

TUS5-09

Dance on a volcano

A One-Round D&D LIVING GREYHAWK®

Tusmit Regional Adventure

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The red dragon Kerridzar has gone too far. Not only does he demand that we hand him over some of the greatest adventurers in the land, but he has taken one of Tusmit's up-and-coming hero.

If you wish to know more, come to my tent just outside of Hesuv in Suvii.

May the Son of Light show you the way

Munthir Haddad

A regional adventure for APLS 4-12 for brave heroes. Part two of the "Heroes of days past." Fools and cowards be warned. This adventure is a direct sequel to the events of TUSINT5-05 Last Stand in the Sehla. Having played it enhances the game experience but is not required.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual

playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you

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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know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

- If you are running a table of six PCs, add one to that average.

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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.

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

Time Units and Upkeep

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

Adventure Background

In 595CY a group of adventurers brought Munthir Haddad, leader of Host of Light back to life. Having fought all his life following the four pillars of Azor'alq, Munthir returned immediately to the fray. He joined Lord Yasin bin-Khadij waz-Vilayad in his crusade against the Worldburners. The Crusade gained much

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

momentum with the addition of many young followers of the Son of Light. While Munthir refused any and all titles in the Church, his prestige as made him the De Facto leader.

Munthir and his crusaders have arrived at the small town of Hesuv where a major battle had just taken place. The mines and the city itself had withstood an attack by combined Worldburners/ Goblinoid forces. The leader of this ragtag army revealed itself at the end of the three-day battle. It was the red dragon Kerridzar, a vicious and cruel creature. The dragon called for Lord Olaf who had led a party into his lair, stolen from his hoard.

Seeing his forces were just about routed, Kerridzar offered a deal to the local leaders. He would take one of them as a hostage in exchange for not destroying the town (which he could've done easily on his own). So a rebel hero, Muammar Enquea al-faris al-qadi (aka Azbin Khadij) stepped up and offered himself to the dragon. The dragon scooped the paladin and made off with him back to his lair to await the coming of the adventurers.

Munthir's plan

Munthir Haddad would like nothing more than to head into the volcano and destroy the beast himself, but the Clergy of the Banisher of Darkness and bin-Khadij have all pressured the hero into sending a group of scout to find an alternative way in.

You guessed it, that's where the heroes come in!

The entrance to the lair

There is indeed a side-entrance into the lair, an old lava canal that has cooled down. The tube is home to the original servants of Kerridzar: a tribe of Kobolds who feel rejected by their former master.

In Munthir's days the entrance opened into the mountainside. But after a thousand years of geological activity, a lake formed and drowned the entrance, thus hiding the entrance from view.

The kobolds resent the fact their master has favors his new servant more than them (the Worldburners). What the Kobolds do not recognize is that Kerridzar actually likes them (well as much as a red dragon can care for something other than himself). By pushing them aside and not using them in his army, the red dragon prevented them from the same fate his Worldburners and goblins suffered during the consecutive battles at Vilayad, the Suvii Campaign and the disastrous assault on Hesuv. Therefore, despite suffering grave losses, Kerridzar still has a substantial force of Kobolds under his command. Kerridzar has little faith in the martial ability of the Kobolds, but army is still an army.

Tusmit Loyalists

Throughout the adventure, the following groups or people should be considered loyal to Muammar Quaran.

- None

Tusmit Rebels

Throughout the adventure, the following groups or people should be considered rebels supporters.

- Munthir Haddad

Indifferent

Throughout the adventure, the following people should be considered neutral.

- Everyone else

Adventure Summary

Introduction: The heroes are summoned by Munthir Haddad. He asks them to find an alternative entrance into Kerridzar's lair.

Encounter 1: Information The heroes have a chance to learn about the current happenings in Tusmit. This encounter should be biased depending on the heroes's own allegiances.

Encounter 2: The Oracle The heroes meet Lassa Ailen who seems to be completely mad. She gives them highly vague prophecies but a very precise location: a group of hot springs

Encounter 3: Tusman countryside The heroes travel across the Yatils on foot. They are attacked by a force of goblins.

Encounter 4: The Ghost The heroes camp for the night at a small ruin. They can speak with the ghost of a hobgoblin who died here.

Encounter 5: Tusman airlines The heroes travel across Tusmit while flying. They are attacked by a force of flying creatures.

Encounter 6: Hot springs The heroes find the entrance of the caves. The heroes must swim in the hot springs to the lava vent. The Kobolds have trapped the passageway.

Encounter 7: Former favorites The heroes emerge from the waters. They meet some kobolds. The kobolds are willing to talk to the heroes. The heroes have a choice of attack the kobolds or strike a deal with them to destroy some Worldburners.

Encounter 8: Worldburners This encounter occurs if the heroes strike a deal with the kobolds against the Worldburners. They attack a group of guards and free some prisoners.

Encounter 9: Kerridzar The heroes have a chance of listening in on the enemies of Tusmit dealing with each other.

Conclusion The heroes return to Hesuv and receive their rewards.

Optional encounter: The heroes go off crusading and attack a Worldburner caravan.

Introduction

Before you begin

Before starting the game, find out which hero is a Tusman rebel and who is a loyalist. Note that only those with actual documentation can count as being a rebel or loyalist. Heroes without documentation are considered unaligned, however. Go with the majority of the party.

Playing Munthir

Like most worshippers of Azor'alq, Munthir is a zealot. He is convinced that what he does is watched by his god and the right and just path. He has no hesitation and his

very decisive. Like most worshippers of the Son of Light, Munthir believes that glory is its own reward. Yes, that means that Munthir is stubborn.

However, like most worshippers of Azor'alq, he does not impose his beliefs on others, preferring to show how "good" they are by proving himself. Munthir leads by example and is well-loved by the crusaders serving under him. Munthir is highly charismatic and a great leader of men.

Now we begin

It was a great surprise when a heavily-armored soldier wearing the purple and gold of the clergy of Azor'alq woke you up that morning. The light cover of snow had just hidden the late autumn mud.

He handed you a letter saying "Lord Munthir Haddad requests your presence in Hesuv." The soldier did not wait for your answer before turning away, leaving you with a letter in hand.

If the party is closely aligned with the rebels, give to them Player Handout One: Fellow rebels otherwise, give them Player Handout Two: Dear adventurer.

The town of Hesuv has suffered a lot from the fighting. The stone walls have crumbled in many places. The city gates, though some miracle, are still standing.

But the most damage has been inflicted upon the small mining town. Many of the houses have been burned down. The temple of Al'Akbar is but a pile of rubble. The granaries however still stand as does the temple of Geshtai.

Large gaping holes dug by the derro have not yet been plugged up, but most of them have been covered with timber to prevent accidents. Over the gates, the red banner of Tusmit shows the town's allegiance to Pasha Muammar Quaran.

Just outside the town is a small tent camp that could house perhaps 30 or so horsemen. Purple and gold banners intermingle with banners of many of the nobles who have join bin-Khadij's crusade. Finding Lord Munthir's tent is easy. You are quickly shown inside where Munthir Haddad is sitting on a huge cushion. Around him other adventurers are sitting on similar cushions.

Allow the heroes to introduce themselves to each other.

Munthir Haddad is obviously a soldier. He is muscular and walks with the swagger of a veteran

horseman. He sports a thin, well-defined beard. His blue djellabah, like his turban is trimmed with gold. He sports white armband on his left arm, identifying him as one of the rebels.

"Light has shown you the way here. Purity has chosen you. Courage will send you when you are going and Strength will see you prevail. May the blessing of Azor'alq be on all of you! I thank you for answering my summons."

"Your services are needed. Not just for a political idea, but because peoples' lives are in danger. Let me tell you a story, one that should be taught to all the young ones during their schooling."

Hand them Player Handout 3: The Story of Kerridzar. Once they are done reading, Munthir says.

"I want you to find the cave my uncle used to enter the lair. Then I want you to make sure the entrance is cleared of defenders. Your mission is one of intelligence and information. Before we send more people in, we need to know what we're up against."

"I doubt you could take on Kerridzar and his closest advisors. If you come across it, do NOT engage it in combat. He's too intelligent and will know in an instant that we have found a secret entrance to his lair. Am I clear?"

At this point the heroes are likely to have a number of questions. Munthir is willing to answer them.

You want us to enter the lair of a red dragon?! Yes. Glory has a price.

Where is the lair exactly? I'm not sure. A priestess of Istus told me to send someone to see her, she's at the inn. Her name is Lassa Aileen al-Istus

Why don't YOU go? Trust me, there is nothing I would like more than to charge in there and ride down that dragon's throat with my scimitar. But

What do we get out of this? GLORY! Of course Glory!

Seriously Bub, I want to get paid! I'm saddened that you would trade your chance at living forever for some money. Very well, I will pay you.

Can you provide us with equipment? Yes, I can provide you with basic supplies like food and blankets, but these come from the Crusade's stock.

How goes the crusade? It's going well... We've got them on the run. Hesuv was the last major offensive they could gather. The crusade can only truly end when

Kerridzar has been turned into a carpet for his Exalted Splendor.

Where is bin-Khadij? Lord bin-Khadij is in the Tusman hills, in Keruz leading our forces against a village of worldburners.

What about the goblins? Though many tribes escaped to the Yatils, I think we've got at least 5 years before they can form up into an army again.

What happened to this town? There was a big battle with the forces of Kerridzar. I'd ask a local bard for the best gossip. There are quite a few in and around town.

When do we leave? It's up to you. The faster you leave, the faster you can return with the information.

Encounter One

Word on the street

When the heroes want to go around asking questions, use the following table for their Gather Information checks. Give a +1 circumstance bonus for every 1gp they give out. Any Ketite hero receives a -4 circumstance penalty unless they have a documentation proving they are defenders of Hesuv (in which case no penalty apply).

If the heroes are rebels and display their armbands openly, when giving the following rumors, make sure they are exaggerated and biased in favor of the rebels.

DC5 You are in Tusmit.

DC10 A great battle took place here during the summer. A bard at the "Last Standing Inn" tells the story of the battle.

DC13 Munthir Haddad's presence keeps the Crusader's morale high. They feel invincible when he leads them.

DC14 The villagers are gathering funds to erect a large statue to the hero Muammar Enquea al-faris al-qadi, to commemorate his sacrifice for the village.

DC15 A few days ago, a priestess of Istus came to town, she looked at the damage and laughed! She has been living at the Inn ever since.

DC16 The rebellion has paralyzed Blashikdur. About half of the army has hoisted white flags while the rest of have declared their loyalty to Muammar. The Sheik of Malimar refuses to announce his color, fearing a bloodbath on the streets.

DC17 The Worldburners had their army squashed here at Hesuv. The crusader should sweep the remnants. Why

didn't the war council give bin-Khadij additional troops? All of this would be over now.

DC18 A group of gnomish miners have moved into town. They have found gems in the Derro tunnels. The gems have brought a little money into the town.

DC19 The Sheik of Suvii is sympathetic to the rebellion, but he has refused to side with them.

DC20 Many soldiers have defected to Jadhim's cause.

DC22 Pasha Muammar Quaran has sent Arjed al-Faris al-Fareeq to take over the military forces of the Sheikdom. The Sheik is not very pleased.

DC25 Ever since the attempted kidnapping on Crown Prince Muazzar, the guard has been doubled and the faris have almost all been recalled to Sefmur.

DC30 There is a black knight in the mountains. He was seen many times by shepherds. With him is an army of skeletons. Who can he be?

The Bard

The bard in town is a young Halfling man. He plays a pipe and dances around merrily. He says his name is Turry (Turnip Harissa) and he comes from the village of Akcool. Turry found that the life of a traveling bard suits him better: he's always getting paid in food and drinks and adventurers keep petitioning him for information and they offer him more food and drink.

Turry knows the name, profession and basic information about any heroes who adventured in Akcool (there are many adventures set there). He decided to become a hero like them. The news in Akcool is that Hari Homus had to raise a militia because of problems with bandits. Turry is also interested in the whereabouts of any former Akcool Halfling.

If asked about the battle, he relates the events found in Player Handout 4: The battle of Hesuv.

Obviously Turry is interested in what the heroes are doing in town. Once they meet him, he follows them everywhere. Turry is simply curious, but you can play on the heroes' paranoia.

Turry knows the area pretty well. He can tell the heroes the location of the nearest hot springs.

The Priestess

Refer to Encounter two: the Oracle.

The Gnomes

The heroes may be interested in what the gnomes are doing. They all come from southern Suvii and had their homes burned and their mines destroyed. They came to Hesuv for protection and to try to rebuild their lives.

The Crusaders

Most of the crusaders here are followers of Azor'alq or are very sympathetic to them. They are an odd mix of people: priests, warriors, rogues, rangers and wizards. All united by their hatred of the Worldburners. They all hail Munthir as a great leader of men. Most would follow him to the gates of hell if he led them there.

Most of the crusaders are young but have had some combat experienced (average level= 2-3). The Worldburners though defeated as an army are still impressive in hand-to-hand combat.

Some of the crusaders know the area and can tell the heroes where to find some hot springs.

The crusaders offer the heroes to join them and to destroy the Worldburners.

The Mullah

The local mullah is a friendly if tired man. He has taken command of the town and tries to do everything himself. His name is #####. He welcomes anyone who fought at the battle of Hesuv with open arms and a hug.

The mullah is happy to have the crusaders here because they add to the protection of the village, and they bring additional commerce.

Unfortunately, he has very little to say. If asked about the battle, he recommends the heroes visit the bard. The war has seen the death of too many of his townsfolk.

The Mullah is not available to cast spells over first level because he needs to tend to his people.

The Springs

At some point, the heroes may want to find out where the hot springs are. Allow them a Knowledge (geography) [DC20]. Give a +5 bonus to heroes who own land in Suvii.

Though there are a number of warm springs in Suvii, the only ones known to be near or close to the active volcano where Kerridzar lairs is about 10 days walk into the Yatils. All of the springs empty into a warm lake a few miles from the volcano. Flying should take about 2 days (about 16h of travel).

The heroes have two major ways to get there: on foot or by flying. If they decide to head there on foot proceed to Encounter Three. If they *fly* or *teleport* then proceed to Encounter Five.

Encounter Two: the Oracle

Lassa Aileen al-Istus appears at the end of *TUS5-01 Plague of the dead*, where she represents the church of Istus. She currently stays at the Last Standing Inn.

She stays in her room most of the time, though once she has met the heroes, she leaves, using a *wind walk* spell. She departs for parts unknown (it is not important, what is important is that the heroes can only meet with her once).

The innkeeper tells you that she is in room number 4, at the end of the corridor. "Come in, the door is unlocked" calls a female voice from inside the room. The odd thing is that you didn't even have time to knock...

Allow the heroes a chance to react. Lassa does not speak again until the heroes enter.

Opening the door reveals a scene right out of hell. On the walls are pinned with threading needles all forms of insects and rodent. The coppery smell of blood permeates the room. Sitting on the floor is a woman dressed in dark grey with a black veil covering her face. In her left hand she holds a bee and in her right hand a long needle.

"Fate smiles upon you that I be here today... Enter! The strands of Fate grow shorter with each passing moment."

Unlike most people, Lassa does give her name to the heroes. When playing Lassa, play her with a sick, sick, sick mind. She seems almost crazy. With glee, she pins the bee on the needle before pinning it to the wall. The walls are covered in mice, rats, spiders, bees and other bugs.

Lassa is NOT evil, even if the scene may lead one to believe that she is. Heroes who make a Knowledge (local/vtf or religion) or Bardic Knowledge check [DC15] (automatically successful for Tusman heroes worshipping Istus) know that Lassa is know to have varying temper. Sometimes she is a saint and sometimes a demon.

When they mention Munthir Haddad sent them, give them Player handout 5: A nursery rhyme. Once Lassa has said this, but becomes extremely vague. She claims to have no recollection of the event.

Who are you? I am the voice of Fate.

What's up with the dead animals? Fate is a strange thing.

Why are you helping us? What has happened has happened. What will happen, will happen. Such is the way of Fate there is nothing you can do about it.

Are there any other clerics of Istus in town? Fate has sent me. What more do you want?

Encounter Three: Tusman countryside

This encounter runs only if the heroes proceed on foot. At first, there is a trail, but pace quickly slows down as the trails disappear.

The temperature drops quickly as the heroes ascend the Yatils, making cold weather outfits a must. While very cold, an *endure element* spell protects the heroes from the cold, but not from the lack of air. Refer to the Appendix Four and the DMG for notes about the environment. The areas the heroes travel in are mostly high passes (10,000ft).

On the 6th day of the trip, they are ambushed by a group of goblins. These goblins are quite angry at the appearance of the heroes. They have just been forced to leave Tusmit, and they think the heroes are here to destroy them.

The goblins ambush the heroes in an area almost devoid of vegetation (they learned their lessons with *entangle* and *fireball* spells other heroes dropped).

Heroes who succeed at a Spot check [DC 25+APL] can spot the goblins before they attack and can act in the surprise round.

APL4 (EL6)

Goblin hunter: hp 30, see Appendix one

Goblin archer (3): hp 17 each, see Appendix one

APL6 (EL8)

Goblin hunter (3): hp 30 each, see Appendix one

Goblin archer (2): hp 17 each, see Appendix one

APL8 (EL10)

Goblin hunter (9): hp 30 each, see Appendix one

APL10 (EL12)

Goblin tracker (9): hp 43 each, see Appendix one

APL12 (EL14)

Goblin sniper (9): hp 58 each, see Appendix one

Tactics: On their surprise round, all the goblins fire tanglefoot bags at the heroes. The goblins hide in the rocks 30 feet up on the side of the pass. No two goblins are closer than 25 feet from each other (you have to think 3D here) and have cover from any hero who does not fly. The goblins target who ever seem easier to hit and they concentrate their fire as best they can. Climbing up to the rocky walls requires a Climb check [DC13+APL]. At least one goblin readies an attack to disrupt spellcasting.

Treasure:

APL4: L: 203gp; C: ogp; M: +1 composite longbow (200gp);

APL6: L: 197gp; C: ogp; M: +1 composite longbow x3 (600gp per character);

APL8: L: 234gp; C: ogp; M: +1 composite longbow x9 (1800gp per character);

APL10: L: 234gp; C: ogp; M: +1 composite longbow (+1str)x9 (1875gp per character);

APL12: L: 234gp; C: ogp; M: +2 composite longbow (+1str)x9 (6375gp per character);

Development: The goblins know nothing of importance. They fled to the Yatils to avoid both Tusmit and Kerridzar. They serve the hobgoblin king Grostbar who led them to safety after Kerridzar appeared. Some heroes may have encountered in *TUS5-03 Strands of Faith* he was the goblin leader.

Encounter Four: The Ghost

This encounter only occurs if the heroes walk to their destination, on the 7th night of their trek.

As night approaches quickly, the heroes spot a group of ruins. These ruins were made by a hermit over 50 years ago. They consist of a stone wall surrounding a stone house. Everything is in bad state of disrepair. The hermit lived here until his death (he was dug up). Since that time, goblins and other humanoids of the Yatils have used the place as way point and as a campsite.

You can ask for Survival checks from the heroes to tell them that these ruins would be a great campsite. The ruins would protect from the wind and have a great line of sight to the surrounding area.

Tracking checks [DC20] around the ruins point to a lot of coming and going of boots, mostly small sized. Tell the

heroes that it is very likely used as a campsite by goblinoids.

During the night, shortly before midnight, the ghost of Kabozt, a hobgoblin who died here appears to them. He walks up as if wounded severely. Kabozt enters the camp and sits near the fire (if there is one, near an old campfire if the heroes have not lit a fire). The ghostly hobgoblin acts as if trying to warm itself.

Talking to the ghost

Kabozt doesn't like people much. However he wants to ask something of the heroes, something that will finally send him to the Holy Slaughtering field in Acheron where he plans to enjoy an eternity of battle and conquest. (Yes, Kabozt is evil).

Kabozt served Grosbar when the hobgoblin went to Tusmit to establish a kingdom. He fought against the Tusmans in the Suvii campaign. It was then that he was seriously wounded. Finding himself the sole survivor, he faked his own death he escaped during the night and headed back to the mountains. For days, he stumbled until he reached the cabin. However, that's where his wounds had the better of him.

- However he wants revenge on the one who defiled his body more than he hates Tusmit and its people.
- Being a ghost he is bound to stay near the place where he died (here)
- The day after his death, an armored knight mounted on a skeletal steed and escorted by a dozen skeletons came here. He animated his body before continuing on. (They headed east, deeper into the Yatils where the heroes are heading).
- Though he tried, he could not hurt the knight. There was something strange about him. (Kabozt can't describe it further than "strange").
- The knight has a tabard bearing the arms of Tusmit, but with a black field. The skeletons were a mix of goblins, humans and other creatures found in the mountains.
- To be laid to rest, Kabozt wants revenge on the knight. He asks one of the heroes who seems to be of a lawful alignment (other than dwarves) to take an oath to destroy the knight, whoever he is.

After a brief chat, Kabozt leaves (he stops manifesting and vanishes).

Note: the black armored knight does NOT appear in this adventure. Maybe he'll appear in the future... His identity shall remain a secret for a little longer.

Attacking the ghost

As long as the heroes take no offensive action against it, the ghost does not attack. An offensive action include attempting to turn him, casting a spell, making an Intimidate check or any action that could be interpreted as hostile.

All APLs (EL5)

Kabozt: male hobgoblin ghost war3, hp26, see Appendix One

Tactics: Kabozt knows that most adventurers can easily 'kill' him again. Therefore, he tries to use his malevolence ability as best he can, forcing the party to kill themselves. If the party proves too strong for him, he flees into the night.

Development: Once the heroes have either fought or talked to the ghost, the night passes uneventfully.

Encounter Five: Tusman airlines

This encounter only takes place if the heroes fly or use teleportation magic. Under them the heroes see bands of goblins, animals and other mountain creatures.

The temperature drops quickly as the heroes ascend the Yatils, making cold weather outfits a must. While very cold, an *endure element* spell protects the heroes from the cold, but not from the lack of air. Refer to the Appendix Four and the DMG for notes about the environment. The areas the heroes travel in are mostly high passes (10,000ft).

They are attacked by a group of evil creatures. Ask every hero for a Spot check. The creatures begin at a distance of 150ft+10ft by which the hero beats DC 15. So a roll of 30 means the heroes Spot the creatures when they are 300ft away. If no one succeeds at a [DC 15], the creatures surprise the heroes and begin 150ft away. Yes, the battle can start at extremely long range.

If the heroes have *teleported* (or used a similar type of magic) near the volcano, the creatures attack them when they appear, as they were on patrol. The creatures start 150ft in the air above the heroes.

APL4 (EL6)

Griffon (2): hp 59 each, see Monster Manual p. 139

APL6 (EL8)

Wyvern (2): hp 59 each, see Monster Manual p. 259

APL8 (EL10)

Harpy: hp 31, see Monster Manual p. 150

Vrock: hp 115, see Monster Manual p. 48

Wyvern: hp 59, see Monster Manual p. 259

APL10 (EL12)

Harpy archer: hp 103, see Monster Manual p. 150

Vrock: hp 115, see Monster Manual p. 48

APL12 (EL14)

Harpy archer (2): hp 103 each, see Monster Manual p. 150

Vrock (2): hp 115 each, see Monster Manual p. 48

Tactics: At APLs 4 & 6, these creatures are just out hunting. At APLs 8 and up, these creatures belong to the Worldburner elite that Kerridzar has gathered around him. The harpies try to *charm* as many heroes as they can to allow the Vrocks to use their powers to maximum efficiency. The Vrocks spend the first round of combat trying to summon another Vrock or casting *mirror image* on themselves. The harpy archers focus on obvious spellcasters who can hurt them. The high-level opponents are smart enough not to stand in tight formations. They remain well-spread.

Treasure:

APL4-8: L: ogp; C: ogp; M: ogp

APL10: L: o gp; C: o gp; M: +3 *studded leather* (764gp); +1 *frost composite longbow* (+1str) (708gp); *bracers of archery, lesser* (417gp); *potion of cure moderate wounds* (25gp); *potion of cat's grace* (25gp); +2 *arrows* (667gp);

APL12: L: o gp; C: o gp; M: +3 *studded leather* x2 (764gp per character); +1 *frost composite longbow* (+1str) x2 (708gp per character); *bracers of archery, lesser* x2 (417gp per character); *potion of cure moderate wounds* x2 (25gp per character); *potion of cat's grace* x2 (25gp per character); +2 *arrows* x2 (667gp per character);

Development: The creatures refuse to talk if captured (they are more afraid of Kerridzar than the heroes).

The rest of the trip to the lake is uneventful.

Encounter Six: Hot Springs

The wide valley before you offers a spectacular site. Flanked by two mountains capped by eternal snows and a third mountain in the distance from the top of

which a heavy plume of smoke can be seen. The volcano is devoid of any plant life or snow. It dominates the view.

The valley floor is filled with a wide blue lake whose surface remains undisturbed and the scenery above is reflected on its mirror-like surface. A mist escapes from the lake, giving the place a dream-like quality. The vegetation on the shores of the lake is composed of deciduous trees, which you have not seen in the Yatils.

To the DM: picture Lake Louise in Alberta, but with a volcano on the far side.

The temperature in the valley and around the lake is a constant 20°C, a lot warmer than the mountain air. While some may be worried that this is a lake of acid or other dangerous substance, the only danger comes from the heat. The water is very warm (30-50°C). Protection from the heat is necessary. Again an *endure element* spell is sufficient. Note that the heat dangers are only when ones enters and dives into the waters of the lake. The water on the edges is cooler. Perfect for a bath!

Looking for the springs is a little tricky and could take some time. Time is not a factor here, but do not inform the heroes of this. Ways to find the entrance to the spring include the following. However reward ingenuity with success. It might take a few days to find the right place.

- A druid wyld shaping into an aquatic creature and exploring the lake.
- *Summoning* water creatures to have them search the lake.
- Making a Knowledge (geography) [DC20] to guess where the water is feeding the lake.
- Using a water breathing spell and exploring the depth.
- Swimming in the lake, looking for the spring.

Into the cave

The cave opens up into an air-filled chamber 80+APLx10ft away. Throughout its length, the tunnel is roughly 5ft wide. It takes one round to swim from the surface of the lake down to the lakeside entrance of the cave. Swimming up the current requires a Swim check DC12 to move against the current.

The air in the caves is extremely warm (40°C with about 80% humidity, very uncomfortable) but unless where it is noted the heat has no game effect.

The kobolds have trapped the room beyond to serve as an alarm. The first trap has a delay onset of 4 rounds. To activate the trap, one has only to touch the one of the squares surrounding the water. The delay is to allow for more than one creature to fall in the trap. Kobolds are cunning and dangerous.

Make sure you review the Swimming rules in the PHB and the Drowning rules in the DMG.

Note that some heroes may have removed their armor before swimming across, so their AC may be significantly lower.

APL4 (EL5)

Stone Blocks from Ceiling: CR 3; mechanical; location trigger (touching the squares by the water's edge); repair reset; Atk +14 melee (4d6, stone blocks); Search DC 29; Disable Device DC 24.

Pit Trap: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 24; Disable Device DC 24.

APL6 (EL7)

Falling Block Trap: CR 5; mechanical; location trigger (touching the squares by the water's edge); manual reset; Atk +19 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 24; Disable Device DC 29.

Camouflaged Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 24.

APL8 (EL9)

Chain Lightning Trap: CR 7; magic device; proximity trigger (*alarm*) (touching the squares by the water's edge); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Well-Camouflaged Pit Trap: CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 24.

APL10 (EL11)

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*) (touching the squares by the water's

edge); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 36; Disable Device DC 36.

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 9; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +14 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 24; Disable Device DC 24.

APL12 (EL13)

Incendiary Cloud Trap: CR 11; magic device; proximity trigger (*alarm*) touching the squares by the water's edge); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 30 Reflex save half damage); Search DC 36; Disable Device DC 36.

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 11; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +24 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 24; Disable Device DC 24.

Troubleshooting: Splitting the party

Stupid (or ridiculously brave) heroes may decide to investigate the cave on their own. In that case, go with it. Take that hero aside and let him feel the pain.

Encounter Seven: Former favorites

When the heroes enter area B on the map, they are approached by a number of kobold warriors. The kobolds guard the access to their water supply. The kobolds, speak only draconic and are wary of the heroes, but do not attack. Their stance is clearly a defensive one.

If one of the heroes can speak Draconic, the kobolds tell them that their leader wishes to see them. He wishes to parlay.

If none of the heroes speak Draconic, one of the kobolds approaches the heroes. He motions for the heroes to follow him.

A kobold runs ahead to warn the leader of the arrival of the heroes. The heroes have a choice of initiating a fight right here, in that case, the kobolds try to flee screaming.

These kobolds did not plan on being attacked and should not mount a very effective resistance.

All APLs (EL2)

Kobold warriors (9): male kobolds war1, hp 4 each, see Monster Manual p.161

The kobolds barrows

The kobolds bring the heroes to a large cave where the ceiling is about 20 feet high. A few hundred kobolds live here. They poke their heads out of their hole to look at the heroes, but quickly hide away.

The heroes' escorts bring them to a place where a number of kobolds have gathered. The ground here is littered with rubble (preventing charges but not seriously impeding movement).

A large group of kobolds with weasels are gathered about 50 feet from the heroes (see the combat below). The kobolds all have their faces painted red. The umber hulks and purple worm are not visible at this time.

One of the kobold who seemed better dressed and in better shape than the others takes a few steps forward. In broken common he says.

"Welcome to the Holy Sacred Grounds of the Red Fire Clan. Our tribe has existed here since the days of the first Great One. I am the great beastmaster. Tell me, why are you here?"

The kobold speaker calls himself Rov.

Furniss is hiding in the building behind the others. He is casting protective spells on himself (especially those who last a long time like *protection from good* and *mage armor*).

Rov explains to the heroes the story of their tribe. Hand them Player handout 6: The fall from grace of the Red Fire Tribe.

Once the heroes are done listening to the kobolds' (true) story, Rov asks them:

"Now you know the sad story of our tribe. All we desire is to be the favored of the Great One again. We cannot fight with the Fire-Worshippers, but you can. Will you kill the Fire Worshippers for us? We offer you great reward."

What is the reward? We give you much treasure. Treasure we stole from the Fire-Worshipper.

How much? We have to gather it. It is hidden in many places.

What is the name of the Great One? He is the Great One. It is blasphemy to speak his name out loud.

You mean Kerridzar the red dragon? Oh! Do not invoke his name in vain or he will throw you in the Holy Cauldron! Yes, that is the name of the Great One.

Why should we not kill you right here? Because the Great One would find you and kill you and all your hatchlings!

Does the Great One have a prisoner? The Great One has many prisoners. They are guarded by the Fire-Worshippers.

Is Muammar Enquea one of the prisoners? To the kobolds all the Soft-skins look alike, so they can't distinguish a human from another one. However they know that many soft-skins are being held, so that one may well be there.

If the heroes strike a deal with the kobolds, proceed to Encounter 8.

Attacking the Kobolds

The heroes may attack the kobolds if they wish. The kobolds are expecting the heroes to attack them. If one of the heroes take an offensive action, casts a spell or does something that could be perceived as hostile, the kobolds attack. After all, killing these outsiders might bring them the favor of the Great One once again.

APL4 (EL7)

Furniss: male half red dragon kobold Sor3; hp16, see Appendix one

Kobold beastmaster (2): male kobold Rgr3, hp18 each, see Appendix One

Kobold warriors (9): male kobolds war1, hp 4 each, see Monster Manual p.161

Dire weasel: hp13, see Monster Manual p. 65

APL6 (EL9)

Furniss: male half red dragon kobold Sor5; hp26, see Appendix one

Kobold beastmaster (2): male kobold Rgr3/Ftr2, hp30 each, see Appendix One

Kobold warriors (9): male kobolds war1, hp 4 each, see Monster Manual p.161

Dire weasel (4): hp13 each, see Monster Manual p. 65

APL8 (EL11)

Furniss: male half red dragon kobold Sor7; hp36, see Appendix one

Kobold beastmaster (2): male kobold Rgr3/Ftr4, hp42 each, see Appendix One

Kobold warriors (18): male kobolds war1, hp 4 each, see Monster Manual p.161

Dire weasel (4): hp13 each, see Monster Manual p. 65

APL10 (EL13)

Furniss: male half red dragon kobold Sor9; hp55, see Appendix one

Kobold beastmaster (2): male kobold Rgr3/Ftr6, hp63 each, see Appendix One

Kobold warriors (18): male kobolds war1, hp 4 each, see Monster Manual p.161

Dire weasel (4): hp13 each, see Monster Manual p. 65

Umbur hulks(3): hp71, see Monster Manual p.30

APL12 (EL15)

Furniss: male half red dragon kobold Sor11; hp67, see Appendix one

Kobold beastmaster (2): male kobold Rgr3/Ftr8, hp77 each, see Appendix One

Kobold warriors (18): male kobolds war1, hp 4 each, see Monster Manual p.161

Dire weasel (4): hp13 each, see Monster Manual p. 65

Purple worm: hp 200, see Monster Manual p. 211

Tactics: Furniss cares not for no one, when combat begins, he should have already tanked-up. To use his spells to maximum efficiency, he goes so far as to target his own people, if need be. For this reason, the ELs at higher levels (8+) do not take into account the kobold warriors or the dire weasels. They are expected to die very early on (when the fireballs start flying). Furniss tries to stay as far as he can and blast the heroes from a distance.

The beast masters have trained the dire weasels and the worm and they have befriended the umber hulk, so these creatures do not attack the kobolds (however the kobolds are still vulnerable to the umber hulk's gaze. However, they do not use very detailed tactics. They do not move to flank but the Kobolds try to maneuver in such a way that they do. The beastmasters try to stay back and fire with their bows.

The warriors and animals simply attack the heroes. The kobold warriors assist the weasels in hitting. They know the weasels are more dangerous than they are.

Treasure:

APL4: L: 118gp; C: ogp; M: *ring of protection +1* (167gp); *bracers of armor +1* (83gp); *scroll of shield* (2gp);

APL6: L: 51; C: ogp; M: *ring of protection +1* (167gp); *bracers of armor +1* (83gp); *scroll of shield* (2gp); *+1 composite longbow* x2 (400gp per character); *+1 club* (192gp); *cloak of charisma +2* (333gp); *vest of resistance +1* (83gp);

APL8: L: 9; C: ogp; M: *ring of protection +1* (167gp); *bracers of armor +1* (83gp); *scroll of shield* (2gp); *+1 chain shirt* x2 (208gp per character); *+1 composite longbow* x2 (400gp per character); *+1 club* (192gp); *cloak of charisma +2* (333gp); *vest of resistance +1* (83gp); *amulet of natural armor +1* (167gp); *scroll of greater invisibility* (58gp); *scroll of wind wall* (58gp); *potion of reduce person* (25gp);

APL10: L: 9; C: ogp; M: *ring of protection +1* (167gp); *bracers of armor +1* (83gp); *scroll of shield* (2gp); *+1 chain shirt* x2 (208gp per character); *+1 composite longbow* x2 (400gp per character); *+1 club* (192gp); *cloak of charisma +2* (333gp); *vest of resistance +1* (83gp); *amulet of natural armor +1* (167gp); *scroll of greater invisibility* (58gp); *scroll of wind wall* (58gp); *potion of reduce person* (25gp); *amulet of health +2* (333gp); *cloak of resistance +2* x2 (167gp per character);

APL12: L: 9; C: ogp; M: *ring of protection +1* (167gp); *bracers of armor +1* (83gp); *scroll of shield* (2gp); *+2 chain shirt* x2 (708gp per character); *+2 composite longbow* x2 (1400gp per character); *+1 club* (192gp); *cloak of charisma +2*(333gp); *vest of resistance +1*(83gp); *amulet of natural armor +1* x3 (500gp per character); *scroll of greater invisibility* (58gp); *scroll of wind wall* (58gp); *potion of reduce person* (25gp); *amulet of health +2* (333gp); *cloak of resistance +2* x2 (167gp per character);

Development: Once the kobolds are defeated, the rest of the tribe scatters, with the loss of its leaders, the kobolds flee for their lives. The tribe is considered destroyed. The heroes now have 2 choices. They have accomplished their mission of finding a way in. They can leave (proceed to the Conclusion) or they can try to explore the lair (proceed to Encounter Nine: Kerridzar)

Encounter Eight: Worldburners

This encounter takes place only if the heroes make a deal with the kobolds. Rov brings the heroes to where some prisoners are being kept. What he does not say is that many of his tribe are also held at the same place.

Rov, leads you through a series of tunnel getting gradually warmer and warmer. Crouching behind a large rock, he motions forward.

"I cannot go further or the Great One will sense my presence. The Fire-Worshippers are just beyond. I will wait for you here.

APL4 (EL7)

5-headed pyrohydra: hp118, see Monster Manual p. 155

Salamander flame brother (3): hp26 each, see Monster Manual p. 218

APL6 (EL9)

7-headed pyrohydra: hp118, see Monster Manual p. 155

Salamander: hp58, see Monster Manual p.218

APL8 (EL11)

9-headed pyrohydra: hp118, see Monster Manual p. 155

Salamander (2): hp58 each, see Monster Manual p.218

APL10 (EL13)

11-headed pyrohydra: hp118, see Monster Manual p. 155

Noble Salamander: hp112, see Monster Manual p.218

APL12 (EL15)

11-headed pyrohydra: hp118, see Monster Manual p. 155

Noble Salamander: hp112, see Monster Manual p.218

Glabrezu Demon: hp174, see Monster Manual p.43

Tactics: As soon as they become aware of the heroes, the hydra uses its breath weapon. Noble salamanders and the Glabrezu (if present) try to summon additional help on the first round of combat. The salamanders try to inflict as much damage as they can.

Development: These creatures are guarding a group of prisoners (most of them taken during the siege of Vilayad). Along with the soldiers are a score of Red Fire kobolds the Worldburners took as prisoners and slaves. These kobolds thank the heroes before running back to the tribe. These soldiers are very happy to be rescued. They have no desire to fight but they can show the heroes where Kerridzar is, if they so desire. If the heroes decide to try and see the dragon, proceed to encounter nine.

If the heroes feel bloodthirsty, they can attack the kobolds. In that case, run the combat part of Encounter Seven. They do not get any additional experience.

Encounter Nine: Kerridzar

Now this encounter is for the brave of hearts and the fools. The heroes may very meet an untimely demise here. However, the information they can obtain is of high importance.

This encounter isn't a "real" encounter in the typical sense. Rather it is a scene the heroes get to witness.

It seems the Worldburners aren't too interested in keeping watch. On the way, you pass a number of fire giant patrols, salamanders, demons and more than once some fire elementals. If you didn't know better you'd believe yourself to be on the elemental plane of fire. The air here reaches dangerous levels.

Finally you come across the main cauldron of the volcano. You find a spot on a ledge allowing you a good vantage point on the scene below. A gargantuan red dragon swims in a pool of lava. Two very large fire elementals and an elder fire giant are sitting nearby on a ledge. A band of 10 fire giants stand at attention around the foursome.

Unlike most boxed text, this one can be interrupted. When the heroes interrupt the discussion, move immediately to Interrupted. It is important that once you start, **DO NOT REPEAT YOURSELF**. This is important, if the heroes ignore what is happening, too bad for them.

Before going further, ask for a Will save (DC29) for the Frightful Presence aura of Kerridzar. If one of the heroes becomes panicked (4HD or less) these heroes run off screaming back to the caves of the kobolds thus interrupting the following boxed text immediately.

- *Lord Kerridzar, do not trust the woman. She has nothing of value to you, says the fire giant elder.*
- *The woman can replenish our depleted troops. It cannot hurt to speak with her, says one of the elementals.*
- *You delude yourself! These people do not serve our cause, spits the fire giant.*
- *I suppose that you would want to send YOUR own clan to reclaim all that you have lost.*
- *Silence! I have not summoned you to bicker amongst yourselves. Nor do I want to see any of you feeble ones challenges my word. My word is LAW, snaps the dragon imposing silence to the assembly. The time is near.*

Almost on cue, the wall begins to glitter. A ghostly visage appears. It is a woman of Baklunish descent

attired in regal jewels. Her face is half hidden by a black veil giving her the look of a Tusman traditional bride.

- *Greetings to you Lord Kerridzar. I'm happy to find you well. My agents have reported to me the disaster your forces suffered in the hills.*
- *You are testing my patience woman! Tell me where are those troops you promised? Snaps the dragon.*
- *You have to understand that what you asked take time. The Prince has been gathering forces. I have contacts with the dark powers who have stirred all the chaos in Blashikdur. They have shown interest in my plan.*
- **WHERE ARE THE TROOPS?**
- *Yes, I would've thought that a dragon like yourself would've learned patience...*
- *You try my patience woman.*
- *Well they will be delivered on-time. Trenkat has been working as I have instructed him to. Are you troops ready for another attack?*
- *You know very well that my forces were crippled in that assault on Hesuv. Before striking again, those new troops you promised must be assembled.*
- *Have your troops assemble themselves. The Tusmans are fighting themselves, and will do so for a while. When they have sufficiently weakened themselves. Then I will open the gate that will bring all of our allies onto Oerth. Have a rest and enjoy the show. It is about to begin... Hahahahah the woman laughs.*
- *Dispel this says the dragon to the elemental.*

The elemental gestures and the female visage disappears. The elder fire giant is the first to speak up.

- *She lies milord. why else would she hide her face? She has no intention to deliver the troops she promised.*
- *I have to agree, adds the elemental.*
- *Let's wait and see if she delivers. What she proposes is precisely what I wanted to do. We always have time to kill her later...*

The red dragon then dives back into the lava pool and the fire giants begin to ascent towards you! From the

lava a virtual horde of smaller elementals appear, dancing in the burning hot lava.

Ask the heroes what they wish to do. If they decide to retire right away, they can do so without problem.

If they decide to stay and fight, they are caught by the fire giants and the fight is on. The creatures strip the bodies of the fallen and throw them into the burning lava below. Anyone left dead on the field cannot be retrieved and raised.

In addition to the forces below, every 3 rounds, 2 more fire giants come in and join the fray, alerted by the sounds of combat.

All APLs (EL 18+)

Fire giants (11): hp142 each, see Monster Manual p.121

Elder fire elementals (2): hp204 each, see Monster Manual p.99

Large fire elementals (10): hp60 each, see Monster Manual p.99

Small fire elementals (25): hp9 each, see Monster Manual p.99

Tactics: The creatures do not have very elaborate tactics. They attack to kill. The fire giants move to take flanks and block the heroes retreat.

Development: If the heroes leave before a fight breaks out, proceed to the Conclusion.

Interrupted

This event takes place if the heroes interrupt the above conversation in any way.

The red dragon's head turns and looks in your direction. His face twisted in rage. His eyes almost immediately focus on your location. His eyes focus on you for the briefest of moment but something leads you to believe he will not forget your face.

"INTRUDERS! I knew you couldn't do anything right. Bring them to me! I wish to feast on their hearts." Snarls Kerridzar.

The giants and elementals begin to ascend the crater while the dragon unfurls its great wings.

Ask the heroes what they wish to do now. If they run out immediately, they reach the kobold's caves before the creatures reach them.

Otherwise, the combat starts with Kerridzar using his fiery breath. The tactics and reinforcements are identical to those in the above section.

All APLs (EL 22+)

Kerridzar: male very old red dragon, hp449, see Monster Manual p. 75

Fire giants (11): hp142 each, see Monster Manual p.121

Elder fire elementals (2): hp204 each, see Monster Manual p.99

Large fire elementals (10): hp60 each, see Monster Manual p.99

Small fire elementals (25): hp9 each, see Monster Manual p.99

Development: If the heroes leave before a fight breaks out, proceed to the Conclusion.

Conclusion

If the heroes have struck a deal with the kobolds of the Ref Fire tribe and did not attack them later, proceed to Befriended the Red Fire tribe. Otherwise, proceed with Back to Tusmit.

Befriended the Red Fire tribe

As you return with the prisoners, Rov stands there. "Thank you. Because of your actions, our tribe is eternally thankful. Our tribe considers you friends. As such, we offer you some of the valuables we stole from the Fire Worshippers."

Rov hands over a pouch full of small gems. "This is yours. I will lead back to the water from where you came from."

Rov escorts you back to the underground river where you came from. "You leave now."

Treasure:

APL 4: L: ogp C: 200gp M: ogp

APL 6: L: ogp C: 300gp M: ogp

APL 8: L: ogp C: 400gp M: ogp

APL 10: L: ogp C: 500gp M: ogp

APL 12: L: ogp C: 600gp M: ogp

Development: Proceed with Back to Tusmit.

Back to Tusmit

The way back to Hesuv is uneventful. You are greeted by smiling faces and cheers.

Munthir Haddad and four other crusader horsemen approach you on large dark brown Tusman warhorses.

Dressed in fine suits of plate mail, purple and gold tabards with the symbol of Azor'alq on the front, the five men stop 20 feet from you.

Munthir steps down from his horse. With open arms, he approaches you.

"Friends! I am happy to see you again. Have you found the passage my uncle spoke about? Tell me everything you have found. Tell me everything you have learned."

Munthir listens intently to you as you walk to his tent. There over a meal and some good galda spirits, he prods you with questions about the layout of the volcano, its size, the inhabitants, the guards, traps and everything you've seen.

"My friends, you have rendered a great service to us all. With the information you have found, we will be able to strike at the enemy in its own lair. What a glorious day this will be... A deed worthy of the Banisher of Darkness himself! If you'll excuse me I must leave immediately to meet with bin-Khadij. Preparations for our attack upon the volcano must begin. Glory awaits!"

Munthir and his men all smile with confidence. Their intentions are clear. They plan to assault that burning fortress.

This concludes the main adventure. If the heroes wish to crusade and fight Worldburners, proceed with the optional encounter.

Assigning rewards

Before assigning rewards to the heroes, ask if they are going to play the optional encounter. If they do then proceed to Optional encounter: Worldburners below.

First off, heroes who have insisted on payment from Munthir CAN NOT receive "Munthir's armory" nor "Crusader". Instead, these heroes receive the "Refused eternal glory" AR reward instead.

If the heroes have successfully returned with the information that Munthir wanted, they receive "Munthir's armory" AR reward.

If the heroes went into the lair and interrupted the dragon, they receive the "Seen by Kerridzar" AR reward.

If they made a deal with the kobolds and did not renege on the deal, then they receive "Befriended the Red Fire" AR reward.

If they freed the prisoners, they received "Freed the prisoners" AR reward.

If the heroes killed the kobolds, then they receive the “Scourge of the kobolds” AR reward.

Only heroes who participate in the optional encounter may receive the “Crusader” or “Victorious Raid” AR reward (as long as they have not earned “Refused Eternal glory”).

The End of the main adventure

Optional encounter: Worldburner bash

This optional encounter costs heroes from Tusmit 1 extra TU and 2 TUs for all others.

The following encounter takes place a few days after the heroes return to Hesuv. Allow the heroes to rest and refill any provision they may want. When you are ready to begin, read or paraphrase.

You have gathered with as group of crusaders. Most of them are adventurers or militiamen from across Tusmit. Most of their faces are hardened by the extensive campaign many of them have been waging since the summer of 594CY when Ket invaded southern Tusmit.

Munthir Haddad has left the town, heading south to meet with bin-Khadij. The current commander of the Crusader is El'Beten, a former volunteer to the Ketite army during the Greyhawk wars. Sitting on his steed, he addresses the 30 or so Crusaders including you all.

“Alright, the enemy is in full retreat, running for the Yatils. We have an opportunity to land a decisive and final blow to their forces before they leave Tusmit. The campaign is almost over. The Restorer of Righteousness has blessed us with this opportunity to smite down our foes and save our nation. Crusaders of Tusmit saddle up.”

El'Beten comes up to you. “You have proven yourselves to be brave and resourceful. I would like to ask you to perform another act of bravery. You are to attack the advance guard of the Worldburners. This will not only draw their reinforcements but also stall their convoy. The rest of us will fall upon them like the righteous arm of Al'Akbar. Will you do this for us?”

El'Beten expects the heroes to agree. If they refuse, he orders them to do so. If they still refuse, he leaves them here, accusing them of cowardice. This is the end of the adventure for them.

El'Beten gives you a map of the area and points of a location on it. “There pin them there. They are bound to pass through there. The location should afford you great vantage points and cover. Make use of your advantage as best you can. They are a wounded animal and likely to lash out with everything they've got. Good luck!”

Getting to the point indicated on the map should take the heroes a few hours. When they reach the area, they have about 4 hours before the Worldburners show up.

Ambush

The next scene has a series of combat as the heroes stop the Worldburners. If the heroes place themselves well they should have a few rounds to soften up the Worldburners before they reach the heroes. Because of the potential lethality of this encounter we STRONGLY recommend you use a large battle mat, or at least give the heroes additional rooms to move.

Because of the advantageous setup the heroes have, the tactics of the Worldburners and the distance involved, the following ELs are -2 to compensate.

First wave

APL4 (EL5 (7-2))

Worldburner ogres (2): hp 26 each, see Monster Manual p. XX

Worldburner warriors (9): human war1 hp 8 each, see Monster Manual p. XX (use orc statistics)

APL6 (EL7 (9-2))

Worldburner hill giant: hp 102, see Monster Manual p. XX

Worldburner warriors (9): human war1 hp 8 each, see Monster Manual p. XX (use orc statistics)

Wyvern: hp 59 see Monster Manual p.XX

APL8 (EL9 (11-2))

Worldburner hill giants: hp 102, see Monster Manual p. XX

Worldburner ogres (2): hp 26 each, see Monster Manual p. XX

Huge Fire elemental (2): hp 136, see Monster Manual p. XX

Wyvern: hp 59, see Monster Manual p.XX

APL10 (EL11 (13-2))

Worldburner fire giants: hp 142, see Monster Manual p. XX

Worldburner ogres (3): hp 26 each, see Monster Manual p. XX

Huge Fire elemental (2): hp 136 each, see Monster Manual p. XX

Vrock: hp 115, see Monster Manual p. XX

Wyvern: hp 59, see Monster Manual p. XX

APL12 (EL13 (15-2))

Worldburner fire giants (2): hp 142 each, see Monster Manual p. XX

Worldburner hill giants (2): hp 102 each, see Monster Manual p. XX

Huge Fire elemental (3): hp 136 each, see Monster Manual p. XX

Vrock (2): hp 115, see Monster Manual p. XX

Tactics: The Worldburner tactics are simple: they move in to kill. The wyvern targets flying heroes first. The vrocks *teleport* where they can affect spellcasters the most. If unable to advance, the giants begin throwing rocks, however that is not their tactic of choice. Note that the demons have been *gated* into Tusmit and as such are not subject to being *dispelled*.

Worldburner reinforcements

Ten round after the first wave of Worldburners appear, a second wave of Worldburners arrive to reinforce the heroes. The heroes have succeeded in attracting the Worldburner force away from the main convoy.

At this point, the heroes can flee if they want to, and still be considered to have succeeded. Obviously any body left on the battlefield is defiled by the Worldburner.

Unlike the previous battle due a penalty of -1 is given to the EL due to the distance and the simple tactics of the enemy.

APL4 (4=5-1)

Worldburner spellcaster: sor4, hp 24, see Appendix One.

Goblins (6): hp 4, see Monster Manual p. XX

APL6 (6=7-1)

Worldburner spellcaster: sor6, hp 34, see Appendix One.

Worldburner warriors (6): human war1 hp 8 each, see Monster Manual p. XX (use orc statistics)

APL8 (8=9-1)

Worldburner spellcaster: sor8, hp 44, see Appendix One.

Worldburner warriors (4): human Bbn2/war1 hp 30 each, see Appendix one

APL10 (10=11-1)

Worldburner spellcaster: sor10, hp 54, see Appendix One.

Worldburner warriors (4): human Bbn4/war1 hp 53 each, see Appendix one

APL12 (12=13-1)

Worldburner spellcaster: sor12, hp 64, see Appendix One.

Worldburner warriors (4): human Bbn6/war1 hp 80 each, see Appendix one

Tactics: The warriors try to close and finish off anyone who is hurt. The spellcaster spends his first round to cast its spell that can inflict the most damage the quickest (he doesn't care if that means hitting some of his people), using as many metamagic feats at once. This makes his spell a full-round action.

Development: As the heroes dispatch the reinforcements, they can hear the blowing horns of the crusaders signaling their victory. Proceed to El'Beten's victory speech.

El'Beten's victory speech

All of you gather yourselves as the victorious Crusaders regroup. A few Crusaders have died but a lot more have returned. El'Beten is very bloody but sports a triumphant smile.

"Brothers! We have won a great victory today. Not only did we manage to destroy an important enemy convoy, but we have also managed to smash the last of its forces. All that is left is to lead the war into enemy territory. For Tusmit! For Al'Akbar!"

The crusaders return to Hesuv with the loot they took from the Worldburners. Ekbirrian cloth, Zeifian gems, Tusman gold, galda spirit, grain and silverware are all divided among all those who participated in the raid. This bounty is traded for coin to the many merchants of the Mouqollad Consortium in the small town.

While you have scored a small victory against the Worldburners today, you know that final victory lies with the final defeat of Kerridzar. Rest easy, for final showdown with the red dragon and his lead minions are coming.

Let the dance begin...

Treasure:

APL4: L: 400gp; C: 50gp; M: *scroll of invisibility* (25gp); *scroll of expeditious retreat* (2gp); *amulet of natural armor +1* (167gp)

APL6: L: 400gp; C: 50gp; M: *scroll of invisibility* (25gp); *scroll of expeditious retreat* (2gp); *amulet of natural armor +1* (167gp)

APL8: L: 400gp; C: 50gp; M: *scroll of invisibility* (25gp); *scroll of expeditious retreat* (2gp); *amulet of natural armor +1* (167gp); *vest of resistance +1* (83gp); *ring of protection +1* (167gp); *cloak of charisma +2* (333gp)

APL10: L: 400gp; C: 50gp; M: *scroll of invisibility* (25gp); *scroll of expeditious retreat* (2gp); *amulet of natural armor +2* (667gp); *vest of resistance +2* (333gp); *ring of protection +2* (667gp); *cloak of charisma +4* (1333gp); *chain shirt +1* x4 (415gp); *falchion +1* x4 (792gp); *amulet of health +2* x4 (1333gp)

APL12: L: 400gp; C: 50gp; M: *scroll of invisibility* (25gp); *scroll of expeditious retreat* (2gp); *amulet of natural armor +2* (667gp); *vest of resistance +2* (333gp); *ring of protection +2* (667gp); *cloak of charisma +4* (1333gp); *chain shirt +1* x4 (415gp); *falchion +2* x4 (2792gp); *amulet of health +2* x4 (1333gp)

Conclusions and AR Rewards

If the heroes defeat the first wave in full, they receive the “Crusader” AR Reward (provided they do not get “Refused Eternal Glory”)

If they defeat both waves of Worldburners, they also receive the “Victorious Raid” AR Reward. Not that this second reward is given even if a hero received “Refused Eternal Glory”

Victorious Raid: If you belong to the Mouqollad Consortium, the Tears of the Marid or the church of Olidammara, the items below marked * are considered Frequency: Regional for you.

The End

Experience Point Summary

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

Encounter Three

Defeating the goblins

APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp;

Encounter Five

Defeating the flying creatures

APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp;

Encounter Six

Surviving the kobold’s traps

APL4	150 xp
APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp;

Encounter Seven

Defeating the kobolds.

APL4	210 xp
APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	470 xp;

Encounter Eight

Defeating the Worldburners.

APL4	210 xp
APL6	270 xp
APL8	330 xp
APL10	390 xp
APL12	470 xp;

Story Award

Dealing with the ghost (through talk or fight)

APL4	90 xp
APL6	90 xp
APL8	90 xp
APL10	90 xp
APL12	90 xp;

Finding out about the opposition between the Red Fire tribe and the Worldburners:

APL4	45 xp
APL6	90 xp
APL8	135 xp
APL10	180 xp
APL12	225 xp;

Total possible experience:

APL4	675 xp
APL6	900 xp
APL8	1125 xp
APL10	1350 xp
APL12	1575 xp;

Optional Encounter

Defeating the first wave

APL4	150 xp
APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp;

Defeating the second wave

APL4	120 xp
APL6	180 xp
APL8	240 xp
APL10	300 xp
APL12	360 xp;

Creativity (role-playing award)

APL4	67 xp
APL6	60 xp
APL8	52 xp
APL10	45 xp
APL12	37 xp;

Optional Encounter:

APL4	337 xp
APL6	450 xp
APL8	562 xp
APL10	675 xp
APL12	787 xp;

Treasure Summary

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

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

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

the coin total is subtracted from the encounter totals given below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three

APL4: L: 203gp; C: ogp; M: *+1 composite longbow* (200gp);

APL6: L: 197gp; C: ogp; M: *+1 composite longbow* x3 (600gp per character);

APL8: L: 234gp; C: ogp; M: *+1 composite longbow* x9 (1800gp per character);

APL10: L: 234gp; C: ogp; M: *+1 composite longbow (+1str)* x9 (1875gp per character);

APL12: L: 234gp; C: ogp; M: *+2 composite longbow (+1str)* x9 (6375gp per character);

Encounter Five

APL4: L: ogp; C: ogp; M: ogp

APL6: L: ogp; C: ogp; M: ogp

APL8: L: ogp; C: ogp; M: ogp

APL10: L: o gp; C: o gp; M: *+3 studded leather* (764gp); *+1 frost composite longbow (+1str)* (708gp); *bracers of archery, lesser* (417gp); *potion of cure*

moderate wounds (25gp); *potion of cat's grace* (25gp); *+2 arrows* (667gp);

APL12: L: o gp; C: o gp; M: *+3 studded leather* x2 (764gp per character); *+1 frost composite longbow (+1str)* x2 (708gp per character); *bracers of archery, lesser* x2 (417gp per character); *potion of cure moderate wounds* x2 (25gp per character); *potion of cat's grace* x2 (25gp per character); *+2 arrows* x2 (667gp per character);

Encounter Seven

APL4: L: 118gp; C: ogp; M: *ring of protection +1* (167gp); *bracers of armor +1* (83gp); *scroll of shield* (2gp);

APL6: L: 51; C: ogp; M: *ring of protection +1* (167gp); *bracers of armor +1* (83gp); *scroll of shield* (2gp); *+1 composite longbow* x2 (400gp per character); *+1 club* (192gp); *cloak of charisma +2* (333gp); *vest of resistance +1* (83gp);

APL8: L: 9; C: ogp; M: *ring of protection +1* (167gp); *bracers of armor +1* (83gp); *scroll of shield* (2gp); *+1 chain shirt* x2 (208gp per character); *+1 composite longbow* x2 (400gp per character); *+1 club* (192gp); *cloak of charisma +2* (333gp); *vest of resistance +1* (83gp); *amulet of natural armor +1* (167gp); *scroll of greater invisibility* (58gp); *scroll of wind wall* (58gp); *potion of reduce person* (25gp);

APL10: L: 9; C: ogp; M: *ring of protection +1* (167gp); *bracers of armor +1* (83gp); *scroll of shield* (2gp); *+1 chain shirt* x2 (208gp per character); *+1 composite longbow* x2 (400gp per character); *+1 club* (192gp); *cloak of charisma +2* (333gp); *vest of resistance +1* (83gp); *amulet of natural armor +1* (167gp); *scroll of greater invisibility* (58gp); *scroll of wind wall* (58gp); *potion of reduce person* (25gp); *amulet of health +2* (333gp); *cloak of resistance +2* x2 (167gp per character);

APL12: L: 9; C: ogp; M: *ring of protection +1* (167gp); *bracers of armor +1* (83gp); *scroll of shield* (2gp); *+2 chain shirt* x2 (708gp per character); *+2 composite longbow* x2 (1400gp per character); *+1 club* (192gp); *cloak of charisma +2* (333gp); *vest of resistance +1* (83gp); *amulet of natural armor +1* x3 (500gp per character); *scroll of greater invisibility* (58gp); *scroll of wind wall* (58gp); *potion of reduce person* (25gp); *amulet of health +2* (333gp); *cloak of resistance +2* x2 (167gp per character);

Conclusion

Befriended the Red Fire Tribe

APL 4: L: ogp C: 200gp M: ogp

APL 6: L: ogp C: 300gp M: ogp

APL 8: L: ogp C: 400gp M: ogp

APL 10: L: ogp C: 500gp M: ogp

APL 12: L: ogp C: 600gp M: ogp

Refused Glory (this can NOT go over-the-cap)

APL 4: L: ogp C: 50gp M: ogp

APL 6: L: ogp C: 50gp M: ogp

APL 8: L: ogp C: 50gp M: ogp

APL 10: L: ogp C: 50gp M: ogp

APL 12: L: ogp C: 50gp M: ogp

Total Possible Treasure

APL4: 650 gp

APL6: 900 gp

APL8: 1,300 gp

APL10: 2,300 gp

APL12: 3,300 gp

Optional Encounter

APL4: L: 400gp; C: 50gp; M: *scroll of invisibility* (25gp); *scroll of expeditious retreat* (2gp); *amulet of natural armor +1* (167gp)

APL6: L: 400gp; C: 50gp; M: *scroll of invisibility* (25gp); *scroll of expeditious retreat* (2gp); *amulet of natural armor +1* (167gp)

APL8: L: 400gp; C: 50gp; M: *scroll of invisibility* (25gp); *scroll of expeditious retreat* (2gp); *amulet of natural armor +1* (167gp); *vest of resistance +1* (83gp); *ring of protection +1* (167gp); *cloak of charisma +2* (333gp)

APL10: L: 400gp; C: 50gp; M: *scroll of invisibility* (25gp); *scroll of expeditious retreat* (2gp); *amulet of natural armor +2* (667gp); *vest of resistance +2* (333gp); *ring of protection +2* (667gp); *cloak of charisma +4* (1333gp); *chain shirt +1* x4 (415gp); *falchion +1* x4 (792gp); *amulet of health +2* x4 (1333gp)

APL12: L: 400gp; C: 50gp; M: *scroll of invisibility* (25gp); *scroll of expeditious retreat* (2gp); *amulet of natural armor +2* (667gp); *vest of resistance +2* (333gp); *ring of protection +2* (667gp); *cloak of charisma +4* (1333gp); *chain shirt +1* x4 (415gp); *falchion +2* x4 (2792gp); *amulet of health +2* x4 (1333gp)

Total Possible Treasure (Optional encounter)

APL4: 325 gp

APL6: 450 gp

APL8: 650 gp

APL10: 1,150 gp

APL12: 1,650 gp

Items for the Adventure Record

Munthir's armory: For returning with the information he asked, Munthir offers you access to one of the following: armor or shield upgrades: fire resistance (standard or improved); weapon upgrades: keen, flaming or flaming burst or holy. Cross off once used.

Seen by Kerridzar: Kerridzar the red dragon saw your face. This will most likely have future repercussions. And it won't be good.

Freed the prisoners: By killing the guards, you were able to rescue a number of Tusman prisoners. This counts as an influence point with either the Tusman army OR Munthir Haddad. Cross off once used.

Befriended the Red Fire: You struck a deal with the Red Fire and freed some of their captured brethren. Because of this, they feel they owe you something. This may come into play in the future.

Scourge of the kobolds: For having destroyed their hated foes, the gnomes of Hesusv bestow upon you the title of "Most Honored slayer and scourge of the hated kobolds". This gives you regional access to a *hand of the mage*, made by the gnome out of a kobolds' claw.

Crusader: Because you have pledged your assistance to the crusade, the church of Azor'alq arranged to cover half the cost of a weapon, an armor or a shield upgrade from +1 to +2 or +2 to +3. Cross off once used.

Victorious Raid: If you belong to the Mouqollad Consortium, the Tears of the Marid or the church of Olidammara, the items below marked * are considered Frequency: Regional for you.

Refused eternal glory: You refused eternal glory and were paid a one-time payment of 50gp (can go over the cap).

Item Access

APL4:

APL6:

APL4 Items

- vest of resistance +1* (Adventure, CA)

APL8:

APL4 & 6 Items

APL10:

APL4, 6 & 8 Items

- +3 studded leather (Adventure, DMG)
- +1 frost composite longbow (+1str) (Adventure, DMG)
- bracers of archery, lesser (Adventure, DMG)
- +2 arrows (Adventure, DMG)
- Cloak of resistance +2 (Adventure, DMG)
- amulet of natural armor +2
- vest of resistance +2* (Adventure, DMG)
- ring of protection +2* (Adventure, DMG)
- cloak of charisma +4* (Adventure, DMG)

APL12:

APL4, 6, 8 & 10 Items

- +2 chain shirt (Adventure, DMG)
- +2 composite longbow (Adventure, DMG)
- falchion +2* (Adventure, DMG)

Appendix One: NPCs and Creatures

All APLs

Kabozt: Male Hobgoblin War3; CR 5; Medium Undead (augmented humanoid, goblinoid); HD 3d12; hp 26; Init +7; Spd 30 ft, Fly 30 ft.(perfect); AC 17, touch 17, flat-footed 14; Base Atk +3; Grp +5; Atk/Full Atk +5 melee touch (see below;20/x2, Touch); SA Corrupting gaze, draining touch, malevolence; SQ Manifestation, rejuvenation, undead traits, turn resistance +4; AL LE; SV Fort +7, Ref +4, Will +1; Str 14, Dex 16, Con -, Int 10, Wis 10, Cha 18;

Skills and Feats: Intimidate +10, Ride +9. Dodge, Improved Initiative

Languages: Goblin and common

Rejuvenation (Su): Your 'destroyed' spirit will often restore itself in 2d4 days. You return to your old haunts with a successful level check (1d20+3) against DC 16.

Manifestation (Su): You dwell on the Ethereal Plane and, as an ethereal creature, you cannot affect or be affected by anything in the material world. When manifested you can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): You can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet your gaze must succeed on a Fortitude save (DC 15) or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): When you hit a living target with your incorporeal touch attack you drain 1d4 points from any one ability score you selects. On each such successful attack, you heal 5 points of damage. Against ethereal opponents, you add your Strength modifier to attack rolls only. Against nonethereal opponents, you add your Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, while ethereal, you can merge your body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10), except that it does not require a receptacle. To use this ability, you must be manifested and you must try move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will

save (DC 19). A creature that successfully saves is immune to your malevolence for 24 hours, and you cannot enter the target's space. If the save fails, then you vanish into the target's body.

APL4

Encounter Three

Goblin archer: Male Goblin Rgr2; CR2; Small Humanoid (Goblinoid); HD 2d8+4; hp 17; Init +4; Spd 30 ft; AC 19, touch 15, flat-footed 15; Base atk +2; Grp -1; Atk +8 melee (1d6, Masterwork composite longbow) or +5 melee (1d6+1, morningstar); Full Atk +6/+6 melee (1d6, Masterwork composite longbow) or +5 melee (1d6+1, morningstar); SA Archery combat style, Favored enemy (human); SQ Darkvision, Wild Empathy; AL NE; SV Fort +5, Ref +7, Will +1; Str 12, Dex 18, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +5, Handle Animal +3, Hide +12, Ride +15, Spot +6, Survival +6. Point Blank Shot, Rapid Shot, Track

Possessions: masterwork composite longbow, morningstar, tanglefoot bag, masterwork chain shirt.

Goblin hunter: Male Goblin Rgr3/Rog1; Small Humanoid (Goblinoid); CR 4; HD 1d6+3d8+8; hp 30; Init +4; Spd 30 ft; AC 19, touch 15, flat-footed 15; Base Atk +3; Grp +0; Atk +10 melee (1d6+1, +1 Composite Longbow), +5 melee (1d6+1, morningstar); Full Atk +8/+8 melee (1d6+1, +1 Composite Longbow), +5 melee (1d6+1, morningstar); SA Archery combat style, Favored enemy (human), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding; AL NE; SV Fort +5, Ref +9, Will +2; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +7, Handle Animal +4, Hide +14, Ride +16, Spot +7, Survival +7, Tumble +9. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track,

Possessions: +1 composite longbow, morningstar, tanglefoot bag, masterwork chain shirt.

Encounter Seven

Furniss: Male Kobold Sor3; CR5; Small Dragon (augmented humanoid, reptilian); HD 3d4+6; hp 16; Init +3; Spd 30 ft; AC 21, touch 15, flat-footed 18; Base Atk +1; Grp -2; Atk +3 melee (1d4+1, Club) or +3 melee (1d3, Claw); Full Atk +3 melee (1d4+1, Club) or +3/+3 melee (1d3, 2 Claws) and -2 melee (1d4+1, Bite); SA Breath weapon; SQ Darkvision 60ft, Low-Light Vision, Light Sensitivity, Immunities; AL CE; SV Fort +3, Ref +4, Will +2; Str 12, Dex 16, Con 14, Int 10, Wis 8, Cha 20;

Skills and feats: Bluff +11, Concentration +8. Combat Casting, Spell Focus (Evocation)

Breath Weapon(Ex): Once per day you can emit a 30-foot cone of fire, dealing 6d8 damage, with a Reflex save (DC 12).

Immunities(Ex): You are immune to sleep and paralysis effects, as well as immunity to fire.

Spells Known 6/6 DC=15+spell level (DC16+ spell level for evocation) 0-[*Acid splash, detect magic, flare, read magic, resistance*]; 1-[*Burning hands, magic missile, protection from good*];

Possessions: Club, ring of protection +1, bracers of armor +1, scroll of shield

Kobold beastmaster: Male Kobold Rgr3; CR1; Small Humanoid (Reptilian); HD 3d8; hp 18; Init +4; Spd 30 ft; AC 20, touch 15, flat-footed 16; Base Atk +3; Grp -1; Atk +9 ranged (1d6, Masterwork composite longbow) or +4 melee (1d6, Longspear) or +4 melee (1d10, Greatsword); Full Atk +7/+7 ranged (1d6, Masterwork composite longbow) or +4 melee (1d6, Longspear) or +4 melee (1d10, Greatsword); SA Favored enemy (gnomes); SQ Darkvision 60ft, light sensitivity, wild empathy; AL LE; SV Fort +3, Ref +7, Will +2; Str 10, Dex 18, Con 10, Int 10, Wis 12, Cha 10;

Skills and Feats: Handle Animal +6, Hide +13, Listen +7, Move Silently +9, Search +8, Survival +7. Point Blank Shot, Precise Shot, Track, Rapid Shot, Endurance

Possessions: masterwork chain shirt, masterwork composite longbow, longspear, greatsword

Optional Encounter

Worldburner spellcaster: Male Baklunish Sor4; CR 4; Medium Humanoid; HD 4d4+8; hp 24; Init +6; Spd 30 ft; AC 13, touch 12, flat-footed 11; Base Atk +2; Grp +1; Atk/Full Atk +1 melee (1d8-1, longspear); AL CE; SV Fort +3, Ref +3, Will +3; Str 8, Dex 14, Con 14, Int 8, Wis 8, Cha 19;

Skills and Feats: Concentration +9, Spellcraft +6. Improved Initiative, Spell Focus (Evocation), Sudden Widen**

Possessions: longspear, scroll of invisibility, scroll of expeditious retreat, amulet of natural armor +1 Toad familiar (not taking part in combat)

Spells known: 6/7/4 spell DC=14+spell level
(15+spell level for evocation) 0-[*Acid splash, detect magic, flare, light, ray of frost, read magic*]; 1-[*Burning hands, mage armor, magic missile*]; 2-[*Flaming sphere*]

APL6

Encounter Three

Goblin archer: Male Goblin Rgr2; CR2; Small Humanoid (Goblinoid); HD 2d8+4; hp 17; Init +4; Spd 30 ft; AC 19, touch 15, flat-footed 15; Base atk +2; Grp -1; Atk +8 melee (1d6, Masterwork composite longbow) or +5 melee (1d6+1, morningstar); Full Atk +6/+6 melee (1d6, Masterwork composite longbow) or +5 melee (1d6+1, morningstar); SA Archery combat style, Favored enemy (human); SQ Darkvision, Wild Empathy; AL NE; SV Fort +5, Ref +7, Will +1; Str 12, Dex 18, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +5, Handle Animal +3, Hide +12, Ride +15, Spot +6, Survival +6. Point Blank Shot, Rapid Shot, Track

Possessions: masterwork composite longbow, morningstar, tanglefoot bag, masterwork chain shirt.

Goblin hunter: Male Goblin Rgr3/Rog1; CR4; Small Humanoid (Goblinoid); HD 1d6+3d8+8; hp 30; Init +4; Spd 30 ft; AC 19, touch 15, flat-footed 15; Base Atk +3; Grp +0; Atk +10 melee (1d6+1, +1 Composite Longbow), +5 melee (1d6+1, morningstar); Full Atk +8/+8 melee (1d6+1, +1 Composite Longbow), +5 melee (1d6+1, morningstar); SA Archery combat style, Favored enemy (human), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding; AL NE; SV Fort +5, Ref +9, Will +2; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +7, Handle Animal +4, Hide +14, Ride +16, Spot +7, Survival +7, Tumble +9. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track,

Possessions: +1 composite longbow, morningstar, tanglefoot bag, masterwork chain shirt.

Encounter Seven

Furniss: Male Kobold Sor5; CR7; Small Dragon (augmented humanoid, reptilian); HD 5d4+10; hp 26; Init +3; Spd 30 ft; AC 21, touch 15, flat-footed 18; Base Atk +2; Grp -1; Atk +5 melee (1d4+2, +1 Club) or +4 melee (1d3, Claw); Full Atk +5 melee (1d4+2, +1 Club) or +4/+4 melee (1d3, 2 Claws) and -1 melee (1d4+1, Bite); SA Breath weapon; SQ Darkvision 60ft, Low-Light Vision, Light Sensitivity, Immunities; AL CE; SV Fort +4, Ref +5, Will +4; Str 12, Dex 16, Con 14, Int 10, Wis 8, Cha 23;

Skills and Feats: Bluff +14, Concentration +10. Combat Casting, Spell Focus (Evocation)

Breath Weapon(Ex): Once per day you can emit a 30-foot cone of fire, dealing 6d8 damage, with a Reflex save (DC 12).

Immunities(Ex): You are immune to sleep and paralysis effects, as well as immunity to fire.

Spells Known 6/8/6 DC 16+spell level (DC 17+spell level for evocation) 0-[*Acid splash, detect magic, flare, ray of frost, read magic, resistance*]; 1-[*Burning hands, magic missile, protection from good, shocking grasp*]; 2-[*Scorching ray, web*];

Possessions: +1 Club, ring of protection +1, bracers of armor +1, scroll of shield, cloak of charisma +2, vest of resistance +1

Kobold beastmaster: Male Kobold Ftr2/Rgr3; CR3; Small Humanoid (Reptilian); HD 3d8+2d10; hp 30; Init +8; Spd 30 ft; AC 20, touch 15, flat-footed 16; Base Atk +5; Grp +1; Atk +12 ranged (1d6+1, +1 Composite Longbow) or +6 melee (1d10, Greatsword) or +6 melee (1d6, Longspear); Full Atk +10/+10 ranged (1d6+1, +1 Composite Longbow) or +6 melee (1d10, Greatsword) or +6 melee (1d6, Longspear); SA Favored enemy (gnomes); SQ Darkvision 60ft, light sensitivity, wild empathy; AL LE; SV Fort +6, Ref +7, Will +2; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10;

Skills and Feats: Handle Animal +10, Hide +13, Listen +7, Move Silently +9, Search +8, Survival +7. Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (Composite Longbow), Track, Rapid Shot, Endurance

Possessions: masterwork chain shirt, +1 composite longbow, longspear, greatsword

Optional Encounter

Worldburner spellcaster: Male Baklunish Sor6; CR 6; Medium Humanoid; HD 6d4+12; hp 34; Init +6; Spd 30 ft; AC 13, touch 12, flat-footed 11; Base Atk +3; Grp +2; Atk/Full Atk +2 melee (1d8-1, longspear); AL CE; SV Fort +4, Ref +4, Will +4; Str 8, Dex 14, Con 14, Int 8, Wis 8, Cha 19;

Skills and Feats: Concentration +11, Spellcraft +8. Improved Initiative, Spell Focus (Evocation), Greater Spell Focus (Evocation), Sudden Widen**

Possessions: long spear, scroll of invisibility, scroll of expeditious retreat, amulet of natural armor +1, Toad familiar (not taking part in combat)

Spells known: 6/7/6/4 spell DC=14+spell level (16+spell level for evocation) 0-[*Acid splash, detect magic, flare, light, mage hand, ray of frost, read magic*]; 1-[*Burning hands, mage armor, magic missile, ray of enfeeblement*]; 2-[*Flaming sphere, web*]; 3-[*Fireball*]

APL8

Encounter Three

Goblin hunter: Male Goblin Rgr3/Rog1; CR4; Small Humanoid (Goblinoid); HD 1d6+3d8+8; hp 30; Init +4; Spd 30 ft; AC 19, touch 15, flat-footed 15; Base Atk +3; Grp +0; Atk +10 melee (1d6+1, +1 Composite Longbow), +5 melee (1d6+1, morningstar); Full Atk +8/+8 melee (1d6+1, +1 Composite Longbow), +5 melee (1d6+1, morningstar); SA Archery combat style, Favored enemy (human), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding; AL NE; SV Fort +5, Ref +9, Will +2; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +7, Handle Animal +4, Hide +14, Ride +16, Spot +7, Survival +7, Tumble +9. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track,

Possessions: +1 composite longbow, morningstar, tanglefoot bag, masterwork chain shirt.

Encounter Seven

Furniss: Male Kobold Sor7; CR9; Small Dragon (augmented humanoid, reptilian); HD 7d4+14; hp 36; Init +3; Spd 30 ft; AC 22, touch 15, flat-footed 19; Base Atk +3; Grp +0; Atk +6 melee (1d4+2, +1 Club) or +5 melee (1d3, 2 Claws); Full Atk +6 melee (1d4+2, +1 Club) or +5/+5 melee (1d3, 2 Claws) and +0 melee (1d4+1, Bite); SA Breath weapon; SQ Darkvision 60ft, Low-Light Vision, Light Sensitivity, Immunities; AL CE; SV Fort +5, Ref +6, Will +5; Str 12, Dex 16, Con 14, Int 10, Wis 8, Cha 23;

Skills and Feats: Bluff +16, Concentration +12. Combat Casting, Spell Focus (Evocation), Greater Spell Focus (Evocation)

Breath Weapon(Ex): Once per day you can emit a 30-foot cone of fire, dealing 6d8 damage, with a Reflex save (DC 12).

Immunities(Ex): You are immune to sleep and paralysis effects, as well as immunity to fire.

Spells Known 6/8/8/5 DC 16+spell level (DC 18+spell level for evocation) 0-[*Acid splash, detect magic, flare, ray of frost, prestidigitation, read magic, resistance*]; 1-[*Burning hands, mage armor, magic missile, protection from good, shocking grasp*]; 2-[*Flaming sphere, scorching ray, web*]; 3-[*Dispel magic, fireball*];

Possessions: +1 Club, ring of protection +1, bracers of armor +1, scroll of shield, cloak of charisma +2, vest of resistance +1, amulet of natural armor +1, scroll of greater invisibility, scroll of windwall, potion of reduce person

Kobold beastmaster: Male Kobold Ftr4/Rgr3; CR5; Small Humanoid (Reptilian); HD 3d8+4d10; hp 42; Init +8; Spd 30 ft; AC 21, touch 15, flat-footed 17; Base Atk +7; Grp +3; Atk +14 ranged (1d6+3, +1 Composite Longbow) or +8/+3 melee (1d10, Greatsword) or +8/+3 melee (1d6, Longspear); Full Atk +12/+12/+7 ranged (1d6+3, +1 Composite Longbow) or +8/+3 melee (1d10, Greatsword) or +8/+3 melee (1d6, Longspear); SA Favored enemy (gnomes); SQ Darkvision 60ft, light sensitivity, wild empathy; AL LE; SV Fort +7, Ref +8, Will +3; Str 10, Dex 19, Con 10, Int 10, Wis 12, Cha 10;

Skills and Feats: Climb +3, Handle Animal +10, Hide +13, Listen +7, Move Silently +9, Search +8, Survival +7. Improved Initiative, Point Blank Shot, Precise Shot, Manyshot, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow), Track, Rapid Shot, Endurance

Possessions: +1 chain shirt, +1 composite longbow, longspear, greatsword

Optional Encounter

Worldburner spellcaster: Male Baklunish Sor8; CR 8; Medium Humanoid; HD 8d4+16; hp 44; Init +6; Spd 30 ft; AC 14, touch 13, flat-footed 12; Base Atk +4; Grp +3; Atk/Full Atk +3 melee (1d8-1, longspear); AL CE; SV Fort +5, Ref +5, Will +6; Str 8, Dex 14, Con 14, Int 8, Wis 8, Cha 22;

Skills and Feats: Concentration +13, Spellcraft +10. Improved Initiative, Spell Focus (Evocation), Greater Spell Focus (Evocation), Sudden Widen**

Possessions: longspear, scroll of invisibility, scroll of expeditious retreat, amulet of natural armor +1, vest of resistance +1, ring of protection +1, cloak of charisma +2, Toad familiar (not taking part in combat)

Spell known: 6/8/8/6/4 spell DC=16+spell level (18+spell level for evocation) 0-[*Acid splash, dancing lights, detect magic, flare, light, mage hand, ray of frost, read magic*]; 1-[*Burning hands, mage armor, magic missile, ray of enfeeblement, shield*]; 2-[*Flaming sphere, scorching ray, web*]; 3-[*Fireball, lightning bolt*]; 4-[*Evard's black tentacles*]

Worldburner warrior: Male Baklunish Bbn2/War1;
CR 2; Medium Humanoid; HD 1d8+2d12+6; hp 30;
Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 16; Base
Atk +3; Grp +7; Atk/Full Atk +8 melee (2d4+6,
masterwork Falchion), +8 melee (2d4+6, Falchion); SA:
Rage; SQ: Fast movement, uncanny dodge; AL CE; SV
Fort +7, Ref +2, Will -1; Str 18(+4), Dex 14(+2), Con
14(+2), Int 8(-1), Wis 8(-1), Cha 8(-1);

Skills and Feats: Handle Animal +5, Listen +4,
Ride +10, Survival +4. Mounted Combat, Power Attack,
Weapon Focus (Falchion)

Possessions: masterwork chain shirt, masterwork
falchion, falchion

APL10

Encounter Three

Goblin tracker: Male Goblin Rgr4/Rog2; CR 6; Small Humanoid (Goblinoid); HD 2d6+4d8+12; hp 43; Init +4; Spd 30 ft; AC 20, touch 15, flat-footed 16; Base Atk +5; Grp +2; Atk +13 ranged (1d6+3; +2 Composite Longbow (+1 Str)), +7 melee (1d6+1; morningstar); Full Atk +11/+11 ranged (1d6+3; +2 Composite Longbow (+1 Str)), +7 melee (1d6+1; morningstar); SA Archery combat style, Favored enemy (human), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding, Evasion; AL NE; SV Fort +6, Ref +11, Will +2; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +9, Handle Animal +5, Hide +16, Intimidate +2, Ride +17, Spot +9, Survival +7, Tumble +11. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track, Precise Shot

Spells Prepared (1); base DC = 11 + spell level) Caster level: 2; 1st – [*longstrider*];

Possessions: +1 Composite longbow (mighty +1), morningstar, tanglefoot bag, +1 Chain shirt

Riding Dog Companion

Encounter Seven

Furniss: Male Kobold Sor9; CR11; Small Dragon (augmented humanoid, reptilian); HD 9d4+27; hp 55; Init +3; Spd 30 ft; AC 24, touch 16, flat-footed 21; Base Atk +4; Grp +1; Atk +7 melee (1d4+2, +1 Club) and +6 melee (1d3, 2 Claws); Full Atk +7 melee (1d4+2, +1 Club) and +6/+6 melee (1d3, 2 Claws) or +1 melee (1d4+1, Bite); SA Breath weapon; SQ Darkvision 60ft, Low-Light Vision, Light Sensitivity, Immunities; AL CE; SV Fort +8, Ref +8, Will +7; Str 12, Dex 16, Con 16, Int 10, Wis 8, Cha 24;

Skills and Feats: Bluff +19, Concentration +15. Combat Casting, Spell Focus (Evocation), Greater Spell Focus (Evocation), Empower Spell

Breath Weapon(Ex): Once per day you can emit a 30-foot cone of fire, dealing 6d8 damage, with a Reflex save (DC 13).

Immunities(Ex): You are immune to sleep and paralysis effects, as well as immunity to fire.

Spells Known 6/8/8/8/5 DC 17+spell level (DC 19+spell level for evocation) 0-[*Acid splash, detect magic, flare, ray of frost, prestidigitation, read magic,*

resistance]; 1-[*Burning hands, mage armor, magic missile, protection from good, shocking grasp*]; 2-[*False life, flaming sphere, scorching ray, web*]; 3-[*Dispel magic, haste, fireball*]; 4-[*Dimension door, wall of fire*];

Possessions: +1 Club, ring of protection +2, bracers of armor +2, scroll of shield, cloak of charisma +2, vest of resistance +2, amulet of natural armor +1, scroll of greater invisibility, scroll of windwall, potion of reduce person, amulet of health+2

Kobold beastmaster: Male Kobold Ftr6/Rgr3; CR7; Small Humanoid (Reptilian); HD 3d8+6d10; hp 63; Init +9; Spd 30 ft; AC 21, touch 15, flat-footed 17; Base Atk +9; Grp +6; Atk +17 ranged (1d6+3;19-20/x3, +1 Composite Longbow) or +11 melee (1d10+1, Greatsword) or +11 melee (1d6+1, Longspear); Full Atk +15/+15/+10 ranged (1d6+3;19-20/x3, +1 Composite Longbow) or +11/+6 melee (1d10+1, Greatsword) or +11/+6 melee (1d6+1, Longspear); SA Favored enemy (gnomes); SQ Darkvision 60ft, light sensitivity, wild empathy; AL LE; SV Fort +9, Ref +11, Will +5; Str 12, Dex 20, Con 10, Int 10, Wis 12, Cha 10;

Skills and Feats: Climb +6, Handle Animal +12, Hide +14, Listen +7, Move Silently +10, Search +8, Survival +7. Improved Critical (Composite Longbow), Improved Initiative, Point Blank Shot, Precise Shot, Manyshot, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow), Improved Toughness, Track,Rapid Shot, Endurance

Possessions: +1 chain shirt, +1 composite longbow, longspear, greatsword, cloak of resistance +1

Optional Encounter

Worldburner spellcaster: Male Baklunish Sor10; CR 10; Medium Humanoid; HD 10d4+20; hp 54; Init +6; Spd 30 ft; AC 16, touch 14, flat-footed 14; Base Atk +5; Grp +4; Atk/Full Atk +4 melee (1d8-1, longspear); AL CE; SV Fort +7, Ref +7, Will +8; Str 8, Dex 14, Con 14, Int 8, Wis 8, Cha 24;

Skills and Feats: Concentration +15, Knowledge (arcana) +5, Spellcraft +8. Improved Initiative, Spell Focus (Evocation), Greater Spell Focus (Evocation), Energy Affinity (fire)***, Sudden Widen**

Possessions: longspear, scroll of invisibility, scroll of expeditious retreat, amulet of natural armor +2, vest of resistance +2, ring of protection +2, cloak of charisma +4, Toad familiar (not taking part in combat)

Spells known: 6/8/8/8/6/4 spell DC=17+spell level (19+spell level for evocation) 0-[*Acid splash, dancing lights, detect magic, flare, light, mage hand, ray of frost, read magic, resistance*]; 1-[*Burning hands, mage armor, magic missile, ray of enfeeblement, shield*]; 2-[*Flaming sphere, invisibility, scorching ray, web*]; 3-[*Deeper slumber, fireball, lightning bolt*]; 4-[*Evard's black tentacles, lesser globe of invulnerability*]; 5-[*Cone of cold*]

Worldburner warrior: Male Baklunish Bbn4/War1; CR 4; Medium Humanoid; HD 1d8+4d12+15; hp 53; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 16; Base Atk +5; Grp +9; Atk/Full Atk +11 melee (2d4+7, +1 Falchion), +11 melee (2d4+6, Masterwork falchion); SA: Rage; SQ: Fast movement, trap sense +1, uncanny dodge; AL CE; SV Fort +9, Ref +3, Will +0; Str 19(+4), Dex 14(+2), Con 16(+3), Int 8(-1), Wis 8(-1), Cha 8(-1);

Skills and Feats: Handle Animal +5, Intimidate +3, Listen +4, Ride +12, Survival +6. Mounted Combat, Power Attack, Weapon Focus (Falchion)

Possessions: chain shirt +1, masterwork falchion, falchion +1, amulet of health +2

APL12

Encounter Three

Goblin Sniper: Male Goblin Ftr1/Rgr5/Rog2; CR8; Small Humanoid (Goblinoid); HD 2d6+5d8+1d10+16; hp 58; Init +5; Spd 30 ft; AC 21, touch 15, flat-footed 17; Base Atk +7; Grp +4; Full Atk +14/+14/+11 melee (1d6+3; +2 Composite Longbow (+1 Str)), +9/+4 melee (1d6+1; morningstar); Atk +16 melee (1d6+3; +2 Composite Longbow (+1 Str)), +9 melee (1d6+1; morningstar); SA Archery combat style, Favored enemy (human, human), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding; AL NE; SV Fort +8, Ref +12, Will +2; Str 12, Dex 20, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +12, Handle Animal +5, Hide +18, Intimidate +2, Ride +20, Spot +11, Survival +7, Tumble +12. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track, Precise Shot, Far Shot

Spells Prepared (1); base DC = 11 + spell level) Caster level: 2; 1st-[*longstrider*];

Possessions: +2 composite longbow (mighty +1), morningstar, tanglefoot bag, +1 chain shirt

Riding Dog Companion

Encounter Seven

Furniss: Male Kobold Sor11; CR 13; Small Dragon (augmented humanoid, reptilian); HD 11d4+33; hp 67; Init +3; Spd 30 ft; AC 24, touch 16, flat-footed 21; Base Atk +5; Grp +2; Atk +8 melee (1d4+2, +1 Club) or +7 melee (1d3, 2 Claws); Full Atk +8 melee (1d4+2, +1 Club) or +7/+7 melee (1d3, 2 Claws) and +2 melee (1d4+1, Bite); SA Breath weapon; SQ Darkvision 60ft, Low-Light Vision, Light Sensitivity, Immunities; AL CE; SV Fort +8, Ref +8, Will +8; Str 12, Dex 16, Con 16, Int 10, Wis 8, Cha 26;

Skills and Feats: Bluff +22, Concentration +17. Combat Casting, Spell Focus (Evocation), Greater Spell Focus (Evocation), Empower Spell

Breath Weapon(Ex): Once per day you can emit a 30-foot cone of fire, dealing 6d8 damage, with a Reflex save (DC 13).

Immunities(Ex): You are immune to sleep and paralysis effects, as well as immunity to fire.

Spells Known: 6/8/8/8/8/5 DC 18+spell level (DC 20+spell level for evocation) 0-[*Acid splash, detect magic, flare, mage hand, ray of frost, resist energy, prestidigitation, read magic, resistance*]; 1-[*Burning hands, mage armor, magic missile, protection from good, shocking grasp*]; 2-[*False life, flaming sphere, scorching ray, web*]; 3-[*Dispel magic, haste, fireball, lightning bolt*]; 4-[*Dimension door, fire shield, wall of fire*]; 5-[*Cone of cold, feeblemind*]

Possessions: +1 Club, ring of protection +2, bracers of armor +2, scroll of shield, cloak of charisma +4, vest of resistance +2, amulet of natural armor +1, scroll of greater invisibility, scroll of windwall, potion of reduce person, amulet of health+2

Kobold beastmaster: Male Kobold Ftr8/Rgr3; CR9; Small Humanoid (Reptilian); HD 3d8+8d10; hp 77; Init +9; Spd 30 ft; AC 23, touch 15, flat-footed 19; Base Atk +11; Grp +8; Atk +20 ranged (1d6+4; 19-20/x3, +2 Composite Longbow) or +13 melee (1d10+1, Greatsword) or +13 melee (1d6+1, Longspear); Full Atk +18/+18/+13/+8 ranged (1d6+4; 19-20/x3, +2 Composite Longbow), +13/+8/+3 melee (1d10+1, Greatsword), +13/+8/+3 melee (1d6+1, Longspear); SA Favored enemy (gnomes); SQ Darkvision 60ft, light sensitivity, wild empathy; AL LE; SV Fort +10, Ref +11, Will +5; Str 12, Dex 20, Con 10, Int 10, Wis 12, Cha 10;

Skills and Feats: Climb +6, Handle Animal +12, Hide +14, Intimidate +4, Listen +7, Move Silently +10, Search +8, Survival +7. Improved Critical (Composite Longbow), Improved Initiative, Point Blank Shot, Precise Shot, Improved Precise Shot, Manyshot, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow), Improved Toughness, Track, Rapid Shot, Endurance

Possessions: +2 chain shirt, +2 composite longbow, longspear, greatsword, cloak of resistance +1, amulet of natural armor +1

Optional Encounter

Worldburner spellcaster: Male Baklunish Sor12; CR 12; Medium Humanoid; HD 12d4+24; hp 64; Init +6; Spd 30 ft; AC 16, touch 14, flat-footed 14; Base Atk +6; Grp +5; Atk +5 melee (1d8-1, longspear); Full Atk +5/+0 melee (1d8-1, longspear); AL CE; SV Fort +8, Ref +8, Will +9; Str 8, Dex 14, Con 14, Int 8, Wis 8, Cha 25;

Skills and Feats: Concentration +17, Knowledge (arcana) +7, Spellcraft +8. Improved Initiative Spell

Focus (Evocation), Greater Spell Focus (Evocation), Energy Affinity (fire)**; Sudden Maximize**, Sudden Widen**

Possessions: long spear, scroll of invisibility, scroll of expeditious retreat, amulet of natural armor +2, vest of resistance +2, ring of protection +2, cloak of charisma +4, Toad familiar (not taking part in combat)

Spells known: 6/8/8/8/7/6/4 spell DC=17+spell level (19+spell level for evocation) 0-[*Acid splash, dancing lights, detect magic, flare, light, mage hand, ray of frost, read magic, resistance*]; 1-[*Burning hands, mage armor, magic missile, ray of enfeeblement, shield*]; 2-[*Flaming sphere, invisibility, scorching ray, web*]; 3-[*Deeper slumber, fireball, invisibility sphere, lightning bolt*]; 4-[*Evard's black tentacles, ice storm, lesser globe of invulnerability*]; 5-[*Cloudkill, cone of cold*]; 6-[*Chain lightning*]

Worldburner warrior: Male Baklunish Bbn6/War1; CR 6; Medium Humanoid; HD 1d8+6d12+21; hp 80; Init +2; Spd 40 ft; AC 16, touch 12, flat-footed 16; Base Atk +7; Grp +11; Atk +14 melee (2d4+8, +2 Falchion), +13 melee (2d4+6, Masterwork falchion); Full Atk +14/+9 melee (2d4+8, +2 Falchion), +13/+8 melee (2d4+6, Masterwork falchion); SA: Rage; SQ: Fast movement, improved uncanny dodge, trap sense +1, uncanny dodge; AL CE; SV Fort +10, Ref +4, Will +1; Str 19(+4), Dex 14(+2), Con 16(+3), Int 8(-1), Wis 8(-1), Cha 8(-1);

Skills and Feats: Handle Animal +7, Intimidate +5, Listen +4, Ride +14, Survival +8. Mounted Combat, Power Attack, Weapon Focus (Falchion), Improved Toughness**

Possessions: chain shirt +1, masterwork falchion, falchion +2, amulet of health +2

Appendix Two: New Rules

Energy Affinity [Metamagic]

(from Miniatures Handbook)

You can modify a spell that uses one type of energy to use another type (acid, cold, electrical, or fire) instead.

Prerequisites: Knowledge (arcane) 5 ranks, able to cast at least one spell of each of these energy types: acid, cold, electricity, and fire.

Benefit: Choose acid, cold, electricity, or fire. You can modify any spell with an energy descriptor to use the chosen type of energy instead. A spell so modified works normally in all respects except the type of damage dealt.

A modified spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of energy.

Improved Toughness [General]

(from Complete Warrior)

You are significantly tougher than normal

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Sudden Maximize [Metamagic]

(from Complete Arcane)

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell Feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Sudden Widen [Metamagic]

(from Complete Arcane)

You can increase a spell's area without special preparation.

Benefit: Once per day, you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

Appendix Three: The law in northern Tusmit

Generalities

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the triad at rusmittriad@yahoo.com.

Horses

A horse qualifies as a person for the charges wherever it might be applicable (murder, assault).

Worldburners

In the eyes of the law, the Worldburners are not people. Since the Worldburners are considered to be at war with Tusmit, no one is subject to retribution for crimes against the Worldburners.

High Fines

If the guilty party cannot pay a fine, it can be worked off at a value of 50 fountains per week (one TU) in the mines.

Full responsibility of the law is expected and enforced by the Qadi and Mullahs, regardless of the circumstances.

The military and the nobles, however, understand the concept of excessive force used in self-defence.

The Self-Defense Clause

A clause of self-defence can be claimed and the good military or noble presiding official(s) will hear your plea.

A Diplomacy check (or Bluff) can be made, at 20 + the APL to convince the presiding official that the act was done in pure self-defence.

Failure to convince the presiding official (but the truth being that the crime was unintentional) will incur a penalty of one hundred fountains per death plus twenty-five fountains per point below the Bluff or Diplomacy DC. 1d10 lashes will also be given per point scored below the DC. The total penalty will be one time unit of imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

Ignorance of the law is no reason not to call upon this clause.

Assault (Major)

Threat or use of lethal force that results in major bodily harm reducing the victim's hit points to between 0 and -9.

Sentence: Confiscation of weapon used and imprisonment of up to six time units and 10d10 lashes.

Assault (Minor)

Threat or use of lethal force that results in major bodily harm without reducing the victim's hit points past 0

Sentence: Confiscation of weapon used and imprisonment of three time units and 5d10 lashes.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Illegal use of magic

Any target or area effect spell that requires a save, causes any change in state, causes damage, or produces an otherwise unwanted effect by the victim.

Sentence: Fine of fifty fountains per spell level and 1d10 lashes per spell level.

Manslaughter

Use of lethal force that unintentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentence: Sent to the mines for up to 10 years, plus loss of all property to be given to the family of the victim.

Murder

Use of lethal force that intentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentences:

- Mass murder: torture in public and death.
- Other: Death.

Theft

Possession, sale, or acquisition of an object without permission.

Sentence: Imprisonment for one time unit and 4d10 lashes per one hundred fountains worth of goods,

services, or information. As well a fine up to equalling up to five times the worth of the goods, services or information. 500 fountains worth or more.

Theft (Horse)

Possession, sale, or acquisition of a horse without permission.

Sentence: Death.

Appendix Four: The Environment in the Yatils

Getting Lost

If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

	<u>Survival</u> DC		<u>Survival</u> DC
Mountain, map	8	Mountain, no map	12

MOUNTAIN TERRAIN

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Mountains have an important terrain element, the rock wall, that is marked on the border between squares rather than taking up squares itself.

Mountain Terrain Features

	<u>Alpine</u> <u>Meadow</u>	<u>Rugge</u> <u>d</u>	<u>Forbiddin</u> <u>g</u>
Gradual slope	50%	25%	15%
Steep slope	40%	55%	55%
Cliff	10%	15%	20%
Chasm	—	5%	10%
Scree	—	20%	30%
Dense rubble	—	20%	30%

Gradual and Steep Slopes: These function as described in Hills Terrain, above.

Chasm: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall

into them by accident (although bull rushes are another story). A typical chasm is 2d4×10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm. In forbidding mountain terrain, chasms are typically 2d8×10 feet deep.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Move silently checks increases by 2 if the scree is on a slope of any kind.

Dense Rubble: The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2.

Rock Wall: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4×10 feet tall in rugged mountains and 2d8×10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

Other Mountain Terrain Features: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).

Stealth and Detection in Mountains: As a guideline, the maximum distance in mountain terrain at which a Spot check for detecting the nearby presence of others can succeed is 4d10×10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin. As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of Listen checks increases by 1 per 20 feet between listener and source, not per 10 feet.

Avalanches (CR 7)

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10×500 feet downslope by a character who makes a DC 20 Spot check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Listen check can hear the avalanche or landslide when it is 1d6×500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below). Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6×20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

Mountain Travel

High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

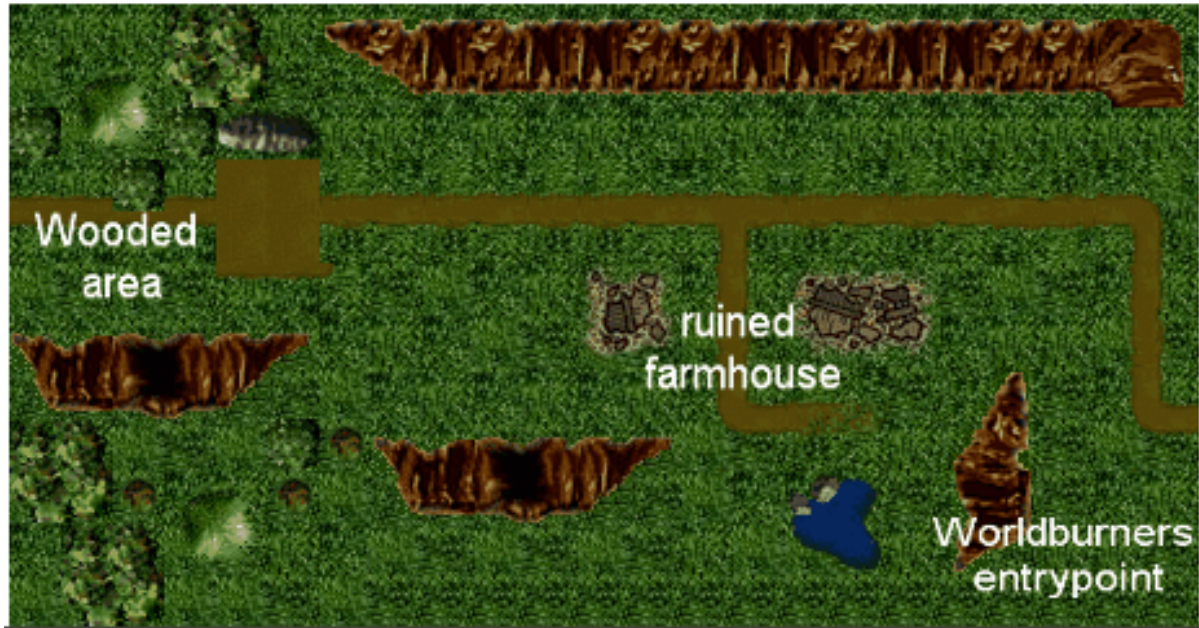
Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All nonacclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

Appendix Five: Map of the Worldburner attack site



Appendix Six: Textes Français

Introduction

Now we begin

Ce fut une grande surprise lorsqu'un soldat lourdement armé vêtu du pourpre et or du clergé d'Azor'alq vous réveilla ce matin-la. La mince couche de neige avait à peine dissimulé la boue automnale.

Il vous a tendu la lettre disant «le Seigneur Munthir Haddad réclame votre présence à Hesuv.» Le soldat n'a pas attendu votre réponse avant de tourner les talons, vous laissant la lettre à la main.

Le village de Hesuv a beaucoup souffert de la guerre. Les murs de pierre sont écroulés à plusieurs endroits. Quant aux portes de la ville, via un quelconque miracle tiennent toujours.

Mais la majorité des dommages a été infligé au village minier. Plusieurs maisons ont été incendiées. Le temple d'Al'Akbar n'est guère plus qu'un amas de ruines. Les entrepôts à grains et le temple de Geshtai sont quant à eux toujours debout.

De grands trous creusés par les derros n'ont toujours pas été bouchés, même si la majorité d'entre eux sont couverts par des planches pour éviter des chutes accidentelles. Au-dessus des portes, la bannière rouge de Tusmit montre l'allégeance de la population au Pasha Muammar Quaran.

A l'extérieur du village, un petit camp de tentes abrite peut-être une trentaine de cavaliers. Les bannières pourpre et or se mêlent aux bannières des divers nobles qui se sont joints à la croisade de bin-Khadij. Trouver la tente de Munthir Haddad est très facile. On vous escorte rapidement à l'intérieur où Munthir est assis sur un immense coussin. Autour de lui, d'autres aventuriers sont assis sur des coussins identiques.

Munthir Haddad est évidemment un soldat. Il est musclé et a la démarche d'un cavalier expérimenté. Il arbore une petite barbe bien découpée. Son djellabah bleu tout comme son turban est serti d'or. Il porte un brassard blanc sur son bras gauche, l'identifiant comme un des rebelles.

«La lumière vous a montré le chemin. La pureté vous a désigné. Le courage vous envoie où vous irez et la force vous fera vainqueur. Puisse la bénédiction d'Azor'alq être sur chacun d'entre vous! Je vous remercie d'avoir répondu à mon appel.»

«J'ai besoin de vos services. Non seulement pour un idéal politique, mais parce que des vies sont en danger. Laissez-moi vous compter une histoire qui devrait être enseigné à tous les petits durant leur formation.»

«Je veux que vous trouviez la caverne où mon oncle est entré dans le repère de la bête. Puis que vous nettoyez l'endroit de ses défenseurs. Votre mission en est une de reconnaissance et d'exploration. Avant d'envoyer mes gens, je veux savoir ce qui les attend.»

«Je doute que vous puissiez affronter Kerridzar et ses conseillers. Si vous le rencontrez, n'engagez PAS le combat. Il est trop intelligent et saura en un instant que nous avons trouvé une entrée dans son repère. Est-ce que vous m'avez bien compris?»

Encounter Two: the Oracle

L'aubergiste vous dit qu'elle se trouve dans la chambre #4 au bout du corridor. «Entrez, la porte n'est pas barrée, dit une voix féminine à l'intérieur de la pièce. La chose la plus étrange c'est que vous n'avez pas encore cogné...»

La pièce au-delà de la porte révèle une scène sortie droit des enfers. Sur les murs sont cloués avec des aiguilles à coudre diverses formes d'insectes et de rongeurs. L'odeur de sang emplie la pièce. Assise sur le plancher est une femme vêtue de gris foncé avec un voile noir qui couvre son visage. Dans sa main gauche, elle tient une abeille et dans sa main

«La Destinée vous souris par ma présence aujourd'hui... Entrez! Les fils de la Destinée raccourcissent avec tout instant qui passe.»

Encounter Six: Hot Springs

La large vallée devant vous offre un spectacle à couper le souffle. Flanqué par deux montagnes couvertes de neiges éternelles, d'une troisième

montagne au loin s'échappe un épais nuage de fumée. Les flancs du volcan n'ont aucune végétation ni aucun flocon de neige. Il domine les environs.

La vallée proprement dite est remplie d'un lac bleu dont la surface n'est touchée d'aucun vent et qui reflète le paysage sur sa surface. Une bruine s'échappe du lac donnant à l'endroit un aspect mystique. La végétation sur les rives du lac est composée d'arbres feuillus que vous n'avez vu nulle part ailleurs dans les Yatils.

Encounter Seven: Former favorites

The kobolds barrows

Un des kobolds semble mieux habillé et en meilleure santé que les autres fait quelques pas. Dans un mauvais commun il dit.

« Bienvenus sur les Terres Saintes Sacrée de la tribu des Feux Rouges. Notre tribu existe depuis le temps du premier des Grands. Je suis le gardien des bêtes. Dites-moi pourquoi vous êtes ici ? »

« Maintenant, vous connaissez la triste histoire de notre tribu. Tout ce que nous voulons c'est de redevenir les favoris du Grand. Nous ne pouvons combattre les Suivants-du-Feu, mais vous pouvez. Pouvez-vous tuer les Suivants-du-Feu pour nous ? Nous vous offrirons une grande récompense. »

Encounter Eight: Worldburners

Rov vous mène au travers d'une série de tunnels où la température s'élève progressivement. S'accroupissant derrière un gros rocher, il vous fait signe de continuer.

« Je ne peux aller plus loin sinon le Grand va sentir ma présence. Les Suivants-du-Feu sont juste un peu plus loin. Je vais vous attendre ici. »

Encounter Nine: Kerridzar

Il semble que les Worldburners ne sont pas très intéressés à monter la garde. En route, vous avez passé nombre de géant de feu, de salamandres, de démons et plusieurs élémentaux de feu. On se croirait sur le plan élémentaire du feu. L'air ici est extrêmement chaud.

Finalement, vous arrivez sur la cheminée principale du volcan. Vous trouvant une position discrète vous permettant de voir la scène plus bas. Un dragon rouge de taille gargantuesque trempe dans une marre de lave. Deux très grand élémentaux de feu et un vieux géant de feu sont assis sur une corniche tout près. Dix géants de feu se tiennent au garde-à-vous autour du quatuor.

- Seigneur Kerridzar, ne vous fiez pas à cette femme. Elle ne vous est d'aucune valeur, dit le vieux géant de feu.
- Elle peut reconstruire nos forces presque entièrement détruites. Il n'y a aucun mal à discuter avec elle, dit un des élémentaux.
- Tu te méprends! Ces gens ne servent pas notre cause, rétorque le géant.
- Je suppose que tu voudrais envoyer TON propre clan pour reprendre tout ce que tu as perdu.
- Silence! Je ne vous ai pas invité pour que vous vous chamailler. Je ne veux pas non plus entendre un de vous faiblard défier ma volonté. Ma parole est la loi, lance le dragon imposant le silence à l'assemblée. Il sera bientôt temps.

A ce moment, le mur se met à scintiller. Un visage fantomatique apparaît. Il s'agit d'une femme d'origine Baklunienne couverte de bijoux. Son visage est à moitié caché par un voile noir qui lui donne l'apparence d'une mariée traditionnelle Tusmane.

- Bonjour Seigneur Kerridzar. Je suis heureuse de vous trouver en bonne santé. Mes agents m'ont rapporté le désastre que vos forces ont souffert dans les collines.
- Femme, tu éprouves ma patience ! Dis-moi où sont les troupes que tu m'as promise ? réplique le dragon.
- Vous devez comprendre que ce que vous demandez prend du temps. Le Prince réuni ses forces. J'ai des contacts avec les sombres puissances qui ont causé tout le chaos à Blashikdur. Elles ont témoigné un grand intérêt dans mes plans.
- OU SONT LES TROUPES?

- *J'aurais pensé qu'un dragon comme vous aurait appris la patience...*
- *Femme, tu éprouves ma patience.*
- *Elles seront délivrées à temps. Trenkat travaille comme je lui ai ordonné. Vos troupes sont-elles prêtes pour une nouvelle attaque?*
- *Tu sais très bien que mes troupes ont été presque anéanties lors de l'assaut sur Hesuv. Avant de frapper à nouveau, les nouvelles troupes que tu as promises devront être livrées.*
- *Réunissez vos troupes. Les Tusmans se battent entre eux, et ils le feront pour un bon moment. Lorsqu'ils se seront suffisamment affaiblis, j'ouvrirai le portail qui amènera tous nos alliés sur la Taerre. Reposez-vous et appréciez le spectacle. C'est sur le point de commencer... Ha ! ha ! ha ! ha ! rit la femme.*
- *Fais-moi disparaître tout ça, ordonne le dragon à un des élémentaux.*

L'élémental fait quelques gestes et le visage féminin disparaît. Le vieux géant est le premier à prendre la parole.

- *Elle ment monseigneur. Sinon pourquoi cacherait-elle son visage? Elle n'a aucune intention de vous livrer ce qu'elle a promis.*
- *Je suis du même avis, ajoute un des élémentaux.*
- *Voyons si elle nous livre nos troupes. Ce qu'elle propose est ce que je voulais faire de toutes façons. Nous aurons toujours le temps de la tuer plus tard...*

Le dragon rouge plonge dans la lave et les géants de feu se mettent à monter dans votre direction. Dans la marre de lave un véritable horde de petits élémentaux apparaissent, dansant dans le magma en fusion.

Interrupted

Le dragon rouge tourne la tête et regarde dans votre direction. Son visage se déforme pas la rage. Ses yeux se fixent presque instantanément sur vous. Ses yeux vous observent pour un court instant. Quelqu'un instinct vous dit qu'il ne vous oubliera pas.

“DES INTRUS! Je savais que vous ne pouvez rien faire comme il faut. Amenez-les moi! Je veux dévorer leurs cœurs, hurle Kerridzar. »

Les géants et les élémentaux commencent à gravir le cratère alors que le dragon déploie ses immenses ailes.

Conclusion

Befriended the Red Fire tribe

Revenant avec les prisonniers, Rov vous attend. « Merci. Grâce à vous, notre tribu vous sera éternellement reconnaissante. Vous êtes les amis de la tribu. Pour ces raisons nous voulons vous donner des pierres que nous avons volées aux Suivants-du-Feu. »

Rov vous tend une petite bourse remplie de petites gemmes. « C'est à vous. Maintenant, je vais vous mener jusqu'à l'eau d'où vous êtes venus. »

Rov vos escorte jusqu'à la rivière souterraine. « Partez maintenant. »

Back to Tusmit

Le chemin du retour jusqu'à Hesuv se déroule sans encombres. Vous êtes accueillis par des visages souriants et des acclamations.

Munthir Haddad avec une escort de 4 autres cavaliers vous approchent montés sur de larges chevaux Tusman brun foncés. Ils sont vêtus de superbes armures à plaques, des tabards pourpre et or avec le symbole d'Azor'alq sur le devant. Ils arrêtent à 20 pieds de vous. Munthir descend de cheval et s'avance les bras ouverts.

« Mes amis ! Je suis heureux de vous revoir. Avez-vous trouvé le passage de mon oncle ? Dites-moi tout. Dites-moi tout ce que vous avez appris.

Munthir écoute attentivement alors que vous marchez vers sa tente. Autour d'un repas arrosé de liqueur de galda, il vous pose une foule de questions sur les tunnels, les positions des salles de garde, les habitants, les pièges et tout ce que vous avez vu.

« Mes amis, vous nous avez rendu à tous un très grand service. Avec les informations que vous avez ramené, nous serons capable de frapper l'ennemi dans son repère. Quel jour glorieux... Une tâche digne du Fils de la Lumière lui-même ! Si vous m'excusez, je pars sur le champ pour rencontrer bin-Khadij dans le sud. Les préparatifs pour notre expédition doivent commencer au plus vite. La Gloire attend ! »

Munthir et ses homes sourient. Ils sont fort confiants. Leurs intentions sont claires. Ils veulent attaquer la forteresse brûlante.

Fin

Optional encounter: Worldburner bash

Vous êtes réunis avec un groupe de croisés. La plupart d'entre eux des aventuriers ou des miliciens de tout Tusmit. Leurs visages durcis par la longue campagne que certains d'entre eux mènent depuis l'été de 594CY lorsque Ket a envahi le sud de Tusmit.

Munthir Haddad a quitté la ville, se dirigeant vers le sud pour rencontrer bin-Khadij. Le chef actuel de la croisades est El'Beten, un ancien volontaire de l'armée de Ket durant les Greyhawk wars. Assis sur sa monture, il s'adresse à la trentaine de Croisés.

« L'ennemi est en pleine retraite, courant pour rejoindre les Yatils. Nous avons une opportunité de lui porter un coup fatal et décisif avant qu'ils ne quittent Tusmit. Cette campagne tire à sa fin. Celui-qui-apporte-la-rectitude nous a béni en nous offrant cette opportunité de détruire nos ennemis et sauver notre nation. Croisés de Tusmit, en selle. »

El'Beten vous approche. « Vous avez prouvé que vous étiez braves et plein de ressources. Je voudrais vous demander un autre acte de bravoure. Attaquez l'avant-garde des Worldburners. Cela non seulement attirera leurs renforts, mais arrêtera le convoi. Les autres leur tomberont dessus comme le bras vengeur d'Al'Akbar. Ferez-vous ceci pour nous ? »

El'Beten vous tend une carte de la région et indique un point. « Retenez-les ici. Ils seront forcés de passer par là. L'endroit devrait vous donner beaucoup de couvert et une bonne ligne de vue. Prenez avantage du terrain. Ils sont comme un animal blessé et risque d'envoyer tout ce qu'ils ont. Bonne chance ! »

El'Beten's victory speech

Les Croisés se regroupent enivrés par la victoire. Quelques Croisés ont perdu la vie mais plus encore sont rentrés. El'Beten lui-même est couvert de sang, mais arbore un sourire triomphant.

« Frères! Nous avons gagné une grande victoire aujourd'hui. Non seulement avons-nous détruit un important convoi ennemi, mais nous avons détruit le reste de ses forces. Tout ce qui reste maintenant est de mener la guerre en territoire ennemi. Pour Tusmit ! Pour Al'Akbar ! »

Les Croisés retournent à Hesuv avec le butin pris aux Worldburners. Du tissu Ekbirrien, des gemmes de Zeif, de l'or Tusman, du grain et des argenteries sont séparés parmi les participants du raid. Ce butin est rapidement échangé pour de l'or auprès des nombreux marchands du Mouqollad Consortium en ville.

Vous avez marqué une petite victoire contre les Worldburners aujourd'hui. Mais vous savez que la victoire finale est liée à la défaite de Kerridzar. Reposez-vous, le conflit final contre le dragon rouge et ses suivant arrive.

Que la danse commence...

Fin

Player Handout 1: Fellow rebel

My friend and brother,

The holy and righteous cause we both uphold has need of you. I have need of you. As you know, the red dragon Kerridzar has gone too far. Not only does he demand that we hand him over some of the greatest adventurers in the land, but he has taken one who has embraced the cause of His Exalted Splendor. Muammar Enquea al-faris al-qadi (Azbin for his friends) has offered himself as a hostage. Unfortunately those heroes the dragon want to see have little intention of saving one of our rebel brother.

While there is little else I would prefer to do but to ride into the lair of that vile beast to slay it, Lord Yasin bin-Khadij and the Clergy of the Banisher of Darkness have raised the valid point that it might be a trick.

I have need of you. Come to my tent just outside of Hesuvm in Suvii.

Hail Jadhim-Orem al-Pasha

May the Son of Light show you the way

Munthir Haddad

Player Handout 2: Dear adventurer

{Your name},

Your past exploits have come to my ears and I believe that you are people of good. I am in need of people of your skill and experience. This mission should bring you money, rewards and glory. As you know, the red dragon Kerridzar has gone too far. Not only does he demand that we hand him over some of the greatest adventurers in the land, but he has taken one of Tusmit up-and-coming hero. Muammar Enquea al-faris al-qadi (Azbin for his friends) has offered himself as a hostage.

While there is little else I would prefer to do but to ride into the lair of that vile beast to slay it, Lord Yasin bin-Khadij and the Clergy of the Banisher of Darkness have raised the valid point that it might be a trick.

If you wish to know more, come to my tent just outside of Hesuv in Suvii.

May the Son of Light show you the way

Munthir Haddad

Player Handout 3: The story of Kerridzar

“In the days when Sefmur ruled over the al-Tusmi, the Yatils were a dangerous place. Not only were there the usual menaces: orcs, goblins, kobolds, and the Ur-Flan and their foul magic. A number of red dragons lived in the area. My uncle Muraba Haddad and a group of soldiers and veteran adventurers left to find the lair of the red dragons.”

“When my uncle returned, he was changed. His once handsome face was severely burned, he had lost three fingers and his left leg was crippled to the point where he couldn’t ride anymore. Many times he told me about the dragons and the volcano. He told me about the creature made of pure flame and the malevolent efreeti. He told me about the cave that allowed entry into the lair. My uncle vanquished them all. I recall my uncle jumping on a barge to sail to the Pinnacles to meet with the Son of Light and be judged by him about joining the Thousand Immortals.”

“I was but a young boy then, barely able to ride. Oh I had dreams of fighting with them, both during the day and during the night. Of slaying the dragons. Of glorious death in battle. I dreamt of following my uncle on the Dramidj. The Son of Light appeared to me in a dream. He was wearing a complete suit of armor with light reflecting on it “Munthir, one day I shall send you to fight the dragons.” Since that day, I have prepared my body and my mind to lead the followers of the Son of Light to the lair of the red dragons. What glorious day this will be. Eternal glory is a reward in itself...”

“Oh but that’s not what we’re here to discuss...”

“You see, I conversed with the most learned members of the Clergy who themselves contacted the College of the Arts and the greatest historians in the land. Kerridzar was a terrible old red dragon who had terrorized the Flan inhabitants of this land in the days of the Empire. As a young dragon, he found himself many mates and surrounded himself with many wives and servants.”

“When my uncle and his fellows entered the lair to destroy the dragon, it was already beyond old. The great wyrm used all of its might but in the end good prevailed and the forces of evil were vanquished. Much was made of the death of the creature.”

“Only when another red dragon –also called Kerridzar- began terrorizing the country side about 500 years ago that people realized maybe the red dragon wasn’t dead. Adventurer entered the volcano again and killed the dragon, again. Now we must take action and make sure no more red dragon return to threaten Tusmit.”

Player Handout 4: The Battle of Hesuv

(These are the events of the *TUSInt5-05 Last Stand in the Sehla* battle interactive)

The battle of Hesuv lasted from 17th Goodmonth to 20th Goodmonth of 595CY. Many adventurers had gathered in town, looking to form bands and go out hunting goblins. Very few of them expected to find themselves under siege from an army of goblins, Worldburners, elementals, ogres and giants.

The battle lasted 3 long days. On the first day of the battle, the Naqeeb was killed when a poisoned arrow hit him in the eye. The local militia tried a sortie but accomplished little. They were surrounded, crushed and gruesomely tortured and killed.

At that time many foreigners, including a large number of Ketites decided the safest route was to flee through the mines. Cowards. But let it be known that not all Ketites are cowards, some of them held the city gate while they were behind stormed by the enemy. Bisselites and Keolandars were also present and conducted themselves in the most honorable of fashion.

The last surviving member of the Tusman army Keltor Spikehead al-Dekros rose up and took command. With the support of a hastily-formed council of nobles and the local Mullah, he prepared the defenses of the city.

The next two days were like a nightmare. The enemy kept coming in wave after waves. The valiant defender reeled under the constant pressure. The walls broke in many places, but the braves stayed their positions. When the foul derro revealed themselves by opening their tunnels, the enemy entered the town and began burning everything. Things looked bleak for the defenders but still they fought on.

When Kerridzar the red dragon appeared in the skies, everyone thought the battle was lost for sure. The dragon convened with the leaders of Hesuv. Kerridzar wanted Lord Olaf but the dwarf was not present. The council agreed with the dragon to offer him a hostage. Who other than a faris and a qadi would offer to sacrifice himself for the good of others.

Blessed may you be Muammar Enquea, savior of Hesuv! May the Restorer of Righteousness welcome into his celestial garden! Your death was not in vain.

Player handout 5: A nursery rhyme

The priestess sits up straight her entire body seems to fall into a trance. When her eyes open again, her pupils are gone, instead they are replaced by burning flames. Her voice comes out with a child-like innocence in something of a nursery rhyme.

The hole in the wall!

The hole in the wall!

It used to be there but now I can't see it.

It used to be there but now I can't find it.

Was it taken away? Was it stolen?

Was it destroyed? Was it blocked?

The hole in the wall!

The hole in the wall!

I filled it with water,

I filled it with lava

I hid it under the water

I hid it over the lava

With that Aileen's begins to wail. She stands up in a single leap and with her fist smashes the dead, pinned animals to the wall. "THE HOLE IN THE WALL" Turning to you she screams. "Find the hot springs, find the hole!"

Then as fast as it all began, she sits and begins humming gently to herself. Only the blood on her hands bears witness to the scene that just happened.

Player Handout 6: The Fall from grace of the Red Fire Tribe

The Red Fire tribe has always served the Great One. The Great One was good to the Red Fire tribe. Our clutches and hatchling grew numerous and strong. The Great One protected us and showered us with gifts and attention. And we brought him protection, devotion and as much gold as we could carry.

But the day the soft-skins came, that changed.

The soft-skins with their fur and their crazy dedication to fire gained much honor in the eyes of the Great One. The Red Tribe tried to fight them, but they were too strong. The words of Kurtulmak were obeyed and we did kill many of them in snares and traps, but they proved to strong for us.

When the Great One summoned us, his children to him, we were all very afraid. Was the great one displeased with us? Would he eat us? We went to him bearing gifts and present to soothe his rage.

“You have angered me. You have attacked my new servants. I am unhappy. From this day forth none of your tribe is to engage in warfare against the Fire-Worshippers, for I am their Fire God, for I am the Great One!”

With a swipe of his claw, he threw many of our brothers into the Cauldron of Holy Flame in which he resides. Though they died, they rejoined Kurtulmak in serving the Great Ones.

“Let this be a lesson to you all.” The Great One said.

Then the Fire-Worshippers began to attack the Red Fire tribe. The Great One had prevented us from retaliating. Thus they pushed us into these caves far from the Great One. They have blocked most of the accesses to the Great One's lair.

When the Others came and attacked the Fire-Worshippers in the Great One's lair. We weren't able to go and save him. But many of the Fire-Worshippers died that day. We thank the Others for weakening the Fire-Worshipper who do not serve the Great One.