

YEO2-01



THE FIRES OF TRUTH

A One-Round D&D[®] LIVING GREYHAWK[®]
Yeomanry Regional Adventure

Version 2

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A series of brutal killings brings terror to the Southern Pass of the Yeomanry. The militia has been dispatched to investigate the problem, but none have returned. Can the characters stop the killings before more lives are lost? An adventure for characters level 3-8.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. Take time to review 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's 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 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. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs 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 Website (www.wizards.com/rpga), 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is 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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Yeomanry. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the County of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority age who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf, from

his community, that serve on the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

IS THIS A 'MILITIA MODULE?'

As the defense of the homeland is imperative in this module, members of the Yeoman militia may count this adventure towards the twelve TUs they must serve per year for the Yeoman League.

ADDITIONAL YEOMANRY INFORMATION

Hellfurnaces

Unlike the Crystalmists, which in fact make up the northern half of the same mountain range, the Hellfurnaces feature many active volcanoes, allegedly ignited in the time of the Rain of Colorless Fire. These lands are a hive of evil; a treacherous landscape made worse by the presence of creatures such as fire giants and salamanders. The steep walls of the Hellfurnaces hide many cavernous entrances to the monster-infested tunnels of the Underdark.

The Southern Pass

The Southern Pass is a dangerous series of high mountain paths, gorges, and caves that connected the Yeomanry to the Sea of Dust millennia ago. While the full pass now sees little travel, as earthquakes and predators have made the southern terminus impassable, the northern portion has moderate traffic, whether from trade with Urrakbek, quarrying activities, or from devotees of Joramy seeking their goddess' blessing.

Urrakbek

Some 30 miles into the Southern Pass lies the dwarven village of Urrakbek, a source for some of the best forged weapons and armor available in the Yeomanry. Almost all of the 450 or so citizens of Urrakbek are mountain dwarves. The community is located in a long, narrow valley created by two mighty peaks, called Fortubo's Left and Fortubo's Right, by the townsfolk. This walled town is virtually impregnable, and any travelers wanting to continue down the Southern Pass must walk through Urrakbek. The community is integral to the defense of the Yeomanry, and the dwarves work very closely with the Yeoman government in maintaining this protection. Visitors to Urrakbek have noted that the people are not very friendly to strangers.

Quarrying

An industrious group of halflings, led by the Smallfoot family of Abbeyvale, has found the Southern Pass to be a source of unexpected revenue. They periodically clear the pass of rubble, dropped into the pass by frequent tremors causing landslides, and transport the material back to the

nearby village of Abbeyvale for use as raw material for stonework and masonry.

Joramy

Joramy, along with Allitur, has the longest history of worship among humans in the Yeomanry region. In ancient times they were represented as a dualistic pair; male and female, rational and irrational, calm and impassioned, watery and fiery. In Hillman lore, Allitur and Joramy were once lovers, albeit distant ones. In these tales, Allitur represents the order of the clans and the laws that give them stability, while Joramy represents the conflict and quarrels that keep them independent.

In addition, the Yeomanry is the only nation in the Flanaess with a significant portion of its population paying homage to Joramy, perhaps due to the nearby volcanoes of the Hellfurnaces. Just north of the village of Urrakbek along the Southern Pass, a side passage leads to the Eye of Joramy, a magma-filled canyon that is one of the holiest sites to the faith; pilgrims often travel to the temple here to pay homage. The High Priestess of Joramy resides at this temple, and conducts worship personally on Sunday, the day most holy to the goddess of conflict and volcanoes.

ADVENTURE SUMMARY AND BACKGROUND

The Southern Pass has always been considered dangerous. Urrakbek is more a fortified stronghold than a village and travelers on the pass are often escorted by a contingent from Fort Elderwall, which defends the entrance to the pass. However, a series of gruesome killings in the last three weeks have increased the level of concern about the pass. A patrol from Fort Elderwall dispatched to investigate the surrounding mountains never returned. A call has been made for a full troop of soldiers from Westburn, but most forces have been reassigned to deal with known giant troubles in the Jotens.

In a seemingly unrelated matter, the clerics of Joramy that maintain the temple at the Eye have recently been plagued by a group of burrowing insectoid creatures that have taken up residence in the Shield of Joramy, the volcano bordering their most holy site. In the past few months, several lava flows that feed the Eye have been blocked or diverted from their course. Investigation of these blockages always found the insects nearby, digging tunnels and what appeared to be nesting chambers (the blockages are actually caused by minor tremors that have been increasing in frequency and severity. The creatures are working to repair their tunnels.

The clerics tried various means to drive the creatures away, but the insectoids simply burrowed further into the volcano, blocking the passages behind them to halt the clerics. Three weeks ago, a headstrong priest named Levin, that had been particularly brutal in his efforts to rid the area of the "pests" disappeared. Fearing that the insectoids, which had been entirely non-violent to this point, had finally killed one of their priests, the High

Priestess sought Joramy's aid to locate the missing cleric. Her divinations determined that he was still alive, somewhere deep within the volcano, apparently trapped in some chamber and quite mad.

The insectoids are actually a group of sentient creatures calling themselves the faithful. They were created over a millennium ago, in the days leading up to the Rain of Colorless Fire. A small, powerful sect of Bralm located in the western mountains of the Suel Empire (later known as the Hellfurnaces) divined the coming apocalypse and implored their goddess for a way to survive the devastation.

Though the goddess did not know the exact nature or timing of the catastrophe, she granted her faithful servants what she felt would save them, a transformation into burrowing insect-human hybrids capable of digging into the mountain for shelter. The Rain came even as the last of the priests were transformed, and many were destroyed as they attempted to flee into the earth. But some survived.

Over the centuries, the priests, now calling themselves the Faithful of Bralm, adapted to their new life as insects. They stayed below the surface, slowly increasing their numbers while avoiding the denizens of the Underdark and all the while fearing destruction from the unknown catastrophe. The clerics of Bralm served as leaders for the growing community, leading small groups into new territory to start other colonies, teaching the history of their great struggle, and instructing the young in the ways of Bralm. After many centuries beneath the mountains, the clerics finally decided to journey to the surface to determine if the apocalypse had ended. A scouting party, surfacing in the Hellfurnaces, discovered a hostile, yet habitable surface realm. The Faithful of Bralm are slowly exploring the surface now, searching for a land free from the devastation they fled so long ago.

The Faithful's explorations eventually led them to the Shield of Joramy, a perfect habitat for these creatures with many pre-existing tunnels formed by old lava flows. However, unbeknownst to the Faithful, the Shield was once the site of an ancient elven fortification. In fact, the building used by the Joramites as a temple was part of the defenses of this fortress that slid down into the gorge when the mountain erupted. The Rain of Colorless Fire and a millennium of volcanic activity have destroyed most evidence of such a fortress, with scavenging fire giants, salamanders, and firenewts making off with anything not destroyed. The building was entirely empty when the clerics of Joramy found it, looted by salamanders.

Buried deep within the mountain is a secret "weapon," created by the elves to aid in protecting their territory. The device is a Circle of Summoning, a minor artifact capable of calling and binding Outsiders to this plane. The elves used these beings as scouts, elite warriors, and war machines.

Levin discovered the cavern containing the Circle some time ago and used the Circle to summon a rast. He hoped to use the creature to exterminate the Faithful, which he believes are blasphemous abominations that

infect this holy site of Joramy. He believed such actions would bring him favor in the eyes of his goddess and the High Priestess. He could not, however, control the ravenous creature and the sights of what the rast has done have driven the cleric into madness. He now believes that if he continues to heal the rast, it will eventually kill all of the insectoids and Joramy will free her faithful servant from this torture.

Unfortunately, the rast prefers other prey and only attacks the Faithful when it can find nothing else to eat. It even brings back "food" to keep the priest alive, as it realizes its connection to this new source of food is somehow linked to the cleric and the Circle.

This knowledge most likely never comes into the characters hands, as even the insectoids and dwarves of Urrakbek were not around when the fortress was destroyed. Levin knows nothing of the Circle's origins, save that it is vaguely similar to other ancient elven magics he has studied.

The characters are traveling down the Southern Pass for various reasons: Perhaps the characters are on a pilgrimage to the Eye, or a trip to Urrakbek for weapons and armor. Perhaps they are investigating the murders in this area. All have different motivations for why they are in the pass, but they are joined by one common factor: protection from whatever malevolent creature is plaguing this road.

About five miles north of Urrakbek, the characters come upon a scene of carnage. Several halflings, dwarves, and humans have been killed and half-eaten. As they come closer, the characters see a large, red, insectlike creature crouching over a halfling. On seeing the characters, the creature flees to the south. The halfling is barely alive, the only survivor, and hysterically babbles about the attack and "big red bugs." A strange insectoid appendage with reddish chitin and shovel-like claws along its "forearm" is found near the largest group of bodies. The halfling insists on going to Urrakbek.

Upon seeing the wounded halfling, the guard captain escorts the party in and nervously tells the characters all he knows of the killings. The characters must go back up the trail to follow the insectoid, which the dwarf believes is heading toward the Eye of Joramy. A half-day of trekking through the mountains is interrupted when the characters again encounter the insect. With surprise on their side they react before the creature can flee, but it escapes after a tremor destroys the bridge upon which the creature was resting. It leaps across the lava-filled chasm, leaving the characters to find another way across.

The trail ends at a ridge overlooking the Eye of Joramy. A temple sits on the mountainside overlooking this valley of swirling magma. The clerics of Joramy accept the characters into the temple, offering to aid and shelter them if they return the missing cleric. After accepting, the characters receive potions to protect them from the burning magma before heading up the volcano. They are also informed of the High Priestess' divination about the missing cleric.

The characters climb the dried magma slope leading to the top of the mountain. On the way up, they must

carefully avoid thin spots that collapse into pits or erupt into noxious clouds of gas and sliding sections that might send them tumbling back down the slope.

At the top, the characters find the caves leading into the volcano. However, they are blocked by a band of firenewts, many mounted on giant striders, which are attacking several of the insectoid creatures. During the melee, one of the insectoids leaps to the nearby caves, returning later with a host of insectoids. On defeating the firenewts, the party finds itself surrounded by silent, staring insects.

If the characters do not react violently, the leader of the creatures emerges from the cave. He is an insectoid like the others, but he is missing his left "arm." This creature rises to his full height, revealing a pair of human-like arms, and uses divine magic to communicate with the characters. Though alien in appearance, he is not hostile. Simply calling himself, the Head, he tells how humans wearing robes have been trying to drive the Faithful, his people, from their new home beneath the old lava flows. Recently, one such human entered the lower caverns of the volcano, and immediately thereafter a floating creature with 12 spindly claws and a huge mouth appeared and killed several of the Faithful. The Head says that this is the creature that also killed the workers. His people can guide the characters to its lair if they promise to speak favorably of them to the high priestess of Joramy.

With guidance from the Faithful, the characters delve deeper into the volcano; the leader travels with them until the heat becomes too much for it to bear. The characters finally come to a cavern divided by a large lava flow. By the Faithful's description, the creature apparently flies through the "waterfall" that feeds this flow to escape pursuit. The potions provided by the high priestess allow the characters to pass the lava, entering a smaller cavern. Inside they find the murderous creature, a rast, resting in a pool of lava. The cleric of Joramy stands in an ancient magical symbol carved into the center of the floor. When the rast detects the party, it immediately attacks, aided by the cleric's maddened magic. The creature fights on until the cleric is removed from the circle, breaking the summoning magic that has bound it to this plane.

With the rast destroyed, the characters are free to return to the temple with the mad cleric. The Head asks to return with them, hoping to come to terms with the clerics of Joramy. The High Priestess considers the party's story, and then restores the sanity of the cleric to confirm the details. With her suspicions of the Faithful allayed, she regenerates the Head's missing arm in gratitude for the assistance of his people. The characters are welcomed as friends of the temple if they should need aid in the future. Finally, the characters return to Urrakbek where they are greeted as heroes and provided with excellent arms and armor in gratitude for killing the beast. As the celebration draws to an end, a distant rumbling can be heard echoing through the mountains...

INTRODUCTION

The DM should gather information about the characters before beginning, as situations may arise throughout the module where it is appropriate for the DM to roll skill checks rather than the players. The DM also should become familiar with the details of environmental conditions, as described in the *Dungeon Master's Guide*, with the mechanics of flying creatures, and with the various spells utilized by Levin.

You are traveling down the Southern Pass toward the dwarven village of Urrakbek, having left from the village of Abbeyvale two days before. You are here for various reasons: Some are on a pilgrimage to the Eye of Joramy—a most holy site of the goddess of volcanoes—while others are traveling to Urrakbek for weapons and armor, as the dwarves there are renowned for their skill and craftsmanship. A few are even here to seek adventure, glory, and fame. All are joined together by one common factor, however; protection from whatever malevolent creature is plaguing this road. As you travel down the pass, the words of Arn the Miller, who you met at the Fat Friar inn in Abbeyvale, ring in your ears.

"Don't know why anybody but them halflings would trudge down that pass anyway. Ain't nothin' down there but rocks and surly dwarves! And if that ain't bad enough, now there's some monster rippin' people up! It took two dwarves from Urrakbek, I heard, and just this week it got one o' them Smallfoots. Just tears 'em to shreds and eats 'em up! They sent a patrol from Elderwall to find out what's goin' on, but they ain't come back, and I heard Loftwick's too busy fightin' the giants up in the Jotens to send more troops. Still, those blame Smallfoots sent a crew back up the pass, said somethin' about needin' to fill an order o' stone for Westburn. Blame fools if you ask me. But, if you want to go traipsing up there to get eat up by that thing, it ain't none o' my business. Just remember what ole Arn said when you see it comin', I told you so."

You camped outside the walls of Fort Elderwall last night, and since leaving the fort you have not seen another person, or even an animal. As the high cliffs of the Hellfurnaces close around you, you talk amongst yourselves, both to get acquainted and to drive off the feeling that something is watching you...

Allow the players time to make introductions and discuss possible motivations for being in the pass. Inform any players with characters in the militia that the commander of Fort Elderwall has activated those characters for military duty. You should also ask for a specific marching order, as the characters will quickly come to their first encounter.

ENCOUNTER 1: A MOUNTAIN STROLL

You have been traveling most of the day; the guards at Fort Elderwall said the trip takes roughly seven or eight hours on foot, a little less by horse. As you've been going for over six hours now, you should be only five miles or so from the dwarven village of

Urrakbek. Though a sense of foreboding has hung over you the entire trip, you have seen no sign of any “monsters” coming to eat you.

The pass is fairly flat and wide, thirty to forty feet in places; even a wagon could easily navigate this road. You seem to be following the curves of a canyon cut through the mountains long ago, perhaps by a now-dry stream or river. The walls rise high above you, joining with the towering mountains of the Hellfurnaces; it's probably a 100-foot climb to reach the top.

As you round a slight bend in the pass, you see ahead of you what appears to be an upturned wagon; the wheels and axle are facing you. You also see lumps of what appear to be clothing strewn about.

The characters are currently 400 feet from the wagon. They cannot see beyond, as it blocks almost half of the pass. The lumps of clothing are actually bodies—the characters can count three from this distance. As they approach the scene, proceed with the following:

As you draw closer, you see that the clothing is stained red, you assume with blood. You hadn't realized at first due to the small size of the mounds, but the three objects are actually bodies, or what's left of them. You can make out the torso of a human, one arm missing, and two smaller humanoids, perhaps dwarves or halflings, with missing heads and appendages. You still cannot see around the wagon, but you can make out more bodies strewn along the sides of the canyon.

When the characters approach within ten feet of the wagon, have them make a Listen check (DC 15). Privately inform successful characters that they hear a low moaning sound, as if someone is very wounded or very sick, and a strange clicking sound, like two rocks being tapped together; both sounds are coming from behind the wagon. If characters actively attempt to make a Listen check before this time, add +1 to the DC for every ten feet to hear these sounds.

If the characters come within five feet of the wagon and are against the canyon walls, or if they come even with the wagon or beyond, proceed with the following:

You see a halfling stretched out on the ground, apparently still alive. Crouching over the halfling is an insect-like creature, probably twelve feet long. The creature, which looks much like a giant cricket, has a red chitin shell and huge hind legs. Small wings twitch on its back and you can see a large, shovel-like claw on its front appendage. A clicking sound is coming from the creature, which apparently has not noticed you.

Obviously, if the characters charge behind the wagon or make a great deal of noise, the creature hears them, in which case it attempts to flee as detailed in Tactics.

Creatures: The halfling is Kili Smallfoot, a Stout halfling from the village of Abbeyvale. He journeyed into the pass with a work crew, escorted by militia from Fort Elderwall, in order to fill an urgent order for stone from Westburn. Knowing the danger involved, Kili refused to send any other leader, and took only volunteers from his halfling and dwarven employees. The crew was, unfortunately,

attacked by the rast after leaving the protection of Urrakbek earlier that morning. Kili stands just over 3 feet tall, and weighs about 32 lbs. He is somewhat thin for a stout halfling, with very small feet (thus his family name).

☛ **Kili Smallfoot:** Male halfling Exp6/Rog2.

The insectoid is the leader of the Faithful, called the Head. He followed the rast throughout the day, hoping to find some way to destroy it, but lost track of it on the trail to the Eye, as it can fly, and he can't. He arrived just as the monster was finishing its attack on the work crew. His combat skill proved enough to drive the already-wounded creature away, but he lost an arm in the conflict. He was attempting to heal the halfling when the characters arrived.

☛ **Head of the Faithful:** Male Faithful of Bralm Clr8.

Tactics: As soon as the Head becomes aware of the characters, he flees to the south, running (160 feet each round if the Head runs in a straight line). The halfling is barely alive, though he was a victim of the rast's blood drain attack, dropping his Constitution to 2. The only survivor, Kili sometimes mumbles incoherently about the attack, “big red bugs,” and Urrakbek. He has a massive wound running all the way across his chest and wrapping around to his back. A successful Heal check (DC 15) or any healing spell will stabilize Kili enough for transport. He insists on being taken to Urrakbek.

Treasure: If the characters choose to search through the remains, they find the bodies of 2 dwarves, 4 halflings, and 6 humans. The dwarves and halflings are all artisans from Abbeyvale, workers for the Smallfoot quarrying operation. As such, they are dressed in artisan's clothes that are mostly torn and blood stained. The characters can find 3 complete sets of stoneworking tools scattered about as well. The humans, all soldiers from Fort Elderwall, were wearing studded leather armor that is now slashed and useless, and carried short spears and daggers. The cart is undamaged, but difficult to move without horses. The bodies of two unfortunate horses are still harnessed to the wagon, though very dead. Upon recovery, Kili expects the property of his business to be returned to him, as will the military in Fort Elderwall expect the return of their men's items.

Development: If the party waits too long, the Head stabilizes Kili himself, but the cleric lacks the spells necessary to restore the Constitution damage.

If the characters search the area at all, a strange, insectoid appendage with reddish chitin and shovel-like claws along its “forearm” is found near the largest group of bodies. It is the insectoid's missing arm, although the characters probably do not realize this unless they looked closely at the creature as he fled.

Barring a fly spell, characters should be unable to follow the Head, as his movement rate while running far outstrips even a barbarian or monk. If the characters somehow find a way to match or beat the creature's speed, it uses its Jump ability to break away, then burrow into the mountainside and collapse the tunnel behind it.

If the characters try to match the wounds on the bodies or the halfling to the appendage, have them make Heal or Wilderness Lore checks (DC 10). Success indicates that no wounds on the bodies match the shovel-like claw on the appendage. A similar check (DC 15) reveals that the halfling's wound look mostly like a bite from a creature with a very large mouth.

ENCOUNTER 2: URRAKBEK

As you continue south down the pass, you see no further signs of battle or the insectoid creature. The halfling continues to moan in pain, regardless of any efforts to help him. You cover the remaining distance to the village of Urrakbek in just over an hour, as night falls around you.

The village matches the description given to you by Arn the Miller, more a citadel than a town. It is located in a long, narrow valley created by two mighty peaks; Arn said they were named Fortubo's Left and Fortubo's Right by the townsfolk. The high walls with regularly spaced guard towers look virtually impregnable, and it appears any travelers wanting to continue through the Southern Pass must walk through Urrakbek. A heavy gate made of iron sits squarely in the middle of the wall. From the guard towers to either side, you can vaguely see narrow windows.

Guards in either tower are watching the characters using their darkvision. If the characters approach within 60 feet of either tower, or call out to the gate, proceed with the following:

A deep voice booms from the tower to the right of the gate, "What is it ye need travelers? It is a dark and dangerous time to be traveling the pass."

The guards remain suspicious of the group unless they mention the carnage they have seen. When the characters do so, proceed with the following:

The gate swings open a few feet, and light pours out as a dwarf in plate armor steps from the opening. He peers at you for a moment before his eyes come to rest on the halfling you found.

"Kili! Oh, Kili, the beast didn't get ye, too! Quick! Inside now, we must get the healer!"

He motions for you to bring the halfling inside the gate. Once inside, the gate swings back into place, a bar falls into place to lock it shut. Pointing at a nearby guard, the dwarf barks out an order, "You go get Shealandra. And be quick!" Returning his attention to you, his black eyes sternly appraise your group as he says, "Now, tell me travelers, what exactly did ye see?"

Creatures: The dwarf is Theobold, Captain of the Guard for the village of Urrakbek. He is a mountain dwarf, taller than the Hill dwarves more common throughout the Yeomanry. His beard and hair, both black as coal, are braided into long plaits. A warhammer hangs from the baldric across his back, and he leans on a dwarven urgrosh as he listens to the characters' tale.

☛ **Theobold, Captain of the Guard:** Male dwarf War7.

Shealandra, the village adept, eventually arrives and takes Kili back to her house for healing. She works him over the next week to return him to health (he regains 2 points of Constitution each day, thanks to her use of the Heal skill). She is an aging gnome that has lived in Urrakbek for years. Her white hair hangs loose around a rotund body. She has no time to talk to anyone else as she tends her patient.

☛ **Shealandra:** Female gnome Adp5.

Tactics: Theobold's goal, after hearing the characters' description of the attack and the strange insectoid creature, is to convince the characters to find and eliminate this menace. As a member on the council that governs this village, he is authorized to grant the characters payment for such services in the form of custom-crafted items from the forges of the dwarves. He is thus prepared to give each willing character one masterwork weapon or suit of armor, up to the value of 375 gp (characters may contribute gold to acquire more valuable items), for finding and killing the monster. The characters must specify the item they desire before leaving, as the dwarves spend the time during the party's absence forging the items. Any characters requesting armor are measured for fit. The dwarves cannot "forge" wooden or leather items (including clubs, quarterstaves, saps, greatclubs, whips, nets, bows, slings, leather, studded or hide armor, and wooden shields) and so these items are not available. In addition, as the dwarves are not familiar with most Exotic weapons (excluding the dwarven urgrosh, dwarven waraxe, and bastard sword), an example of such a weapon must be left with them, as a guide should a character want one of these.

As an example, a character requesting a masterwork shortbow would be denied, but the dwarves would recommend a sturdy crossbow instead. A character seeking a masterwork spiked chain would be asked to leave such a weapon with the dwarves for study, while someone seeking a masterwork dire flail would be denied, as the weapon is too costly, unless the character contributes 315 gp (the difference between the 375 gp limit and the 690 gp cost of the item).

Assuming the characters accept this offer, Theobold directs them to the guardhouse sleeping quarters (there is no inn in Urrakbek) with instructions to leave in the morning and head for the path leading to the Eye of Joramy. All of the attacks, in his opinion, have come from the direction of the Eye, and thus he believes the killer lairs somewhere near this place.

Treasure: None

Development: Theobold incorrectly attributes the deaths to the insectoid, and so would give the reward even to characters that simply kill one of the Faithful of Bralm and return its carcass to the village. He discourages anyone from wandering around the village, as the citizens are on edge after news spreads of the latest killings.

ENCOUNTER 3: SHAKING THINGS UP

Theobold wakes you early, just as the sun is rising through the cracks of the Hellfurnaces. The towering Fists of Fortubo cast long shadows across Urrakbek as you prepare to set out into the gloomy mountains.

"I hope you're prepared for what's ahead o ye! The Hellfurnaces aren't like any other range you might've climbed. Take care to stay to the path, as you can never tell what lurks in the dark crevices, yer just as likely to fall into a pool of lava as ye are to get ambushed by some devilish firenewts.

Get whatever supplies ye need now; there won't be any place to restock in the mountains. Don't bother with horses but be sure to carry enough water, and remember the heat up there can kill you quick as a fire giant! When you get to the temple, seek the aid of the clerics of Joramy, but take care, they aren't nearly as benevolent as the Sisters of Joramy you might've met back in the League. Don't forget to pay respects to their goddess!

The characters may use this time to buy supplies for the journey. All items available on *Player's Handbook* pages 98–110 (Tables 7—4, 7—5, 7—7, and 7—8) are available but cost an additional 10% (forged metal items such as axes, picks, and armor are not subject to this inflation). Urrakbek has a 200gp limit for the value of goods it can sell, and has 4,500 gp available to purchase items from the characters. The merchants are curt and to the point. When the characters are ready to leave, proceed with the following:

You leave the safety of Urrakbek while the shadows are still long; the clang of the iron gates closing behind you echoes through the pass ominously. It's a relatively short trip back up the pass to the trail leading to the Eye of Joramy, yet the eerie silence and total lack of animal life you noticed yesterday again hangs over you during the trip.

The trail actually begins as a crack in the canyon wall of the pass. It slopes upward, steeply at times, following the mountain ridges. The peaks around you are mostly blasted, desolate rocks; the few plants you see are usually scrub pines or moss. Dry, acrid smoke sometimes wafts up from the dark valleys below, occasionally illuminated by an open lava flow. You soon see why the dwarves recommended not bringing large mounts, as you sometimes pass through tight crevices or edge along narrow ledges that drop hundreds of feet into darkness. You also occasionally find the trail blocked with rubble that must be climbed over or moved.

The temperature is currently between 80–90°, not yet enough to harm the characters but warm enough to cause discomfort. After suitably depicting the harsh surroundings, proceed with the following:

About four hours into your journey the trail suddenly descends into a gorge. A bridge, apparently formed from the same rock as the mountains, spans the 20-foot gap. Sitting in the middle of the 10-foot wide bridge you see a strange, insectlike creature—possible the same creature you saw yesterday at the scene of the attack. As you now have the time to study the creature, you again think it looks most like a giant cricket. Its small head has one large, round black eye on each side, a pair of smaller

elliptical eyes on the top, and two foot-long antennae. The midsection of the creature appears to be one large plate of armor and its large abdomen, over half the creature's body length, has small wings sprouting from the back. The creature's most noticeable feature, however, is its powerful looking foreleg, which is crested with a tooth-like structure.

If the characters make a successful Spot check (DC 15), they might notice that this creature is missing a forearm (this is the appendage found at the attack site). After fleeing from the party (assuming them to be hostile, as his experiences with the clerics of Joramy have taught) he decided to follow them and judge their intentions. Hearing of the plan to come to the Eye, he decided to wait at this location to test the characters' reaction to the insectoids and "encourage" them to come to the Eye. He sits motionless, waiting for the party to act. If they attack, he responds by taking a total defense action (AC 20). If the party actually tries to engage him in conversation, he rises up to his full height—roughly 7 feet—and watches the characters carefully. In this form, he looks much like a centaur with the lower body of an insect. He does not reveal his human-like arms. Regardless of the characters' actions, after a short time (for example, a few rounds of combat, a few attempts at conversation or a minute of staring at one another) proceed with the following:

The creature suddenly looks around madly, as if it senses something you do not. Without warning, the ground beneath your feet begins to shake violently as you hear a low rumble reverberating through the mountains. The creature leaps into the air, seeming to fly backwards, as the rumble grows into a roar. It lands on the opposite bank and bounds up the trail away from you. Large chunks of rock fall from the cliffs around you and a loud "crack!" comes from the bridge as it begins to fall apart. Then, as quickly as the rumbling began, it stops. The bridge is gone; its supports dangle from either side of the gorge. It seems you'll have to find another way across.

Trap: Any characters standing on the bridge when this occurs may fall. Those that respond immediately to your description of the tremor may be granted a circumstance bonus of +2 to a Reflex saving throw that may allow them to escape the bridge before it collapses.

APL 4 (EL 2)

The character(s) fall into the gorge, landing on a ledge 40 feet below.

↯ **Collapsing Bridge (40 feet deep):** CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids.

APL 6 (EL 4)

The character(s) fall into the gorge, landing at the bottom 60 feet below.

↯ **Collapsing Bridge (80 feet deep):** CR 4; no attack roll necessary (8d6); Reflex save (DC 20) avoids.

APL 8 (EL 6)

The character(s) fall into the gorge, landing at the bottom 80 feet below. As they land, hot magma splashes from a small lava flow as rocks plummet from above.

✧**Collapsing Bridge (80 feet deep):** CR 6; no attack roll necessary (8d6 plus 2d6 fire damage); Reflex save (DC 20) avoids; fire damage continues for 1d3 rounds for and additional 1d6 damage per round past the first.

Creatures:

✧**Head of the Faithful:** Male Faithful of Bralm Clr8.

Tactics: The creature does not want to hurt or kill any of the characters, and so chooses to defend himself. He holds his ground on the bridge until the tremor (he detects it earlier than the characters using his tremorsense), at which time he retreats to the Shield to ensure that the quake has not harmed his kin.

Development: If, for some reason, the characters choose to breathe the acrid smoke coming out of the valleys (they can easily avoid it) each must make a Fortitude saving throw each round (DC 15, +1 per previous check) or spend that round choking and coughing; choking for two consecutive rounds causes 1d6 points of subdual damage. Any character foolish or unfortunate enough to touch a lava flow receives 2d6 points of fire damage per round of exposure; total immersion deals 20d6 points of damage per round. In addition, damage continues for 1d3 rounds after exposure ceases, but is only half of that dealt during actual contact (1d6 or 10d6 points per round).

The characters may think of various ways to cross the gorge. *Jump, spider climb, alter self*, or a similar movement-enhancing spell is an obvious choice. Spells such as *unseen servant* and *mage hand* might also provide a solution, as could a *summoning* (if the caster can communicate with the summoned creature). A running jump might work if a character can make a successful Jump check (DC 25) if the distance does not exceed the character's maximum jumping distance. Use Rope is a safer skill choice, as the characters might choose to lasso one of the support pillars on the far side (DC 15 to tie a lasso knot, then ranged touch attack against AC 11); a grappling hook adds +2 to the attack roll and only requires a DC 10 to secure it to a rope.

If the party fails to find any way across, they have no choice but to return to Urrakbek. The dwarves send a team the next day to build a temporary bridge for the characters, explaining that the clerics of Joramy generally maintain the trail.

ENCOUNTER 4: THE EYE

With the gorge behind you, the trip to the Eye can continue. As you meander up and down the steep slopes of the Hellfurnaces the temperature rises noticeably. Your clothing and armor, while still tolerable, are soon wet with sweat and you find yourself becoming

very thirsty. Open lava flows and smoking pits occur with much more frequency.

The temperature has now risen well above 90 degrees. Have each character make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Heavy clothing or armor of any sort forces a -4 penalty to saves, although the Wilderness Lore skill may grant a bonus to saving throws. See the *Player's Handbook* page 76. Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour).

After another three hours of trudging through the oppressive heat, you finally come to what must be your destination. The trail ends at a ledge overlooking a wide valley, surrounded on all sides by blackened, barren mountains. The valley floor is bereft of life, as the majority of space is filled with oozing, swirling lava. Chunks of dried magma float on the surface of the morass. A particularly large pool near the center of the valley swirls rapidly, like a whirlpool of fire. The lava flows into the valley from the mountain directly to your right, which looks more like a rounded shield or mound than the cinder cone you might typically think of as a volcano. The surface of the "shield" seems to consist entirely of dried magma. Lava pours from several gaping holes near the bottom of this mound. Also sitting near the bottom, flanked by two particularly large lava flows, is what must be the Temple of Joramy. The large building, which seems to meld into the earth beneath it, looks very much like a keep you might expect to see in a fortress. Its high, square walls are as black as the mountains around the valley. Steps carved into the ledge before you lead down to a trail that snakes along the side of the mountain to the temple.

The characters have indeed reached the Eye of Joramy. The DM should feel free to embellish other aspects of the valley as appropriate. When the characters decide to approach the temple, proceed with the following:

As you draw near the temple, you realize how large this building truly is. The walls are perhaps fifty or sixty feet high, with each wall running probably one hundred feet long. The trail leads directly to a pair of large doors, apparently made of a dark wood, carved with images of flames.

Knocking on the door attracts the attention of the acolytes inside. There is no other entrance to the temple, although careful inspection (Spot check, DC 20) of the exterior wall opposite the door reveals a large window forty feet above the ground. The walls are otherwise featureless, black stone. When the characters knock on the door, or attempt to open it, proceed with the following:

The doors open outward, seemingly without effort despite their size. A gray-robed priest stands in the hallway before you, peering at you expectantly. The corridor beyond is unadorned, with two plain, wooden doors set opposite each other.

The acolyte is waiting for the characters to give honor to Joramy, as he is accustomed to receiving pilgrims to this holy place and no such pilgrims have arrived in two weeks. He waits in uncomfortable silence until someone speaks. Anyone that makes a successful Knowledge (religion)

check (DC 15) realizes what the acolyte expects. Those that are actually clerics of Joramy even know the specific phrase that is expected “Honor to the Lady of Quarrels, whose passion burns as the fires of the Oerth!” If the first person to speak does not offer praise to Joramy, the acolyte reacts with both confusion and indignation, although he is really somewhat timid. After a few minutes of awkward conversation, he asks the characters to enter the temple and wait in the foyer while he goes to get a superior, and then disappears into the left-hand doorway of the foyer.

If, on the other hand, the characters give honor to Joramy, the acolyte welcomes them to this holy site and invites them to enter the sanctuary to pay homage. If this occurs, read the description of the sanctuary and allow the characters the opportunity to explore, although the acolyte prevents them from entering either door to the side rooms. When the characters eventually ask about the murders or the insectoids, the acolyte states that he cannot comment on such matters and excuses himself to fetch his superior (as above).

Description of the Foyer and Sanctuary

The walls of this temple are made of a smooth, gray stone, fitting together so well that you can only make out individual blocks after close inspection. The foyer, really a long hallway, is unadorned and near featureless except for two oaken doors, one in the center of each wall. The hall, which is roughly five feet wide, extends for about twenty feet before opening into a much larger area, which must be the main sanctuary of the temple.

The sanctuary walls are similarly unadorned, but the room does contain a number of chairs and benches arranged in a perfect semi-circle. In the center of the far wall stands a twenty-foot statue of a nondescript woman with fiery hair and one fist raised, obviously a depiction of Joramy. Other than the statue and seating, this room is empty, and is likely the most austere temple chamber you have ever seen.

As you are inspecting the area, the left-hand doorway in the foyer opens, and the acolyte you spoke with earlier appears, this time followed by a tall, elderly woman in fiery red robes. Unlike the acolyte, who walks with an almost timid gait, she walks with an air of confidence, her graying hair bouncing as she approaches.

This is Mayda, head of the acolytes currently on duty. She, along with three other clerics, handles the day-to-day affairs by managing the acolytes and staff of the temple. The high priestess and her two personal assistants handle spiritual and religious matters. Mayda has worked at the temple for over 50 years, and is both proud of her long history with the greatest temple of Joramy in the Flanaess and irritated by the fact that she has still not been chosen to handle more important matters. She sees the characters as troublemakers and treats them as such. No boxed text is provided for her conversation, but she basically argues against anything the characters request. She believes them to be unworthy of standing in this most holy place, even those who follow Joramy, and expects that the clerics can handle their own problems. She cares little for either the dwarves of Urrakbek or the folk of the League, stating that those who

died must have been out of favor with Joramy. Another robed figure appears as Mayda argues with the characters.

The left foyer door opens yet again, and another robed female steps into the hallway. This woman wears a robe of pure white, lined with golden yellow and fiery red. She carries a bronzewood staff with brass bindings. Long, red hair flows down almost to her waist, contrasting strikingly with her pale white skin. The acolyte, noticing this newcomer first, bows deeply and backs away toward the wall. As the argumentative cleric sees this behavior, she turns, a quizzical look on her face, and quickly bows upon seeing the white-robed figure.

“My Lady! We did not know you had come down...” She shoots a quick, angered look at the acolyte before continuing, “These travelers have come at the behest of the dwarves to...”

“I know why they are here, Mayda; Joramy has revealed this to me.”

“Of course! I didn’t mean to imply...”

“Enough! I do not have time for groveling.” With these words, you see Mayda wince, almost as if in pain, before the newcomer continues, “Events of great importance are occurring. Even as we speak, the very earth gives witness to this, and we have much to do if we are to be prepared. Provide these people with food and a place to sleep. Tell them what I have seen of Levin and provide them with sacred oil for their trip tomorrow.”

She then turns her attention to you, her eyes burning with an intensity hotter than the swirling lava outside, “You will stay with us tonight; the acolytes will care for your needs. In the morning, you will ascend the Shield of Joramy and return our missing priest to us. The sacred oil will protect you from Joramy’s wrathful fires.”

Apparently finished with you, she turns to the acolyte, who still bows. “Dorrin, if they have needs beyond your means, I will attend them in the morning. Go and tell the others to prepare a meal.” As she turns back toward the door she makes a final statement. “Mayda, when you have told these people what they require, gather your peers and come to my sanctum. With Levin missing, we will be in need of your assistance.” With that, she steps back through the door, even as Mayda replies, “Yes, my Lady! I will make all haste!”

This is Alexandria, High Priestess of Joramy. She has used her divine powers to seek out the missing priest, but is currently distracted from this endeavor as she attempts to understand the cause of the violent earthquake that recently shook the region, the same tremor that collapsed the bridge in front of the characters. She knows that the quake was not natural, but cannot ascertain its origin. She has no time to speak with the characters, but Mayda now grudgingly shares the following information:

About the “insect” creatures:

“We have recently been plagued by a group of burrowing insectoid creatures that have taken up residence in the volcano. In the past few months, several lava flows that feed the Eye have been blocked or diverted from their course and our investigations always find those bugs nearby, digging tunnels and what appeared to be nesting chambers. We tried various methods to drive the creatures away; they seem particularly afraid of fire. However, they simply burrow further into the volcano, blocking the passages behind them to halt us. Three weeks ago Levin, one

of Alexandria's personal assistants, and a headstrong fool, if you ask me, that had been particularly brutal in his efforts to rid the region of the "pests," disappeared.

Fearing that the monsters had finally killed one of our own, Alexandria sought Joramy's aid to locate him. Her divinations determined that he was still alive, somewhere deep within the volcano, apparently trapped in some chamber and quite mad. Magical protections cast around the chamber prevented her from seeing more and recent events have prevented her from further investigation. We think the bugs are likely taking prisoners to use as a source of food."

The creatures have never attacked any cleric, but Mayda does not mention this unless specifically asked.

About the Shield of Joramy:

"The Shield of Joramy is the dried magma slope leading to the top of the mountain. At the top are several caves leading into the volcano. The tunnels are mostly natural, but several carved tunnels now lead to large warrens where more than a dozen of those burrowing creatures live."

If asked about general dangers in the area:

"Obviously the lava flows are dangerous to all but those protected by the divine favor of Joramy. In addition, firenewts and flame salamanders are known to plague this area, attacking small groups, or those caught outside at night. It would be foolish to sleep outside these walls."

If further pressed about dangers, or asked specifically about dangers of climbing the Shield, she continues:

"The Shield itself presents some danger. As you ascend, you must carefully avoid thin spots that collapse into pits and sliding sections that might send you tumbling back down the slope."

If asked about the sacred oil:

Mayda smiles wryly, "Yes, I had almost forgotten. Please wait here." She disappears through the right-hand door of the foyer and soon reappears with several small vials. Each one appears to be filled with a reddish, oily liquid that shimmers in the light. She passes one vial to each of you, as she explains their function. "The sacred oil is prepared by the servants of the high priestess, Levin and Maeve. When you touch the oil, it will spread over your entire body, protecting you from the hottest of flames or magma. It is only used for holy services of dedication to Joramy. You are indeed chosen by the goddess if Alexandria believes you are worthy to receive the oil. I would ask, however, that you return any unused portions to the temple."

Mayda gives each character a vial of "sacred oil," a potion of protection from elements (fire) cast at 7th level. The vial contains an oily substance that spreads out, almost amoeba-like, to coat a person's entire body in a shimmering film. The protection lasts for 70 minutes, or until the magic has absorbed 84 points of fire damage.

When the characters finish asking Mayda questions, or exhaust the possible topics of conversation, Mayda excuses

herself to assist Alexandria. Acolytes lead the party through the left-hand foyer doorway and up a flight of stairs into a large common room. Bedrolls have been laid out for each character, and a large table is set with food and drink. The acolytes have no time for talk, as they busy themselves preparing the temple for morning worship. Dorrin, however, does approach the party as they retire for the night, asking if they have any specific needs before they leave in the morning.

The temple does not give or sell the party any items, other than the sacred oil they have already been given, but the priests are willing to utilize their divine powers to aid the party. Character clerics may request any spell they can cast, although the clerics of Joramy only have access to the domain spells of Fire, Destruction, and War. Any character can make a Knowledge (religion) check (DC 15) to think of useful 0- or 1st-level spells. Each point above 15 grants knowledge of another level of spells.

Creatures: The acolyte is Dorrin, a young Yeoman of common birth who has recently come to the temple after proving himself to the Sisters of Joramy at the Church of the Seven Faiths in Hardwick. He is honored to be serving at so holy a place, but is still becoming accustomed to the ways of this temple, which are very different from the bustling, open temple of his hometown. Dorrin is of medium height and build, with dark hair and blue eyes.

☞ **Dorrin:** Male human Clr1.

Mayda came to the temple years ago as a promising young acolyte. However, she never proved herself capable in challenge debates and showed little wisdom in other affairs of the church, and so her career stagnated. She is particularly bitter that a "child" such as Alexandria is the High Priestess.

☞ **Mayda:** Female human Clr3.

Of all the clerics of Joramy in the Flanaess, Alexandria is currently the most respected and well known. She is young for her position, only in her forties, but she has shown herself to be particularly blessed by Joramy. She rose quickly through the ranks of the temple, originally serving as an acolyte under Mayda. She left the temple for some time to explore the Flanaess, venturing into the heart of the Hellfurnaces and, some say, even walking among the far-off isles known as the Firelands in search of the secrets of her goddess. With the death of the former high priest due to old age, Alexandria petitioned for leadership of the faith and won after fierce competition and debate. She is of Oeridian decent (being originally from Keoland) with pale white skin and fiery red hair. Though generally to-the-point in her dealings with outsiders, she is actually quite warm-hearted to her fellow clerics. Many say she is the very embodiment of her goddess.

☞ **Alexandria:** Female human Clr14.

Treasure: None. The vials of sacred oil must be returned to the temple if not used. Failure to do so is considered stealing, and should be dealt with as such according to standard Living Greyhawk rules.

Development: If the characters are foolish enough to become violent within the temple, Alexandria is more than capable of dealing out large amounts of damage in very short order. The other clerics utilize *endure elements (fire)* or *resist elements (fire)* to protect themselves while Alexandria inundates the area with *firestorm*, *flame strike*, and *fire seed* spells. Any characters that survive this attack are expelled from the temple and must spend the night in the Hellfurnaces. The firenewt marauders from Encounter 6 attack them during the night. While the adventure may not be a complete failure at this point, the party is very unlikely to survive this situation in good enough shape to face the final encounter.

If a character chooses to investigate the sacred oil and actually touches the substance, the potion immediately takes effect. Mayda is not pleased that the character has wasted this holy substance, and the character is not given another vial.

Acolytes are present in every chamber of the temple, and the characters are not allowed to move freely within the building except to return to the sanctuary or foyer.

ENCOUNTER 5: THE SHIELD

Dorrin wakes you early, as the other acolytes rise to attend morning worship. You are provided a hearty breakfast of vegetable beef stew and biscuits, although you eat alone as the clerics gather in the sanctuary to honor their goddess, you are obviously not invited. Dorrin soon returns to see to any final needs you may have.

The acolytes can cast any 0-level or 1st-level spells the party requests. If the characters requested specific spells beyond the acolytes' power, Alexandria, after preparing any spells she plans on granting, is summoned to hear the appeal. She does not, however, automatically grant such requests. If the party appears to be simply seeking selfish gain, she flatly refuses. She is also uninterested in the arbitrary cause of "Good" and cannot be swayed by arguments of righteousness, sanctity, or crusading against evil. Those requests that prove directly relevant to retrieving the missing priest are most likely to be granted. Requests of a tangentially beneficial nature, such as restoring a level or ability loss from the past to aid in the current cause, may be granted, but she might also require that the party successfully return Levin before providing such aid.

Alexandria needs her complement of spells to perform divinations and the like; she does not lightly expend her strength on the characters. When all requests are granted, the characters are expected to begin the trek up the Shield. The priests do not come to see them off.

The slope rises above you, slowly curving toward the south. The sun is rising to the east, casting a huge shadow across the Shield from a mountain rising to your left. Dry, hot air fills your lungs as you

gaze up the blackened, melted surface of the volcano. Luckily, no lava flows seem to erupt this far up the slope. There is, however, no apparent path upward. Other than a few small boulders, which seem to have melted into the mountainside, and various cracks and crevices, the slope is barren.

Tactics: Luckily, the valley is somewhat cooler during the morning hours (only 80-90°). However, if the characters take more than four hours to scale the slope, they are again subject to the Fortitude checks described in Encounter 4 as the temperature rises above 90°. Scaling the slope, while tiring, is not particularly difficult (Climb check, DC 5, characters may "take 10" on this check) due to the numerous hand and footholds provided by the cracked surface. A character using a rope that has 5 or more ranks in the Use Rope skill or a character using a climbing kit gains a +2 bonus to this check (these bonuses stack). A character with the Use Rope skill may also make a check (DC 10) to grant another climber a +2 bonus. The slope rises almost 3,000 feet to the summit of the volcano and it takes an average party about an hour to climb straight up the slope (40 minutes at a base move of 30, 60 minutes at a base move of 20, and 80 minutes at a base move of 15). With the party moving at a normal climbing rate (half movement), each character must make 10 successful checks to climb to the top (once every 300 feet). Climbing at a faster pace incurs a -5 penalty to the Climb check, and the character must make 20 successful checks to reach the summit (once every 150 feet). A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls. A falling character can attempt to catch himself with a successful Climb check (DC 15). Each failed check to stop falling results in a loss of ground (basically negating one successful Climb check to ascend) and inflicts 1d6 points of damage, half of which is subdual damage. A character cannot fall further than the number of successful Climb checks he has made to ascend. To facilitate this encounter, have each character make ten checks before the start of the game. Record these rolls on DM Aid 1 and simply reference it during the encounter if the characters do not elect to "take 10."

However, a straight ascent up the slope is dangerous, as the mountainside is riddled with numerous natural "traps" that the party must take care to avoid. Several large, near invisible patches of loose rock covered in ash dot the slope. Moving through such a patch can cause a character to lose footing and slide back down the mountain. Even more dangerous and harder to spot are areas of weakened magma layers. Stepping into the center of such an area causes the layer to collapse, spilling all within 10 feet into jagged pits, some of which contain streams of red-hot magma. A final danger lies in the numerous pockets of noxious gas trapped beneath the surface. These areas appear similar to the weakened magma layers, but instead of dropping characters into a pit, a small hole breaks through the surface into a gas pocket. The noxious fumes cause choking and gagging, and the character that sets off this "trap" may get a foot caught in the hole.

If the characters advance in mostly a straight line, with one character behind the other, only the first climber is

subject to these dangers, unless, of course, someone is following very close behind. However, parties that spread out, spacing characters more than 20 feet to the left or right of one another, risk setting off multiple traps. Assign each character to a path from DM Aid 1. Characters traveling one behind the other use the same path. Characters searching for traps or hazards (as indicated in the Traps section of this encounter) may be able to locate these areas before setting off the trap. These hazards, however, are not actual traps and so cannot be disarmed. The party must simply go around them. Searching while climbing adds one hour to the time necessary to make the ascent. Taking 20 on the Search check takes 2 hours per Climb check (for a total of 20 hours if the party takes 20 on all Search checks) and cannot be attempted if the party moves at more than a normal climbing rate.

Trap: Dwarves can use their Search skill to locate the natural hazards of this slope just like rogues can, actually gaining a +2 bonus due to their stonemasonry ability. In addition, characters with actual ranks in the Wilderness Lore skill gain a +2 synergy bonus to their Search check as well. Anyone can search for a trap when the DC to find it is 20 or less (which includes the sliding rock patches), and anyone can take 20 on a Search check.

APL 4 (EL 3)

↗**Sliding Rock Patch:** CR 2; Climb check (DC 20) or begin falling (as described in the Tactics section); Ref save avoids (DC 20); Search (DC 25).

↗**Collapsing Magma Layer (20 Ft. Deep):** CR 1; no attack roll necessary (2d6); Ref save avoids (DC 20); Search (DC 25).

↗**Gas Pocket:** CR 1; no attack roll necessary (see note below); Ref save avoids getting foot caught, but not gas cloud (DC 20); Search (DC 25); A gas cloud fills a 20 foot diameter circle centered on the character. Characters caught in the gas cloud must make a Fortitude saving throw each round (DC 15, +1 per previous check) or spend that round choking and coughing; choking for two consecutive rounds causes 1d6 points of subdual damage. Characters that avoid getting a foot caught may climb out of the cloud (if not choking). After 1d4 rounds, the gas is dispersed by the wind.

APL 6 (EL 5)

↗**Sliding Rock Patch:** CR 1; Climb check (DC 15) or begin falling (as described in the tactics section); Ref save avoids (DC 20); Search (DC 20).

↗**Collapsing Magma Layer (20 Ft. Deep):** CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20).

↗**Gas Pocket:** CR 2; no attack roll necessary (see note below); Ref save avoids getting foot caught, but not gas

cloud (DC 20); Search (DC 25); A gas cloud fills a 40 foot diameter circle centered on the character. Characters caught in the gas cloud must make a Fortitude saving throw each round (DC 18, +1 per previous check) or spend that round choking and coughing; choking for two consecutive rounds causes 1d6 points of subdual damage. Characters that avoid getting a foot caught may climb out of the cloud (if not choking). After 1d4 rounds, the gas is dispersed by the wind.

APL 8 (EL 7)

↗**Sliding Rock Patch:** CR 4; Climb check (DC 25) or begin falling (as described in the tactics section); Ref save avoids (DC 20); Search (DC 28).

↗**Collapsing Magma Layer (20 Ft. Deep):** CR 4; no attack roll necessary (2d6 plus 2d6 of fire damage), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Fire damage continues for 1d3 rounds after exposure ceases, but is only half of that dealt during actual contact (1d6).

↗**Gas Pocket:** CR 4; no attack roll necessary (see note below); Ref save avoids getting foot caught, but not gas cloud (DC 20); Search (DC 25); A gas cloud fills a 60 foot diameter circle centered on the character. Characters caught in the gas cloud must make a Fortitude saving throw each round (DC 20, +1 per previous check) or spend that round choking and coughing; choking for two consecutive rounds causes 1d6 points of subdual damage. Any open flame causes the cloud to explode (6d6 points of fire damage, Ref save (DC 20) for half damage). Characters that avoid getting a foot caught may climb out of the cloud (if not choking). After 1d4 rounds, the gas is dispersed by the wind.

Development: As each character reaches the summit (but before looking over the ridge) he or she may hear the distant sounds of battle (Listen check, DC 30).

ENCOUNTER 6: WELCOMING

As you finally pull yourself over the lip of the volcano's summit, you hear the sounds of battle below you. About 100 feet away, a group of lizard-like humanoids are engaging several of the insect creatures you saw back on the trail. Some of the humanoids ride large, two-legged, scaly mounts that remind you somewhat of featherless chickens with long necks. The humanoids, which are a brownish gray to dark olive brown color, are armed mostly with swords, although one carries a large axe and another wields a wicked looking barbed whip; all appear to be wearing chain armor. While it looks as if the lizard creatures have the insects surrounded, one of their number lies on the ground, its helm flattened into the ground. The insects have gathered in a circle, their backs to one another, in a defensive stance. Across the top of the mountain, on the ridge opposite where you ascended, you see several dark holes—these must be the caves leading into the volcano.

The lizard-like humanoids are firenewts, part of a roving band of marauders that plague this region. They periodically attack pilgrims and other travelers, but have recently decided that the “bugs” have invaded their territory. This particular group is led by a cleric of Pyremius accompanied by an elite warrior. Their mounts are giant striders, actually birds (rather than reptiles) that have adapted to life in this volcanic region. The insectoid creatures were sent out to watch for the characters, as their leader has foreseen the party coming to their home, but were ambushed by this raiding party.

Creatures:

ALL APLS

➤ **Faithful of Bralm (3):** hp 22 each; see Appendix II: New Monsters.

APL 4 (EL 7)

➤ **Giant Strider (2):** hp 17 each; see Appendix II.

➤ **Firenewt (2):** hp 11 each; see Appendix II.

➤ **Firenewt, Elite Warrior:** Male firenewt Bbn3; hp 49; see Appendix I.

➤ **Firenewt Cleric:** Male firenewt Clr3 (Pyremius); hp 33; see Appendix I.

APL 6 (EL 9)

➤ **Giant Strider, Advanced (2):** hp 42 each; see Appendix I.

➤ **Firenewt (2):** Male firenewt Bbn1; hp 23 each; see Appendix I.

➤ **Firenewt, Elite Warrior:** Male firenewt Bbn5; hp 69; see Appendix I.

➤ **Firenewt Cleric:** Male firenewt Clr5 (Pyremius); hp 45; see Appendix I.

APL 8 (EL 11)

Giant Strider, Advanced (4): hp 69 each; see Appendix I.

Firenewt (2): Male firenewt Bbn2; hp 31 each; see Appendix I.

Firenewt, Elite Warrior: Male firenewt Bbn7; hp 89; see Appendix I.

Firenewt Cleric: Male firenewt Clr7 (Pyremius); hp 57; see Appendix I.

Tactics: As the party becomes aware of this situation, have each character roll initiative. The firenewts initially charged the insectoids, thinking to bring them down

quickly, but have temporarily halted their attack after losing a comrade to a single devastating blow from one of the insectoids without inflicting any damage on their enemy. They are now circling their “prey,” discussing (in Draconic) what should be done and taunting their enemy. As they circle, the cleric begins to chant and raises his holy symbol (a demonic head with bat wings coming from the sides), casting his evil spells. On the first round, he casts *resistance* at APL 4, and *protection from good* at APL 6 and 8. The insectoids do not react to this action. On the second round, the cleric casts *shield of faith* on the barbarian (negating the AC penalty of the barbarian's rage). With this action, the barbarian uses his rage ability and the firenewts close for battle.

The firenewts are straightforward in their tactics, charging when possible (the barbarian uses his ride-by-attack and trample to great effect). They reserve the use of their breath weapon for dire situations (if, for instance, one is disarmed or grappled). They do, however, realize the benefit of applying fire to their mounts. If an attack brings a giant strider down to half hit points or less, the rider directs the mount to emit a fireball centered on itself while he simultaneously breathes fire on the strider. This produces enough heat to heal the giant strider (1d8+1 hp) and also potentially damages anyone within 10 feet. The cleric attacks from a distance with his whip dagger (employing trip and disarm attacks) and uses his divine powers to heal any firenewts in need. He targets the most dangerous opponent (starting with any identified spellcaster, then choosing the most armored fighter) with his *hold person* spell if this person seems to be swaying the battle. He saves his *burning hands* spell to encompass three or more enemies, obviously having no fear of hurting his allies (and possibly even healing the giant striders). He reserves his *doom* spell until half of the firenewts have fallen, at which time he casts it against the greatest perceived threat. At higher APLs, as the battle truly turns against the firenewts, the cleric summons a thoquua to occupy the enemy as he attempts to escape.

The Faithful fight defensively against the firenewts. After the firenewts charge, one immediately heads for the cave system, jumping if necessary to circumvent enemies. He moves at full speed into the tunnels to warn the warren of this attack. The remaining Faithful continue to fight defensively against the attackers while waiting for reinforcements to arrive (which takes 10 rounds).

The characters may enter the battle at any time, on either side. However, the firenewts automatically perceive them as a new enemy and move to attack. If one Faithful has already fallen in battle, the elite warrior breaks off his attack to face this new enemy, leaving the remaining firenewts to harass the last insectoid. If all of the Faithful are still present, two of the firenewts (mounted on giant striders at APL 8) charge the characters. The Faithful move to protect the characters, recognizing them as the party foreseen by their leader. As they leap toward the characters, they might appear menacing, but they do not attack the characters, even if attacked themselves. As indicated on DM's Aid 2, the characters must descend 20 feet to reach the level where

the melee is occurring. The contour lines mark steep drop-offs, roughly 10 feet high.

Treasure: The treasure consists of the gear being used by the firenewts. Total gold piece values are listed in the Treasure Summary.

Development: The characters may simply choose to watch what happens, in which case the firenewts eventually attack, killing the Faithful. If this occurs, or if the characters attack and kill the Faithful, continue to Encounter 8, skipping Encounter 7.

ENCOUNTER 7: THE FAITHFUL

As the last lizard creature falls, you begin to realize you are being watched. Many more of the insectoid creatures, at least a dozen, are now standing in a rough circle around you, each perhaps a hundred feet away. Some seem to have emerged from the cave complex, while others apparently burrowed straight up through the ground. They now stand, motionless and silent, watching with cold, black eyes.

The creatures are waiting to see if the party is hostile; after “aiding” in the combat with the firenewts, the creatures expect the characters to be friendly. If the characters do attack, the insectoids burrow back into the mountain, collapsing the tunnels behind them. This encounter ends; proceed to Encounter 8.

If the characters do not attack, either waiting on the creatures to act or attempting to communicate, read the following:

As if heeding an unheard command, the two creatures standing nearest the cave entrance step to one side. Another insectoid steps forth from the dark; you notice that its left “arm” is missing. The creature pauses for a moment, its head swiveling from side to side, then slowly advances toward you.

This is the Head of the Faithful, whom the characters encountered previously. The creature will advance to within ten feet of the nearest character, if the party does not act aggressively. If any character makes a move that might be perceived as violent, including attempting to cast a spell or activate a magic item, 6 insectoids leap from the circle to stand in front of the one-armed creature. If the characters attack, this “wall” delays the party while the other insectoids escape as described above, before also fleeing. If the characters do not attack, or cease any perceived hostility, read the following:

The creature seems to stare at you for a few seconds, its antennae waving toward each of you. When it has looked at all of you in turn, you see its thorax, which had been straight in line with the abdomen, slowly begin to swivel upward. Its remaining forelimb seems to tuck into a groove in the thorax, and with its body raised you now see a pair of small, human-like arms hidden on the creature’s underside. Standing fully upright, the creature now reminds you of an insectoid centaur. Its viselike mandibles begin to click together as a pair of small wings on the thorax rubs together

to produce a whirring sound. The small arms reach within the creature’s shell, pulling forth a medallion depicting a giant wasp in front of an insect swarm, as it continues to make this strange noise. After a few seconds of this behavior, the creature stops, its antennae again waving slowly from side to side. It begins to click and whir once more, but this time, you understand its words...

“Order and peace to you, surface-walkers. In the Most High name of Bralm, the Faithful greet you.”

A character making a successful Spellcraft check (DC 19) realizes that the creature is casting a *tongues* spell. This is the leader of the Faithful or Bralm. He calls himself, simply, “the Head” and he has come to discuss the current situation of his people with the characters. He is the same creature the party encountered on the south pass, and also on the bridge during the trek to the eye. He has used divination magic to determine that the characters are coming to stop the killings, and he hopes that they might help settle a misunderstanding between his people and the clerics of Joramy in the process. The *tongues* spell he has just cast allows him to communicate freely with the party for 80 minutes and he imparts as much knowledge as he can of the “killer” and his perspective of the clerics of Joramy.

Creatures:

🐞 **Head of the Faithful:** Male Faithful of Bralm Clr8.

🐞 **Faithful of Bralm (16):** hp 22 each; see Appendix 2: New Monsters.

Tactics: The Head knows when the cleric Levin came to the caves (three weeks ago), and also that the monster appeared almost immediately thereafter. He can physically describe the rast, which has attacked several of his people, killing two. Apparently the rast finds the chitinous shell and flesh of the Faithful less palatable than mammals, and so it largely ignores them now. He can also lead the party near the creature’s lair but cannot approach too closely, as the Faithful cannot tolerate the heat in the lower sections of the volcano. Finally, if asked, he relates some of the history of his people and their current mission of exploration. The party is the first humanoid contact the Faithful have had outside of violent confrontations with clerics, firenewts, giants, and other hostile creatures.

Development: If the battle lasts 10 rounds after an insectoid goes for help, four more arrive from the tunnel system. At this point, the firenewts see the situation as hopeless and attempt to flee.

If the party becomes violent at any time during the conversation, all of the Faithful flee as described earlier. If the party refuses the help of the Faithful, continue to Encounter 8, as they must navigate the caves without a guide.

If any character successfully casts a *tongues* or similar communication spell before the Head can do so, modify the encounter so that the Head approaches that individual to begin conversation. Note that attempts to directly read or contact the Faithfuls’ minds are

unsuccessful unless the character can also understand the Suel tongue or is granted understanding despite language barriers.

The party may request a period of rest before continuing into the tunnels. The Head can grant such a request, taking the party into an underground warren for safety. However, the Faithful do not require sleep themselves, and so the Head does not think of this option on his own.

ENCOUNTER 8: ENDLESS TUNNELS

This encounter only occurs if the characters do not receive aid from the Faithful in finding the lair of the rast. Without this aid, they must randomly wander the miles of tunnels that riddle the volcano. As long as they continue to head downward, they eventually find the rast. However, they also suffer from hostile environmental conditions while doing so, as they cannot take the more hospitable routes created by the Faithful tunneling efforts. Use the following game mechanics as a guideline for describing the increasingly hostile environment. A total of 9 Fortitude saves are required for each character before reaching the lair.

The entire trek takes a period of 4 hours. During this time, the first hour is spent in the relatively “cooler” (only 80° to 90°) upper tunnels. The second and third hours, however, take the party deeper into the interior of the mountain. The temperature rises to about 95° and the party is subject to *Very Hot Conditions* (2 Fortitude saves are required, one for the second and third hours). The last hour, the party is actually walking near lava flows, some of which cut across the tunnels. The characters must constantly backtrack to other tunnels, and are subject to 50 minutes of *Extreme Heat* (5 Fortitude saves), with the temperature at around 125°. The last 10 minutes of the journey the party must cross over a huge pool of magma. Although they are well above the surface of the pool on a natural rock bridge, they are still subject to *Abysmal Heat* as the air around them is easily 150° (automatic damage plus 2 Fortitude saves).

Very hot conditions (91° F+): Make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage (heavy clothing/armor of any sort forces a –4 penalty to saving throws). The Wilderness Lore skill may grant a bonus to saving throws as described on *Player’s Handbook* page 76. Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour).

Extreme heat (110° F+): Make a Fortitude saving throw once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage (heavy clothing/armor of any sort forces a –4 penalty to saving throws). The Wilderness Lore skill may grant a bonus to saving throws as described on *Player’s Handbook* page 76. Characters reduced to unconsciousness begin taking

normal damage (1d4 points per 10-minute period). Sustaining any subdual damage results in heatstroke, and the character is fatigued as described below. The penalties end when the character recovers the subdual damage taken from the heat.

Abysmal heat (141° F+): Breathing air deals 1d6 points of normal damage per minute (no saving throw). The characters must make a successful Fortitude saving throw every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of subdual damage (heavy clothing/armor of any sort forces a –4 penalty to saves, and those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell). Sustaining any subdual damage results in heatstroke (character is fatigued as described below). The penalties end when the character recovers the subdual damage taken from the heat.

Fatigued: Fatigued characters cannot run or charge, suffer an effective penalty of –2 to Strength and Dexterity, and become exhausted by doing something else that would normally cause fatigue. The character is no longer fatigued after 8 hours of complete rest.

Exhausted characters move at half normal speed and suffer an effective penalty of –6 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 1 hour of complete rest, exhausted characters become fatigued.

Development: The party may employ spells or the sacred oil of Joramy to avoid heat damage.

The rast flies everywhere it goes, so tracking it is useless. The only tracks the party finds are those of the Faithful, or the occasionally booted foot of a humanoid. These latter tracks are from either the clerics of Joramy, left when they attempted to drive the Faithful from the volcano, or from the militia patrol that followed the rast back to this area before being killed and eaten.

ENCOUNTER 9: LAIR OF THE BEAST

Read the first section of this encounter only if the party is escorted by the Faithful. Otherwise, start at the curtain of lava leading into the rast’s lair.

The Head of the Faithful leads you into the caverns of the volcano escorted by two of the Faithful; all are apparently unhindered by the darkness. He walks deliberately, obviously knowing his destination, and soon stops at what looks to be a solid wall. Pointing at this section with his small, humanoid arms, he issues a series of clicks and whirs, apparently instructions to the other two, as they then begin digging into the rock and dirt with their powerful forelimbs. In just a few seconds, they have cleared a path wide enough for you to walk through side by side. The Head motions into this new tunnel and then walks in. It would appear

this is the new route you are to take. The creatures dig at an amazing rate, burrowing through the earth nearly as fast as you can walk. An occasional command from their leader causes a change of course or a marked descent. After about an hour of this, you notice that the temperature within the tunnel seems to be rising. The Faithful dig more slowly, apparently taking care to avoid areas of extreme heat. Eventually, after perhaps another hour, the diggers break through into another natural tunnel. Their leader produces the wasp medallion once more as he begins to click and whirl. In a moment, he is talking to you.

"This tunnel leads directly to the beast's lair. You will find it beyond a curtain of fire. My people can go no further, the unbearable heat would kill us. We shall wait within the tunnels for your return."

With that, he steps back into the dark tunnel, leaving you alone to continue your downward journey.

The characters are now in a condition of Extreme Heat (120°) as described in Encounter 8 and remain so for the entire remainder of the descent. Luckily, they are within 30 minutes of the rast's lair. They may choose to use the sacred oil of Joramy now, doing so prevents further damage for 70 minutes. It is likely however, that they exhaust the oil's power before making the return trip. It is important for them to continue to make the saving throws, and deduct the damage from the total amount that the sacred oil can absorb.

After about 30 minutes of walking in the oppressive heat, the tunnel before you widens into a large cavern. To your left, a huge pool of magma stretches to the far side of the cave. A rough protrusion of rock spans the entire pool, apparently leading across to more caverns. To your right, a large lava flow spills through a crack in the wall, flowing down across the cavern floor and into the pool. You can see an opening of some sort beyond the flow, but you have to cross through the lava to enter it.

Characters that arrive without the aid of the Faithful cross the bridge mentioned in this description. Describe the curtain of lava and the entrance beyond, adding that another tunnel seems to lead upward into darkness.

Passing through the lava flow causes 2d6 points of fire damage. This fire damage continues for 1d3 rounds after exposure ceases, but is only half of that dealt during actual contact (1d6). The sacred oil can fully protect characters from this damage, as may other forms of protection against fire. However, it is important to deduct the damage that they take from the total amount that the sacred oil can absorb. When those run out, the protection drops, and the characters are on their own.

Once the characters pass through the curtain of lava, read the following:

Passing through the lava, you find yourself in a smaller cavern, roughly circular and probably 80 feet across. In the center of the room you see a man in dirty yellow robes standing in the middle of a large circular diagram or symbol carved into the floor. His mouth moves, but no words come out, and he constantly raises and lowers his hands, as if in supplication. A chunk of raw meat, you're not sure what kind, rests near the man. Beyond the circle, you see a 10-foot wide, crater-like indentation in the cave floor,

half-filled with magma. Resting in this pool is a truly horrible creature. Long, spindly, claw-tipped limbs radiate from its bloated, sack-like body. Its over-large head, which seems to be mostly one large mouth filled with dagger-like teeth, sits atop a rubbery neck. Its hide is a reddish hue, like burnt flesh. You see numerous blackened bones littering the ground around the pool.

Suddenly, the prayerful man opens his eyes. Seeing you, he lets out a rasping cough, as if he is trying to speak but cannot. But this sound is enough. The beast lying in the lava opens one large, hate-filled eye. Seeing you, it flies straight up into the air and charges toward you, mouth wide open and claws flailing!

Creatures:

APL 4 (EL 7)

☛ **Rast:** hp 22; see *Monster Manual* page 154.

☛ **Levin:** Male human Clr5 (Joramy); hp 35; see Appendix I.

APL 6 (EL 9)

☛ **Rast, Advanced:** hp 80; see Appendix I.

☛ **Levin:** Male human Clr7 (Joramy); hp 52; see Appendix I.

APL 8 (EL 11)

☛ **Rast (2):** hp 22; see *Monster Manual* page 154.

☛ **Rast, Advanced:** hp 80; see Appendix I.

☛ **Levin:** Male human Clr8 (Joramy); hp 60; see Appendix I.

Tactics: The rast has yet to meet any creature that can truly beat it in battle, so it begins the combat abruptly and with extremely direct tactics.

On its first round, it uses its paralyzing gaze attack to immobilize as many characters as possible. It then charges (granting a +2 to the attack roll) at the nearest character. If that person happens to be held, the rast employs a bite attack and attempts to grab the individual. If it is successful, it attempts to rise higher into the cavern (the ceiling is some 30 feet up) and drain blood from the victim. A medium-size rast can lift 58 lbs. at full flying speed, or up to 175 lbs. at a move of 30, while a large rast can lift 173 lbs. at full flying speed (50), or up to 520 lbs. at a move of 30. Its Good maneuverability rating allows it to hover, fly backward (using up 5 feet of speed to start flying backward), and turn up to 360° (covering 5 feet in the process for every 90°, or using up 5 feet of speed to turn in place for every 90°). It can fly up at any angle at up to half speed, or down at any angle at up to double speed. If it is successfully attacked, it drops its victim and attacks the individual that attacked it.

It only employs its bite attack against a held creature (it continues to use its gaze attack each round as appropriate), so if the nearest character on the first round

is not paralyzed it instead uses its claw attacks (still at a +2 to the attack roll due to the charge) and declares its Dodge bonus against that character. At higher APLs, the rast uses Flyby Attack to make strafing attacks against the nearest character, flying in to attack then flying up and out of reach. At APL 8, the rast is joined by 2 offspring, which employ attacks similar to the primary rast. The three attack in concert, concentrating on felling one opponent before moving to the next.

During these attacks, Levin also attacks the party with spells. He believes that their interference in the rast's mission dooms him to failure in Joramy's eyes. On the first round, he casts *shield other* on the rast. He follows this with *bane*, again attempting to affect as many characters as possible. The nearest character that resists the paralyzing gaze is targeted by Levin's *doom* spell. He then casts *silence* against any spellcasting character, or *hold person* if none are obvious. If he sees any characters seemingly shielded by magical protection, he targets them with *searing light* and *magic stone*. Levin also uses spontaneous healing to heal the rast if it should become wounded; the creature knows it can be healed if it flies near the cleric. He does not, under any circumstance short of physical removal, leave the Circle of Summoning, and uses his *inflict critical wounds* spells against anyone that attempts to touch him.

Development: Removing Levin from the Circle breaks the spell binding the rast to this plane. If this happens, the rast returns to the Elemental Plane of Fire within 1d10 rounds. It fights ferociously up to that point, knowing that it won't find as good a meal on its home plane. Killing Levin effectively "removes" him from the Circle, although a bull rush, *telekinesis*, or a *ring of the ram* would work just as well.

Characters specifically taking an action to examine the Circle may make a Knowledge (arcane) or Knowledge (the planes) check (DC 15) to recognize the Circle as being summoning-related. A Knowledge (the planes) check result of 20 allows the character to identify the rast is an outsider, and the kind of creature likely summoned with such a device. A check result of DC 25 would cause a character to suspect that removing the cleric from the Circle would break the spell.

CONCLUSION

With the rast destroyed, the party should return to the temple. They are unable to harm the Circle of Summoning in any way, although they could, perhaps, collapse the cavern through some ingenious planning. Levin, if he is still alive, has to be bound in order to return him to the temple as his experiences have driven him quite mad.

The characters find the Faithful waiting in the tunnels to greet them. The Head again asks the characters to speak for them to the clerics of Joramy; if possible the Head would like to meet with the High Priestess to discuss a truce. The Faithful can actually be quite helpful to the temple, using their skill at burrowing to reroute lava flows blocked by the tremors. If this is acceptable, he accompanies the party to the temple. If the party arrived at

the rast's lair without the aid of the Faithful, this meeting does not occur.

Upon returning to the temple, the party is met by Alexandria and the other clerics of Joramy. If the Head of the Faithful is with the party, the clerics eye him with suspicion, especially Mayda. Alexandria listens intently to the story about the rast and the Faithful, paying particular attention to the details of the Circle of Summoning. She can easily identify the creature as a rast, a ravenous beast native to the Elemental Plane of Fire. She then uses her divine magic to *heal* Levin of his madness, casting *raise dead* if necessary, and has him confirm the tale. With her suspicions of the Faithful abated, she then turns to the Head, if he is with the party, and *regenerates* his arm in return for the assistance rendered by the Faithful in recovering Levin. She concludes by offering to heal the party of any maladies they might have suffered, and informs them that if they return at a later date, the temple will remember their deeds.

Finally, the characters must make the journey back to Urrakbek. With news of the rast's destruction, the dwarves throw a huge celebration in honor of the characters, quite contrary to their dour reputations. The dwarves present each character with the item requested before undertaking the journey. Kili Smallfoot, recovered somewhat from the rast attack, also comes to thank the characters before being hurried back off to bed by Shealandra. As the celebration draws to an end, a distant rumbling can be heard echoing through the mountains...

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 to each character.

Encounter 3: Shaking Things Up

Bypass the collapsed bridge.

APL 4	60 XP
APL 6	120 XP
APL 8	180 XP

Encounter 5: The Shield

Conquering the Shield.

APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

Encounter 6: Welcoming

Defeating the firenewts.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Encounter 9: Lair of the Beast

Defeat Levin and the rast.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Conclusion

Bringing the Head back to the temple of Joramy, so an alliance may be formed.

APL 4	30 XP
APL 6	60 XP
APL 8	90 XP

Total Possible Experience

APL 4	600 XP
APL 6	870 XP
APL 8	1140 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 treasurer.

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 minute 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 (that is, 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 6: Welcoming

Defeat the firenewts and strip them of their gear.

APL 4: L: 97 gp; C: 0 gp; M: 0
APL 6: L: 97 gp; C: 0 gp; M: 0
APL 8: L: 97 gp; C: 0 gp; M: 0

Conclusion

Successfully defeat the rast. The 375 gp is for the purpose of purchasing 1 masterwork weapon that is made primarily from metal.

APL 4: L: 0 gp; C: 375 gp; M: 0
APL 6: L: 0 gp; C: 375 gp; M: 0
APL 8: L: 0 gp; C: 375 gp; M: 0

Total Possible Treasure

APL 4: 472 gp
APL 6: 472 gp
APL 8: 472 gp

Conclusion

Influence Point with the Temple of Joramy (gp value: 0; use restriction: common; tradeable: no): You have gained the respect of Alexandria, High Priestess of Joramy. You may use this influence to call upon her, or one of the clerics of the temple at the Eye of Joramy, for a possible favor in the future.

Journeying to the temple to invoke this favor costs 1 TU if you are not already at the Eye of Joramy (2 TUs if you are not a resident of the Yeomanry). If redeemed for the casting of a spell, standard costs apply as a donation to the Eye of Joramy. The spell is limited to 7th level (cast at a maximum caster level of 14). No additional Influence Points or gold (as detailed in the Yeomanry regional rules for Purchasing Divine and Arcane Spellcasting in the Yeomanry) is necessary and the Charisma check to determine if a spell is available is automatically successful.

APPENDIX I: NPCS

ENCOUNTER 6: WELCOMING

APL 4 (EL 7)

🔥 **Firenewt, Elite Warrior:** Male firenewt Bbn3; CR 4; Medium-size monstrous humanoid; HD 2d8+3d12+15; hp 49; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +7 melee (1d8+3/x3, battleaxe); SA Breath weapon, rage; SQ Fire subtype, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +6, Ref +7, Will +4; Str 14, Dex 16, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Listen +5, Ride (giant strider) +11, Spot +5; Mounted Combat, Ride-By Attack, Trample.

Possessions: chainmail, battleaxe.

🔥 **Firenewt Cleric:** Male firenewt Clr3 (Pyremius); CR 4; Medium-size monstrous humanoid; HD 5d8+5; hp 33; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +7 ranged (1d6/19-20, masterwork whip dagger); SA Breath weapon, spells; SQ Fire subtype; AL NE; SV Fort +5, Ref +6, Will +9; Str 10, Dex 14, Con 14, Int 13, Wis 16, Cha 12.

Skills and Feats: Concentration +8, Intimidate +3, Knowledge (religion) +7, Listen +4, Ride (giant strider) +5, Spellcraft +7, Spot +4; Exotic Weapon Proficiency (whip), Expertise, Mounted Combat.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—cure minor wounds (2), detect magic, resistance; 1st—burning hands*, cure light wounds, doom, shield of faith; 2nd—cure moderate wounds, hold person, produce flame*.

*Domain spell. Deity: Pyremius; Domains: Evil (Casts evil spells at +1 caster level); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

Possessions: chainmail, masterwork whip dagger.

APL 6 (EL 9)

🔥 **Giant Strider, Advanced (2):** CR 2; Large magical beast; HD 5d10+15; hp 42 each; Init +1; Spd 40 ft.; AC 16 (touch 10, flat-footed 15); Atk +9 melee (1d8+4, bite) or +9 melee (1d8+4, kick); Face/Reach 5 ft. by 10 ft./5 ft.; SA Fireball; SQ Fire subtype, healing from fire, resistant to magic; AL N; SV Fort +7, Ref +5, Will +0; Str 18, Dex 12, Con 17, Int 1, Wis 9, Cha 8.

Skills and Feats: Listen +4; Run.

🔥 **Firenewt (2):** Male firenewt Bbn1; CR 2; Medium-size monstrous humanoid; HD 2d8+1d12+3; hp 23 each; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+1/19-20, long sword); SA Breath weapon; SQ Fire subtype; AL NE; SV Fort +3, Ref +4, Will +3; Str 12, Dex 13, Con 13, Int 7, Wis 10, Cha 8.

Skills and Feats: Climb +5, Intimidate +3, Jump +5, Listen +4, Ride (giant strider) +5, Spot +4; Mounted Combat, Ride-By Attack.

Possessions: chainmail, long sword.

🔥 **Firenewt, Elite Warrior:** Male firenewt Bbn5; CR 6; Medium-size monstrous humanoid; HD 2d8+5d12+21; hp 69; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +9 melee (1d8+3/x3, battleaxe); SA Breath weapon, rage; SQ Fire subtype, fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +7, Ref +7, Will +4; Str 15, Dex 16, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +5, Intimidate +9, Jump +5, Listen +7, Ride (giant strider) +13, Spot +7; Mounted Combat, Ride-By Attack, Trample.

Possessions: chainmail, battleaxe.

🔥 **Firenewt Cleric:** Male firenewt Clr5; CR 6; Medium-size monstrous humanoid; HD 7d8+7; hp 45; Init +2 (Dex); Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +8 ranged (1d6/19-20, masterwork whip dagger); SA Breath weapon, spells; SQ Fire subtype; AL NE; SV Fort +5, Ref +6, Will +9; Str 10, Dex 15, Con 14, Int 13, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Intimidate +3, Knowledge (religion) +9, Listen +4, Ride (giant strider) +5, Spellcraft +9, Spot +4; Exotic Weapon Proficiency (whip), Expertise, Mounted Combat.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—cure minor wounds (2), detect magic, guidance, resistance; 1st—burning hands*, cure light wounds, doom, protection from good, shield of faith; 2nd—cure moderate wounds, hold person, produce flame*, sound burst; 3rd—resist elements*, searing light, summon monster III.

*Domain spell. Deity: Pyremius; Domains: Evil (Casts evil spells at +1 caster level); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

Possessions: chainmail, masterwork whip dagger.

APL 8 (EL 11)

🔥 **Giant Strider, Advanced (4):** CR 3; Large magical beast; HD 8d10+24; hp 69 each; Init +1; Spd 40 ft.; AC 16 (touch 10, flat-footed 15); Atk +13/+8 melee (1d8+4, bite) or +12/+7 melee (1d8+4, kick); Face/Reach 5 ft. by 10 ft./5 ft.; SA Fireball; SQ Fire subtype, healing from fire, resistant to magic; AL N; SV Fort +9, Ref +7, Will +1; Str 18, Dex 12, Con 17, Int 1, Wis 9, Cha 8.

Skills and Feats: Listen +7; Run, Weapon Focus (bite).

🔥 **Firenewt (2):** Male firenewt Bbn2; CR 3; Medium-size monstrous humanoid; HD 2d8+2d12+4; hp 31 each; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed

15); Atk +5 melee (1d8+1/19-20, long sword); SA Breath weapon; SQ Fire subtype; AL NE; SV Fort +4, Ref +4, Will +3; Str 12, Dex 13, Con 13, Int 7, Wis 10, Cha 8.

Skills and Feats: Climb +6, Intimidate +3, Jump +6, Listen +4, Ride (giant strider) +5, Spot +4; Mounted Combat, Ride-By Attack.

Possessions: chainmail, long sword.

➤ **Firenewt, Elite Warrior:** Male firenewt Bbn7; CR 8; Medium-size monstrous humanoid; HD 2d8+7d12+27; hp 89; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +11/+6 melee (1d8+3/x3, battleaxe); SA Breath weapon, rage; SQ Fire subtype, fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +8, Ref +8, Will +5; Str 15, Dex 16, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +8, Intimidate +9, Jump +8, Listen +7, Ride (giant strider) +13, Spot +7; Mounted Combat, Power Attack, Ride-By Attack, Trample.

Possessions: chainmail, battleaxe.

➤ **Firenewt Cleric:** Male firenewt Clr7; CR 8; Medium-size monstrous humanoid; HD 9d8+9; hp 57; Init +2 (Dex); Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +10 ranged (1d6/19-20, masterwork whip dagger); SA Breath weapon, spells; SQ Fire subtype; AL NE; SV Fort +6, Ref +7, Will +10; Str 10, Dex 15, Con 14, Int 13, Wis 16, Cha 12.

Skills and Feats: Concentration +12, Intimidate +3, Knowledge (religion) +11, Listen +4, Ride (giant strider) +5, Spellcraft +11, Spot +4; Combat Casting, Exotic Weapon Proficiency (whip), Expertise, Mounted Combat.

Spells Prepared (6/5+1/4+1/3+1/1+1); base DC = 13 + spell level): o—*cure minor wounds* (2), *detect magic*, *guidance*, *light*, *resistance*; 1st—*burning hands**, *cause fear*, *cure light wounds*, *doom*, *protection from good*, *shield of faith*; 2nd—*cure moderate wounds*, *hold person* (2), *produce flame**, *sound burst*; 3rd—*dispel magic*, *resist elements**, *searing light*, *summon monster III*; 4th—*divine power*, *wall of fire*.*

*Domain spell. Deity: Pyremius; Domains: Evil (Casts evil spells at +1 caster level); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

Possessions: chainmail, masterwork whip dagger.

ENCOUNTER 9: LAIR OF THE BEAST

APL 4 (EL 7)

➤ **Rast:** hp 22; see *Monster Manual* page 154.

➤ **Levin:** Male human Clr7; CR 7; Medium-size humanoid (human); HD 7d8+14; hp 49; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +7 melee (1d3+2 subdual, unarmed); SA Spells; SQ Turn or rebuke undead; AL N; SV Fort +7, Ref +3, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +5, Knowledge (religion) +7, Spellcraft +5; Brew Potion, Combat Casting, Weapon Focus (quarterstaff).

Spells Prepared (5/5+1/4+1/3+1/1+1); base DC = 12 + spell level): o—*create water* (2), *guidance*, *purify food and drink*, *resistance*; 1st—*burning hands**, *bane*, *magic stone*, *doom* (2), *shield of faith*; 2nd—*hold person* (2), *shatter**, *shield other*, *silence*; 3rd—*resist elements* (fire)*, *searing light* (3); 4th—*poison*, *wall of fire*.

*Domain spell. Deity: Joramy; Domains: Destruction (Gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his cleric level (if he hits). He must declare the smite before making the attack. It is usable once per day); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + his Charisma modifier).

Possessions: clerical robes (dirty and tattered); holy symbol of Joramy.

APL 6 (EL 9)

➤ **Rast, Advanced:** CR 7; Large outsider; HD 10d8+30; hp 80; Init +4; Spd Fly 50 ft. (good); AC 15 (touch 9, flat-footed 15); Atk +15 melee (1d6+6, 4 claws) or +15 melee (2d6+6, bite); SA Paralyzing gaze, improved grab, blood drain; SQ Fire subtype, flight; AL N; SV Fort +11, Ref +7, Will +8; Str 22, Dex 10, Con 17, Int 3, Wis 13, Cha 12.

Skills and Feats: Hide +13, Listen +15, Move Silently +15; Dodge, Flyby Attack, Improved Initiative.

➤ **Levin:** Male human Clr7 (Joramy); CR 7; Medium-size humanoid (human); HD 7d8+14; hp 52; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +7 melee (1d3+2 subdual, unarmed); SA Spells; SQ Turn or rebuke undead; AL N; SV Fort +7, Ref +3, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +12, Diplomacy +6, Knowledge (religion) +8, Spellcraft +7; Brew Potion, Combat Casting, Two-Weapon Fighting, Weapon Focus (quarterstaff).

Spells Prepared (6/5+1/4+1/2+1/1+1); base DC = 12 + spell level): o—*create water* (2), *guidance* (2), *purify food and drink*, *resistance*; 1st—*burning hands**, *bane*, *magic stone* (2), *doom*, *shield of faith*; 2nd—*hold person* (2), *shatter**, *shield other*, *silence*; 3rd—*resist elements* (fire)*, *searing light* (2); 4th—*inflict critical wounds**, *inflict critical wounds*.

*Domain spell. Deity: Joramy; Domains: Destruction (Gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his cleric level (if he hits). He must declare the smite before making the attack. It is usable once per day); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + his Charisma modifier).

Possessions: clerical robes (dirty and tattered); holy symbol of Joramy.

APL 8 (EL 11)

✚**Rast (2):** hp 22; see *Monster Manual* page 154.

✚**Rast, Advanced:** CR 7; Large outsider; HD 10d8+30; hp 80; Init +4; Spd Fly 50 ft. (good); AC 15 (touch 9, flat-footed 15); Atk +15 melee (1d6+6, 4 claws) or +15 melee (2d6+6, bite); SA Paralyzing gaze, improved grab, blood drain; SQ Fire subtype, flight; AL N; SV Fort +11, Ref +7, Will +8; Str 22, Dex 10, Con 17, Int 3, Wis 13, Cha 12.

Skills and Feats: Hide +13, Listen +15, Move Silently +15; Dodge, Flyby Attack, Improved Initiative.

Levin: Male human Clr8 (Joramy); CR 8; Medium-size humanoid (human); HD 8d8+16; hp 60; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +8/+3 melee (1d3+2 subdual, unarmed); SA Spells; SQ Turn or rebuke undead; AL N; SV Fort +8, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +13, Diplomacy +6, Knowledge (religion) +9, Spellcraft +8; Brew Potion, Combat Casting, Two-Weapon Fighting, Weapon Focus (quarterstaff).

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0—create water (2), guidance (2), purify food and drink, resistance; 1st—burning hands*, bane, magic stone (2), doom, shield of faith; 2nd—hold person (2), shatter*, shield other, silence; 3rd—dispel magic, protection from elements, resist elements (fire)*, searing light (2); 4th—freedom of movement, inflict critical wounds*, inflict critical wounds.

*Domain spell. Deity: Joramy; Domains: Destruction (Gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his cleric level (if he hits). He must declare the smite before making the attack. It is usable once per day); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + his Charisma modifier).

Possessions: clerical robes (dirty and tattered); holy symbol of Joramy.

APPENDIX 2: NEW MONSTERS – FAITHFUL OF BRALM

Faithful of Bralm

Large Monstrous Humanoid

Hit Dice:	4d8+4 (22 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., burrow 20 ft.
AC:	16 (+1 Dex, -1 size, +6 natural)
Attacks:	2 Slams +8 melee
Damage:	Slam 1d4+4
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Sleep Immunity, Tremorsense
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 19, Dex 12, Con 13, Int 10, Wis 12, Cha 12
Skills:	Hide +8, Jump +10*, Spot +8
Feats:	Run
Climate/Terrain:	Temperate and warm hills and mountains, underground
Organization:	Solitary, Brood (2-5), or Colony (5-20)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually Lawful Neutral
Advancement:	By character class

The Faithful of Bralm are a race of human-insect hybrids. They live beneath the surface, burrowing through earth with ease as they search for new territory for colonization.

Faithful are large, cricketlike humanoids, measuring 10 to 12 feet in length and weighing as much as 600 pounds. Their small head has one large, round compound eye on each side, a pair of smaller elliptical eyes at the top of the head, and two 12-inch antennae. The creature's most noticeable feature, however, is the two tooth-like structures on each foreleg, called dactyls. The Faithful use these powerful limbs to burrow through the earth at a rapid pace. The creature also has a pair of segmented, human-like arms hidden beneath its body, which it can tuck into its shell. It can raise its thorax into the air to reveal these appendages for manipulating tools, appearing almost like an insectoid centaur. They rarely reveal these appendages to outsiders, however, as it opens their vulnerable underside to attack. The thorax is packed with muscles for the wings and legs, which arise from this section, and also has breathing holes along the side. Their large abdomen (over half the creature's body length) contains the reproductive and excretory organs, and the bulk of the digestive system.

Faithful language is more a song of continuous trills that differ in tone and pulse rate than a "normal" language. They produce this song using their harp-shaped forewings. One of the veins on each wing is modified with a line of tiny teeth to form a file. This file is drawn across a scraper on the other wing as the wings close, producing a sound. It is impossible for non-Faithful to speak or understand this language without magical aid.

Combat

Most Faithful avoid combat if at all possible. They feed largely on plant material, only occasionally eating animals, and so have little need for hunting. If cornered or ordered into combat by a superior, however, they attack until all enemies are destroyed. Although they understand the use of simple weapons, two slam attacks from their powerful dactyls are the preferred assault. They use their leap ability to gain tactical advantage and will attempt to grapple any obvious spellcasters with their Improved Grab ability.

Improved Grab (Ex): To use this ability, the Faithful must hit an opponent with both slam attacks.

Sleep Immunity (Ex): Faithful are immune to sleep magic and effects. They do not sleep but must enter a 4-hour resting state once per day, which provides them the benefits that 8 hours of sleep provide a human.

Tremorsense (Ex): Faithful can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: Faithful receive a +10 racial bonus to Jump checks, and are not limited to maximum distances due to height.

Faithful Characters

Few faithful progress as characters. Individuals who are the exception to the rule usually gain levels as clerics (their favored class), fighters, and occasionally rangers. Faithful clerics worship Bralm. Faithful leaders are always clerics of Bralm.

Faithful Society

The Faithful were created over a millennium ago, in the days leading up to the Rain of Colorless Fire. A small, powerful sect of Bralm located in the western mountains of the Suel Empire (later known as the Hellfurnaces) divined the coming apocalypse and implored their goddess for a way to survive the devastation. Though the goddess did not know the exact nature or timing of the catastrophe, she granted her faithful servants what she felt would save them, a transformation into burrowing insect-human hybrids capable of digging into the mountain for shelter. The Rain came even as the last of the priests were transformed, and many were destroyed as they attempted to flee into the earth. But some survived.

Over the centuries, the priests, now calling themselves the Faithful of Bralm, adapted to their new life as insects. They stayed below the surface, slowly increasing their numbers while avoiding the denizens of the Underdark and all the while fearing destruction from the unknown catastrophe. The clerics of Bralm served as leaders for the growing community, leading small groups into new territory to start other colonies, teaching the history of their great struggle, and instructing the young in the ways of Bralm. After many centuries beneath the mountains the clerics finally decided to journey to the surface to determine if the apocalypse had ended. A scouting party, surfacing in the Hellfurnaces, discovered a hostile, yet habitable surface realm. The Faithful of Bralm are slowly exploring the surface now, searching for a land free from the devastation they fled so long ago.

Bralm, the Hive Goddess, is the sole deity revered by the Faithful. As such, they work diligently to complete any tasks assigned by a superior and believe that every being must accept a preordained role in society. The cleric that leads each colony, called the Head, is obeyed without question, and any group of clerics always acknowledges the superior in the group as the leader. Democracy is an unknown concept in this society. Most Faithful spend their lives expanding tunnels and colony complexes, guarding egg chambers, and patrolling the borders of the colony for intruders.

Female Faithful produce one generation annually. Eggs from all females are laid in an underground chamber in late spring and incubate for three months before hatching; only 10% ever make it to this stage. Hatchling nymphs look quite similar to adults, only much smaller, are white at first but darken within a week or so. Nymphs feed and grow throughout the next year, molting six or seven times in the process before reaching full size. A typical Faithful lives no more than 25 years.

FIRENEWT

As Presented in *Monster Compendium: Monsters of Faerun*

Firenewt

Medium-Size Monstrous Humanoid (Fire, Reptilian)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1 (Dex)
Speed:	20 ft. (chainmail); base 30 ft.
AC:	16 (+5 chainmail, +1 Dex)
Attacks:	Longsword +2 melee
Damage:	Longsword 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon
Special Qualities:	Fire subtype
Saves:	Fort +1, Ref +4, Will +3
Abilities:	Str 10, Dex 13, Con 13, Int 7, Wis 10, Cha 8
Skills:	Intimidate +3, Listen +4, Ride (giant strider) +5, Spot +4
Feats:	Mounted Combat

Climate/Terrain:	Warm mountains
Organization:	Solitary, gang (5-10), warband (16-35), or tribe (81-100, including 2-4 clerics of 1 st -4 th level, 4 elite warriors of 2 nd or 3 rd level, and an overlord of 4 th -6 th level)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class

Firenewts are distant relatives of the lizardfolk, cruel marauders that roam hot and volcanic regions.

A firenewt's skin is a mottled sepia color, darkest along the spine and fading to a near-white on the belly. The smooth flesh and features resemble those of an eel. The eyes are deep crimson. They stand around 5 1/2 to 6 feet tall and weigh 170 to 180 pounds.

Firenewts speak Draconic.

COMBAT

Firenewt warriors are typically armored in chainmail and carry longswords, battleaxes, or longspears. Fully 33% of firenewts encountered on the surface ride giant striders trained for melee. At least 90% of elite warriors and all clerics ride these mounts as well.

Breath Weapon (Su): Once every 10 minutes, a firenewt can breathe fire on an opponent within 5 feet. This attack deals 1d6 points of damage; a successful Reflex save (DC 12) reduces the damage by half.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

FIRENEWT CHARACTERS

Firenewts' favored class is barbarian. Their clerics can use spells from the Destruction, Fire, and Evil domains.

FIRENEWT SOCIETY

Firenewts live in a cruel, martial society dominated by clerics. When encountered outside their lairs, they are usually on an offensive expedition to exterminate some enemy—a human village, a humanoid community, or even another firenewt tribe. Firenewt warriors consider it a great honor to destroy the hatching ground of an enemy tribe.

A firenewt lair contains noncombatant young (equal to the total number of adults) and eggs (150% of the number of adults). The eggs are hidden in a secret, well-guarded hatching ground.

GIANT STRIDER

As Presented in *Monster Compendium: Monsters of Faerun*

Giant Strider

Large Magical Beast (Fire)

Hit Dice:	2d10+6 (17 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	16 (-1 size, +1 Dex, +6 natural)
Attacks:	Bite +5 melee; or kick +5 melee
Damage:	Bite 1d8+4; or kick 1d8+4
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Fireball
Special Qualities:	Fire subtype, healing from fire, resistant to magic
Saves:	Fort +6, Ref +4, Will -1
Abilities:	Str 18, Dex 12, Con 17, Int 1, Wis 9, Cha 8
Skills:	Listen +1
Feats:	Run

Climate/Terrain:	Warm mountains
Organization:	Solitary or flock (2-6)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-6 HD (Large)

Ostrichlike featherless birds adapted to life in the hottest conditions, giant striders are usually found as the mounts of firenewts.

Giant striders stand about 8 feet tall and have mottled, leathery skin of dusky red. Their eyes glow a dull red, and steam constantly billows from their noses and mouths. Their beaklike jaws are lined with razor-sharp teeth.

COMBAT

Giant striders can attack opponents either to the front, with a vicious bite, or behind, with an even nastier kick. They do not fear battle, and they make excellent war mounts.

Fireball (Su): Twice per hour, a giant strider can emit a small fireball from ducts near its eyes. Each fireball has a range of 60 feet and a burst radius of 10 feet. Creatures caught by the blast must make a Reflex save (DC 14) or take 1d6 points of damage. A successful save negates all damage.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Healing from Fire (Ex): Not only do giant striders take no damage from fire, they are healed by it. Once during each 3 rounds that a strider is exposed to intense heat or flame, the creature gains the benefit of a cure light wounds spell (1d8+1 hp healed). A *fireball* spell or other intense, fiery attack fully heals the creature instantly.

Resistant to Magic (Ex): Giant striders gain a +2 bonus on all saving throws against magical effects.

APPENDIX 3: NEW WEAPONS

Whip Dagger: Cost 25 gp; Damage 1d6; Critical 19-20/x2; Range Increment 15 ft; Weight 3 lb.
Type Slashing.

A character who takes an Exotic Weapon Proficiency in the whip is also proficient in the whip dagger. (You do not need to take a separate feat to use the whip dagger if you already have a feat for the whip.) The whip dagger is heavier than a standard whip and deals normal damage due to the barbs that run along its length and the dagger-like tip (which inflicts deep wounds when accelerated to strike by a proficient user). Unlike standard whips, armor bonuses and natural armor bonuses do not hinder its ability to deal damage. Although you keep it in hand, treat it as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because the whip dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped.

You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent).

DM AID 1: CLIMBING THE SHIELD

Pre-Rolled character Climb checks:

Record each character's name below and have them roll a d20 10 times, listing each result. These rolls will be used in Encounter Five to determine the party's success at climbing the Shield of Joramy. If some (or all) characters choose a different path up the mountain (as described in Encounter Five), you may also note the path each follows.

Character Name	Path	Climb Check Roll									
		1	2	3	4	5	6	7	8	9	10

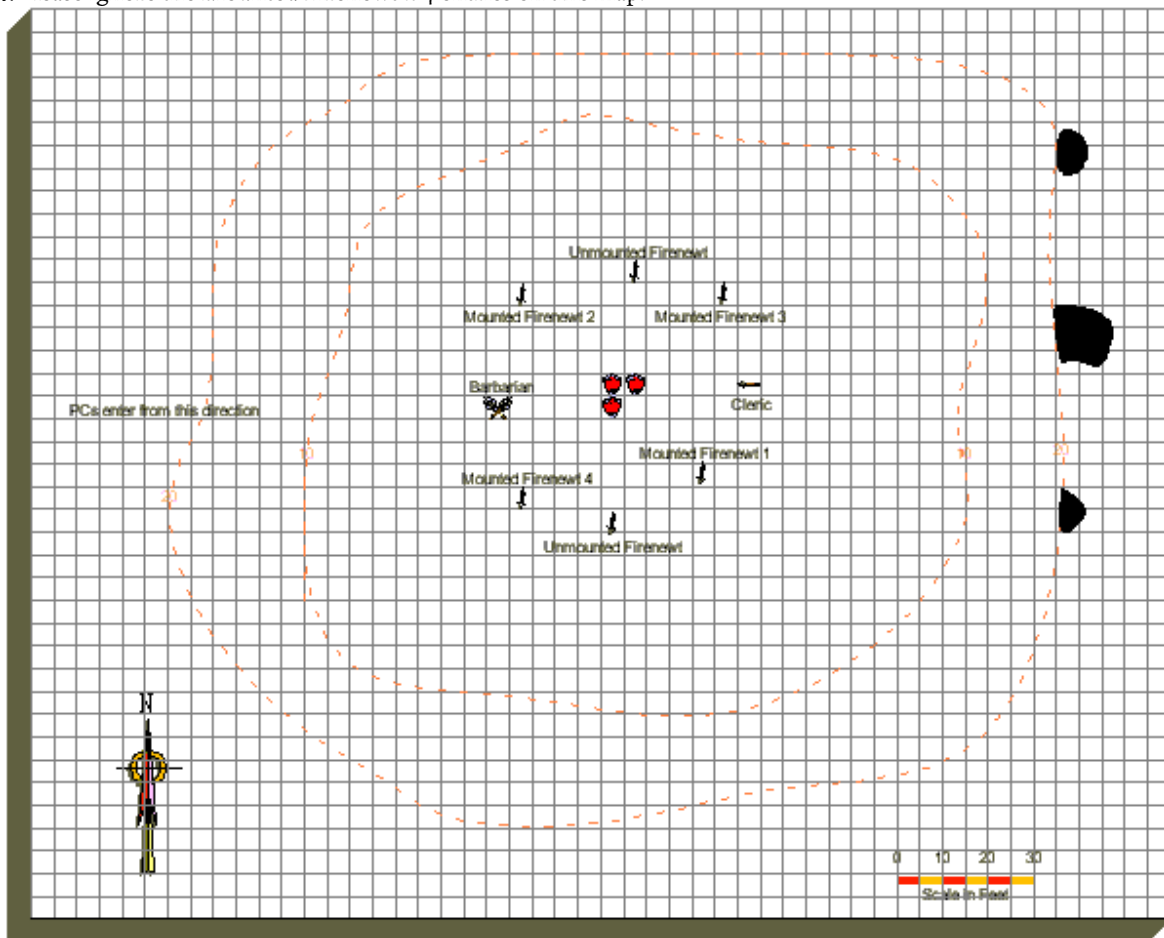
Pre-Rolled Path Hazards:

Each character that ascends the Shield of Joramy in Encounter Five must choose a path upward. Characters may choose the same path (following one behind the other). In this case, only the first character is subject to the listed hazard and only this character has a chance to detect the hazard with a Search or Wilderness Lore skill check.

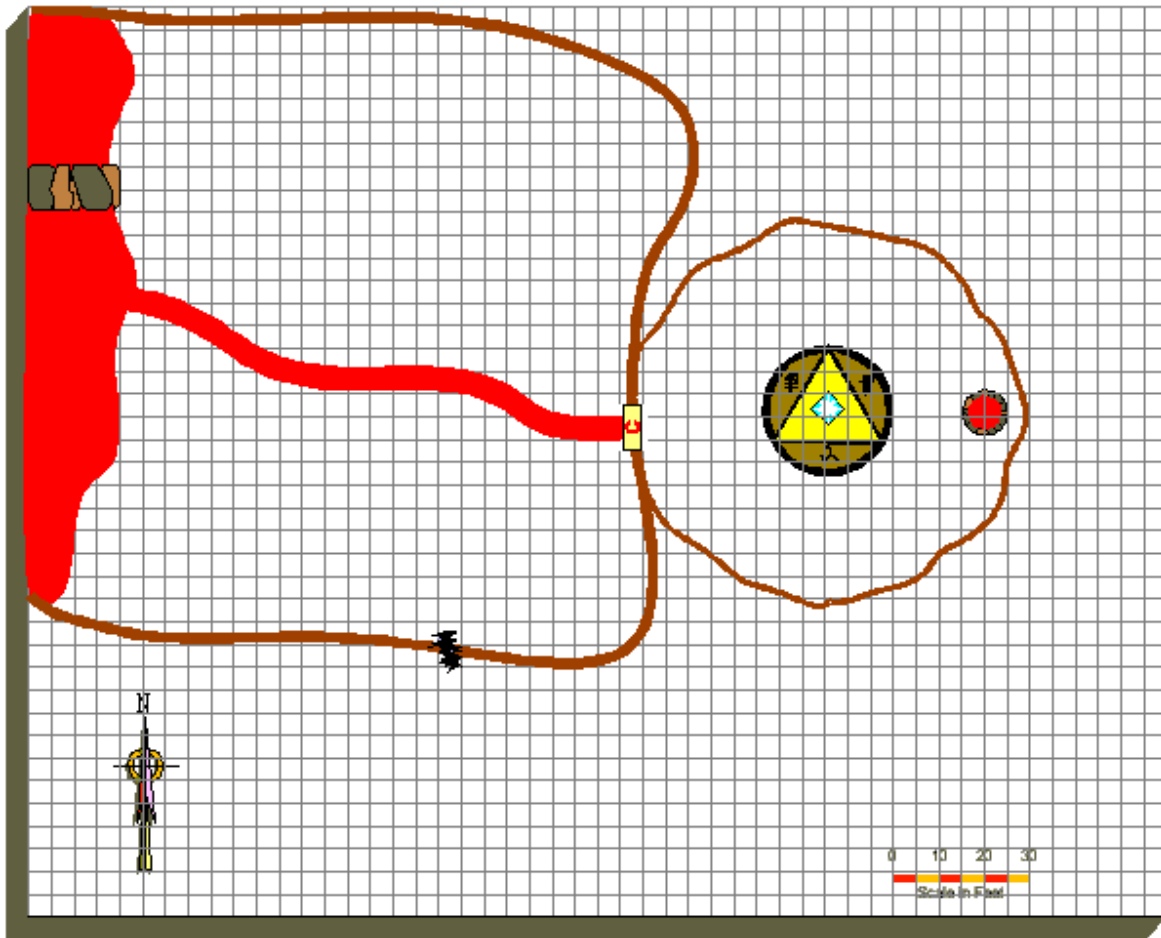
Climb Check #	Path 1	Path 2	Path 3	Path 4	Path 5	Path 6
1	Sliding Patch	Nothing	Gas Trap	Nothing	Pit Trap	Pit Trap
2	Nothing	Pit Trap	Sliding Patch	Pit Trap	Nothing	Nothing
3	Nothing	Pit Trap	Nothing	Gas Trap	Pit Trap	Gas Trap
4	Nothing	Pit Trap	Nothing	Sliding Patch	Nothing	Nothing
5	Pit Trap	Pit Trap	Pit Trap	Sliding Patch	Sliding Patch	Sliding Patch
6	Gas Trap	Gas Trap	Pit Trap	Nothing	Gas Trap	Nothing
7	Gas Trap	Sliding Patch	Pit Trap	Nothing	Sliding Patch	Nothing
8	Sliding Patch	Pit trap	Sliding Patch	Sliding Patch	Nothing	Nothing
9	Pit Trap	Pit Trap	Nothing	Pit Trap	Gas Trap	Nothing
10	Nothing	Sliding Patch	Nothing	Sliding Patch	Nothing	Nothing

DM AID 2: TOP OF THE SHIELD

Note: Please ignore the Mounted Firenewt 1-4 entries on this map.



DM AID 3: THE RAST'S LAIR



DM AID 4: CIRCLE OF SUMMONING

The Circle of Summoning was created centuries ago, before the Twin Cataclysms, by a community of gray elves that lived in this region of the Hellfurnaces. While they had a well-fortified fortress to protect much of their land, they sometimes had a need for more powerful weapons and defenses. To meet this need, a cadre of wizards gathered to craft a device, a minor artifact in fact, that would allow them to summon forth allies from the Outer Planes of existence. The Circle greatly enhances the Conjuration powers of its user, but requires near constant attention and concentration to maintain its use. The user must stand in the center of the Circle to use the artifact.

The Circle automatically creates a *magic circle against chaos, evil, good, and law* focused inward on any creature conjured by a calling spell (such as *lesser planar ally*). A *dimensional anchor* also affects the creature for 20 days after the calling, although the user may choose to remove the *anchor* at any time. A creature cannot use its spell resistance against either the *magic circle* or *dimensional anchor*, and none of its abilities or attacks can cross into the Circle. The creature is immediately released if the user leaves the Circle.

In addition, the called creature is affected by a *greater scrying* spell until it fulfills the requirements of its calling. The Scry check is automatically successful and the Circle user “sees” the images of the creature and its surroundings in his mind. All of the following spells can be cast reliably through the *greater scrying* sensor: *comprehend languages*, *darkvision*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

Finally, the user and called creature are linked as if by Rary's *telepathic bond*. The telepathic bond functions regardless of the called creature's intelligence and allows communication telepathically through the bond regardless of language. Note, however, that low-intelligence creatures may only communicate basic emotions, simple concepts, etc. The bond works over any distance (although not from one plane to another).