 gp), *Potion of Invisibility*(25 gp), *Rapier +2*(693 gp), *Gauntlets of Ogre Power +2*(333 gp), *Periapt of Wisdom +2* (333 gp), *Potion of Ghoul Touch* (25 gp), *Cloak of Resistance +1*(83 gp), *Wand of Icy Burst* (10th level caster, 1 charge remaining) (38 gp).

APL 10- Loot (0 gp), Coin (221 gp), *Chain Shirt +2* (Medium) (354 gp), *Shortspear +2* (692 gp), *Boots of Striding and Springing* (500 gp), *Potion of Fire Breath* (75 gp), *Bracers of Armor +4* (1,333 gp), *Light Crossbow +1*(Unholy) (1,528 gp), *10 Bolts +1* (4 gp ea.), *Ring of Protection +2*(667 gp), *Potion of Bull's Strength*(25 gp), *Potion of Invisibility* (25 gp), *Bracers of Armor +3* (750

gp), *Leather +3* (Medium)(763 gp), *Amulet of Natural Armor+1* (167 gp), *Potion of Invisibility*(25 gp), *Rapier +2*(693 gp), *Gauntlets of Ogre Power +2*(333 gp), *Periapt of Wisdom +2* (333 gp), *Potion of Ghoul Touch* (25 gp), *Cloak of Resistance +1*(83 gp), *Wand of Icy Burst* (10th level caster, 1 charge remaining) (38 gp).

APL 12- Loot (17 gp), Coin (256 gp), *Breastplate +2* (Medium) (363 gp), *Shortspear +2*, *Keen* (1,500 gp), *Boots of Striding and Springing* (500 gp), *Potion of Fire Breath* (75 gp), *Bracers of Armor +4* (1,333 gp), *Light Crossbow +1*(Unholy) (1,528 gp), *10 Bolts +1* (4 gp ea.), *Ring of Protection +2*(667 gp), *Ring, Force Shield* (708 gp), *Potion of Bull's Strength*(25 gp), *Potion of Invisibility*(25 gp), *Bracers of Armor +3* (750 gp), *Leather +3* (Medium)(763 gp), *Amulet of Natural Armor +1* (167 gp), *Potion of Invisibility*(25 gp), *Rapier +2*(693 gp), *Gauntlets of Ogre Power +2*(333 gp), *Periapt of Wisdom +2* (333 gp), *Potion of Ghoul Touch* (25 gp), *Cloak of Resistance +2*(333 gp), *Belt of Giant Str +4* (1,333 gp), *Belt, Monks* (750 gp), *Full Plate +1*(221 gp), *Brooch of Shielding* (125 gp), *Bastard Sword +1*, *Shocking*(695 gp), *Boots of Speed* (667 gp), *Gloves of Dexterity +2* (333 gp), *Wand of Icy Burst* (10th level caster, 1 charge remaining) (38 gp).

If the PCs defeat the brothers, they will find a rough drawn map of the surrounding area and some vague markings to the west, deeper in the foothills. One of the markings can be recognized with a successful Knowledge (religion) check (DC 10+APL) as a representation of Pyremius, the Suloise deity of Fire. The markings also refer to a tome of the gifts of the Fire Lord. Any PC with Knowledge (history) or one that was able to read the tome in the chest will remember that one of the theories of the Invoked Devastation is that the most powerful Suel wizards and Clerics of Pyremius were given a tome by an extraplanar servant of the Fire god that gave them the power to destroy the Baklunish.

Encounter Five: Steep Problem

As you head west following the scorched trails, the area of devastation increases greatly. A number of interlocking tracks of burned brush and vegetation melt into areas that still show signs of smoldering and fire. The air begins to become thicker with lingering ash and hot vapors from the recent destruction. To the south a large copse of trees is engulfed in flame but fortunately the wind is carrying the hot smoky air on a course parallel to your own. Ahead, a number of rocky outcroppings begin to become more prominent and you find yourself near the edge of a rocky gorge. Strangely you find the remnants of a rope tied around

a tall thin outcropping of granite. It is all but burned away after the end drops over the ledge.

The rope was used by the first group of monks to travel to the site. They scaled down into the shrine and the rope was badly burned by the creatures that were subsequently released from the confines of the shrine. A search of the area reveals little due to the extensive conflagration that has taken place in the weeks since the shrine was unsealed. If the PCs wish to investigate the blaze to the South they will come upon the creature that ravaging the neighboring countryside. The Fire Elemental(s) is awash in flame, enjoying the fruits of its destruction efforts. Among the flaming trees it is virtually undetectable (Spot DC 30+APL) but if the PCs approach the blaze closely, it will move to attack. The creature will attack relentlessly as it is confused and enraged about being on this cold world and far away from the fires of its home.

APL 6 (EL 6)

🔥 **Fire Elemental, Large:** hp 66; see *Monster Manual*.

🔥 **Fire Elemental, Medium:** hp 30; see *Monster Manual*.

APL 8 (EL 7)

🔥 **Fire Elemental, Huge:** hp 144; see *Monster Manual*.

APL 10 (EL 9)

🔥 **Fire Elemental, Greater:** hp 205; see *Monster Manual*.

APL 12 (EL 11)

🔥 **Fire Elemental, Elder:** hp 244; see *Monster Manual*.

Looking over the ledge, the PCs will see a steaming crevasse about 40' below the edge of the gorge. There is a small ledge outside the crevasse and the gorge drops 110' from the top to its rocky bottom. Anyone falling will also take an additional 1d6 damage (in addition to the normal 1d6 per 10' normal falling damage) for each 25' fallen from impacting against the rocky outcroppings that permeate the gorge walls.

Getting down to the ledge is no simple matter and climb checks will be made at -4 because of the jutting rocks and sharp edges. The normal rules for rope assisted climbs apply but anyone failing a climb check with a natural roll of 3 or less has a 25% chance of severing the rope on one of the many sharp edges protruding from the gorge wall. The ledge is only wide enough to hold 1 large, 2 medium or 4 small creatures without entering the fissure. Anyone standing on the ledge can feel the

immense heat radiating from inside the shrine. The fissure is only 3' wide at its narrowest point so the DM should make sure that PCs are physically capable of bringing any items of a wieldy nature inside.

Encounter Six: Holy Pyremius, It's Hot in Here

The hot kiss of steam swells over you as you enter the narrow fissure in the gorge's side. The air becomes even hotter than you expected as you sidle your way through at least 10 feet of narrow stone passages. A small updraft in between some of the stone has been keeping most of the heat out of your path but as you pass its location, the air becomes hotter still. The passage emerges into the wall of a large chamber of ancient origin. Carvings of flame and runes cover the marble pillars as well as a large archway to the right leading deeper within. To the left, what appears to have once been an entrance is a stairway up riddled with stone that seems to have been melded into the surrounding structure as if liquefied and then reconstituted. The room has a black marble floor save for the center tile, which is pearl white with a carved inscription.

The tiles are about two feet square and the center square is engraved in Ancient Suloise and reads: "Pyremius, father of flame, scourger of enemies, engulf those who oppose the people in your mighty fire." The remainder of the runes are symbols of flame, Pyremius, Suel domination and wards against the Baklunish deities. They are essentially the same as those found on the chest. For those who cannot read Ancient Suloise, the words can be deciphered with a successful Decipher Script check (DC 30).

Dealing with the heat: Once in the main chambers the PCs will find it extremely hot (~140 F.) PCs will take 1d6 points of subdual damage per minute unless precautions such as magical protection are taken. PCs in medium armor add +1 pt./ min. while those in heavy armor add +3pts/ min. *Heat Stroke:* PCs without protection suffering subdual damage of over 75% of their base hit points are susceptible to heat stroke. When engaging in a strenuous activity such as combat, the PC must make a Fort save (DC 15+APL) or be brought to a level of subdual damage equal to the PCs current hp and thus unconscious. If a PC passes out from subdual damage due to heat stress, or from heat stroke, the PC must make a Fort save (DC 15+APL) or lose 1 point of temporary CON each 10 minutes until removed to a cool area.

Encounter Seven: The Golden Arches

Looking through the archway you see a golden glow radiating down a long 20' wide hemispherical corridor. The source of the light is unclear but it is as if the marble itself is giving off some mystical glow. The hall extends as far as you can see but the distortion of the heat and the radiated light make seeing long distances difficult. The heat is definitely emanating deep within this place, somewhere further down as is evidenced by the hot breeze blowing up the corridor. As you enter the corridor, you see the lifeless bodies of 5 individuals. They are dressed in the same garb as the shaved Suel from the inn. As you get a closer look, the glow of the corridor nearly blinds you to the sight of several reptilian humanoids hastily making their way towards you in a most hostile fashion. The tips of their spears are quite threatening indeed as they charge forward.

The salamanders are the guardians of the corridor. They allow none to pass who do not bear the mark of Pyremius, a long dead tradition among the Sulioise clerics of having a branded symbol of Pyremius burned onto their foreheads. The Salamanders attack on sight any who do not bear the mark. They are summoned to this point by the magic of the corridor and will be respawned to respond to a threat after 24 hours has elapsed. They killed the scarlet brothers who activated the portal and reopened the power of the shrine as they were trying to leave. If the salamanders are slain, they and their possessions vanish.

APL 6 (EL 8)

🔥 Average Salamanders (2): hp 68 each; see *Monster Manual*.

APL 8 (EL 10)

🔥 Average Salamanders (4): hp 68 each; see *Monster Manual*.

APL 10 (EL 12)

🔥 Noble Salamanders (2): hp 124 each; see *Monster Manual*.

APL 12 (EL 14)

🔥 Noble Salamanders (4): hp 124 each; see *Monster Manual*.

Once past the salamander guardians, the corridor extends for a little over 300 feet before opening into a great chamber of about 100' x 120' with a vaulted ceiling 50' high in the center and 20' high on the edges.

Encounter Eight: Lord of Flame
(is not in a good mood today, you should probably avoid him because he's cranky ... come back tomorrow)

The glowing corridor opens into a vast chamber with a swirling glowing ball of flame some 20' in diameter in the middle of it. The room swirls with hot winds in a clockwise pattern mimicking the rotation of the sphere. It is almost as if a miniature sun sits in the center of the room. Just before the ball is a black obsidian pedestal, upon which rests a large tome bound in ornately crafted brass bindings.

If the PCs looked in the tome that was in the chest, they will have seen a hand drawing of the brass cover of this book. It is the Tome of the Secrets of the Flame, handed down by the Fire god Pyremius to his servants long ago to destroy their Baklunish enemies. As the PCs approach the sphere or the podium, Diosyion, a powerful Efreeti makes himself visible and calls out in a thunderous voice. He grabs the tome up from the pedestal.

"You who have entered the sacred ground of the Lord of Flame, kneel and show respect for the gift he has given. Do not be fool enough to take his gift for granted or you shall be extinguished like those before you. They thought to open this portal and take the book for themselves but it must only be used in the name of the Flaming One! The Burninator! Why do you present yourselves in this place? Be you friend or foe?"

All APLs (EL 22)

🔥 Diosyion, Male Efreeti (Advanced) Ftr4/Sor8: hp 198 each; see Appendix I.

Diosyion is not looking to kill the PCs at this point. He is rather infuriated that the Scarlet Brotherhood reopened the portal to the fiery domain and does not want anyone taking the tome. If the PCs seem disinterested in taking the tome for their own personal benefit he will make them an offer. If they agree to destroy the portal behind him, he will take the tome from the mortal world and safeguard it in his palace on the fire plane. If they don't agree or act hostile he will attack them and then if it

looks bad he will take the tome and return through the portal to his stronghold on the fire plane. If the PCs pursue they are subject to 6d6 points of fire damage per round they remain on the fire plane and Diosyion's guardian salamanders (as per the APL 12 entry in Encounter Seven, but five times as many) so it is pretty much assured that if PCs linger there more than a few rounds, they will not be coming back to the mortal world. If the PCs attack Diosyion, they receive his Enmity (see Treasure Summary)

The PCs can destroy the portal by one of two methods. The first is a series of spells in succession. Those spells are: *dimensional anchor*, *hold portal*, a fire spell of 3rd level or higher, a cold spell of 3rd level or higher, and then either *dispel magic* or *greater dispel magic*.

The second method is to destroy the brazier resting underneath the sphere. The brazier is simple brass and fragile but getting at it is tricky. No matter how the PCs attempt to get it they will be in contact with some of the flame of the outer portal. The least painful is to crawl along the floor and tip the brazier over to close the portal. A PC or creature doing this is subject to 6d6 points of fire damage multiplied by a modifier for the creature's size. (Tiny x ½, Small x 1, Medium x 2, Large x 3). The brazier is resistant to all spells the PCs might have access to except *disintegrate* or *limited wish* while it is keeping the portal open. A *disintegrate* or *limited wish* cast against the brazier will destroy it, ending the portal.

PCs who make a successful Knowledge (arcana) check, Knowledge (the Planes) check, or Bardic Knowledge check (DC 25) will be able to determine what methods will work, based on something they once read about. Otherwise, the PCs must figure out how to do this by trial and error.

Conclusion

If the PCs managed to have the portal destroyed, the town leadership of Groenick is most appreciative of their services and the Merchants Guild rewards each PC (see below). The local authorities would be most interested in any information regarding the Scarlet Brotherhood and possible activities in the region.

Treasure: The monetary reward of the Merchants Guild of Groenick as well as their favor (see Treasure Summary).

APL 6: L: 0 gp; C: 150 gp; M: 0 gp.
 APL 8: L: 0 gp; C: 200 gp; M: 0 gp.
 APL 10: L: 0 gp; C: 250 gp; M: 0 gp.
 APL 12: L: 0 gp; C: 300 gp; M: 0 gp.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Disarming or surviving the trap

APL 6 – 210 xp;
 APL 8 – 270 xp;
 APL 10 – 360 xp;
 APL 12 – 420 xp.

Encounter Four

Defeating the Scarlet Brotherhood agents

APL 6 – 270 xp;
 APL 8 – 330 xp;
 APL 10 – 390 xp;
 APL 12 – 450 xp.

Encounter Five

Defeating the fire elemental

APL 6 – 180 xp;
 APL 8 – 210 xp;
 APL 10 – 270 xp;
 APL 12 – 330 xp.

Encounter Seven

Defeating the salamanders

APL 6 – 240 xp;
 APL 8 – 300 xp;
 APL 10 – 360 xp;
 APL 12 – 420 xp.

Encounter Eight

Assisting Diosyion in closing the portal and removing the tome from Oerth

APL 6 – 90 xp;
 APL 8 – 120 xp;
 APL 10 – 150 xp;
 APL 12 – 180 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 6 – 90 xp;
 APL 8 – 105 xp;
 APL 10 – 120 xp;
 APL 12 – 135 xp.

Total Possible Experience (Maximum Award Allowed)

APL 6 – 1,080 xp (900 xp);
APL 8 – 1,335 xp (1,125 xp);
APL 10 – 1,650 xp (1,350 xp);
APL 12 – 1,935 xp (1,575 xp).

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four:

APL 6: L: 70 gp; C: 22 gp; M: 1,259 gp.
APL 8: L: 70 gp; C: 96 gp; M: 4,058 gp.
APL 10: L: 0 gp; C: 221 gp; M: 8,411 gp.
APL 12: L: 17 gp; C: 256 gp; M: 14,310 gp.

Conclusion:

APL 6: L: 0 gp; C: 150 gp; M: 0 gp.
APL 8: L: 0 gp; C: 200 gp; M: 0 gp.
APL 10: L: 0 gp; C: 250 gp; M: 0 gp.
APL 12: L: 0 gp; C: 300 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 70 gp; C: 172 gp; M: 1,259 gp - Total: 1,501 gp (800 gp).
APL 8: L: 70 gp; C: 296 gp; M: 4,058 gp - Total: 4,424 gp (1,250 gp).
APL 10: L: 0 gp; C: 471 gp; M: 8,411 gp - Total: 8,882 gp (2,100 gp).
APL 12: L: 17 gp; C: 556 gp; M: 14,310 gp - Total: 14,883 gp (3,000 gp).

Special

☛ *Enmity of Diosyion*

This PC has raised the ire of Diosyion, a powerful Efreeti from the Plane of Fire. If he ever returns to Oerth, he may be inclined to seek out those who have offended him in the past, and this PC is high on that list.

☛ *Favor of the Merchants Guild of Groenick*

As thanks for the PCs efforts in protecting their livelihood, the merchants of Groenick can offer the PC access to the following, but only once per PC per favor. Once the access is used, the favor is no longer valid. The favor can only be used during an adventure set in the Sheldomar Valley meta-region.

This favor allows access to purchase any of the following upgrades to a single weapon the PC already owns by paying the difference in cost between the original weapon and the upgraded version. The upgrades available are: *keen*, *mighty cleaving*, *distance*, *returning*, *throwing*, +1 to +2.

☛ *Wand of Ice Burst* (10th level caster)

As per the spell from *Tome & Blood*: Ice Burst, Evocation [cold], Sor/Wiz 3, Components: VSM, Casting Time: 1 action, Range: Medium (100 ft. + 10 ft./level), Area: 30-foot radius burst, Duration: Instantaneous,

Saving Throw: Reflex half, Spell Resistance: Yes. A hail of magical ice chunks erupts from a point in space. The chunks fly in all directions, hitting everything within the burst. The pelting ice deals 1d4 points of cold damage + 1 point of blunt damage per caster level, to a maximum of 10d4+10. Material Component: A chunk of ice or a single pearl.

Moderate Evocation; *Caster Level* 10th; *Prerequisites*: Craft Wand, *ice burst*, *Market Price*: 22,500 gp. *Weight*: --

- ❖ *Monk's Belt* (Adventure, DMG)
- ❖ *Brooch of Shielding* (Adventure, DMG)
- ❖ *+1 Shock Bastard Sword* (Adventure, DMG)
- ❖ *Boots of Speed* (Adventure, DMG)
- ❖ *Gloves of Dexterity +2* (Adventure, DMG)

Items for the Adventure Record

Item Access

APL 6:

- ❖ *Wand of Ice Burst* (Adventure, 10th level caster, see above)
- ❖ *Bracers of Armor +2* (Adventure, DMG)

APL 8 (APL 6 Items plus):

- ❖ *+2 Shortspear* (Adventure, DMG)
- ❖ *Boots of Striding & Springing* (Adventure, DMG)
- ❖ *+2 Leather* (Adventure, DMG)
- ❖ *+2 Rapier* (Adventure, DMG)
- ❖ *Gauntlets of Ogre Power +2* (Adventure, DMG)
- ❖ *Periapt of Wisdom +2* (Adventure, DMG)

APL 10 (APL 6, 8 Items plus):

- ❖ *+2 Chain Shirt* (Adventure, DMG)
- ❖ *Elixir of Fire Breath* (Adventure, DMG)
- ❖ *Bracers of Armor +3* (Adventure, DMG)
- ❖ *Bracers of Armor +4* (Adventure, DMG)
- ❖ *+1 Unholy Light Crossbow* (Adventure, DMG)
- ❖ *Ring of Protection +2* (Adventure, DMG)
- ❖ *+3 Leather* (Adventure, DMG)

APL 12 (APL 6, 8, 10 Items plus):

- ❖ *+2 Breastplate* (Adventure, DMG)
- ❖ *+2 Keen Shortspear* (Adventure, DMG)
- ❖ *Ring of Force Shield* (Adventure, DMG)
- ❖ *Cloak of Resistance +2* (Adventure, DMG)
- ❖ *Belt of Giant Strength +4* (Adventure, DMG)

Appendix I: NPCs

Encounter Four, Scarlet Brotherhood

APL 6

Heilan, Male Human (Suloise) Rgr3/Ftr2: CR 5; Medium Humanoid; HD (3d8)+(2d10)+10; hp 41; Init +7 (+3 Dex, +4 Misc); Spd Walk 30'; AC 18 (flatfooted 15, touch 13), **Spear* +1 +9 o'/P (1d8+4 20/x3 Hand (Both) L) or * *Spear* +1 (Thrown) +10 20'/P (1d8+3 20/x3 Hand (Both) L) or ; SA: favored enemy (Humans) +2, wild empathy; Vision: Normal AL: LE; Sv: Fort +8, Ref +6, Will +1; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +5, Jump +5, Listen +7, Move Silently +9, Spot +7, Survival +7; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (Spear), Track, Endurance, Two Weapon Fighting

Possessions: *Chain Shirt* +1 (Medium), Outfit (Traveler's), *Spear* +1

Kain, Male Human (Suloise) Clr5/Mnk1: CR 6; Size: M Type Humanoid; HD (5d8)+(1d8)+12; hp 45; Init +6 (+2 Dex, +4 Misc); Spd Walk 30'; AC 17 (flatfooted 15, touch 15), *Unarmed Strike +4 (1d6+1 20/x2 Hand (Primary) T) or *Crossbow (Light/Masterwork) +6 80' (1d8 19-20/x2 Equipped S) or ; SA: Flurry of Blows, Rebuke Undead 3/day, Spontaneous casting; Vision: Normal AL: LE; Sv: Fort +8, Ref +5, Will +9; Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 11

Skills and Feats: Concentration +11, Diplomacy +9, Knowledge (Religion) +7, Listen +5, Spot +5; Alertness, Combat Casting, Improved Initiative, Point Blank Shot, Improved Unarmed Strike, Stunning Fist

Possessions: Outfit (Monk's), Crossbow (Light/Masterwork), *Bracers of Armor* +2, *10 Bolts* +1

Deity: Pyremius Domains: *Destruction* (You gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and damage bonus equal to your cleric level once per day.) *Fire* (Turn or destroy water creatures as a good cleric. Rebuke or command fire creatures as an evil cleric. 3 + CHA modifier attempts per day.)

Spells Prepared (5 / 4+1 / 3+1 / 2+1, base DC = 15 + spell level): 0—[*cure minor wounds* x2, *detect magic*, *inflict minor wounds* x 2]; 1st—[*bless*, *divine favor*, *inflict light wounds**, *shield of faith*]; 2nd—[*bull's strength*, *hold person*, *shatter**, *silence*]; 3rd—[*dispel magic*, *invisibility purge*, *resist energy**].

Yohisio, Male Human (Suloise) Mnk5: CR 5; Size: M Type Humanoid; HD (5d8)+5; hp 34; Init +8 (+4 Dex, +4 Misc); Spd Walk 40'; AC 21 (flatfooted 17, touch 18),

*Unarmed Strike +8 o'/B (1d8+2 20/x2 Hand (Primary) T) or ; SA: Evasion (Ex), Flurry of Blows, Purity of Body, Slow Fall (20 ft.), Still Mind, Ki Strike (magic); Vision: Normal AL: LE; Sv: Fort +5, Ref +8, Will +6; Str 14, Dex 18, Con 12, Int 8, Wis 14, Cha 8

Skills and Feats: Balance +12, Jump +10, Listen +10, Move Silently +12; Improved Initiative, Weapon Finesse, Weapon Focus (Unarmed Strike), Deflect Arrows, Improved Unarmed Strike, Stunning Fist

Possessions: Outfit (Monk's), *Ring of Protection* +1, *Potion of Bull's Strength*, *Bracers of Armor* +1

Newvis, Male Human (Suloise) Rog5: CR 5; Size: M Type Humanoid; HD (5d6); hp 23; Init +8 (+4 Dex, +4 Misc); Spd Walk 30'; AC 17 (flatfooted 17, touch 14), **Rapier* +1 +8 o'/P (1d6+2 18-20/x2 Hand (Primary) M) ; SA: Evasion, Sneak Attack +3d6, Uncanny Dodge (Dex bonus to AC), Trapfinding, Trap Sense +1; Vision: Normal AL: LE; Sv: Fort +1, Ref +8, Will +1; Str 12, Dex 18, Con 10, Int 12, Wis 10, Cha 13

Skills and Feats: Balance +12, Bluff +9, Climb +9, Diplomacy +3, Disguise +9, Hide +12, Intimidate +3, Jump +9, Listen +8, Move Silently +12, Search +9, Spot +8; Dodge, Improved Initiative, Weapon Finesse

Possessions: *Leather* +1 (Medium), Outfit (Traveler's), *Potion of Invisibility*, *Rapier* +1

APL 8

Heilan, Male Human (Suloise) Rgr3/Ftr3: CR 6; Size: M Type Humanoid; HD (3d8)+(3d10)+12; hp 50; Init +7 (+3 Dex, +4 Misc); Spd Walk 60'; AC 18 (flatfooted 15, touch 13), **Spear* +2 (Darkwood) +11/+6 o'/P (1d8+5 20/x3 Hand (Both) L) or **Spear* +2 (Darkwood/Thrown) +12/+7 20'/P (1d8+4 20/x3 Hand (Both) L) or ; SA: favored enemy (Humans) +2, Wild Empathy; Vision: Normal AL: LE; Sv: Fort +8, Ref +7, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +9, Jump +15, Listen +7, Move Silently +9, Spot +7, Survival +7; Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (Spear), Track, Endurance, Two Weapon Fighting

Possessions: *Chain Shirt* +1 (Medium), Outfit (Traveler's), *Spear* +2 (Darkwood), *Boots of Striding and Springing*,

Kain, Male Human (Suloise) Clr7/Mnk1: CR 8; Size: M Type Humanoid; HD (7d8)+(1d8)+16; hp 60; Init +6 (+2 Dex, +4 Misc); Spd Walk 30'; AC 19 (flatfooted 17, touch 17), *Unarmed Strike +7 o'/B (1d6+2 20/x2 Hand (Primary) T) or *Crossbow (Light/Masterwork) +8 80'/P

(1d8 19-20/x2 Equipped S) or ; SA: Flurry of Blows, Rebuke Undead 3/day, Spontaneous casting; Vision: Normal AL: LE; Sv: Fort +10, Ref +7, Will +13; Str 14, Dex 14, Con 14, Int 10, Wis 20, Cha 11

Skills and Feats: Concentration +13, Diplomacy +9, Knowledge (Religion) +11, Listen +7, Spot +7; Alertness, Combat Casting, Improved Initiative, Point Blank Shot, Improved Unarmed Strike, Stunning Fist

Possessions: Outfit (Monk's), Crossbow (Light/Masterwork), *Bracers of Armor* +2, 10 *Bolts* +1, *Periapt of Wisdom* +2, *Gauntlets of Ogre Power*, *Potion of Ghoul Touch*, *Cloak of Resistance* +1,

Deity: Pyremius **Domains:** Destruction(You gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and damage bonus equal to your cleric level once per day.) Fire(Turn or destroy water creatures as a good cleric. Rebuke or command fire creatures as an evil cleric. 3 + CHA modifier attempts per day.)

Spells Prepared(6 / 6+1 / 4+1 / 3+1 / 2+1, base DC = 15 + spell level): 0—[*cure minor wounds* x2, *detect magic* x2, *inflict minor wounds* x 3]; 1st—[*bless*, *deathwatch*, *divine favor*, *inflict light wounds**, *inflict light wounds*, *protection from good*, *shield of faith*]; 2nd—[*bull's strength*, *hold person* x2, *shatter**, *silence*]; 3rd—[*dispel magic*, *invisibility purge*, *resist energy**, *magic vestment*]; 4th—[*greater magic weapon* x 2, *inflict critical wounds**].

Yohisio, Male Human (Suloise) Mnk6: CR 6; Size: M Type Humanoid; HD (6d8)+6; hp 41; Init +8 (+4 Dex, +4 Misc); Spd Walk 50'; AC 20 (flatfooted 16, touch 18), *Unarmed Strike +9/+6 o'/B (1d8+2 20/x2 Hand (Primary) T) or ; SA: Evasion (Ex), Flurry of Blows, Purity of Body, Slow Fall (30 ft.), Still Mind, Ki Strike (magic); Vision: Normal AL: LE; Sv: Fort +6, Ref +9, Will +7; Str 14, Dex 18, Con 12, Int 8, Wis 14, Cha 8

Skills and Feats: Balance +13, Jump +11, Listen +11, Move Silently +13; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (Unarmed Strike), Deflect Arrows, Improved Unarmed Strike, Stunning Fist, Improved Disarm

Possessions: Outfit (Monk's), *Ring of Protection* +1, *Potion of Bull's Strength*, *Bracers of Armor* +2, *Potion of Invisibility*;

Newvis, Male Human (Suloise) Rog7: CR 7; Size: M Type Humanoid; HD (7d6); hp 32; Init +8 (+4 Dex, +4 Misc); Spd Walk 30'; AC 18 (flatfooted 18, touch 14), *Rapier +2 +12 o'/P (1d6+3 18-20/x2 Hand (Primary) M) or ; SA: Evasion, Sneak Attack +4d6, Uncanny Dodge (Dex bonus to AC), Trapfinding, Trap Sense +2; Vision: Normal AL: LE; Sv: Fort +2, Ref +9, Will +2; Str 12, Dex 18, Con 10, Int 12, Wis 10, Cha 13

Skills and Feats: Balance +14, Bluff +11, Climb +11, Diplomacy +3, Disguise +11, Hide +14, Intimidate +3, Jump +11, Listen +10, Move Silently +14, Search +11, Spot +10; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (Rapier)

Possessions: Outfit (Traveler's), *Potion of Invisibility*, *Rapier* +2, *Leather* +2 (Medium);

APL 10

Heilan, Male Human (Suloise) Rgr3/Ftr5: CR 8; Size: M Type Humanoid; HD (3d8)+(5d10)+16; hp 68; Init +7 (+3 Dex, +4 Misc); Spd Walk 60'; AC 19 (flatfooted 16, touch 13), *Spear +2 (Darkwood) +14/+9 o'/P (1d8+8 20/x3 Hand (Both) L) or *Spear +2 (Darkwood/Thrown) +14/+9 20'/P (1d8+7 20/x3 Hand (Both) L) or ; SA: favored enemy (Humans) +2, Wild Empathy; Vision: Normal AL: LE; Sv: Fort +9, Ref +7, Will +2; Str 16, Dex 16, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +10, Jump +23, Listen +7, Move Silently +9, Spot +7, Survival +7; Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (Spear), Weapon Specialization (Spear), Track, Endurance, Two Weapon Fighting

Possessions: Outfit (Traveler's), *Spear* +2 (Darkwood), *Boots of Striding and Springing*, *Chain Shirt* +2 (Medium), *Elixir of Fire Breath*;

Kain, Male Human (Suloise) Clr9/Mnk1: CR 10; Size: M Type Humanoid; HD (9d8)+(1d8)+20; hp 75; Init +6 (+2 Dex, +4 Misc); Spd Walk 30'; AC 21 (flatfooted 19, touch 17), *Unarmed Strike +8/+3 o'/B (1d6+2 20/x2 Hand (Primary) T) or *Crossbow* +1 (Light/Unholy) +9/+4 80'/P (1d8+1 19-20/x2 Equipped S +2d6 unholy damage vs. good, 1 negative level bestowed to good wielder) or ; SA: Flurry of Blows, Rebuke Undead 3/day, Spontaneous casting; Vision: Normal AL: LE; Sv: Fort +11, Ref +8, Will +14; Str 14, Dex 14, Con 14, Int 10, Wis 20, Cha 11

Skills and Feats: Concentration +15, Diplomacy +9, Knowledge (Religion) +13, Listen +7, Scry +2, Spot +7; Alertness, Combat Casting, Improved Initiative, Point Blank Shot, Spell Focus (Enchantment), Improved Unarmed Strike, Stunning Fist

Possessions: Outfit (Monk's), 10 *Bolts* +1, *Periapt of Wisdom* +2, *Gauntlets of Ogre Power*, *Potion of Ghoul Touch*, *Cloak of Resistance* +1, *Bracers of Armor* +4, *Crossbow* +1 (Light/Unholy);

Deity: Pyremius **Domains:** Destruction(You gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and damage bonus equal to your cleric level once per day.) Fire(Turn or destroy water creatures as a good cleric. Rebuke or command fire creatures as an evil cleric. 3 + CHA modifier attempts per day.)

Spells Prepared (6 / 6+1 / 5+1 / 4+1 / 3+1 / 2+1, base DC = 15 + spell level): 0—[*cure minor wounds x2, detect magic x2, inflict minor wounds x 3*]; 1st—[*bless, deathwatch, divine favor, inflict light wounds*, inflict light wounds, protection from good, shield of faith*]; 2nd—[*bull's strength, bear's endurance, hold person x2, shatter*, silence*]; 3rd—[*dispel magic x2, invisibility purge, resist energy*, magic vestment*]; 4th—[*greater magic weapon x 2, inflict critical wounds*, inflict critical wounds*]; 5th—[*fire shield*, flame strike, true seeing*].

Yohisio, Male Human (Suloise) Mnk8: CR 8; Size: M Type Humanoid; HD (8d8)+8; hp 54; Init +9 (+5 Dex, +4 Misc); Spd Walk 50'; AC 23 (flatfooted 18, touch 20), *Unarmed Strike +12/+9 o'/B (1d10+2 20/x2 Hand (Primary) T) ; SA: Evasion (Ex), Flurry of Blows, Purity of Body, Slow Fall (40 ft.), Still Mind, Ki Strike (magic), Wholeness of Body (Su) 16 hp/day; Vision: Normal AL: LE; Sv: Fort +7, Ref +11, Will +8; Str 14, Dex 20, Con 12, Int 8, Wis 14, Cha 8

Skills and Feats: Balance +16, Jump +13, Listen +13, Move Silently +16; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (Unarmed Strike), Deflect Arrows, Improved Unarmed Strike, Stunning Fist, Improved Disarm

Possessions: Outfit (Monk's), *Potion of Bull's Strength, Potion of Invisibility, Bracers of Armor +3, Ring of Protection +2*;

Newvis, Male Human (Suloise) Rog9: CR 9; Size: M Type Humanoid; HD (9d6); hp 41; Init +8 (+4 Dex, +4 Misc); Spd Walk 30'; AC 20 (flatfooted 20, touch 14), *Rapier +2 +13/+8 o'/P (1d6+3 18-20/x2 Hand (Primary) M) or ; SA: Evasion, Sneak Attack +5d6, Uncanny Dodge (Dex bonus to AC), Improved Uncanny Dodge, Trapfinding, Trap Sense +3; Vision: Normal AL: LE; Sv: Fort +3, Ref +10, Will +3; Str 12, Dex 19, Con 10, Int 12, Wis 10, Cha 13

Skills and Feats: Balance +16, Bluff +13, Climb +13, Diplomacy +3, Disguise +13, Hide +16, Intimidate +3, Jump +13, Listen +12, Move Silently +16, Search +13, Spot +12; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (Rapier)

Possessions: Outfit (Traveler's), *Potion of Invisibility, Rapier +2, Leather +3 (Medium), Amulet of Natural Armor +1*

APL 12

Heilan, Male Human (Suloise) Rgr3/Ftr7: CR 10; Size: M Type Humanoid; HD (3d8)+(7d10)+20; hp 86; Init +7 (+3 Dex, +4 Misc); Spd Walk 20'; AC 20 (flatfooted 17, touch 13), *Spear +2 (Keen/Darkwood) +18/+13 o'/P (1d8+11 17-20/x3 Hand (Both) L threat range doubled) or *Spear +2 (Keen/Darkwood/Thrown) +16/+11 20'/P (1d8+9 17-20/x3 Hand (Both) L threat range doubled) or ;

SA: favored enemy (Humans) +2, Wild Empathy; Vision: Normal AL: LE; Sv: Fort +10, Ref +8, Will +3; Str 20, Dex 16, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +15, Jump +25, Listen +7, Move Silently +7, Ride +4, Spot +7, Survival +7; Cleave, Dodge, Improved Critical (Spear), Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (Spear), Weapon Specialization (Spear), Track, Endurance, Two Weapon Fighting

Possessions: Outfit (Traveler's), *Boots of Striding and Springing, Elixir of Fire Breath, Belt of Giant Strength +4, Breastplate +2 (Medium), Spear +2 (Keen/Darkwood)*;

Kain, Male Human (Suloise) Clr11/Mnk1: CR 12; Size: M Type Humanoid; HD (11d8)+(1d8)+24; hp 90; Init +6 (+2 Dex, +4 Misc); Spd Walk 30'; AC 21 (flatfooted 19, touch 17), *Unarmed Strike +10/+5 o'/B (1d6+2 20/x2 Hand (Primary) T) or Crossbow +1 (Light/Unholy) +11/+6 80'/P (1d8+1 19-20/x2 Equipped S +2d6 unholy damage vs. good, 1 negative level bestowed to good wielder) or ; SA: Flurry of Blows, Rebuke Undead 3/day, Spontaneous casting; Vision: Normal AL: LE; Sv: Fort +13, Ref +9, Will +16; Str 14, Dex 14, Con 14, Int 10, Wis 21, Cha 11

Skills and Feats: Concentration +17, Diplomacy +9, Knowledge (Religion) +15, Listen +7, Scry +4, Spot +7; Alertness, Combat Casting, Improved Initiative, Leadership, Point Blank Shot, Spell Focus (Enchantment), Improved Unarmed Strike, Stunning Fist

Possessions: Outfit (Monk's), 10 Bolts +1, Gauntlets of Ogre Power, *Potion of Ghoul Touch, Bracers of Armor +4, Crossbow +1 (Light/Unholy), Periapt of Wisdom +2, Belt, Monk's, Cloak of Resistance +2*;

Deity: Pyremius Domains: *Destruction*(You gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and damage bonus equal to your cleric level once per day.) *Fire*(Turn or destroy water creatures as a good cleric. Rebuke or command fire creatures as an evil cleric. 3 + CHA modifier attempts per day.)

Spells Prepared (6 / 7+1 / 5+1 / 5+1 / 4+1 / 3+1 / 1+1, base DC = 15 + spell level): 0—[*cure minor wounds x2, detect magic x2, inflict minor wounds x 3*]; 1st—[*bane, bless, deathwatch, divine favor, inflict light wounds*, inflict light wounds, protection from good, shield of faith*]; 2nd—[*bull's strength, bear's endurance, hold person x2, shatter*, silence*]; 3rd—[*bestow curse, dispel magic x2, invisibility purge, resist energy*, magic vestment*]; 4th—[*divine power, greater magic weapon x 2, inflict critical wounds*, inflict critical wounds*]; 5th—[*fire shield**],

flame strike, slay living, true seeing]; 6th—[*harm**, *harm*].

Artemis, Cohort of Kain, Male Human (Suloise) Ex-Pal5/Rgr1/Blckgrd2: CR 8; Size: M Type Humanoid; HD (5d10)+(1d8)+(2d10)+16; hp 71; Init +0 (+0 Dex, +0 Misc); Spd Walk 20'; AC 21 (flatfooted 21, touch 10), *Sword +1 (Bastard/Shock) +12/+7 /S (1d10+3 19-20/x2 Equipped M +1d6 electric damage); SA: Dark Blessing, aura of evil, wild empathy, sneak attack +1d6, Detect Good, favored enemy (Elves) +2, Lay on Hands 8 hp/day, Poison Use, Smite Good 3/day; Vision: Normal AL: LE; Sv: Fort +15, Ref +7, Will +5; Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 18

Skills and Feats: Concentration +7, Diplomacy +9, Handle Animal +9, Hide +0, Intimidate +10, Knowledge (Religion) +5, Ride +6; Cleave, Power Attack, Improved Sunder, Weapon Focus (Sword, Bastard), Exotic Weapon Proficiency (Sword, Bastard), Track

Possessions: Full Plate +1 (Medium), Outfit (Explorer's), Shield (Large/Steel/Masterwork), Brooch of Shielding, Sword +1 (Bastard/Shock)

Yohisio, Male Human (Suloise) Mnk10: CR 10; Size: M Type Humanoid; HD (10d8)+10; hp 68; Init +9 (+5 Dex, +4 Misc); Spd Walk 60'; AC 26 (flatfooted 21, touch 23), *Unarmed Strike +13/+10/+7 o'/B (1d10+2 20/x2 Hand (Primary) T) or ; SA: Evasion (Ex), Flurry of Blows, Improved Evasion, Purity of Body, Slow Fall (50 ft.), Still Mind, Ki Strike (magic, lawful), Wholeness of Body (Su) 20 hp/day; Vision: Normal AL: LE; Sv: Fort +8, Ref +12, Will +9; Str 14, Dex 20, Con 12, Int 8, Wis 14, Cha 8

Skills and Feats: Balance +18, Jump +15, Listen +15, Move Silently +18; Dodge, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (Unarmed Strike), Deflect Arrows, Improved Unarmed Strike, Stunning Fist, Improved Disarm

Possessions: Outfit (Monk's), *Potion of Bull's Strength*, *Potion of Invisibility*, *Bracers of Armor +3*, *Ring of Protection +2*, *Ring of Force Shield*;

Newvis, Male Human (Suloise) Rog9/Assn2: CR 11; Size: M Type Humanoid; HD (9d6)+(2d6); hp 50; Init +9 (+5 Dex, +4 Misc); Spd Walk 30'; AC 21 (flatfooted 21, touch 15), *Rapier +2 +15/+10 o'/P (1d6+3 18-20/x2 Hand (Primary) M) or ; SA: Death Attack (DC 13), Evasion, Poison Use, Save vs. Poison +1, Sneak Attack +6d6, Uncanny Dodge (Dex bonus to AC), Improved Uncanny Dodge, Trapfinding, Trap Sense +3, Spells; Vision: Normal AL: LE; Sv: Fort +3, Ref +14, Will +3; Str 12, Dex 21, Con 10, Int 12, Wis 10, Cha 13

Skills and Feats: Balance +19, Bluff +15, Climb +13, Diplomacy +3, Disguise +15, Hide +19, Intimidate +3, Jump +15, Listen +12, Move Silently +19, Search +13,

Spot +12; Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (Rapier)

Possessions: Outfit (Traveler's), *Potion of Invisibility*, *Rapier +2*, *Leather +3* (Medium), *Amulet of Natural Armor +1*, *Boots of Speed*, *Gloves of Dexterity +2*.

Spells (2, base DC = 11 + spell level): 1st—[*true strike, feather fall, obscuring mist*].

Encounter Eight, Diosyion:

All APL's:

Diosyion, Male Efreeti (Advanced), Ftr4/Sor8: CR 22; Large Outsider (Extraplanar, Fire); HD (12d8)+(4d10)+(8d4)+96; hp 198; Init +8; Spd 20', Fly 40' (perfect); AC 19 (flatfooted 15, touch 13) [-1 size, +4 Dex, +6 natural]; BAB +20; Atk +30 melee (2d6+16/15-20, +2 huge scimitar [*luck blade*, 2HD]) or +27 melee (1d8+8 plus 1d6 fire, slam); Full Atk +30/+25/+20/+15 melee (2d6+16/15-20, +2 huge scimitar [*luck blade*, 2HD]) or +27 melee (1d8+8 plus 1d6 fire, 4 slams); Space/Reach 10 ft./10 ft.; SA (see MM for details): change size (+4 to DC for higher Cha), heat, spell-like abilities (+4 to DC for higher Cha); SQ: darkvision 60 ft., immune to fire, plane shift, telepathy 100 ft., vulnerable to cold; AL: LE; Fort +19, Ref +19, Will +17; Str 27, Dex 19, Con 18, Int 13, Wis 12, Cha 22.

Skills and Feats: Bluff +19, Concentration +20, Craft (sculpting) +14, Diplomacy +8, Disguise +6 (+8 acting); Intimidate +33, Listen +21, Move Silently +7; Sense Motive +11, Spot +28; Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Combat Expertise, Improved Critical (Scimitar), Improved Disarm, Mobility, Weapon Focus (Scimitar), Weapon Specialization (Scimitar), Improved Initiative, Quicken Spell-Like Ability.

Possessions: +2 Huge Scimitar (with abilities of a Luck Blade).

Sorcerer Spells (6/8/8/6/4, DC 16 + the spell level): [0 — *Daze*, *Flare*, *Ghost Sound*, *Light*, *Mage Hand*, *Open/Close*, *Read Magic*, *Resistance*]; [1st — *Burning Hands*, *Disguise Self*, *Endure Elements*, *Magic Missile*, *Protection from Good*]; [2nd — *Blindness/Deafness*, *Mirror Image*, *See Invisibility*]; [3rd — *Dispel Magic*, *Lightning Bolt*]; [4th — *Summon Monster IV*].